

Savage Middle-earth

Game Master's Guide



Adventure role playing in the land of
Middle-earth using the Savage Worlds RPG

Savage Middle-earth Game Master's Guide

V .5

By Revolution 9/Corpse
a corpsewithout soul@gmail.com

I need playtesters! E-mail me!

Table of Contents

Part 1: The Setting

Available Races
Alternative Magic Systems
Optional Spells
Creating Magic Items

Part 2: Creatures of Middle-earth

Animals
Children of Ilúvatar
Slaves to Darkness
Demons and Undead
Plants

Part 3: Characters of Middle-earth

Heroes of the Free Peoples
Servants of the Eye

Part 4: Treasures of Middle-earth

Part 5: Appendices

A: Racial Experience Penalties
B: Sample Random Encounter Charts
C: Combat Summaries

Recommended Reading

Sources



PART 1: The SETTING

This Gamemaster's guide is not meant to be an end-all be-all for Middle-earth settings. There are so many options for a Middle-earth game in terms of time period, area, and matters of interpretation (of races, monsters, magic, and even history) that no one person could suggest a Middle-earth setting that would suit all groups. The history of Middle-earth itself is in places detailed and vast, and in others (especially the distant past) shadowy and vague.

Because of this, the Gamemaster's Guide does not delve into much in the way of campaign specific material, descriptions of places and time periods, and so forth.

What it will do, however, is make some possible suggestions of places and time periods you might like to use in your game, some alternate possibilities for racial selection and magic, as well as creatures, personalities, and so forth. Feel free to use any of the possibilities given, remove anything that does not fit your vision of Middle-earth (spells, monsters, racial selections, optional rules, etc) or alter it to your liking.

The Recommended Reading section of the Player's Guide has many fine sources you can consult for whatever setting you prefer; below are some sample options you might like to explore:

- The First Age was an age of high fantasy and adventure of mythical proportions. Humans and dwarves are newly awoken; Melkor and Sauron are still upon the earth, breeding the vile Orcs and terrible Trolls for the first time; Balrogs, werewolves, vampires, and dragons rally together in massive antediluvian battles. Adventures here offer much more freedom and flexibility as there are so many powerful evils still visible in the world, and who knows what other monsters and demons existed in this ancient time that were not noted by the Wise?
- The Second Age, similarly, had its great share of monsters and magic. Numenor was still a great nation and the Dunedain still mighty and strong; like the First Age, not as much is known of it, giving greater flexibility in storyline and enemies.
- The Third Age, the most familiar time period for most readers, is quite expansive, beginning with the defeat of Sauron in the Last Alliance and ending with his final downfall. Thousands of years of history passed and there are a wealth of times and places such as:
 - The Trollshaws c. 19 . This is the "default" time period and location in the core MERP rulebook. Suspicious, rugged Hillmen, orcs, ancient ruins, and of course trolls make this an area and time period full of adventure possibilities.
 - Arnor c. - , both while Arnor was standing strong against the Witch-king, and while it fell into evil and the Dunadain bloodline was nearly extinguished. At this time Angmar is one of the greatest centers of evil that exists, and epic battles against the Lord of the Nine are possible.
 - The Blue Mountains, which contain several dangerous Orc-tribes, the Withered Heath to the northeast (full of dragons and wights), and then the Frozen Wastes to the north would all make amazing – and dangerous! – sites for adventure in any time period. Since little is written of the Frozen Wastes there is plenty of room for creativity.
 - The lands to the far East and South could be an unusual but intriguing setting for adventure in the Third Age. Like the Frozen Wastes, little is written of these places, leaving a lot of room for flexibility. Two of the Five Wizards disappeared into these places – perhaps like Gandalf, they met friends and allies who helped turn the tide of history in Middle-earth, even though their deeds did not come down to the Wise.
 - Mirkwood during most of the Third Age, during Sauron's original residence, his return after the Watchful Quiet, or even shortly before his flight from Mirkwood in 2041 up until the War of the Ring. If you're interested in that last idea, by the way, the next PDF is Savage Mirkwood.
 - Rhovanion, also called Wilderland, as a whole is a great setting for adventure during any time in the Third Age, and includes Mirkwood to the West, the Blue Mountains, Lake-town, the Lonely Mountain, and other classic locations.
- The Fourth Age is also open to your own imagination. What happened after the downfall of Sauron? Were the Trolls and Olog-hai destroyed immediately upon Sauron's final defeat, or did they flee and hide, becoming rare but dangerous beasts whispered of in legends?

Were the orcs all exterminated, or, when freed of Sauron's manipulation, were they able to choose for themselves good and evil(allowing Orc, Half-orc, and Uruk-hai as character choices)? What evil remains in the ruins of Angmar, the pits of Dol Guldur, and the various dark places of Mordor?

- ...and then there's alternate history. The [Tolkien Crackpot Theories](#) page has a number of alternate history ideas. My favorite is [What Saruman Was Really Doing](#), and it would certainly make an amusing campaign idea.

AVAILABLE RACES

In most games, all the player races would be available. However, this may vary based upon time period and location. When you've decided what your campaign itself will be like, you can find which races are available in the area. This does not mean, of course, that races from other lands can't be involved, as long as there is a story prepared to explain how they got there.

The races are not balanced, as should be apparent. For most mature players, this should pose no problem. If, on the other hand, players are choosing races based on bonuses and not on flavor(numbers and not role-playing), you may wish to impose some special rules.

The most simple is to ask for a backstory for any more powerful race. This may be limited to stronger strains(such as Noldor) or to a race as a whole(all Elves). If the player is not willing to write at least a few paragraphs explaining why his or her character is now involved in such adventures, then they are not interested enough in adding role-playing possibilities to the game. Keep in mind this is only necessary with certain groups, and forcing mature, experienced players to write a story in order to play a race they genuinely like and will not abuse will hurt your game. At the same time, backstories are great for all characters and you may wish to offer some sort of bonus to players that write one, regardless of other factors.

A second, and much more extreme option, is to exact an experience point penalty to more powerful races. They will advance more slowly until roughly the time other races in the party have 'caught up' to them. Though this helps balance the game a lot, players may feel frustrated at their lack of advancement and so this option should be used only in very specific types of groups. The actual advancement penalties are listed in the Appendix.

These are only a few of the simplest ways of compensating for higher-power characters. You may not need to use any of them at all.

ALTERNATIVE MAGIC SYSTEMS

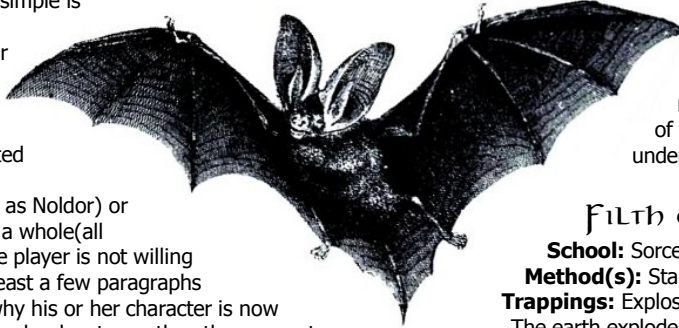
Should the magic system presented in the Player's Guide not suit your style, there are a few alternatives. Firstly, you may use the system from the Savage Worlds core rules, using some of the new spells in the Player's Guide and reading the Weariness roll penalty as Power Points. You can do the same thing and use Brian Reeves' Graduated Powers rules. You might leave out "Healing" and replace it with "Healing-spell" from the Player's Guide, or drop Healing-spell and use "Healing" from the Core Rules or from Brian's Graduated Powers rules. If you desire a more magic-heavy campaign, this might work well for you, in addition to the Optional Spells given below.

If, on the other hand, you're looking for a more subtle form of magic and one less open to players, there is a solution available. [The Hall of Fire Magazine, Issue 25](#), contains rules for more "Tolkienesque" magic requirements and available spells. Called "Magic in Middle-earth" and written by Ron Williams, it is for Decipher's *Lord of the Rings Role-playing Game* but can easily be used as a guide for characters in Savage Worlds.

OPTIONAL SPELLS

These spells are adapted from EA Games' *The Third Age* video game. They are simply Blast, Bolt, and Burst with Lord of the Rings trappings.

If you don't mind the magic in your game being a little bit less subtle, you may wish to use these spells. You may also wish to use them with limits: for instance, Flaming Eye of Sauron may only be usable in Mordor or Filth of Saruman is only used by evil sorcerers under Saruman's command.



FILTH OF SARUMAN(BLAST)

School: Sorcery

Method(s): Standard

Trappings: Explosion of filthy corrupted earth

The earth explodes and coats the enemy with black-green-brown corrupted earth. If cast in a place corrupted by metal, oil, smoke, or other magical or mechanical defilements, the sorcerer gains a+2 to the WC.

The area of effect is a Medium Burst Template found in the back of the Savage Worlds book. If the roll is failed, the blast deviates as a launched projectile (see page 66).

Novice: Weariness roll -2, Range 12/24/48, Duration Special. Targets within a Medium Burst Template must roll Vigor (at -2 with a raise) or be Shaken.

Seasoned: Weariness roll -2 - 6, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d6 damage; double Power Points increases template to Large or damage to 3d6.

Veteran: Weariness roll -3 - 9, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d8 damage; double Power Points increases template to Large or damage to 3d8.

Heroic: Weariness roll -4 - 12, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d10 damage; double Power Points increases template to Large or damage to 3d10.

Legendary: Weariness roll -5 - 15, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d12 damage; double Power Points increases template to Large or damage to 3d12.

FLAMING EYE OF SAURON(BURST)

School: Sorcery

Method(s): Standard

Trappings: Burning magma-spewing earth

The earth burns and fires forth magma, sharp stones and choking fumes. If cast in Mordor or someplace hot and smoky, the sorcerer gains a +2 to the WC.

Novice: Weariness roll -2, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d10 damage; Heavy Weapon.

Seasoned: Weariness roll -3, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d10+1 damage; Heavy Weapon.

Veteran: Weariness roll -4, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12 damage; Heavy Weapon.

Heroic: Weariness roll -5, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12+1 damage; Heavy Weapon.

Legendary: Weariness roll -6, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12+2 damage; Heavy Weapon.

MURDER OF CROWS(BOLT)

School: Sorcery

Method(s): Standard

Trappings: A flock of large, faintly glowing crebain

Murder of Crows calls a flock of spiritual crebain covered in black-purple light which kamikaze-attack the victim.

Novice: Weariness roll -1 each, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6 damage; double Power Points for 3d6 damage.

Seasoned: Weariness roll -1 each + 1, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+1 damage; double Power Points for 3d6+1 damage.

Veteran: Weariness roll -1 each + 2, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+2 damage; double Power Points for 3d6+2 damage.

Heroic: Weariness roll -1 each + 3, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+3 damage; double Power Points for 3d6+3 damage.

Legendary: Weariness roll -1 each +4, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+4 damage; double Power Points for 3d6+4 damage.

CREATING MAGIC ITEMS

A character may enchant an item with a spell ability. For instance, he may enchant a blade with Alert or Bane, enchant a crystal ball with Scrying, or enchant a cloak with Shape Change.

To do this, firstly the character needs an item of unparalleled quality. Items made by Dwarves and Elves are usually perfect for enchantment. Otherwise an appropriate item might be purchased or commissioned for around 4x the normal cost of the normal item.

Once an appropriate item for enchantment is procured, the character must then begin weaving the spell into it. If the spell has multiple uses and Ranks, the enchanter must choose just one of them. The amount of time it takes to enchant the weapon is equal to one week times the Weariness penalty associated with that form of the spell; for instance, Alert has a Weariness penalty of -1, so this would take only one week. The enchanter must have at least a few hours each day or night to work on the

enchantment, and each week he must make a Weariness roll(modified just like the spell he is enchanting the item with). A failure indicates that the enchantment failed. He may attempt to enchant it again, starting from the beginning. If he botches the Weariness roll, he must wait at least a week before trying again.

A character may decide that the power imbued in the item only works on, for or against a specific race; for instance, he may create a sword which uses the Smite power against orcs. Since the power is more limited in use, the caster gains a +2 to his Weariness rolls to enchant the item. It still takes the same amount of time. Spells like Alert do not grant this bonus as the limitation of the spell is already taken into consideration in its cost.

PART 2: CREATURES OF MIDDLE-EARTH

Aside from the creatures given in this book, one might also use, from the Savage Worlds core rulebook: Bear, Ghost, Lion, Skeleton, Spider(Giant), Snake(both kinds), and Swarm.

You will find monsters here that either do not appear in Tolkien's works(such as Mabelmaikli), monsters that may be mythical even in Middle-earth(such as Mewlips and Giants), and monsters that some may argue(possibly correctly) are something else entirely(such as half-Trolls).

As is standard with this adaptation, when given a choice between erring on the side of caution and purism, or leaning towards variety and playability, I have chosen the latter. I've tried to do this while still keeping with the spirit of Tolkien's Middle-earth; keep in mind that many dark things lurk in Middle-earth and simply because they were not encountered by the heroes of The Hobbit or The Lord of the Rings does not mean they could not have existed.



These have been included here for variety and need not be used if the GM does not desire to. I imagine the purist will already know what monsters they will include and do not need the author to make suggestions (especially considering even purists will disagree on the matter).

Two new statistics have been added to the creature descriptions: # Appearing and Frequency. These are both simply tools to help with designing encounters and creating random encounter charts. Use or ignore them as desired.

Appearing is self-explanatory. This is the typical number of these creatures which appear in an encounter.

Frequency is how often this type of creature appears. The possible frequencies include Common, Rare, and Very Rare. These frequencies obviously apply only to places where monsters of its type appear; for instance, Orcs are Common, though it is assumed that this applies to wilds outside of towns and cities, Southern Mirkwood, Mordor, and so forth. They would not be common in civilized areas. Likewise White Wolves are Common, though this would only apply to cold places like the Frozen Wastes. Some entries list more than one frequency for clarity but most do not.

ANIMALS

BAT, GREAT

Encountered: 1d4 swarms

Frequency: Common in Mirkwood, Very Common in the Mountains of Mirkwood, Very Rare elsewhere

The Great Bat is a grey and purple bat with a 5' wingspan. Typically harmless and nonaggressive, Great Bats are found in Mirkwood (especially the mountainous areas) and feeds on owls, spiders, and rodents. They drink blood and feed on soft flesh, though only rarely will they attack anything hobbit-sized or larger. Use the statistics for a swarm.

The Great Bats of southern Mirkwood tend to be more aggressive and willing to attack the Free Peoples because the sorcery of the Necromancer and his servants have twisted the natural life in the area.

BAT, ENORMOUS GREAT

Encountered: 1d4

Frequency: Rare in the Mountains of Mirkwood, Very Rare elsewhere

Rarely, a Great Bat will grow to large size, about a 10' wingspan. These will attack man-sized opponents, though like their smaller brethren they still prefer to feed on smaller, easier prey and will typically only attack larger opponents if there is a lack of food in the area or they have been agitated. They will tend to fly away if injured or losing for a few rounds, preferring to search for easier prey rather than continue a perilous battle.

Attributes: Agility d8, Smarts d4(a), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special abilities:

- **Flight:** Enormous Great Bats can fly 10" per round.
- **Bite:** Str+d6

BAT, HUNTING

Encountered: 1d4 swarms

Frequency: Rare

These bats have a 3-6 foot wingspan and are attracted by the smell of blood. They tend to live in caves and under cliffs and in abandoned buildings. The blood-drinkers attack in a swarm, biting until the victim is dead. Use the stats for a swarm, though the most dangerous thing about these bats is the diseases they carry. At the end of combat, anyone bitten by these beasts must make a Vigor check, applying wound modifiers and so forth as usual. On a failure they will take 1 level of Fatigue due to fever and vomiting which will last 2d4 days. On a botch the number of days is maxed (i.e. 8). A successful Healing roll using appropriate herbs can reduce the time by half (on a success) or heal it completely with 1 day of rest (on a raise).

CREBAIN

Encountered: 1d4 swarms

Frequency: Rare

Crebain are large black crows, corrupted by sorcery and often used as spies. Crebain will sometimes make one sweeping attack on a group and then leave. If these creatures are encountered near an enemy stronghold, they will typically fly there and alert their master to the presence of the heroes.

For statistics, use the Swarm stats.

FELL BEAST

Encountered: 2

Frequency: Very Rare

Fell Beasts appeared in ancient times and are believed to have been bred by Morgoth in mockery of Eagles, just as Ents were likely bred in mockery of trolls and orcs in mockery of Elves. They appear as enormous featherless carrion birds with leathery bat wings, 30' long from beak to tail with a 35' wingspan.

Ravenous eaters and master hunters, they track their prey easily and hunt silently. These creatures always hunt in pairs, flying with another Fell Beast or being ridden by a Ringwraith.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d12, Intimidation d12, Notice d8, Stealth d10, Tracking d10

Pace: 6; **Parry:** 6; **Toughness:** 16

Special abilities:

- **Talons:** Str+1d8
- **Stench:** Fell Beasts give off a horrible stench. Anyone close enough to engage in hand-to-hand combat must make a Vigor check or take 1 level of Fatigue due to nausea and retching. This will disappear as soon as the character is away from the odor. This check only needs to be made once per encounter.
- **Size** +6
- **Armor** +2
- **Hardy**
- **Flight:** 12", Climb 3"

GREAT EAGLE

Encountered: 1d10

Frequency: Common

Great Eagles are a majestic and intelligent flying race created by Manwë and Yavanna, the king and queen of the Valar. They are overseers of all animals and hate the followers of Morgoth and Sauron with great bitterness, especially the fliers (such as crebain, dragons, fell beasts and certain evil bats). Brave and true, they are disgusted by cowardice and have no patience with faintheartedness.

Great Eagles speak their own language, Eryr-aryth, and most speak both Sindarin and Westron.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+5, Vigor d12

Skills: Fighting d10, Guts d12

Pace: 6; **Parry:** 7; **Toughness:** 15

Special Abilities:

Flight: Great Eagles fly 21" per round and have an acceleration of 6".

Size +7: Great Eagles average 20' long from beak to tail and a wingspan of 110'. Legend has it that the greatest of eagles was 35' long with a 180' wingspan.

Large: Opponents gain a +2 to Shooting and Fighting against Great Eagles.

Talons: Great Eagles may attack with their talons, doing Str+d6 damage. They may attack twice this way and take the normal penalty for an extra action (-2).

Beak: Alternately, they may attack with their sharp beaks for Str+d8 damage. An eagle may attack with both claws and a beak if they wish, taking the appropriate penalty (-4 per attack).

HORSES OF MORDOR

Encountered: Special

Frequency: Only nine are used at once

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d12, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Fleet Footed:** Horses of Mordor roll a d8 when running instead of a d6.

- **Kick:** Str+1d6

- **Size +3:** Mordor horses are large creatures bred for their power and stature.

HUMMERHORN

Encountered: 1d4 swarms

Frequency: Rare

A 6-8 pound flying insect like a black or grey wasp with a razor-sharp, pointed proboscis of chitin which gores a victim then feasts on the corpse with three sets of mandibles. When an adventurer hears the loud buzzing of a swarm of hummerhorns there is a good chance it is the last sound he will ever hear.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Special abilities:

- **Flight:** Hummerhorns may fly 10" per round.
- **Gore:** Hummerhorns gore with their 'horn' for Str+d4 damage.
- **Size -2:** Hummerhorns are a foot or so long.
- **Tiny:** Enemies are at a -2 to hit Hummerhorns.

MABELMAIKLI

Encountered: 1d6

Frequency: Rare in hot, salty water in the East; Very Rare in deep but warm, brackish waters elsewhere

Something like a strange cross between a crab and a squid, these weird animals are the size of a man and have four sharp, powerful claws that are 1-2' in diameter. Quite vicious and aggressive, these fortunately very rare crustaceans dwell mostly in hot salty beaches in the East but can survive in any warm, brackish water.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d6, Swimming d8

Pace: 2; **Parry:** 6; **Toughness:** 8

Special abilities:

Armor +3: Mabelmaikli possess a very hard shell.

Claws: Str+d6. These creatures have 4 attacks which they use in pairs – that is, they may make 2 or 4 attacks. Each group of 2 attacks must be against a single opponent; so the first 2 could attack one enemy and the second 2 could attack another enemy. The first two may be made without penalty; the second two cause the normal modifier for performing an extra action (-2 to all attacks). If all 4 attacks are against a single opponent the Mabelmaikli suffers no penalty at all. This penalty only applies when attacking two opponents.

MINKS, BLACK

Encountered: 1 or 2d4+4

Frequency: Rare

Larger than normal minks, Black Minks are aggressive and dangerous, growing up to 4' long and up to 80 pounds. They make their homes along fresh water, and hunt both in and around it, being excellent swimmers. Though usually solitary, during mating season in early Spring they will gather together in a larger band and attack everything they come across. They will not retreat but fight until dead.

Mink fur, especially Black Mink fur, is valuable. As clothing it is warm, protective, comfortable, and nearly waterproof. The mink must be killed in such a way that its pelt is not ruined, however, such as poison, drowning (difficult as they can hold their breath for 10 minutes), or possibly bludgeoning. An excellently prepared and high quality mink fur can fetch up to an entire silver piece; lesser furs will bring two silver pennies.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Notice d8, Swimming d12

Pace: 2; **Parry:** 5; **Toughness:** 6

Special abilities:

- **Armor +1:** A Black Mink's fur and hide is resilient and provides a +1 Toughness.
- **Bite:** Str damage
- **Hardy:** Black Minks who are Shaken do not suffer a Wound if they are Shaken again.
- **Size -1:** Black Minks are 4' long.
- **Small:** Enemies are at a -1 to hit a Black Mink due to their size.

MORGAI FLIES

Encountered: 1 swarm

Frequency: Very Rare, Rare in Mordor and southern Mirkwood, Common in Rhovanian between T.A. 1635-

1637.

These great, vile flies bite and drink blood. Most are infected with disease and may have caused, or helped spread, the Great Plague. They look like large (relatively speaking) black flies with a red blotch upon their backs, vaguely resembling the Lidless Eye.

Use the stats for Swarm from the core book; however, Morgai Flies also spread disease and sickness. At the end of combat, everyone who was Shaken or Wounded by Morgai Flies should make a Vigor roll (no penalty if Shaken, normal wound penalties if Wounded) or suffer from 1 level of Fatigue for 1 week (2 levels of fatigue on a botched Vigor roll).

Mûmak

Encountered: 1d10

Frequency: Very Rare, Common in Far Harad

Mûmakil (called Oliphaunts by the Hobbits) are massive elephants with incredibly tough, leathery skin. Haradrim ride them into war on towerlike platforms placed upon the Mûmak's back. One Southron "controls" the beast while a number of archers (who typically have the Steady Hands edge) shoot from its back. People on the platform are concealed by Heavy cover. They may carry 1400 pounds.

Attributes: Agility d4, Smarts d4(a), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d8, Guts d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 5; **Toughness:** 16 (13 around eyes)

Special abilities:

- **Armor +2:** Oliphaunts have very tough leathery hides.
- **Fear of Fire:** Mûmakil confronted with large fires or fire-based attacks must make a Guts check or avoid the fire by moving away from it as quickly as possible or fleeing in the opposite direction if a 1 is rolled. A Southron riding the oliphaunt may substitute his own Riding (Mûmakil) skill.
- **Fear in Horses:** Similarly, horses are naturally afraid of Mûmakil and react to them the way Mûmakil react to fire. The horse's rider may

substitute his own Riding skill if higher.

- **Hurl:** Oliphaunts may hurl boulders and trees by making a Throwing roll. The range is 3/6/12 and damage is Str+d10. A mûmak may also grapple an opponent (per standard grappling rules) and throw them 12 inches. They will take Str +d10 damage upon impact with the first obstacle.
- **Large:** Opponents add +2 to Fighting and Shooting rolls against these beasts.
- **Size +6:** Oliphaunts are often 15' high and 30' long. In legend they are said to reach 60' high.
- **Trample:** A mûmak may run (8+1d8") and by so doing trample all in its path. Any caught in its way must make an Agility roll or suffer Str+d12 damage.
- **Tusks:** An oliphaunt may attack with its tusks for Str+d8 damage.

NEEKERBREEKERS

Encountered: 1d3 swarms

Frequency: Rare

Neekerbreekers were given their names by the chirping sound they make which resembles "Neek-breek! Neek-breek!" Living in swamp and jungle environments and resembling a 2" long cricket, these pests can live on grains and will often infest bags of flour, waybread, or other foods. They also have a nasty bite and, should an unlucky traveller blunder into or near their nest he will find out for himself how painful they can be.

Use the stats for Swarm from the core book if anyone is swarmed by them; however, they do only Fatigue damage, as their bite is painful and distracting but not deadly.

SPIDER, BROOD OF UNGOLIANT

Encountered: 1d10

Frequency: Common in Mirkwood, Very Rare elsewhere

These giant spiders are the descendants of the great arachnid Shelob. Use the stats for Giant Spider in the core rulebook, with the following exception: they have Smarts d4, many speak Westron and some speak Black Speech. Most will not be interested in talking to party members, however...

SPIDER, ENNERLING

Encountered: 1d4 swarms

Frequency: Common in Mirkwood, Very Rare elsewhere

Pale white spiders ranging from 6" to a foot long with a blood-red dimple on their undersides, they are found most prominently in southern Mirkwood. They spin their webs between trees, and if Ennerlings are encountered the character in the lead must make a Notice roll of walk into their web. They are not naturally aggressive but they will attack if picked up, handled, stepped on, or if their web is walked into. Their poison is potent but not deadly. Use the stats for Swarm, but anyone bitten must make a Vigor roll or act with two levels of Fatigue for the next 2d6 hours (or be rendered unconscious on a botch).

SPIDER, GELYNGYL

Encountered: 1d10

Frequency: Very Rare

The largest of spiders that occur naturally (that is, are



not mutated, sorcerous, or descendants of Ungoliant or Shelob), they are 3-4' arachnids colored dark green on top and light green below, making them very difficult to notice. They are incredibly cunning and intelligent animals, and unlike most spiders are not only social but communicative, using pads on their back legs which, when rubbed together, produces a chirp which they use to communicate.

Gelyngyl tend to dwell over roads or places where prey often passes, dropping on their victims and biting. They have even been known to herd victims into ambushes, surrounding or chasing prey until they are below the group of spiders waiting to drop upon it from above. Intelligent (relatively) animals, they are not usually aggressive with creatures too much larger than them if they are solitary, preferring to run and find easier food. In large numbers, however, they will attack humans and larger things.

Their colonies are high in the trees, built in the tree's limbs and around its trunk with their webs. This makes them even more difficult to detect, since an unwary traveller will not have large webs as a warning.

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Guts d8, Notice d12, Stealth d10

Pace: 2; **Parry:** 6; **Toughness:** 4

Special abilities:

Size -1: These spiders are 3-4'.

Bite: These spiders may bite for Str damage.

Poison: Anyone wounded by the spider's bite must make a Vigor roll or become paralyzed for 1d3 hours. During this time the spiders will carry the victim to their lair high in the trees (often requiring multiple spiders working together to lift and carry larger prey such as hapless adventurers) and web them up well.

WATCHER IN THE WATER, LARGE

Encountered: 1

Frequency: Very Rare

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d12, Notice d8, Stealth d6

Pace: 2; **Parry:** 6; **Toughness:** 17

Special abilities:

- **Armor +1:** A Watcher in the Water's rubbery hide acts as light armor.
- **Size +8:** Krakens are 50-70' long.
- **Hardy**
- **Sense Power:** Watchers in the Water have the spell Sense Power as an ability.
- **Swim:** Kraken can swim 8" per round.
- **Tentacle Slam:** A kraken can slam with its tentacles for Strength damage. It may also grapple and attempt to drown an opponent (use standard rules for grappling and drowning). Watchers in the Water may attack with up to 5 tentacles at once, though it takes the standard -2 for each additional attack.

WATCHER IN THE WATER, SMALL

Encountered: 1

Frequency: Very Rare

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d6, Guts d8, Notice d8, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 12

Special abilities:

- **Size +4:** Small Krakens are about 25' long.
- **Hardy**
- **Sense Power:** Watchers in the Water have the spell Sense Power as an ability.
- **Swim:** Kraken can swim 8" per round.
- **Tentacle Slam:** A kraken can slam with its tentacles for Strength damage. It may also grapple and attempt to drown an opponent (use



standard rules for grappling and drowning).
Watchers in the Water may attack with up to 5 tentacles at once, though it takes the standard -2 for each additional attack.

WILD CAT

Encountered: 1d10

Frequency: Common

Attributes: Agility d8, Smarts d4(a), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 6

Special abilities:

- **Bite:** Str + d6 damage.
- **Claw:** Str + d4 damage.
- **Pounce:** Wild cats pounce on their prey, leaping 1d6" to gain +4 on its attack and damage. Its Parry is reduced by -2 until its next action.

WOLF, DIRE

Encountered: 2d10

Frequency: Rare

Use the stats for Dire Wolf in the Savage Worlds core book.

WOLF, GREY

Encountered: 2d6

Frequency: Common

Use the stats for Dog/Wolf in the Savage Worlds core book.

WOLF, WAR-WOLF

Encountered: 1d10

Frequency: Rare

War-wolves are huge dogs bred and trained for combat. Very similar to Wargs, these are living and not demonic

wolves and the Enemy often uses them as trackers and scouts, sometimes fields them as units in battle, and occasionally like Wargs they are ridden into combat by orcs. Use the Dire Wolf stats in the Savage Worlds core book for these beasts.

WOLF, WHITE

Encountered: 1d20

Frequency: Common

Distant relatives of the common Grey Wolf but closer in kinship to Dire Wolves, the White Wolves live in the frozen wastes in the north, though during exceptionally cold winters they sometimes appear in Eriador(as far south as the Shire) and Rhovanion(as far south as the Celduin Valley). Use the stats for Dire Wolf in the Savage Worlds core book.

SENTIENT RACES

ENT(WC)

Encountered: 1d12

Frequency: Very Rare

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d10, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 16

Special abilities:

- **Armor:** +3
- **Size** +3
- **Immunity:** Huorns are immune to poison and disease.
- **Limb whip:** A Huorn may whip or punch with its roots or branches for Strength damage.
- **Limb crush:** Ents may grapple an opponent. On a success they will lift them in a huge handlike branch and squeeze for Str + d6 damage.



- **Plant:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from poison or disease.
- **Weakness:** Has a 4-6 chance of catching fire with any fire-based attacks.

DRAGON[WC]

Encountered: 1

Frequency: Very Rare

Dragons come in various types: winged and wingless(referred to as "worms"), as well as coldrakes(which cannot breathe fire). Dragons are exceptionally rare, especially by the Third Age. The Dragon, Drake, and Giant Worm entries in the Savage Worlds core rules can all be used as a basis for the dragon of your creation. Drakes and Dragons from that book can be used as-is or flight and firebreathing can be removed to create worms and coldrakes. The Giant Worm entry can have the Burrow ability removed and the Smarts increased to create a wingless coldrake as well. Since dragons are so rare there is little reason to detail statistics for many kinds.

GIANT

Encountered: 1d6

Frequency: Very Rare

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d8, Guts d10, Notice d4, Throwing d8

Pace: 30; **Parry:** 6; **Toughness:** 19

Special abilities:

- **Size +7:** Giants are around 30' tall.
- **Huge:** Opponents gain a +4 to Fighting and Shooting rolls when attacking giants.
- **Hardy**
- **Improved Sweep:** Usually using a tree(Str+d12)
- **Hurl:** Giants may hurl boulders and trees by making a Throwing roll. The range is 15/30/60 and damage is Str+d12. A giant may also grapple an opponent(per standard grappling rules) and throw them 25". They will take Str +d12 damage upon impact with the first obstacle.

ORC

Orcs are a squat, hunched, sallow-skinned hairy race with sloping foreheads, bow-legs, crooked limbs, and flat faces. Their mouths are filled with sharp teeth and their squinty, slanted eyes have catlike pupils. Highly adaptable, evil masters have bred specialized versions of them for a long time. You can create your own specialized versions, and two examples are shown below.

Rabble

Encountered: 3d6

Frequency: Very Common

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d4, Guts d4, Notice d4, Shooting d4, Stealth d6, Taunt d6, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Short spears or short swords(Str+d6). Sometimes bows. Rabble rarely wear armor.

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight



and take a -2 to all actions in it.

Warrior

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Taunt d6, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Scimitar(Str+d8), leather armor. Sometimes armed with bows, helmets, and shields(Parry +1).

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight and take a -2 to all actions in it.

Elite

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d6, Taunt d6, Throwing d6

Pace: 6; **Parry:** 7(8 front & left); **Toughness:** 9(11 against missiles from front and left)

Gear: Scimitar(Str+d8), chain hauberk(+2), medium shield(+1), helmet.

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight and take a -2 to all actions in it.

Chieftain[wc]

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Climbing d6, Fighting d10, Guts d10, Notice d10, Shooting d8, Stealth d6, Taunt d6, Throwing d6

Pace: 6; **Parry:** 8(9 front & left); **Toughness:** 10(12 against missiles from front & left)

Gear: Scimitar(Str+d8), chain hauberk(+2), medium shield(+1), steel helmet(+3).

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight and take a -2 to all actions in it.

Black-skinned tracker

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Climbing d4, Fighting d4, Guts d4, Notice d4, Shooting d4, Stealth d6, Taunt d6, Throwing d4, Tracking d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Short spears or short swords(Str+d6). Sometimes bows. Rarely have armor.

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight and take a -2 to all actions in it.

Moria goblin(from the film *The Fellowship of the Ring*)

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Climbing d12, Fighting d6, Guts d4, Notice d4, Shooting d4, Stealth d6, Taunt d6, Throwing d4

Pace: 6; **Parry:** 5(6 front & left); **Toughness:** 7(9 against missiles from front & left).

Gear: Short spears or short swords(Str+d6). Chain hauberk(+2) with spiked vambaces and greaves(+3 to arms and legs). These aid in climbing. Medium shield(+1). Sometimes helmets and bows.

Special abilities:

- **Sunlight fear:** Orcs are terrified of sunlight and take a -2 to all actions in it.

ORC, URUK-HAI

Uruk-hai, or Orc-race, are a black-skinned, straight-limbed breed of orc bred by Sauron. Smarter, stronger, disciplined, and unafraid of sunlight, the Uruk-hai are the most powerful breed of orc. It is for this reason that they were given the name Uruk-hai, for they were no mere rabble of cowardly orcs but rather the embodiment of the perfect Orc race. How Sauron created this race is unknown, though he may have bred them with trolls, evil humans, or both to achieve the perfect master race of darkness and corruption.

Warrior

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Taunt d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d4, Throwing d6

Pace: 6; **Parry:** 5(6 front & left); **Toughness:** 9(11 against missiles from the front and left) 12 to head

Gear: Scimitar(Str+d8), chain hauberk(+2), medium shield(+1), steel helmet(+3). Some are armed with bows.

Special abilities:

- **Tough hide:** The uruk-hai have tough, leathery hides that provide a +1 to their Toughness.



Elite

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Shooting d10, Stealth d6, Taunt d8, Throwing d8

Pace: 6; **Parry:** 7(8 front & left); **Toughness:** 10(12 against missiles from the front and left), 13 to head

Gear: Scimitar(Str+d8), chain hauberk(+2), medium shield(+1), steel helmet(+3). Some are armed with bows.

Special abilities:

- **Tough hide:** The uruk-hai have tough, leathery hides that provide a +1 to their Toughness.

Captain[wc]

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d10, Shooting d10, Stealth d6, Taunt d8, Throwing d10

Pace: 6; **Parry:** 7(8 front & left); **Toughness:** 10(12 against missiles from the front and left), 13 to head

Gear: Scimitar(Str+d8), chain hauberk(+2), medium shield(+1), steel helmet(+3). Some are armed with bows.

Special abilities:

- **Tough hide:** The uruk-hai have tough, leathery hides that provide a +1 to their Toughness.

Berserker(from the film *The Two Towers*)

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d10, Shooting d10, Stealth d6, Taunt d8, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 10, 13 to head

Gear: Scimitar(Str+d8), chain hauberk(+2), steel helmet(+3).

Special abilities:

- **Tough hide:** The uruk-hai have tough, leathery hides that provide a +1 to their Toughness.
- **Berserk:** Uruk-hai Berserkers have a parry reduced by 2 and add a +2 to Fighting, Strength, and Toughness after suffering a wound.
- **Tough hide:** The uruk-hai have tough, leathery hides that provide a +1 to their Toughness.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Hard to Kill:** Ignores wound penalties on Vigor rolls when rolling on the Knockout Blow and Injury tables. (This Edge is only necessary if you make a Berserker into a Wild Card.)

ORC, HALF-ORC

The half-orcs were created by Saruman as spies and as troops that he could better control. They are a cross of evil men and orc, appearing as exceptionally ugly, swarthy, slant-eyed men. They do not quail at sunlight and can pass as human if necessary.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d4, Stealth d4, Taunt d6, Throwing d4

Pace: 6; **Parry:** 5(6 front & left); **Toughness:** 7(9 against missiles from the front and left)

Gear: Short sword(Str+d6), leather armor(+1), medium shield(+1). Some are armed with bows.



TROLL

Trolls are huge, muscular greenish creatures covered in thick, stonelike scales. There are many varieties such as hill trolls, mountain trolls, and even two-headed trolls. Some of the varieties are statistically very similar and are grouped together below; for instance, Cave and Mountain Trolls have very similar stats but their appearance(trappings) are different, and so they are listed below with the same stats.

Most trolls are exceptionally stupid, almost on the level of animals, and those that can speak are considered geniuses. Sauron has also bred the terrible Olog-hai, a smarter and more agile breed of black-skinned troll resistant to sunlight.

Cave or Mountain Troll

Encountered: 1-3

Frequency: Very Rare

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Throwing d6

Pace: 7; Parry: 6; Toughness: 13

Gear: Spiked club or hammer(Str+d8)

Special abilities:

- **Stony hide:** Trolls have hard, stonelike skin that provide a +3 to their Toughness.
- **Claws:** Str+d6
- **Size +3**
- **Hardy**
- **Improved sweep**
- **Sunlight vulnerability:** Trolls touched by sunlight are turned irreversibly back into the stone from which they were made.

Hill, Forest, or Stone Troll

Encountered: 1-3

Frequency: Very Rare

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d6, Throwing d6

Pace: 7; Parry: 5; Toughness: 11

Gear: Spiked club or hammer(Str+d8)

Special abilities:

- **Stony hide:** Trolls have hard, stonelike skin that provide a +3 to their Toughness.
- **Claws:** Str+d4
- **Size +2**
- **Hardy**
- **Improved sweep**
- **Sunlight vulnerability:** Trolls touched by sunlight are turned irreversibly back into the stone from which they were made.

Olog-hai

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d6, Throwing d6

Pace: 7; Parry: 6(7 front & left); Toughness: 12(13 against missiles front & left); 15 to head

Gear: Spiked club or hammer(Str+d8), large black shield(+1), steel helmet

Special abilities:

- **Stony hide:** Trolls have hard, stonelike skin that provide a +3 to their Toughness.
- **Claws:** Str+d4
- **Size +2**
- **Hardy**
- **Improved sweep**

DEMONS AND UNDEAD

BALROG[WC]



Balrogs, the "demons of might," are powerful fallen Maiar made of shadow and flame who stood with Melkor. Though they are made partially of fire, they drain the light from the room instead of illuminating it. By the Third Age only one is known to exist(though others still could). Because of the (fortunate) scarcity of these spirits, many questions about them remain and many debates over their abilities and nature exist to this day.

The statistics given are based upon what is known of the Balrog of Moria(Durin's Bane). It is possible that this potent spirit has abilities and powers that differ from those given here. Different balrogs may have different skills, powers, weapons, or even spellcasting ability.

Attributes: Agility d10, Smarts d12+1, Spirit d12+5, Strength d12+7, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d12, Weariness d8+2

Pace: 10; **Parry:** 8; **Toughness:** 16

Special abilities:

- **Sword:** A balrog's massive sword does Str+d12+d6(fire damage).
- **Whip:** Does Str+d6(fire damage). A balrog may elect to grapple with his whip by making a Fighting roll(as per grapple rules on p68). If successful he grapples and does an automatic d6 fire damage.
- **Darkness:** A balrog has the spell Darkness of the Flame of Udun at Legendary rank and may use it at will as a free action.
- **Maiar:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.
- **Dispel:** Balrogs possess Dispel up to Legendary rank as an ability.
- **Fear -4:** Balrogs are terrifying demons of great and ancient evil and cause Guts checks at a -4.
- **Fiery touch:** Any attacks done by a balrog do an additional 1d6 fire damage and cause a chance of catching fire. Anyone touching or grappling the demon will take this damage



automatically. Balrogs can start fire with a touch.

- **Fiery breath:** A balrog may breathe fire. All under a cone template must make an Agility roll at -2 or take 2d10 damage and chance catching on fire. A balrog cannot breathe fire and use its weapons in the same round.
- **Large:** Balrogs are normally large creatures. Attackers get a +2 to Fighting and Shooting rolls against them.
- **Shape Change:** Balrogs, being spirits, can change their size and possibly consistency. A Balrog may find need to shrink down to as small as 10' tall to move through doors. It may change size at will as a free action, growing or shrinking 10' per round. Upon immersion with water the Balrog may become a foul demon of slime and filth, losing its fire-based abilities but possibly gaining others.
- **Size +6:** Balrogs can be 30' tall.

BARROW-WIGHT[WC]

Barrow-wights are the tormented spirits of long-dead lords of men who were enslaved by the Witch-king's necromancy and sent to inhabit the barrow mounds. The spirits possess the ancient skeletal remains of the men buried within and rise to bewitch the living and sacrifice them in dark rites.

Barrow-wights can typically only be destroyed by a cleansing spell, exposing their lair to sunlight and spreading all the treasure within outside, to be cleansed by the light and taken by any who pass by. The slayers of the Barrow-wight may take an item each for themselves.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Stealth d4,

Weariness d8+1

Pace: 5; **Parry:** 5; **Toughness:** 7

Special abilities:

- **Sunlight vulnerability:** Barrow-wights exposed to sunlight take 3d6 damage each round.
- **Fear -2:** Barrow-wights cause Guts checks at -2.
- **Fearless:** Immune to fear and intimidation.
- **Sorcery:** Most Barrow-wights have sorcerous powers as determined by the GM. They typically use Slumber to cause characters to fall asleep and then sacrifice them on an altar to Morgoth or Sauron. Slumber, Forgetfulness, Control, and so forth are their favorite powers to use. Fear, Darkness, and Fog are also favorites.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.
- **Unwearying:** Barrow-wights do not weary and are granted their power from the Dark Lord himself. They gain a +1 to any Weariness rolls. They will not suffer any penalties for failed rolls.

Mewlips

One of the rarest forms of undead in Middle-earth, mewlips haunt marshes, swamps, and cemeteries and ruins found in moist, unpleasant places. A type of ghoul, their skin is runny green-brown moving hunchbacked through depressing, deserted areas and killing with their long sharp claws or with rusty steel or stone weapons that they find lying about or have kept from their life hundreds or thousands of years ago.

They covet and collect both gold and the bones of their victims, both of which may be found in sacks in their lairs, usually in a nearby cave, cellar, sepulchre, crypt, or similar unpleasant spot.

Note that their ill-kept weapons do the same damage as a claw, though for the purposes of trappings it may add some variety to the encounter.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Rusty metal or chipped, notched stone weapon(Str+d4).

Special abilities:

- **Claws:** Str+d4
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.

Ta-fa-Lisch

Found only in the lands once known as Rhudaur, the Ta-Fa-Lisch is the ghost of a cursed Dwarf – a very rare thing indeed. The Ta-Fa-Lisch appears as a stunted but horrible shadowy figure with glowing eyes and flashing teeth. No one is sure where they came from, and any dwarves who may have an inkling aren't talking about it.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d8, Guts d12, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 10

Special abilities:

- **Ethereal:** Ta-fa-lisch are immaterial and can

only be harmed by magical attacks.

- **Fear -3**

- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.

RINGWRAITH[WC]

The Ringwraiths, or Nazgûl, are terrifying creatures: kings, swayed by evil and corrupted by the Ring, their bodies cast to the Astral plane and their souls enslaved by Sauron. This writeup is for a "typical" Nazgûl, and each has slightly varying abilities and powers.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Riding d12, Stealth d8, Tracking d6, Weariness d10+1

Pace: 6; **Parry:** 7; **Toughness:** 9

Gear: Long sword(Str+d8)

Common Edges: Command, Fervor, Hold the Line!, Arcane background: Magic, Specialization: Sorcery, Harder to Kill

Common Spells: Awe, Bane-spell, Enslave Beast, Fear, Fog of Power, Lock/Unlock(C), Puppet, Sense Power(C)(Ability), Shatter, Wizard's Hand

Special abilities:

- **Bladeshatter:** Weapons striking a vampire are automatically affected by a Seasoned Shatter spell.
- **Blind:** The nazgul are blind, seeing only shadows, and hunting by sense of smell. Because of their heightened senses this blindness does not often affect them, but invisible characters can be seen perfectly well and the nazgul gains a +2 to hit invisible characters.
- **Black Breath:** Anyone who botches their roll against any Fear-based assault by a Ringwraith(either its natural ability, the spell Fear, or even an Intimidation roll), he or she succumbs to the Black Breath. The character will take 1 level of Fatigue. Each day he or she must make a Vigor roll at -2; on a success, the Fatigue level stays the same. If healing herbs are available, a raise will reduce the Fatigue level by 1(curing it altogether if the Fatigue level is only one). On a failure, the character takes another level of fatigue. On a botch, he or she dies.
- **Distaste for Sunlight:** The Nazgûl dislike sunlight and act at -2 in it.
- **Ethereal:** Ringwraiths are immaterial and can only be harmed by magical weapons and attacks, though they can be dispelled by fire, water, and holy words or symbols(see below).
- **Almost Fearless:** Immune to fear and intimidation, although they do fear running water, fire, the sun, and holy objects and names. Nazgûl must make a Guts check to approach fire, a sacred place or holy item, or cross running water. If it fails its Guts roll it will flee. If it botches its Guts roll it will be dispelled for 1d4 weeks. It will also be dispelled if they receive a wound by fire or water. Finally, a good character may spend a benny and call upon their culture's patron Vala. The Nazgûl must make a

Guts roll just as if it had approached fire or running water, and reacting the same (by succeeding, running away, or being dispelled).

- **Fear -4:** Nazgûl cause Guts checks at -3 when present.
- **Fast healer:** All wounds are recovered within a day.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.
- **Undying:** A ringwraith that is "killed" will reform within a few days.
- **Unwearying:** Nazgûl are granted their power from the Dark Lord himself. They gain a +1 to any Weariness rolls. They will not suffer any penalties for failed rolls.

VAMPIRE

Encountered: 1-5

Frequency: Very Rare

Little is recalled of the ancient, near-mythical beings called vampires. Most likely patron spirits of bats who came to the side of Morgoth, these demons can fly, can often cast spells, and change their shape with the use of magical cloaks. They made excellent guards, spies, and soldiers under Morgoth.

These creatures are most likely extinct by the Third Age, though they may still exist in dark and evil places.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d10, Vigor d12+2

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d6, Weariness: d10+1

Pace: 6; **Parry:** 7; **Toughness:** 11

Special abilities:

- **Wing talons:** Str+d6
- **Cloak:** Vampires have magical cloaks that allows them to use the Shape Change power at the Heroic level at will. If the vampire is killed, the cloak may be taken by a hero. It will allow him to use Shape Change at will at his own rank.
- **Unwearying:** Vampires are granted their power from Morgoth. They gain a +1 to any Weariness rolls. They will not suffer any penalties for failed rolls.
- **Bladeshatter:** Weapons striking a vampire are automatically affected by a Seasoned Shatter spell.
- **Flight:** Vampires may fly 12" per round.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.

WARG

Encountered: 3-12

Frequency: Common

Wargs are large, demonic wolves. They are smarter than normal wolves with their own guttural language. Typically allies of the orcs, they often allow themselves to be ridden into battle by those foul creatures. Not much is known about the origins of these beasts but some theorize that they are the descendants of the werewolves of old. Others believe that they are wolves possessed by the spirits of demons or slain werewolves.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8



Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 8

Special abilities:

Bite: Str+d6

- **Go for the throat:** With a raise on its attack roll, the warg hits the target's most weakly-armored location.
- **Fleet-footed:** Wargs roll d10s instead of d6s when running.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.

WEREWOLF

Encountered: 1-5

Frequency: Very Rare

Another ancient evil whose true origins are lost in the mists of time, werewolves are great demonic wolves, standing upright like men and acting as one of Morgoth's most faithful servants. Later when Sauron captured the great hero Beren he kept him on an island of werewolves. Like vampires, werewolves may be the patron spirits of wolves that have been corrupted and possessed the bodies of wolves or men or perhaps wargs (which came first, the warg or the werewolf, is a riddle never to be answered). Werewolves can speak in a growling voice and attack with their great claws, able to shapechange subtly from that of a large wolf to a wolf with slightly manlike features - such as standing upright and grasping tools or weapons (though they prefer to attack with tooth and claw). They cannot take human form nor are the other modern legends about werewolves applicable to these beings of shadow.

Some werewolves in the distant past were known to grow to enormous size and some, being demonic spirits, doubtless had magical powers. You may wish, especially if setting your game in the First Age, to increase the stats and size of some werewolves and give them spellcasting ability.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,



Vigor d12

Skills: Fighting d12, Guts d10, Intimidation d10, Notice d8

Pace: 10; **Parry:** 8; **Toughness:** 10

Special abilities:

- **Bite:** Str+d6
- **Claw:** Str+d4
- **Fleet-footed:** Werewolves roll d10s instead of d6s when running.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.

PLANTS

EVIL TREE

Evil trees, unlike Huorns, are not Ents which have become treeish and dark, nor are they trees which have begun to awaken; rather, they are trees which have been twisted by the darkness of the Necromancer, the Witch-king, and other dark sorcerers, possessed by evil spirits and which now attack other living things, both plant and animal. Their roots strangle other plants and kill them with toxic secretions.

Encountered: 1-10

Frequency: Very Rare

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d8, Vigor d6

Skills: Fighting d4, Guts d8, Notice d12

Pace: 6; **Parry:** 4; **Toughness:** 8

Special abilities:

- **Armor:** +1
- **Size:** +2
- **Fearless:** Evil trees are practically mindless and fear absolutely nothing. They can be Intimidated by fire though little else bothers them.
- **Immunity:** Evil trees are immune to poison and disease.
- **Limb whip:** Evil trees strike with their fistlike branches for Strength damage.
- **Limb crush:** Evil trees may grapple an opponent. On a success they will lift them in a huge handlike branch and squeeze for Str + d6 damage.



- **Magical powers:** Evil Trees sometimes emit a mist which acts as a Veteran Slumber spell.
- **Plant:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from poison or disease.
- **Weakness:** Has a 4-6 chance of catching fire with any fire-based attacks.

HUORN

Huorns are hateful, malevolent trees. Some believe they are Ents which have grown old and treeish; others that they are ancient trees which have begun to wake up into consciousness. In any event, they are barely conscious, yet many possess magical powers and all are filled with a hatred for flesh-and-blood creatures, though they themselves hate evil creatures like orcs most of all. They may be calmed or even motivated to fight by certain sentient beings (Ents, some Elves, characters like Tom Bombadil). Spells of command work on them.

Huorns are surprisingly quick, and attack by crushing their opponents with limbs or roots, or by splitting open and "biting" individuals inside its trunk.

Encountered: 1-5

Frequency: Very Rare

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d10, Notice d12

Pace: 4; **Parry:** 6; **Toughness:** 16

Special abilities:

- **Armor:** +3
- **Size:** +3
- **Fearless:** Huorns are practically mindless and fear absolutely nothing. They can be Intimidated by fire though little else bothers them.
- **Immunity:** Huorns are immune to poison and disease.
- **Limb whip:** A Huorn may whip or punch with its roots or branches for Strength damage.
- **Trunk crush:** A Huorn may choose to Grapple an opponent. On a raise, it manages to draw the opponent into its trunk, crushing it for Str + d10 damage per round until they are freed or free themselves.
- **Plant:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from poison or disease.

- **Magical powers:** Huorns often possess magical powers which they use as Songs of Power, cast with the sound of wind rustling through their leaves and branches. A typical Huorn will have from 1-3 powers. Powers possessed tend to include Fog of Power(all ranks), Forgetfulness(Seasoned rank), Misdirection(all ranks), Puppet(Seasoned rank), Slumber(Seasoned rank). Not all Huorns will have these powers and some will possess them in greater or lesser versions.
- **Weakness:** Has a 4-6 chance of catching fire with any fire-based attacks.

PART 3: CHARACTERS OF MIDDLE-EARTH HEROES OF THE FREE PEOPLES

BALIN(BEFORE TA 2989)(WC)

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d12

Skills: Climbing d6, Crafting d6, Fighting d12, Guts d8, Knowledge: Mining d10, Notice d12+1, Shooting d6, Stealth d6, Tracking d4

Pace: 6; **Parry:** 8; **Toughness:** 8

Edges: Alertness, Combat Reflexes, Fast Healer, Sweep, Quick

Gear: Warhammer(Str+d10)



BALIN(AFTER TA 2989)(WC)

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d10, Vigor d12

Skills: Climbing d6, Crafting d6, Fighting d12, Guts d12, Intimidation d6, Knowledge: Mining d12, Notice d12+1, Shooting d8, Stealth d6, Tracking d4

Pace: 6; **Parry:** 9; **Toughness:** 10(14 torso, 15 arms, legs, and neck, 13 head)

Edges: Alertness, Block, Combat Reflexes, Fast Healer, Fervor, Improved Tough as Nails, Improved Sweep, Inspire, Level Headed, Nerves of Steel, Noble, Quick

Gear: *Felakmahal* – A magical warhammer that does +3 to hit and +3 to damage against orcs. Damage Str+d10. Magical Dwarven chain mail with plate +1
Pot helm

BEORN(WC)

Rank: Legendary

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+1, Vigor d12

Skills: Climbing d6, Fighting d12+2, Guts d12, Healing d8, Improved Tough as Nails, Intimidation d12, Notice d10, Shooting d6, Stealth d10, Tracking d12

Pace: 6; **Parry:** 9; **Toughness:** 11

Edges: Alertness, Beast Bond, Beast Master, Berserk, Brawny, Combat Reflexes, Fast Healer, Frenzy, Improved First Strike, Improved Sweep, Quick, Woodsman

Gear: Great Axe(Str+d12)

- **Special abilities:Skinchange:** Beorn may shapeshift into a bear. He retains his skills and edges but takes on all the physical characteristics of a bear(see stats below).
- **Speak with Animals:** Beorn can communicate with animals. Natural animals will never attack him and his home is filled with animals that serve him, though he does not see them as property or servants but as friends and companions.

BEORN AS A BEAR(WC)

Beorn retains the Skills, Edges and Special Abilities he has in Beijabar form, with the additions listed here.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

Pace: 8; **Parry:** 9; **Toughness:** 12

Special abilities:

- **Claws:** Str +d6.
- **Size +2**

GANDALF(The Grey, pre-death)(WC)

Rank: Legendary

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d12

Skills: Crafting: d8, Fighting d12, Guts d12, Intimidation d10, Knowledge: History of Middle-earth d12, Knowledge: Arcana d12, Notice d12, Shooting d6, Ride d12, Stealth d8, Tracking d8, Weariness d12+2

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Staff

Edges: Command, Fervor, Focus, Hold the Line!, Arcane background: Magic, Specialization: Fire Smoke and Light, Specialization: Secret Fire, Harder to Kill, Wizard, Staff, Rapid Recharge, Final Strike

Hindrances: Arrogant, Vengeful(Major)

Spells: Awe, Blast, Burning Sparks, Burst, Dispel, Elemental Manipulation(all), Light, Lock/Unlock(C), Seal/Unseal, Shatter, Smokeshaping, Wizard's Hand

Special abilities:

- **Maia:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.
- **Sense Power:** Gandalf has developed this spell into an ability that he can use freely.

GANDALF(The White,

post-'death')(WC)

Rank: Legendary

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d10, Vigor d12

Skills: Crafting: d8, Fighting d12, Guts d12, Intimidation d12, Knowledge: History of Middle-earth d12, Knowledge: Arcana d12+1, Notice d12, Shooting d6, Ride d12, Stealth d8, Tracking d8, Weariness d12+2

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Staff

Edges: Command, Fervor, Focus, Hold the Line!, Arcane background: Magic, Specialization: Fire Smoke and Light, Specialization: Secret Fire, Harder to Kill, Wizard, Staff, Rapid Recharge, Final Strike

Hindrances: Arrogant, Vengeful(Major)

Spells: Armor, Awe, Blast, Burning Sparks, Burst, Command, Dispel, Elemental Manipulation(all), Light, Lock/Unlock(C), Seal/Unseal, Shatter, Smokeshaping, Wizard's Hand

Special abilities:

- **Maia:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.
- **Invulnerable:** Gandalf is all but invulnerable after his return. Only magical weapons and sorcery could possibly harm him.

ÓIN (TA 2949)(WC)

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Crafting d6, Fighting d8, Guts d6, Knowledge: Mining d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: First Strike, Frenzy, Quick

Hindrances: Stubborn

Gear: Battle Axe(Str+d10)

THORIN III(Oakenshield, TA

2949)(WC)

At the time of the Quest of Erebor, Thorin Oakenshield is quite old. An incredible warrior in his younger days(or so the stories are told), his abilities have waned a bit here.

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8,

Vigor d10

Skills: Climbing d6, Crafting d12, Fighting d10, Guts d8, Intimidation d6, Knowledge: Mining d12, Notice d12, Shooting d10, Stealth d6, Survival d6, Tracking d6

Pace: 5; **Parry:** 10; **Toughness:** 8

Edges: Command, Hold the Line!, Improved Block, Noble, Sweep, Quick

Hindrances: Elderly, Greedy, Mean

Gear: *Orcrist*, magical elven sword that does +3 damage to orcs and has Alert permanently enchanted upon it, glowing blue when orcs are near. Damage is Str+d8.

SERVANTS OF THE EYE

GOLLUM(WC)

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d10, Vigor d10

Skills: Fighting d8, Guts d4, Notice d6, Stealth d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Alertness, Luck, Quick, Harder to Kill

Hindrances: Mean, Stubborn, Ugly, Vengeful(Major), Yellow

Special abilities:

- **Throttle:** May grapple as per the grapple rules. If successful, Gollum will do Str damage each round until his opponent breaks free, dies, or he lets him go.

KHAMUL(WC)

Rank: Legendary

Sample variant Nazgûl, he acts as Sauron's Lieutenant over Mirkwood.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Stealth d8, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 13(16 to head)

Gear: Long sword(Str+d8), *Dragonhelm*(Toughness +3 to head, additional +1 on Weariness rolls when using magic as well as a +1 on any rolls to resist magical effects), Dragon-scale armor(totally unencumbering armor that protects as plate)

Edges: Command, Fervor, Hold the Line!, Arcane background: Magic, Specialization: Sorcery, Harder to Kill

- **Hate for the sun:** Khamul in particular hates the sun and acts at -4 in it.

SARUMAN(PRE-WOTR)(WC)

Rank: Legendary

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d12

Skills: Crafting: d12, Fighting d12, Guts d10, Intimidation d12, Knowledge: History of Middle-earth d12+1, Knowledge: Arcana d12+1, Notice d12, Shooting d6, Ride d12, Stealth d8, Tracking d8, Weariness d12

Pace: 6; **Parry:** 7; **Toughness:** 10

Gear: Staff

Edges: Command, Fervor, Focus, Hold the Line!, Arcane background: Magic, Specialization: Sorcery, Specialization: Speech and Command, Harder to Kill, Wizard, Staff, Sanctum(Isengard), Rapid Recharge, Final Strike

Hindrances: Arrogant, Vengeful(Major)

Spells: Bane-spell, Change Hue(C), Shatter, Puppet, Enslave Beast, Fear, Lock/Unlock(C), Seal/Unseal, Fog of Power, Wizard's Hand

Special abilities:

- **Awe:** Saruman's ability to influence with his melodic voice may be used at will.
- **Maia:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.
- **Sense Power:** Saruman has developed this spell into an ability that he can use freely.

SARUMAN(POST-WOTR)(WC)

Rank: Legendary

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d12

Skills: Crafting: d12, Fighting d12, Guts d10, Intimidation d12, Knowledge: History of Middle-earth d12+1, Knowledge: Arcana d12+1, Notice d12, Shooting d6, Ride d12, Stealth d8, Tracking d8, Weariness d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Gear: Staff

Edges: Command, Fervor, Focus, Hold the Line!, Arcane background: Magic, Specialization: Sorcery, Specialization: Speech and Command, Harder to Kill, Wizard, Staff, Sanctum(Isengard), Rapid Recharge, Final Strike

Hindrances: Arrogant, Vengeful(Major)

Spells: Bane-spell, Change Hue(C), Shatter, Fear, Lock/Unlock(C), Seal/Unseal, Wizard's Hand

Special abilities:

- **Awe:** Saruman's ability to influence with his melodic voice may be used at will.
- **Maia:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.

SAURON(WC)

Rank: Legendary

Attributes: Agility d12+1, Smarts d12+1, Spirit d12+5, Strength d12+5(d12+8), Vigor d12

Skills: Crafting: d12, Fighting d12+4, Guts d12, Intimidation d12, Knowledge: History of Middle-earth d12+1, Knowledge: Arcana d12+1, Notice d12, Shooting d12+4, Ride d12, Stealth d8, Tracking d8, Weariness d12+7

Pace: 6; **Parry:** 9; **Toughness:** 14(19)

Gear: *The Shadow Mace* – A great, black mace, specially enchanted by Sauron, which does Str+d10+3 damage and is +3 to hit. It is enchanted with Alert and will glow red when near Elves, and has a +6 to hit bonus and +6 damage(instead of +3) when used against them. It can turn invisible at Sauron's will.

The Black Sword – A large ithilnaur sword which does Str+d8+2 damage and is +2 to hit. The damage and to-hit bonus is +4 versus Elves. On a critical hit, the additional d6 damage will be either cold or heat damage is Sauron desires(heat damage will cause the victim to catch fire on a 5-6 on 1d6).

The Gauntlet of Slaying – Made of black steel and black dragon scale, it adds +3 to the user's Strength and has Shatter permanently enchanted upon it, automatically

casting Shatter upon any object it grasps(this is a grapple action).

The Black Scale – Unencumbering armor and helmet of black steel and black dragonscale, this adds 5 toughness to every location on Sauron's body.

The One Ring – Should Sauron recover the One Ring, it grants him the following bonuses(among many others): Invisibility at will; +5 Toughness; All spell ranges increased by 3x or to line of sight(whichever is greater); Any spell cast automatically succeeds with no change of failure(may still be resisted, but no roll is necessary for casting purposes); +5 on all rolls for everything(all traits, damage rolls, etc); complete resistance to all magical effects and spells used against him.

Edges: Brawny, Command, Fervor, Focus, Harder to Kill, Florentine, Frenzy, Hold the Line!, Improved Block, Improved Tough as Nails, Improved Sweep, Sanctum(both Dol Guldur and Barad-dur), School Specialization: Sorcery

Spells: Sauron may use any spells at any rank at will, except for Secret Fire spells which he has no access to.

Special abilities:

- **Maia:** No extra damage from called shots; Fearless; Immune to disease and poison; Immune to non-magical attacks; +2 Toughness; +2 to recover from being Shaken; +2 to Weariness.
- **Deathless:** Sauron cannot be permanently destroyed(except through the destruction of the Ring), but upon "death" will reform again. This can take a very, very long time and is one reason why Sauron does not usually engage in battle himself.
- **Fear -5:** Sauron is the most terrifying and evil being to still dwell in Middle-earth.
- **Size +1:** Sauron is a large opponent, standing about 8' tall.
- **Unwearying:** Sauron is granted his power from Morgoth. He gain a +1 to any Weariness rolls. He will not suffer any penalties for failed rolls.

SHELOB(WC)

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Climbing d12, Fighting d10, Guts d8, Intimidation d12, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 13(11 to eyes)

- **Size +3**
- **Armor +2:** Except the eyes
- **Fear +2**
- **Fleet Footed:** Shelob rolls a d8 when running instead of a d6.
- **Claws:** Str+d8(may use two per round if desired, with normal penalty for two actions)
- **Horns:** Str +d10(may use once per round, along with claws with normal penalty for multiple actions)
- **Poison:** May bite for Str damage. If player takes a wound, make a Vigor roll or fall into a deathlike state immediately which lasts 4d6 hours. (May use this bite once per round, along with other attacks with normal penalty for multiple actions.)

The Witch King of Angmar(WC)

The Witch-king was a powerful human sorcerer-king and he now leads the Nine. His Special Abilities are the same as those of other Ringwraiths except for his Backlash of Evil. Additionally, the Witch-king suffers no ill effects from sunlight or water.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d10, Riding d12, Stealth d8, Tracking d8, Weariness d12+3

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Long sword(Str+d8), Morgul Blade

Common Edges: Command, Fervor, Hold the Line!, Arcane background: Magic, Specialization: Sorcery, Harder to Kill

Common Spells: Awe, Bane-spell, Enslave Beast, Fear, Fog of Power, Lock/Unlock(C), Puppet, Sense Power(C)(Ability), Shatter, Wizard's Hand

- **Backlash of Evil:** Any attacks done to the Witch-king will cause a Shatter spell to the weapon that he is hit with, and an automatic 2d6 damage to the attacker. The attacker must also make a Vigor check or lose the use of one side of their body. A botched roll results in the character falling unconscious immediately. He may take weeks to recover.

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 17

Special abilities:

Talons: Str+1d8

- **Stench:** Fell Beasts give off a horrible stench. Anyone close enough to engage in hand-to-hand combat must make a Vigor check or take 1 level of Fatigue due to nausea and retching. This will disappear as soon as the character is away from the odor. This check only needs to be made once per encounter.
- **Size** +6
- **Armor** +3
- **Hardy**
- **Flight:** 12", Climb 3"

The Witch-King's Fell Beast

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+3, Vigor d12

Part 5: Appendices

A: Racial Experience Penalties

If you have chosen to use experience penalties to compensate for more powerful races in Middle-earth, the character must pay off their extra abilities by way of cashing in half their experience until these are paid for. The player should keep note of how many experience points he or she is "in debt" for, and spend half of all points earned(rounded up or down, it doesn't matter) to pay off this experience point debt. The chart will tell you exactly how many points are "owed" for playing the given race.

Dwarves - 10

Elves - 20

Man, Dunadan - 15

Man, Northman - 5

B: Sample Random Encounter Charts

C: Combat Summaries

This summary will help as a quick reference during combats and is not meant to be complete. For more details please consult the full description of the given creature in Part 2. Creatures that use the same stats as creatures from the Core Rules such as bears, swarms, wolves, dragons, and so forth are not listed here.

Creature	Spirit	Strength	Vigor	Fighting/Shooting	Guts	Parry	Toughness	Special
Bat, Enormous Great	D8	D6	D6	d6/Nil	D6	5	5	Bite Str+d6
Fell Beast	D8	D12+2	D12	d8/Nil	D12	6	16	Talons Str+d8 Stench Hardy

								Large
Great Eagle	D12	D12+5	D12	d10/Nil	D12	7	15	Talons Str+d6 Beak Str+d8 Large