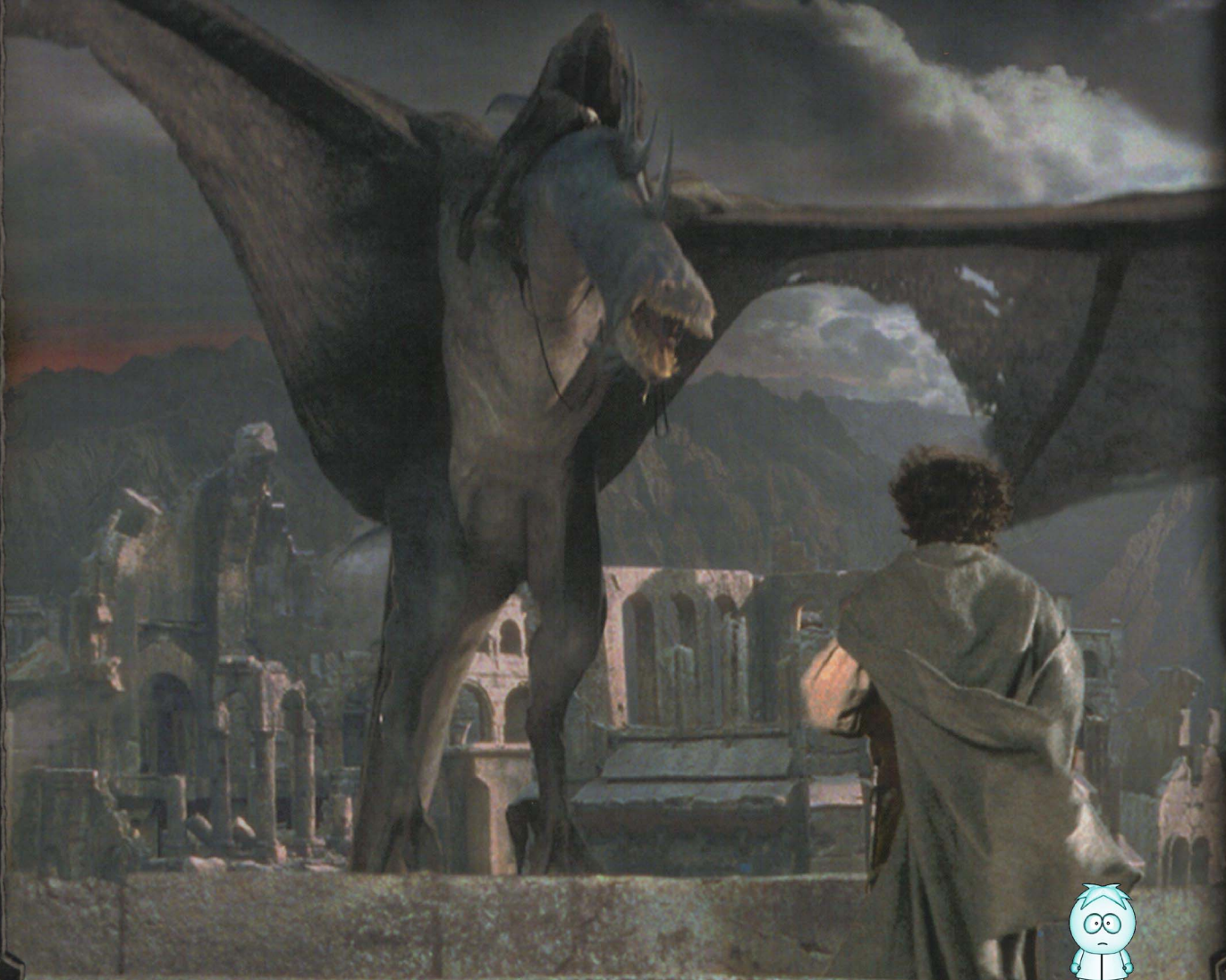


THE
LORD OF THE RINGS
ROLEPLAYING GAME™



FELL BEASTS AND
WONDROUS MAGIC





River Lune

hills of
evendim

Lake
evendim

Fornost

Blue

Grey
håvens

Westmarch

Michel delving

hobbiton

middle
water

Bree

weathered
Great East Road

the Shire

Old Forest
Buckland

Sam
Ford

Brandywine river

the
Greenway

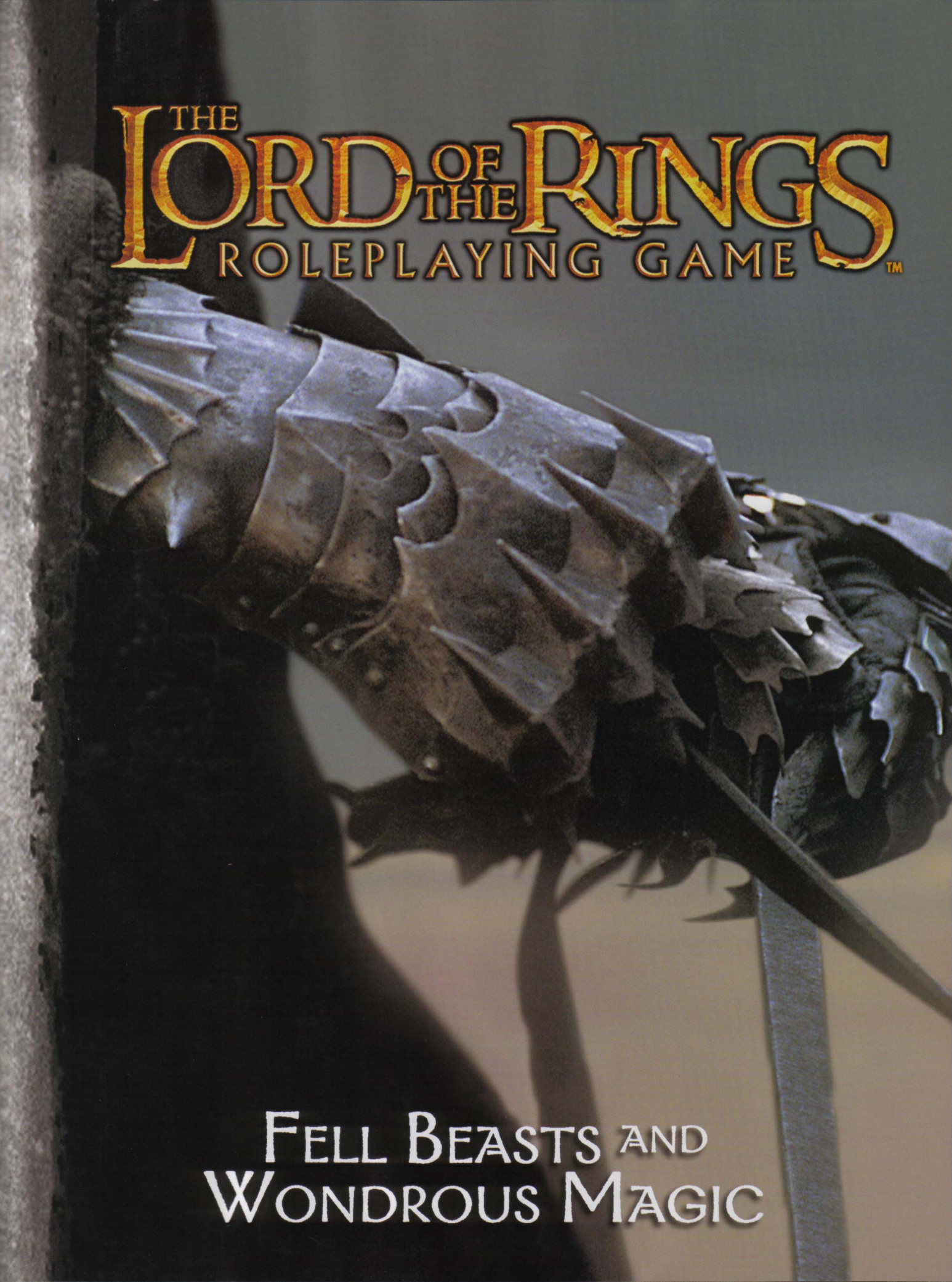
Chargad

Greyflood river

old
road

sun
wäich





THE LORD OF THE RINGS ROLEPLAYING GAME™

FELL BEASTS AND
WONDROUS MAGIC

THE LORD OF THE RINGS ROLEPLAYING GAME

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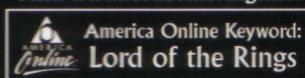
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ORCS AND TROLLS, WARGS AND WEREWOLVES

"Vëry well," said Bilbo, who was
anxious to agree, until he found out
more about the creature . . . ?

— *The Hobbit*



Welcome to *Fell Beasts and Wondrous Magic*, a compendium of creatures and animals, artefacts and magic items for *The Lord of the Rings Roleplaying Game*. Within its pages, the foetid and fantastic of Middle-earth are catalogued and considered, each in turn. And in addition, this tome features many new rules which allow Narrators to expand Middle-earth with infinite possibilities from their own imaginations.



OVERVIEW

Fell Beasts and Wondrous Magic is divided into five chapters, each of which presents a distinct class of information.

The rest of this **INTRODUCTION** defines the statistics and terms used throughout *Fell Beasts and Wondrous Magic* to describe Middle-earth's creatures. While many of these will be familiar to players of *The Lord of the Rings Roleplaying Game*, some are new here. Casual readers may wish to skip ahead to Chapter One without reading the rest of the Introduction, refer-

ring back to its definitions only if confusion arises later.

CHAPTER ONE: FELL BEASTS is a catalogue of creatures of darkness, whether allied with the Enemy or arrayed against the heroic aims of the Free Peoples for reasons of their own.

CHAPTER TWO: BEASTS OF THE LAND provides statistics for more benign creatures—the mundane beasts of field and forest.

CHAPTER THREE: BY YOUR OWN DESIGN discusses ways creatures can be used most effectively in play. It also presents a system of rules and guidelines to lead Narrators through the



TABLE 0.1: SIZE CATEGORIES

CATEGORY	APPROXIMATE PHYSICAL SIZE*	WOUND LEVELS	EXAMPLE
Miniscule	Less than 1 inch	1	Termite
Tiny	1–9 inches	2	Scorpion
Little	9–18 inches	3	Cat
Small	18 inches–1-1/2 yards	4	Wolverine
Medium	1-1/2 yards–2-1/2 yards	5	Warg
Large	2-1/2 yards–5 yards	6 (+ 2 Healthy)	Hill-troll
Mammoth	5–10 yards	7 (+ 3 Healthy)	Balrog
Huge	10–25 yards	8 (+ 4 Healthy)	Ent
Gigantic	25–50 yards	9 (+ 5 Healthy)	Cold-drake
Titanic	50–100 yards	10 (+ 6 Healthy)	Sea Kraken

For creatures beyond Titanic, each additional physical size increment of 100 yards adds another Wound Level (and corresponding 'Healthy' level).

* 'Approximate Physical Size' means the magnitude of the creature's largest dimension. For manlike creatures this is their height. For four-legged beasts it is their length, though particularly thin creatures like serpents may have a size smaller than their true length would suggest. It is also possible for particularly round-ish creatures to have a larger size category than their dimensions alone would indicate, to reflect their bulkiness more appropriately.

process of creating new creatures for their chronicles. It ends with a list of standard special abilities possessed by many of the creatures in Chapter One and Chapter Two.

CHAPTER FOUR: WONDROUS MAGIC is a collection of notable magical artefacts from *The Lord of the Rings*, including mechanics describing their abilities and guidelines Narrators can use to create new artefacts of their very own.

THE STATISTIC BLOCK

Each beast throughout *Fell Beasts and Wondrous Magic*, from the mightiest to most lowly, is described in a statistic block that is similar for all creatures. Each characteristic in the statistic block—some of which are familiar, others of which are new to this book—is described below. Very few creatures have all of the characteristics described. When a given creature does not have an entry for a given characteristic, it simply indicates that it is not relevant to that creature.

ATTRIBUTES: Bearing, Nimbleness, Perception, Strength, Vitality, and

Wits, as described in the core rulebook on pages 46–8. Each is described by a score and a modifier, the latter of which appears in parentheses. Favoured attributes are indicated by an asterisk.

REACTIONS: Stamina, Swiftiness, Willpower, and Wisdom, as described in the core rulebook on pages 48–9. Each consists simply of a score, which can be positive or negative. Favoured reactions are indicated by an asterisk.

DEFENCE: The TN for attempts to hit the creature in combat. Defence is typically equal to the creature's Nimbleness + 10.

MOVEMENT RATE: The creature's base walking speed, in yards per round (unless some other increment—inches, for example—is listed). See 'Movement Rate', on page 74 for information on other paces of travel, as well as notes on hourly travel for creatures.

ORDERS: The order or orders to which the creature belongs. Most creatures do not have orders, though some 'civilised' races, such as Orcs, do.

ORDER ABILITIES: Creatures with orders can have order abilities, and those are listed here.

ADVANCEMENTS: The number of advancements the creature has. Even creatures without orders can have advancements. In those cases, advancements represent the extent to which a given racial specimen is more powerful than his fellows. See 'Creature Advancements' on page 69 for more information.

SKILLS: Skills possessed by the creature. The listed number is the number of ranks the creature has in the skill. It does not include bonuses from attributes, edges, flaws, special abilities, specializations, and so forth. Some skills work or affect creatures differently than they do player characters; see 'Creature Skills' on page 76 for more information.

EDGES: Some creatures possess edges, and when they do, they function just like the edges available to player characters, described on pages 143–53 of the core rulebook.

FLAWS: When creatures possess flaws they function just like the flaws available to player characters, described on pages 153–7 of the core rulebook.

SPELLS: A listing of the spells the creature knows how to cast. Unless otherwise noted, creatures follow the same spellcasting rules—for gestures,

TABLE 0.2: TN EQUIVALENTS

TN EQUIVALENT	DESCRIPTION	EXAMPLE
5	Simple	Orc (band of four)
10	Routine	Uruk-hai (band of four)
15	Challenging	Barrow-wight
20	Difficult	Nazgûl
25	Virtually Impossible	Witch-king
30	Legendary	Balrog

words of power, Stamina tests, and so forth—as player characters.

SPECIAL ABILITIES: A listing of unusual capabilities the creature possesses. Standard special abilities—that is, those which are possessed by many creatures—are described in Chapter Three, beginning on page 66. Some creatures, however, possess unique special abilities. Unique special abilities are described in full in the description block.

SIZE: Creatures range in size from Miniscule to Titanic, and even beyond. In addition to describing how big a creature is, size determines how many Wound Levels it has. For the purpose of figuring penalties due to wounds, creatures with fewer than 5 Wound Levels retain the Wound Levels toward the Healthy end of the spectrum. For example, Little crea-

tures have the Dazed, Injured, and Wounded Wound Levels (in addition to Healthy), but they simply die rather than progressing to Incapacitated or Near Death.

HEALTH: Health, typically the creature's Vitality score plus Strength modifier, is the number of Wound Points a creature can sustain at each of its Wound Levels.

COURAGE: Particularly noble, heroic, or otherwise noteworthy creatures can have and use Courage like player characters, as described in the core rulebook on page 53.

RENOUN: A measure of how recognisable and widely known the creature is, as described in the core rulebook on page 54.

GEAR: The items of equipment typically carried by tool-using creatures.

TN EQUIVALENT: An arbitrary number representing the difficulty a band of heroes are likely to have in overcoming the creature, whether they do so in combat, by stealth, by wits, or through intimidating displays of might. Sometimes this number is followed by a parenthetical note describing a quantity of the creatures represented by that TN Equivalent. For example, a single Orc would be easier than even a TN Equivalent of 5, so Orcs are listed as 'TN Equivalent: 5 (band of four)'. When there is no parenthetical note, the TN Equivalent represents one creature.

TN Equivalents correspond to the standard target numbers assigned to tests, with the addition of the 'Legendary' level, which corresponds to creatures that even the most powerful of the Free Peoples would be unlikely to defeat successfully. Table 0.2: TN Equivalents contains more information.

TN Equivalents are useful when awarding experience points for defeating creatures. For more information see 'Creature Experience Awards,' on page 8.

TABLE 0.3: EXPERIENCE MODIFIERS FOR TN EQUIVALENTS

CONDITION	MODIFIER
Creature encountered in lair	+5 TN
Creature encountered in-beneficial native environment	+3 TN
Greater than normal quantity of creatures	+2 TN per doubling*
Creature has minions**	+ (TN of minions ÷ 2)
Creature defeated through turn of story†	-1 to -5 TN
Creature with advancements‡	+1 TN per 3 advancements
Unless otherwise noted, all modifiers are cumulative.	

* Each time the number of creatures encountered doubles, the TN Equivalent increases by 2. For example, Orcs are typically encountered in bands of four. Thus, encountering thirty-two Orcs increases the TN by 6, because the base size has doubled three times (once to eight, again to sixteen, and finally to thirty-two). This represents the fact that doubling the quantity of opponents rarely doubles the difficulty of defeating them.

** This applies only when the creature had minions at his disposal in the scene where the player characters encountered it. If they were encountered in a different scene, use the rules for determining their TN Equivalent normally.

† If the player characters defeated the creature through some turn of the story rather than some virtue of theirs—for example, their king gave them the bane weapons needed to defeat some magical foe—the TN is decreased by an amount determined by the Narrator. On the other hand, if the characters plot cleverly to gain some advantage, they should not be penalised.

‡ See 'Creature Advancements' on page 69.

THE DESCRIPTION BLOCK

After the statistic block the creature is described textually. This description block is broken into the following categories. Unlike the statistic block, the absence of a given category does not mean it is not relevant to the creature. Instead, it is either obvious or unimportant.

UNIQUE SPECIAL ABILITIES: A descriptive and mechanical explana-

tion of special abilities unique to this creature or to a small number of creatures like it.

DESCRIPTION: A physical description of the creature.

HISTORY: A narrative of the creature or race's background in Middle-earth.

HABITAT: The landform, climate, and types or lairs preferred by the creature.

SOCIETY: The way the creature relates to those of its own kind, as well as those of other races.

USAGE: Ideas about how the Narrator might use the creature in her chronicle.

CREATURE EXPERIENCE AWARDS

The new TN Equivalent characteristic is a useful tool when the time comes for the Narrator to hand out experience points. The rules on page 277 of the core rulebook for awarding experience based on successfully completing tests stipulate that normally only one of many similar tests in a given scene can be converted into experience points. Rather than keep track of all tests made in an encounter with a given creature, the full TN Equivalent can simply be awarded to all player characters who participated in overcoming it. This can be done no

Orcs and Trolls, Wargs and Werewolves

matter how the creature was overcome—by combat, stealth, wits, or intimidation.

When this rule is used, the TN Equivalent of a creature should be modified by other facets of the encounter before it is awarded. Some such modifications are enumerated in Table 0.3: Experience Modifiers for TN

Equivalents, but Narrators are free to apply additional modifications as the situation warrants.

While it may at first seem that 20 experience points is poor recompense for each member of a party that successfully overcomes (for example) a Ringwraith, it should be noted that—in any well thought-out scenario, anyway—defeating a Ringwraith would also represent the suc-

cessful completion of a scene goal, and probably also a primary or secondary story objective, all of which would increase the party's experience award for the evening's play.



FELL BEASTS

'But everywhere [Frodo] looked he saw the signs of war. . . . Under the boughs of Mirkwood there was deadly strife of Elves and Men and fell beasts.'
— *The Fellowship of the Ring*



Wherever they turn, the heroes of Middle-earth are challenged by fell beasts. Some are allied with the Enemy while others pursue corrupt ends for their own delight.

The pages of this chapter provide statistics and descriptions of many of the creatures seen, mentioned, and described in *The Hobbit* and *The Lord of the Rings*. Note that some of the creatures described in this chapter are also described in Chapter Twelve of the core rulebook, 'The Fear and the Shadow.' The statistics and descriptions in this book update and supersede those, in cases where the new rules in this book give rise to differences.

One final note: the information contained in this chapter is best reserved for the Narrator's eyes only. Players and their characters will feel a greater sense of the wonder—not to mention the peril—of Middle-earth if they meet its fell beasts without foreknowledge of their true capabilities. Of course, heroes with Lore: Fell Beasts might know more about some of these creatures, but doling out such information is the province of the Narrator.



BALROGS

'What it was could not be seen: It was like a great shadow, in the middle of which was a dark form. . . .'
— *The Fellowship of the Ring*

LESSER BALROG

ATTRIBUTES: Bearing 15 (+4)*, Nimbleness 10 (+2), Perception 12 (+3), Strength 15 (+4)*, Vitality 15 (+4), Wits 15 (+4)
REACTIONS: Stamina +4, Swiftmess +3, Willpower +5*, Wisdom +5
DEFENCE: 12
MOVEMENT RATE: 24
ORDER: Warrior





EVANSO

ORDER ABILITIES: Swift Strike
SKILLS: **ARMED COMBAT:** Blade (Sword of Flame) +7, Armed Combat: Whip (Whip of Flame) +7, Intimidate (Fear) +13, Observe (Spot) +8
FLAWS: Fealty (to Morgoth), Hatred (wizards), Proud
SPECIAL ABILITIES: Armour (5, rocky skin), Cloaked in Darkness, Flight, Heart of Fire, Invulnerable (fire), Power Over Magic, Terror, Tainted Lair, Weapons of Flame
SIZE: Mammoth (7 Wound Levels, 3 Healthy)
HEALTH: 19
COURAGE: 6
RENOUN: 10
TN EQUIVALENT: 25

TYPICAL BALROG

ATTRIBUTES: Bearing 18 (+6)*, Nimbleness 10 (+2), Perception 12 (+3), Strength 18 (+6)*, Vitality 18 (+6), Wits 15 (+4)
REACTIONS: Stamina +6, Swiftiness +3, Willpower +6*, Wisdom +6
DEFENCE: 12
MOVEMENT RATE: 24
ORDER: Warrior
ORDER ABILITIES: Swift Strike, Warrior-born
SKILLS: Armed Combat: Blade (Sword of Flame) +10, Armed Combat: Whip (Whip of Flame) +10, Intimidate (Fear) +16, Observe (Spot) +8
FLAWS: Fealty (to Morgoth), Hatred (wizards), Proud
SPECIAL ABILITIES: Armour (5, rocky skin), Cloaked in Darkness, Flight, Heart of Fire, Invulnerable (fire),

Power Over Magic, Terror, Tainted Lair, Weapons of Flame
SIZE: Mammoth (7 Wound Levels, 3 Healthy)
HEALTH: 24
COURAGE: 6
RENOUN: 10
TN EQUIVALENT: 25

GREATER BALROG

ATTRIBUTES: Bearing 26 (+10)*, Nimbleness 10 (+2), Perception 14 (+4), Strength 22 (+8)*, Vitality 23 (+8), Wits 16 (+5)
REACTIONS: Stamina +8, Swiftiness +3, Willpower +10*, Wisdom +10
DEFENCE: 12
MOVEMENT RATE: 24
Order: Warrior, captain
ORDER ABILITIES: Leadership, Swift Strike, Tactics, Warrior-born

SKILLS: Armed Combat: Blade (Sword of Flame) +14, Armed Combat: Whip (Whip of Flame) +14, Intimidate (Fear) +22, Invulnerable (fire), Observe (Spot) +8

FLAWS: Fealty (to Morgoth), Hatred (wizards), Proud

SPECIAL ABILITIES: Armour (5, rocky skin), Cloaked in Darkness, Flight, Heart of Fire, Power Over Magic, Terror, Tainted Lair, Weapons of Flame

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 31

COURAGE: 6

RENOVN: 10

TN EQUIVALENT: 30

UNIQUE SPECIAL ABILITIES

CLOAKED IN DARKNESS: Deep shadow surrounds the Balrog like a cloak of darkness. All non-magical light within 30 feet of it is extinguished or dimmed, and anyone caught within this darkness suffers a -5 test result penalty to all physical tests.

HEART OF FIRE: At the Balrog's heart is a fell power of fire, and living flame courses over every surface of its body. It may *Kindle Fire* (as the spell) with only a touch, and any who touch or grapple with a Balrog suffer 1d6 damage every round from its unholy flames.

POWER OVER MAGIC: Balrogs are primeval beings with considerable power over magic. A Balrog can spend one action to cast a counter-spell to any spell. It need not make a Stamina test to use this power, and the Balrog gains a +3 test modifier if the spell involves fire or shadow. See page 170 of the core rulebook for more information on counter-spells.

TAINTED LAIR: The innate powers of a Balrog corrupt its home. Evil creatures are drawn to its abode, while good and natural creatures shun it. The Balrog's lair is considered a stronghold of darkness for Fear and Corruption tests.

WEAPONS OF FLAME: A Balrog carries two weapons. The first is an enormous sword—far too big for any Man to wield—that does 4d6 damage. The second is a many-thonged whip that does 2d6+3 damage, even to armoured foes. On a superior success or better with the whip, a Balrog may entangle a foe instead of doing damage. Anyone so entangled must make a TN 15 Strength test to escape. Additionally, each of these weapons burns with magical flame—the equivalent of the spell *Kindle Fire*—that may set other flammable items struck by them on fire.

DESCRIPTION

Balrog, Sindarin for 'demon of power,' describes this creature full well. Like unto a gigantic man with demonic features, it is filled with darkness, and yet fire covers it. A mane streams out behind it, and its dark wings fill the sky to either side. It carries two weapons: a great sword and many-thonged whip.

HISTORY

Before the beginning of the First Age of Middle-earth, a Vala named Morgoth followed a path of pride that led him into darkness. Before Morgoth became a Dark Lord, he persuaded many of his fellows to join his service. When he fell, they fell with him. The greatest and most terrible of these became the Balrogs.

Forsaking their fair forms in the early days of Middle-earth, Balrogs became the embodiment of wrath. During the First Age, they were the captains of Morgoth's armies and the generals of his hosts.

At the end of the First Age, the Dark Lord of Angband fell, and all but a handful of Balrogs fell with him. Those few that survived the destruction hid themselves in the deep places of the earth, waiting for the day when someone would awaken them and they could once again harrow Middle-earth.

The Dwarves of Moria awakened such a creature slumbering under Caradhras. Acting alone, Durin's Bane slew the Dwarf-lords of Moria and cast the Dwarves there from their ancient homes. Gathering Trolls and Orcs around him, this Balrog ruled the mines as a tyrant for five centuries. At the end of the Third Age, Gandalf the Grey, while escorting the Ring-bearer through Moria, finally confronted the Balrog.

HABITAT

Balrogs like to surround themselves with the familiar elements fire and shadow. Angband, Morgoth's volcanic fortress, had both elements in abundance. Deep caverns under other Misty Mountain peaks than Caradhras may well be the dwellings of Balrogs, particularly near the Ettenmoors or in the wastes once populated by Dragons.

SOCIETY

In any given situation, Balrogs attempt to rule unless someone greater forces them to become his vassal. Whenever they are free to exert their will, they become tyrants. They gather servants (usually Orcs) about them, elevate the most powerful ones to the status of lieutenants, and rule their domain with an iron fist.

The relationship between Sauron and surviving Balrogs—particularly Durin's Bane, the Balrog of Moria—can only be guessed at. Sauron was the lieutenant of Morgoth during the First Age, and the Balrogs undoubtedly greatly respected and feared him then. However, perhaps because much of Sauron's power was lost when Isildur clove the One Ring from his finger, he never gathered the surviving Balrogs or forced them into his service. It is almost certain that Sauron knew that a Balrog survived in Moria, but if Sauron had the power to command the Balrog, he never seems to have exerted it. In any event, of all

the creatures in Middle-earth, it's likely that only Sauron himself had the ability to successfully command a Balrog. Even Saruman would hesitate from attempting this feat.

USAGE

Even the least of Balrogs is a suitable challenge for the greatest champions of the Free Peoples. Next to Sauron and Saruman, a Balrog is the ultimate test of heroes. Except in First Age chronicles, they should be encountered only in their lairs. These should not be incidental encounters; a confrontation with a Balrog should shake a chronicle to its roots. Anyone with the courage and ability to withstand one deserves to be ranked beside the greatest heroes of old.

BARROW-WIGHTS

'[T]here were two eyes, very cold though lit with a pale light that seemed to come from some remote distance. Then a grip stronger and colder than iron seized him.'

— *The Fellowship of the Ring*

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

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

DEFENCE: 11

MOVEMENT RATE: 6

SKILLS: Armed Combat: Blades (Longsword) +6, Intimidate (Fear) +6, Language: Understand Westron +4, Observe (Spot) +5, Stealth (Hide) +8

SPELLS: Bladeshattering, Create Light, Evoke Fear, Fog-raising, Forgetfulness, Holding-spell, Spellbinding. Barrow-wights need not make Stamina tests

to cast spells. Some wights, particularly those who inhabit the bodies of the greatest Dúnadan kings of old, know additional spells selected from this list: *Blast of Sorcery*, *Command*, *Misdirection*, *Power of the Land*, *Shadow of Fear*, *Slumber*, *Veiling Shadow*.

SPECIAL ABILITIES: Icy Touch, Vulnerability (sunlight, 2d6 per round)

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

ICY TOUCH: A Barrow-wight's touch is chill and deadly. For every round of contact, the victim loses 2 points of Strength and Vitality. When either attribute reaches 0, the victim falls unconscious for 2d6x10 minutes. Lost points are regained at the rate of 1 in each attribute per 10 minutes—or in full when the victim awakens or upon the application of a Healing-spell.

UNDEAD STAMINA: Barrow-wights need never eat or drink, take only half damage from physical attacks, and heal all injuries at five times the normal rate. Further, Barrow-wights do not have Weariness Levels and need never make Stamina tests to resist weariness for any reason.

DESCRIPTION

Barrow-wights infest the withered, mummified corpses of the ancient nobility of the High Men of the North. They remain clothed in their burial shrouds or the ceremonial armour in which these were laid to rest. Many wear crowns or carry other bejewelled symbols of their host's status in life. The evil spirit animating the corpse causes the Barrow-wight's eyes to shine a faint, cold light.



HISTORY

In the 15th century of the Third Age, forces of the Witch-king of Angmar slew the last Dúnadan prince of Cardolan and drove the surviving nobility into the vast, hilly fields of Tynr Gorthad. Many of these refugees held that land sacred, as their greatest kings and heroes of old rested there in large burial mounds. It seemed like a fitting place for the Dúnedain to take refuge and make a last stand.

The Witch-king, however, did not see the surviving Dúnedain as worthy of the attentions of his armies. Instead, as a plague ravaged the Northlands and threatened to eradicate the Dúnedain of Cardolan completely, the Witch-king called forth hundreds of evil spirits and dispatched them to Tynr Gorthad. The spirits entered and animated the corpses of the ancient Dúnadan heroes and kings, turning them against their terrified descendants.

By the time of the War of the Ring, only a few scholars remember the proper name of Tynr Gorthad. Most call the region 'the Barrow-downs.' While the great burial mounds that dot the hilly region are rumoured to contain great treasures, few dare to explore them because the Barrow-wights remain as well.

HABITAT

Barrow-wights reside in the burial mounds of the Barrow-downs. They rarely venture more than a few hundred yards from the tombs they inhabit. Similar evil spirits may also have been dispatched to infest the earthly remains of long-dead leaders of Men elsewhere in Middle-earth.

SOCIETY

Barrow-wights are solitary creatures who avoid one another and instead focus on living creatures that venture too close to their lairs. Only

in cases where several heroes or great leaders were buried in the same tomb might more than one Barrow-wight be encountered.

Barrow-wights only venture into the open during the darkest hours of night, as sunlight is lethal to them. They only attack small groups of travellers or lone sentries, using their spells to ensure their attack comes as a surprise.

Barrow-wights typically bring captured victims to their lairs, where they perform mock religious services or hold mock royal courts. In either case, they eventually kill their victims by consuming their souls.

USAGE

Barrow-wights are best used against small parties of heroes who have decided to hunt for treasures in the Barrow-downs. Some say valuable magic and coin can be picked off the ground by those brave enough to look, and they are correct. In fact, many of the people of Cardolan still lie unburied where they fell centuries ago, but the Barrow-wights know the locations of these corpses and often hide near them, in tunnels and camouflaged pits where they crouch ready to drag hapless heroes to doom in the inky underground darkness.

Barrow-wights also make good foes for heroes travelling with a larger group, like a merchant caravan or a noble's escort party. For example, the young son of a nobleman might sneak off with another worthy's young daughter for a private tryst in the mist-bound darkness beyond the campfires. Later, one of them returns, pale and hysterical, shrieking that a withered corpse wearing a golden crown dragged the other away.

The Narrator could even place a Barrow-wight in an unexpected location. A servant of Sauron may somehow have struck an alliance with a Barrow-wight and transported it to his dwelling, perhaps hundreds of leagues away from the Barrow-downs.

BLACK HORSES

*'Round the corner came a black horse,
no hobbit-pony, but a full-sized horse;
and on it sat a large man, who seemed
to crouch in the saddle. . . .'*

— *The Fellowship of the Ring*.

ATTRIBUTES: Bearing 8 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 15 (+4)*, Vitality 8 (+1)*, Wits 4 (±0)

REACTIONS: Stamina +4*, Swiftiness +3, Willpower +1, Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +9, Jump +8, Observe (Spot) +6, Ride (Keep Rider) +5, Run +11, Stealth (Sneak) +2, Survival: Southern Wastes +4, Swim +4

SPECIAL ABILITIES: Armour (1, resistant to pain), Mount: Steady, Mount: War-trained, Natural Weapons (bite, 1d6), Natural Weapons (kick, 2d6), Trample (3d6)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 12

TN EQUIVALENT: 10

DESCRIPTION

These large, coal-black warhorses are the tortured mounts of the Nazgûl. They have been specially trained to endure the chilling presence of the Ringwraiths upon their backs. Nails in their hooves and small spurs in their saddles keep them in a state of constant pain which, when they are guided by their evil riders, causes them to lash out with wild fury unmatched even by the mighty steeds of the Riders of Rohan.

HISTORY

When Sauron returned to Mordor and once again required the Ringwraiths to do his bidding, he instructed his mortal minions to breed mighty steeds for them—twisted copies of the fantastic horses of Rohan. Under these orders, his Orcs plundered black horses from the Rohirrim. Later, his evil servants bred these proud creatures with ill-tempered warhorses, focusing on those able to bear large degrees of pain. They also searched for beasts that

When atop a Black Horse, the Ringwraiths are able to see through the eyes of their mount, thus compensating for their own inability to see the living world around them. The horses, meanwhile, find succour from the pain they feel from the nails that are freshly driven into their hooves every few days, as the chill of death fills their bodies.

their trainers if they notice the trainers are off guard.

The Black Horses are deadly when confronted on the battlefield. They are as disciplined as the finest warhorses and respond unerringly to their master's desires, carrying him through the greatest chaos. However, if a Ringwraith is forcibly unhorsed, the animal enters an uncontrolled battle-frenzy, attacking all within its general area until its Nazgûl calms it or it is killed.

USAGE

Black Horses are almost always encountered together with their Nazgûl rider. If so, the rider is probably a far greater concern than the mount itself. However, the Nazgûl often use magic to paralyse a foe on the battlefield, and then trample them to death with their mount. (The details on mounts in combat can be found on pages 235–7 of *The Lord of the Rings Roleplaying Game* core book.)

DEMONS

'There are many evil and unfriendly things in the world that have little love for those that go on two legs, and yet are not in league with Sauron. . . .'

— Gandalf, *The Fellowship of the Ring*



could bear the presence of Ringwraiths and other undead.

Once one of this new breed of warhorses suffers through a training regimen of horrific torture, one of the Nazgûl takes it as a mount. The horse is then bound to its master through a sorcerous ritual. The Nazgûl are usually each bonded with two or three horses at once, so they can quickly acquire another Black Horse should they have need of it.

Each of the Nazgûl's mounts has a symbiotic relationship with its rider.

HABITAT

Black Horses are purely domesticated animals. They live in corrals at Dol Guldur and within the boundaries of Gorgoroth or large encampments of Sauron's forces.

SOCIETY

The Black Horses are bound to their riders through physical and supernatural torment and feel no kinship or loyalty to any other creatures. They have even been known to attack

While Balrogs were the most famous demons in Middle-earth, they were not the only beings of might that fell into darkness. Any ancient malevolent force in Middle-earth can be called a demon, even if it is not favoured by Morgoth or Sauron.

Demons come in two varieties: animate demons and place-demons. An animate demon is a creature who incorporated some aspect of the Great Darkness into its being until it

became that aspect's personification. These demons may be challenged by physical force.

Place-demons, or *bandúrboth* ('people of the dark prison'), become so attached to their homes that they become trapped there, even as they gain complete power over them, and disperse their physical forms to exert full control over their environs. Because they have no bodies, the *bandúrboth* cannot be physically battled. A hero can, however, defeat such a demon by locating the centre of its presence and defeating it in a contest of wills. Lesser *bandúrboth* sometimes have focal objects at the centre of their strongholds. Destroying such objects greatly weakens them in the contest of wills.

During the Third Age, demons seek to rule the weak-minded and torment innocents. They also frequently seek alliances with other powers of darkness, such as the dark power they sense emanating from Mordor. Even when Sauron does not directly control a given demon, his power entices it.

HELEGROG

ATTRIBUTES: Bearing 10 (+2), Nimbleness

10 (+2), Perception 8

(+1), Strength 15

(+4)*, Vitality 15

(+4)*, Wits 10 (+2)

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

DEFENCE: 12

MOVEMENT RATE: 24

SKILLS: Armed Combat: Spears (Helegrog Spear) +8, Climb +5, Craft: Sculpture (Ice) +5, Intimidate (Fear) +11, Observe (Spot) +8, Run +6, Siegecraft (Defence) +3, Stealth (Hide) +5,

Survival: Northern Waste +8, Track (Scent) +8

FLAWS: Grasping

SPECIAL ABILITIES: Armour (4), Invulnerable (fire, cold), Flight (on icy winds only), Longspear of Ice, Sheath of Ice

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 19

COURAGE: 4

RENOVN: 0

TN EQUIVALENT: 20



UNIQUE SPECIAL ABILITIES

SHEATH OF ICE: Anyone who touches a Helegrog's body must make a TN 10 Swiftiness test or be paralysed, encased in a sheath of magical ice. The ice sheath lasts for 1d6 minutes, until a hot flame is applied to it for one full round, or until the victim succeeds in a TN 20 Strength test to break free. Those encased in ice do

not suffocate or suffer any further damage.

LONGSPEAR OF ICE: The spear of a Helegrog is a two-handed, Troll-sized weapon that does 3d6+5 damage. On a superior attack result, the Helegrog pins its opponent to the ground, automatically freezing it as with its Sheath of Ice special ability.

DESCRIPTION

A Helegrog (Sindarin for 'Demon of Ice') is an enormous, blue, icy-winged creature surrounded by an aura of blue-white flame. They are typically armed with icy blue spears, which they wield two-handed.

HISTORY

Lesser than Balrogs, the Helegrogs were demons of cold fire used as wardens in the lands North of Thangorodrim. Although many were crushed in the devastation caused by the fall of the Dragon Ancalagon, some survivors fled to the far North.

Few Helegrogs were ambitious, so they made little kingdoms for themselves in the far North of Middle-earth, subjugating Snow-trolls and Orcs unfortunate enough to be ensnared in the frozen desolation, ruling their domains as living gods. They are usually content to be petty tyrants, but their favourite habitat puts them at odds with the Lossoth (the Snow-men of the North, who suffered greatly at their hands) and Dragons. It's because of the latter that their numbers have dwindled in the Third Age, though a few 'Troll-gods' still hold sway in the northernmost reaches of Middle-earth.

HABITAT

Helegrogs prefer snowy climates, where they build mountain strongholds of frost-covered iron towers and jutting spires of ice. Though they can

survive in warmer climes, these 'kings of winter' rarely venture even as far south as Arnor, though they are still remembered there in children's tales.

SOCIETY

Helegrogs prefer to live as tyrants and gods among the Snow-trolls, whom they teach and fill with their hate. Helegrog society has three levels: the Helegrog as the living god at the top level, his Snow-troll acolytes beneath him, and Orc-slaves beneath them. Anything other than Orcs and Trolls is captured, tortured, and killed in a gruesome manner in the Helegrog's dungeons. The victims' bodies are then displayed as trophies on the fortress walls. Powerful Dragons have occasionally enslaved a Helegrog fortress, but Helegrogs have no taste for subjugation, and such arrangements rarely last long. Helegrogs are submissive to Balrogs, though these two kindred races haven't encountered each other since the First Age.

USAGE

Helegrogs are evil creatures that can be used by Narrators for quests that take the heroes into the lands of the North. As a demonic evil, they are not quite as tough as Balrogs, but they still make formidable opponents, especially when accompanied by Snow-troll worshippers.

DINDAIR

ATTRIBUTES: Bearing 12 (+3), Nimbleness 12 (+3)*, Perception 9 (+1), Strength 6 (± 0), Vitality 15 (+4), Wits 12 (+3)*
REACTIONS: Stamina +4, Swiftiness +3*, Willpower +3, Wisdom +3
DEFENCE: 13
MOVEMENT RATE: 12

SKILLS: Climb +3, Conceal (Hide Treasure) +5, Guise +10, Intimidate (Power) +12, Language: Black Speech +10, Observe (Spot) +10, Ranged Combat: Spears (Javelins of Shadow) +8, Run +6, Stealth (Hide) +16

FLAWS: Grasping, Hatred (Elves)

SPELLS: *Shadow of Fear, Shadows and Phantoms, Veil, Veiling Shadow, and Wizard's Guise.* All can be cast as abilities.

SPECIAL ABILITIES: Shadow Armour, Javelins of Shadow, In the Shadow of Others, Vulnerability (direct sunlight, 1d6/minute)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 15

COURAGE: 4

RENOWN: 0

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

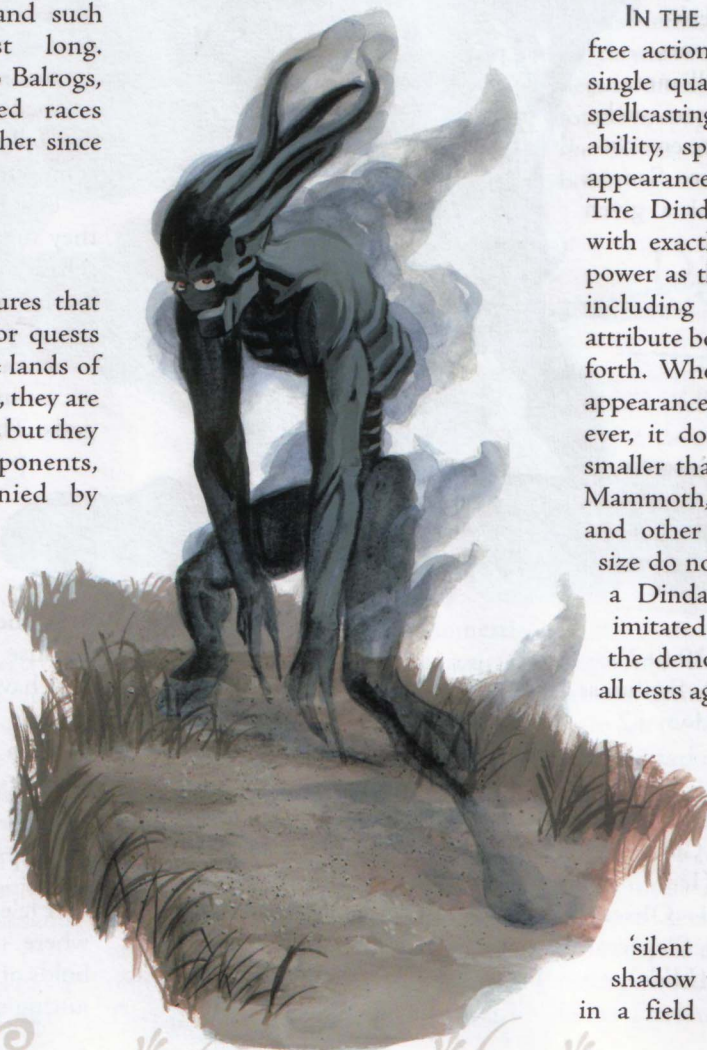
SHADOW ARMOUR: A Dindair is cloaked in shadows that provide it with the equivalent of the special ability Armour (5), as well as protection against direct sunlight. If a Dindair is exposed to the sun, 1 point of Armour burns away each minute until gone. After that, the Dindair sustains damage from its Vulnerability normally. Each minute spent in shadow permits the demon to reweave 1 point of its lost Armour.

JAVELINS OF SHADOW: Except when in direct light or absolute darkness, a Dindair can form javelins from the shadows of the air. They do 2d6 damage on a successful strike and have a magical poison effect (Type: Injury, Onset: 1 round; Potency: +5; Effect: Paralysis; Stages: 1).

IN THE SHADOW OF OTHERS: As a free action, a Dindair can imitate a single quality—skill, edge, weapon, spellcasting ability, racial ability, order ability, special ability, or physical appearance—of anyone in its shadow. The Dindair employs that quality with exactly the same magnitude of power as the imitated person would, including the imitated individual's attribute bonuses, ranks, picks, and so forth. When a Dindair imitates the appearance of another creature, however, it does not change size to be smaller than Medium or larger than Mammoth, and its Movement Rate and other characteristics related to size do not change. However, when a Dindair imitates someone, the imitated person gains power over the demon, getting a +5 bonus to all tests against the Dindair.

DESCRIPTION

The Dindair (Silvan for 'silent shadow') are demons of shadow who surround themselves in a field of flitting shadows that



resemble reflections from a flickering torch. Their exact size and shape vary, as they tend to take on the appearance of the nearest creature. Except when disguised as Men, their motion is a staccato strobe as they dart from shadow to shadow.

HISTORY

In the First Age, the Dindair were spies of the Enemy. They cast spells and used phantasms to bewitch the minds of Men as they sowed dissent between the Edain and Eldar. At the end of the First Age, most Dindair were destroyed in the Fall of Angband, but a few survived and fled far into the East. There they found Men who would listen to their counsel, and they treated them as playthings.

Many of the surviving Dindair became shadowy advisors to the kings of the East, spreading their evil from the shadows behind thrones. Occasionally, the blood of Men produced heroes who opposed them, so they did not always work their will unfettered. However, as the ages passed, their influence grew, and it may be that many of the invasions of Gondor were spurred by these emissaries of deceit.

The worst misdeed of the Dindair is the rift they have fostered between Elf and Man in the East. Much of the blood spilled between these peoples is on the collective hands of the Dindair.

HABITAT

The Dindair prefer to live in tall mountain strongholds, illuminated by day by dim cracks that cast long shadows, and by night with foul-smelling candles. They rarely live far from the strongholds of Men, for their deceptions require constant attention.

Society

The Dindair prefer to live as part of Mannish society, playing the roles

of manipulators and powers behind the throne. They act much as Sauron did in earlier ages among the Elves—before the forging of the One Ring—and in Númenor: as flatterers who are so persuasive that the rulers of the land fail to recognise when they're being manipulated. They enjoy such roles, especially if they can appear sympathetic to a particular court faction while secretly holding a blade to its throat.

USAGE

Dindair are excellent adversaries for heroes who journey to the East. The presence of a Dindair makes an excellent surprise, as a sinister enemy counsellor turns out to be even more than the player characters bargained for.

CARADHRAS THE CRUEL

ATTRIBUTES: Bearing 15 (+4), Nimbleness naught, Perception 12 (+3), Strength naught, Vitality 21 (+7)*, Wits 15 (+4)*

REACTIONS: Stamina +7*, Swiftiness +3, Willpower +6, Wisdom +6

SKILLS: Conceal (Hide Treasure) +5, Intimidate (Power) +12, Language: Warg-speak +6, Observe (Spot) +10

FLAWS: Grasping, Hatred (living things)

SPELLS: Fog-raising, Power of the Land, Wind-mastery

SPECIAL ABILITIES: Cold of Winter, Dominion of the Redhorn Gate, Speech of Wolf and Wing

COURAGE: 3

RENOUN: 15 (as a place of ill omen)

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

COLD OF WINTER: As a free action, Caradhras can concentrate its malice into a field of intense cold that

chills a 30' radius. Anyone caught in this malevolent freeze suffers a -5 penalty to all physical tests.

DOMINION OF THE REDHORN GATE: Any of Caradhras's spells can affect any portion of the Redhorn Gate.

SPEECH OF WOLF AND WING: Caradhras understands the speech of the Wargs and carrion-birds that live in its domain, and can carry messages to them on the wind.

DESCRIPTION

Caradhras is a demon of place whose being infuses the mountain that bears its name. While his presence is everywhere throughout the mountain, the centre of his being is the mountain's towering peak, which is tinged blood-red.

HISTORY

Long ago, Caradhras, a spirit of power, fled from the Valar. In those days, the world was in upheaval, and he chose the Redhorn peak in the newly raised Misty Mountains as his hiding place. As the long years passed, Caradhras became fixed to the mountain, eventually losing the ability to maintain his physical form. The mountain's evil reputation is due to Caradhras' dreadful influence, as he frequently uses his powers to waylay travellers and kill them out of hatred and spite.

HABITAT

Caradhras doesn't have a habitat. Rather, like all *bandúrthoth*, Caradhras is a habitat, a relentless creature of winter cold and mountain chill.

SOCIETY

Caradhras dwells alone. His only servants are the white Wargs and carrion birds who prowl his domain. Caradhras communicates with them freely, carrying his commands on the

mountain winds. The howls of his Wargs tell him a great deal about what is happening in the outside world.

USAGE

Caradhras is a force of nature, a barrier between the two sides of the Misty Mountains. He hates all of the Free Peoples, and in his proud strength, seeks to turn back any assault on his slopes. He's more an object than an enemy, although a quest might require a company of heroes to 'find the heart of Caradhras and wrest the winter cold.' Over the centuries, many treasures have been lost by the Elves and Dwarves who have died on the mountain. As they are now buried in chasms and beneath glaciers, a trip to Caradhras could be of great benefit to anyone willing to take the risk.

DRAGONS

'My armour is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!'

— Smaug, *The Hobbit*

Bred by Morgoth in the First Age—or lured by him into evil ways—Dragons are powerful, greedy, highly intelligent, and immensely strong. These, the most ancient of Middle-earth's creatures, are divided into three distinct strains: Fire-drakes, Winged-drakes, and Cold-drakes.

Throughout the ages, Dragons have been the bane of the Free Peoples. They are savage, fell monsters with the power to raze entire cities and destroy whole armies. Their lust for treasure rivals that of the Dwarves, and these two great races come into conflict often and with disastrous

results, especially for the Dwarves. Many vaults of treasure were lost to the foul beasts of the North. In fact, Dragons consumed four of the Dwarves' Seven Rings of Power.

And though the hoards of wealth acquired by Dragons can outshine those of entire kingdoms, Dragon-treasure comes at a high price. Many mortals find themselves obsessed with these great stores of riches, so much so that they are willing to die to attain such fortunes for themselves. Although many have fallen under the merciless onslaughts of Dragons, a good number of those who survived later died fighting over their hoards.

Dragon treasures may include everything from gems, jewels, and gold to works of art, enchanted

objects, and lost knowledge in the form of ancient books and scrolls. Though the Wise realise the folly of seeking out Dragons of any breed, at times they are forced to undertake such missions to recover powerful weapons needed in the struggle against the Enemy. This is the most likely reason a company of heroes would encounter a Dragon.

Dragons are capable of wreaking incomparable havoc, but their incredible strength and destructive power are offset by their need for long periods of rest between assaults. For each major battle a Dragon enters, he must rest afterward for many years. The Enemy therefore uses them cautiously, fearing to overtax his greatest offensive weapons.



COLD-DRAKES

DESCRIPTION

Cold-drakes are immense creatures, larger, stronger, and more agile than their brethren the Fire-drakes. They are covered in impenetrable scales, range in length from 80 to 120 feet, and do not breathe fire as other dragons do.

ATTRIBUTES: Bearing 18 (+6), Nimbleness 16 (+5), Perception 16 (+5), Strength 26 (+10)*, Vitality 16 (+5), Wits 18 (+6)*

REACTIONS: Stamina +10, Swiftiness +11, Willpower +10*, Wisdom +6

DEFENCE: 10

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +16, Inquire (Interrogate) +8, Insight +10, Intimidate (Fear) +20, Language: Sindarin +10, Language: Westron +10, Observe (Smell, Spot) +20

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Reading the Heart, Voice of Suasion.* Some Cold-drakes know additional spells such as *Fog-weaving, Misdirection, and Power of the Land.*

SPECIAL ABILITIES: Armour (12), Multiple Attacks (claws, maw, tail), Natural Weapon (claws, 4d6), Natural Weapon (maw, 7d6), Natural Weapon (tail, 5d6), Slow-healing, Sweep of Tail, Terror

SIZE: Gigantic (9 Wound Levels, 5 Healthy)

HEALTH: 32

COURAGE: 3

RENOUN: 12

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

SLOW-HEALING: Cold-drakes have an extremely slow rate of natural healing. After 10 years of rest, a Cold-drake recovers 2 Health points per year.

SWEEP OF TAIL: Any creature that sustains damage from the Cold-drake's tail attack and fails a TN 15 Strength or Nimbleness test (target's choice) is knocked down.

HISTORY

Little is known of the history of the Cold-drakes. They are believed to be a failed experiment of Morgoth, a step along the road to the breeding of the Winged-drakes from the stock of the Fire-drakes. Whether Morgoth

abandoned the Cold-drakes or was unable to maintain control over these, the most bestial of the three strains, is unknown. In any case, unlike the Fire-drakes or Winged-drakes, they were never used in service to either Morgoth or Sauron. Durin's Folk were driven from the Grey Mountains in TA 2589, after a Cold-drake slew Dáin I and his son Frór. Since then, no Cold-drakes have been sighted outside of the Grey Mountains or the wastes to the North.

HABITAT

Cold-drakes are found only among the Grey Mountains and in the wastes beyond. They never venture far from their lairs, lacking the mobility of the Winged-drakes.

SOCIETY

Cold-drakes are viciously solitary, marking their territories with a foul secretion to warn off intruders. Those daring to venture into their domains—whether Man, beast, or even Dragon—are stalked and killed. The few Cold-drakes living beyond the Grey Mountains are the unrivalled masters of their parts of the Northern Waste. No other predator dares challenge them.

USAGE

Cold-drakes rarely leave their territories, but neither do they hide from the rest of Middle-earth like their Fire-drake cousins. For this reason, they are the breed of Dragons that the heroes are most likely to encounter accidentally, especially if they travel in the Grey Mountains.

Cold-drakes should be pitted only against highly advanced heroes. Even



then, survival is not guaranteed. They should be employed sparingly, perhaps only once in an entire chronicle. Otherwise, the shock value of their sheer strength and imperviousness could be lost.

Cold-drakes bear no allegiance to Sauron, but Narrators might wish to allow player characters to suspect otherwise, especially if an otherwise chance encounter with one seems to thwart some greater heroic purpose.

In the Fourth Age, a powerful foe, perhaps a sorcerer, may craft a more potent version of the *Enslave Beast* spell that enables him to dominate Cold-drakes. With these massive creatures at the head of an army, he could lay waste to even the strongest of walled cities.

FIRE-DRAKES

ATTRIBUTES: Bearing 24 (+9), Nimbleness 12 (+3), Perception 20 (+7), Strength 24 (+9)*, Vitality 22 (+7), Wits 26 (+10)*

REACTIONS: Stamina +11, Swiftiness +10, Willpower +12*, Wisdom +8

DEFENCE: 13

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +16, Games (Riddles) +12, Inquire (Interrogate) +15, Insight +18, Intimidate (Fear) +25, Language: Sindarin +12, Language: Westron +12, Observe (Smell, Spot) +15, Persuade (Bewilder) +18

SPELLS: *Beast Speech, Break Binding, Burning Sparks, Calling, Command, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Reading the Heart, Voice of Suasion.* Some Fire-drakes may know additional spells such as *Fog-weaving, Mind-speech, or Opening-spell.*

SPECIAL ABILITIES: Armour (18), Bewilder, Invulnerable (fire), Multiple Attacks (claws, maw, tail), Natural Weapon (claws, 3d6), Natural weapon (maw, 5d6),

Natural Weapon (tail, 4d6), Slow-healing, Sweep of Tail, Terror

SIZE: Gigantic (9 Wound Levels, 5 Healthy)

HEALTH: 33

COURAGE: 4

RENOWN: 15

TN EQUIVALENT: 25

UNIQUE SPECIAL ABILITIES

BEWILDER: Through its superior intellect, a Fire-drake can confuse any opponent with whom it converses. Every round the Fire-drake speaks, all those able to hear its words must make opposed Wisdom tests against the Dragon's Persuade (Bewilder) or lose an action to their confusion.

FIRE-BREATH: As a full-round action, a Fire-drake can expel a cone of flame up to 50 yards long from its maw, as wide at any given point as the distance to the Dragon. Those caught in the conflagration suffer 10d6 damage.

SLOW-HEALING: Fire-drakes have an extremely slow rate of natural healing. After 10 years of rest, a Fire-drake recovers 1 Health point per year.

SWEEP OF TAIL: Any creature that sustains damage from the Fire-drake's tail attack and fails a TN 15 Strength or Nimbleness test (target's choice) is knocked down.

DESCRIPTION

Fire-drakes are immense creatures, the most ancient of their race, measuring up to a hundred feet from muzzle to tail. Like their cousins the Winged-drakes and the Cold-drakes, Fire-drakes are covered in impenetrable scales. Fire-drakes are named as such because they can expel a great plume of fire from their maws, incinerating all within the cone of fiery destruction. Unlike the Winged-drakes, however, they cannot fly.

HISTORY

The Fire-drakes were the most common strain of Dragon during the First Age. Many Fire-drakes wreaked destruction throughout the ages, including the razing of Gondolin by a host of Dragon-kind. Fortunately for the Free Peoples, most of the Fire-drakes were slain before the beginning of the Second Age. Only the strongest and most cunning survived.

HABITAT

After the Second Age, Fire-drakes can be found only in deep underground caverns, secret places where they can store their treasures without fear of discovery, for they have no more interest in the fate of the world or of the creatures that scurry across its surface. They seek only rest, weary as they are from their long service to the Enemy. Even Sauron cannot command them to return—at least, not without the Ring.

SOCIETY

The boundless savagery and greed of the Fire-drakes makes them the most solitary of the three types of Dragons. They shun any semblance of society, interacting with others of their kind only to breed. Even the young are ousted early from the nest, forcing them to survive on their own or die. For this reason, only the strongest Dragons reach adulthood.

USAGE

Fire-drakes are among the most powerful creatures ever to walk Middle-earth, rivalling even the mighty Balrogs. As such, they should be introduced to the chronicle with caution. From the Third Age on, Fire-drakes are almost impossible to find, as they pursue only solitude. Heroes who encounter a Fire-drake, therefore, have purposely sought it out, most likely hoping to vanquish the



beast and win its hoard. These characters deserve what they receive when challenging a Fire-drake. Only highly advanced heroes have even the slightest chance of surviving such a meeting.

WINGED-DRAKES

ATTRIBUTES: Bearing 26 (+10)*, Nimbleness 11 (+2), Perception 20 (+7), Strength 22 (+8)*, Vitality 20 (+7), Wits 23 (+8)

REACTIONS: Stamina +10*, Swiftiness +8, Willpower +11, Wisdom +10

DEFENCE: 12

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +14, Games (Riddles) +9, Inquire (Interrogate) +13, Insight +14, Intimidate (Fear) +23, Language: Sindarin +10, Language: Westron +10, Observe (Smell, Spot) +13, Persuade (Bewilder) +16

SPELLS: Break Binding, Burning Sparks, Calling, Command, Display of Power, Dumbness, Forgetfulness, Reading the Heart, Voice of Suasion. Some Winged-drakes know additional spells such as Bane-spell, Healing-spell, and Mind-speech).

SPECIAL ABILITIES: Armour (16), Bewilder, Buffet of Wing, Fire-breath, Natural Weapon (claws, 2d6), Natural Weapon (maw, 4d6), Natural Weapon (tail, 3d6), Slow-healing, Sweep of Tail, Terror

SIZE: Gigantic (9 Wound Levels, 5 Healthy)

HEALTH: 31

COURAGE: 5

RENOVN: 20

TN EQUIVALENT: 25

UNIQUE SPECIAL ABILITIES

BEWILDER: Through its superior intellect, a Winged-drake can confuse any opponent with which it converses. Every round the Winged-drake speaks, all those able to hear its words must make opposed Wisdom tests against the Dragon's Persuade (Bewilder) or lose an action to their confusion.

BUFFET OF WING: The great beating of a Winged-drake's wings creates powerful gusts of wind. Anyone within 30 feet of a Winged-drake's flight path—or within 60 feet if it's hovering—must make a TN 15 Strength test to remain standing. Those who fail are immediately knocked prone.

FIRE-BREATH: As a full-round action, a Winged-drake can expel a cone of flame up to 50 yards long from its maw, as wide at any given point as the distance to the Dragon. Those caught in the conflagration suffer 8d6 damage.

SLOW-HEALING: Winged-drakes have an extremely slow rate of natural healing. After 10 years of rest, a Winged-drake recovers 1 Health point per year.

SWEEP OF TAIL: Any creature that sustains damage from a Winged-drake's tail attack and fails a TN 15 Strength or Nimbleness test (target's choice) is knocked down.

DESCRIPTION

The Winged-drakes are set apart from their brethren by their great wings, whose span is equal to the length of their bodies, up to 80 feet.

HISTORY

The Winged-drakes are considered the greatest of their kindred. Like Fire-drakes, they can spew forth jets of fire from their maws. Also, they can fly, enabling them to spread their paths of destruction far and wide. Of the three types of Dragons, the Winged-drakes are the most numerous—relatively speaking—in the Third and Fourth Ages. Among the best known of this breed are Ancalagon the Black, Scatha of the Grey Mountains, and Smaug the Golden.

The great host of the Winged-drakes first appeared in the Great Battle that ended the First Age. Those Winged Dragons that survived retreated into their mountain homes, neither seen nor heard from again until TA 2570, when they reappeared in the Grey Mountains to make war on the Dwarves and the Éothéod. By TA 2589, the combined forces of the Winged-drakes and the Cold-drakes forced the Dwarves to flee the Grey Mountains.

In TA 1981, around the time the Dwarves were expelled from Moria, the Winged Dragon known as Scatha made his lair deep in the Grey Mountains, taking possession of a lost Dwarf-hoard. When Fram son of Frumgar of the Éothéod slew the beast, the riches became the centre of a great dispute between Men and Dwarves, both of whom laid claim to the vast treasure. In the end, the rival parties slew each other, furthering the belief in the curse of Dragon-treasure. Many years later, Éomer of Rohan bestowed upon Meriadoc Brandybuck the Horn of Buckland, one of the items from Scatha's hoard.

In TA 2770, Smaug, hearing of the great wealth of the Dwarves, emerged from a long slumber to assail the Dwarf kingdom of Erebor, to the east of Mirkwood. So massive was the onslaught that most of the Dwarves within the Lonely Mountain were annihilated, as well as the nearby town of Dale. Smaug then collected all the treasures of Dale and Erebor, gathering them into one hoard upon which he rested for decades.

Realizing the devastation that might be wrought if Sauron should manage to gain control over the beast, Gandalf assembled a company of Dwarves under the leadership of Thorin Oakenshield—which included the Hobbit Bilbo Baggins—and led them in an assault on the Lonely Mountain. In the end, a Man called Bard of Dale pierced the single unarmoured spot on the Dragon's underbelly, and the dead beast plummeted into the Long Lake. From then on, all inhabitants of Esgaroth avoided the place where Smaug fell, fearing the Dragon's remains have cursed the area forever.

HABITAT

The Winged-drakes cannot be found anywhere before the Great Battle that marked the end of the First Age. The Wise have conjectured that Morgoth spent many decades

breeding the beasts, building on the line of the Fire-drakes, keeping their emergence a secret from the Elves so that they would be unprepared for the devastating attack of the Winged-drake host.

While most of the Fire-drakes were destroyed in the First Age, several of the most powerful Winged-drakes survived. They were ravaged to the point of death during the Great Battle and were forced to spend many centuries resting, healing their grievous wounds. The Winged-drakes of the Second, Third, and Fourth Ages favour mountains as their homes, especially those that had already been hollowed out by the Dwarves, only rarely venturing forth in search of treasure to add to their hoards. Most Winged-drakes are found in the Grey Mountains, though any desolate or remote range may provide a suitable home.

SOCIETY

The Winged-drakes are the royalty of Dragons. They maintain a definitive hierarchy determined solely by the size of each Dragon's hoard.

Female Winged-drakes are highly prized and protected. Male Dragons wishing to mate must offer a female sufficient treasure—or service in the form of protection—to gain her willingness to spawn offspring. For this reason, female Winged-drakes, though least seen, are among the wealthiest of the breed.

Though they rarely work together, except under the duress of the Dark Lord, Winged-drakes never attack one another over treasure or for any other reason. At the same time, they never come to the aid of another, unless it is a female to whom they owe protection.

USAGE

Of all the breeds of Dragons, the Winged-drakes are the most likely to be encountered by heroes. Though

not as strong as the Fire-drakes, their ability to fly gives them the greatest mobility, enabling them to strike unexpectedly and assail entire cities until every structure is aflame.

A Winged-drake is a formidable foe. They should be used as the ultimate or penultimate adversary in a chronicle. Perhaps Sauron has managed to lure a Winged-drake into his service with promises of treasure, whether from his own vaults or those of the Free Peoples he seeks to conquer. If such a beast were to survive to participate in the War of the Ring, as Gandalf feared could happen, the Enemy would surely be victorious.

In the Fourth Age, long-hidden Winged-drakes may emerge from the Grey Mountains to attack Gondor in hopes of stealing the great wealth the Reunited Kingdom surely holds. Heroes may be asked to help defend the city against the onslaught of the Winged-drakes. Perhaps a Winged Dragon manages to overcome a caravan bearing an enchanted item, a gift from Elessar to a Dwarf-king or Elf-lord. Parties of experienced heroes may be commanded by the King to seek out and destroy the beast and to regain the kingdom's treasure.

ENTS

'Some of us are still true Ents, and lively enough in our fashion, but many are growing sleepy, going tree-ish, as you might say.'
— Treebeard, *The Two Towers*

ATTRIBUTES: Bearing 9 (+1), Nimbleness 6 (±0), Perception 10 (+2), Strength 16 (+5)*, Vitality 14 (+4)*, Wits 10 (+2)

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

DEFENCE: 10

MOVEMENT RATE: 48

SKILLS: Armed Combat: Natural Weapons (Branches) +6, Healing

(Trees) +5, Intimidate (Fear) +6, Language: Entish +9, Language: Sindarin +7, Language: Westron +7, Lore: Ents +6, Observe (Spot) +5, Run +10, Stealth (Hide) +8, Survival (Forest) +12, Weather-sense +4

EDGES: Doughty, Gift of Tongues, Hammerhand, Hardy, Travel-sense

FLAWS: Battle-fury, Hatred (Orcs)

SPELLS: *Fog-weaving, Misdirection, Power of the Land, Slumber, Spellbinding, Sundering*. All of these can be cast as abilities.

SPECIAL ABILITIES: Armour (8), Natural Weapon (branches, 2d6), Root and Stone, Shroud, Trample (3d6), Vulnerability (fire), Vulnerability (axes)

SIZE: Huge (8 Wound Levels, 4 Healthy)

HEALTH: 20

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

ROOT AND STONE: Ents can quickly demolish the works of Men. By focusing their attentions on any such structure and spending a full round action, an Ent can do 1d6 plus its Strength modifier in points of Structure damage. (See page 242–3 of the core rulebook for more information on how structures are damaged.)

SHROUD: Ents can create a cloud of shadow around themselves and their companions. This is similar to the spell *Mist of Speed*. While within this cloud, however, the Ents and those with them may move at twice their normal Movement Rate without fatigue, as long as the cloud remains.

DESCRIPTION

Some Ents, such as Treebeard of Fangorn Forest, are relatively active. They move from place to place, taking their roles as tree-herds very seriously indeed. But other Ents have become less mobile, less active, less talkative, and more apt to choose a spot and simply stand there, deep in thought. This is mainly a factor of age and disposi-

tion, but is also related to the loss of the Entwives. Ents do not have extended root systems. Their feet are long, with root-like toes. While these dig deep into the ground they do not grow longer over time and can be removed more easily than any true root.

HISTORY

The Elves first awakened the Ents, taught them language, and spoke with them. The Ents have existed for several ages, and cared for their trees throughout the long years. In the beginning, there were both Ents and Entwives, but the Entwives moved away, seeking calmer pastures and meadows, for their love was for fields and crops and flowers rather than trees. Then the Entwives vanished. The Ents searched for many years, but nowhere could they find their mates. Many Ents fell into despair and gave up the search and indeed all other activity.

HABITAT

Most Ents still dwell in or near Fangorn Forest. Some may live in other locales, however. Any forest with trees of great age and majesty may have been the province of one or more Ents in older days, and some of those Ents may dwell there still.

SOCIETY

Ents do not necessarily seek out the company of other Ents or even of Huorns. Rather, they select particular groves in which to dwell, spending their time caring for and growing deeply in tune with those specific trees.

USAGE

Though quiet and sleepy by nature—especially in the late Third Age—Ents can be roused. Danger to their grove provokes an immediate response, and a threat to the surrounding forest may also cause a given

Ent to awaken fully. The call to an Entmoot also rouses them, though only another Ent can ask for such a meeting

Once roused, an Ent can march many miles at a pace not matched by even the swiftest horse. These creatures possess great focus of mind, and once set to a purpose they will not falter. Trees move aside for them to pass, and stone is as thin paper to them, something to be trampled or torn and tossed aside. Angering an Ent is never a wise proposition, as very few things can resist their full wrath.

Elves can waken Ents to speak with them, though this takes time, effort, and much singing, for Ents have a great love of music. An Ent knows everything that occurs in its immediate area and has a general sense of the forest around it as well. It can direct travellers along safe paths if it chooses, and can sense the presence of large groups and of powerful forces.

Ents despise Orcs (whom they call *burárum*) and strike out against any of that race who pass by in vengeance for the many trees Orcs have slaughtered through the ages.

GHOSTS

Pale swords were drawn; but I know not whether their blades would still bite, for the Dead need no longer any weapon but fear. None would withstand them.'

— *The Return of the King*

Three types of ghosts haunt Middle-earth. The most common is the wraith, the restless soul of an evil person whose need to fulfil some twisted goal outlasted the natural span of his physical form. Either it used sorcerous means to extend it life or his spirit survived on its own, kept in the mortal world by hatred, greed,

or lust. Such a being's ghostly form is usually a shadowy, gaunt, transparent image of its appearance in life. Its eyes, however, glow with evil desire for that which they have yet to achieve. The Nazgûl, or Ringwraiths, are the mightiest of wraiths, their power boosted by the One Ring.

Slightly rarer are phantoms, the ghosts of those who died with a dark secret or were consumed with desire for revenge. Phantoms often resemble their mortal form as it appeared in death, or they can be completely invisible, manifesting only as sounds or strange lights. The Mere of Dead Faces, where soldiers slaughtered on the field of battle appear as glowing lights in foetid, standing pools of water, is one place where such phantoms are found.

Finally, some ghosts—called wights—come into being through some powerful curse. These ghosts are bound to the will and goals of the one who cursed them. They either appear as faded versions of their mortal selves, or have no substance unless they inhabit a physical vessel like a corpse.

Because ghosts even within the same type can vary considerably, the statistics that follow describe ranges typical for ghosts, rather than providing specific statistics for a particular example.

ATTRIBUTES: The range of ghostly attributes is similar to that typical for Men, though many ghosts have high Bearing, Vitality, and Wits. Ghosts without physical bodies often have naught for Nimbleness and Strength.

REACTIONS: As for Attributes, ghostly reactions are similar to those of Men.

MOVEMENT RATE: 6

SKILLS: Similar to those possessed in life, skills of ghosts often include Intimidate (Fear), Observe (Sense Power), and Stealth.

FLAWS: Frequent ghost flaws include Dark Secret, Duty, Grasping, Hatred, and Oath, which often reflect the reasons they become ghosts in the first place.

(to physical harm), Resistance (to physical harm), Spellcasting, Terror (for those with great presence or a horrific appearance), Undead Stamina, and Vulnerability (to sunlight, which sometimes causes as much as 1d6 points of damage per round).

SIZE: Medium

TN EQUIVALENT: 5+

UNIQUE SPECIAL

ABILITIES

ICY TOUCH: A ghost's chill and deadly touch causes its victim to lose 2 points of Strength and Vitality each round. When either attribute reaches 0, the victim falls unconscious for 2d6x10 minutes. Lost points are regained at the rate of 1 in each attribute per 10 minutes—or in full when the victim awakens or upon the application of a *Healing-spell*.

Undead Stamina: A ghost need never eat or drink, takes only half damage from physical attacks, and heals all injuries at five times the normal rate. Further, a ghost does not have Weariness Levels and need never make Stamina tests to resist weariness for any reason.

DESCRIPTION

Ghosts manifest in many ways, as described above. They may appear as shimmering images of how they appeared in life, as faintly glowing lights bobbing in darkness or water, or as nothing more than faint sounds or mysterious drafts.



SPELLS: Spells frequently known by ghosts include *Bladeshattering*, *Dumbness*, *Evoke Fear*, *Fog-raising*, *Forgetfulness*, *Holding-spell*, and *Spellbinding*.

SPECIAL ABILITIES: Special abilities common to many ghosts include Camouflage (for those with an insubstantial nature), Icy Touch, Incorporeal, Invisible, Invulnerable

HISTORY

How and why the first ghost came to remain in the land of the living is unknown. Of all the races on Middle-earth, however, the Dwarves have never been known to give rise to undead, despite their apparent greedy natures. This may well be one of the reasons Sauron hates them so.

HABITAT

Ghosts can reside anywhere. Their presence usually drives the living away—even plants and animals—so the regions where they are found are usually desolate, lifeless, and ruined.

SOCIETY

Ghosts have no society, living only for unfulfilled desires, a need to spread suffering, or the dictates of the evil magic the binds them.

USAGE

As the motivations of ghosts vary greatly, so do the stories behind them and their use in the chronicle. They may wish to undo evil or failures they took part in during life. They could need to reveal secrets they died in possession of. They may even desire revenge or, on rare occasions, simply bear pure malice toward the world and those who dwell within it.

GIANT SPIDERS

'[H]e scrambled up—only to meet an old slow wicked fat-bodied spider who . . . had been busy pinching them to see who was the juiciest to eat.'

— *The Hobbit*

Giant Spiders come in two varieties—Lesser and Greater—though both behave in about the same way. Statistics are provided for each type, followed by a single description block that addresses both.

LESSER GIANT SPIDER

ATTRIBUTES: Bearing 7 (±0), Nimbleness 8 (+1)*, Perception 7 (±0), Strength 7 (±0)*, Vitality 6 (±0), Wits 5 (±0)

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

DEFENCE: 11

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Fangs) +4, Climb +10, Craft: Trap (Web) +4, Intimidate (Fear) +4, Jump +6, Language: Speak Westron +3, Observe (Spot) +4, Stealth (Sneak) +6

SPECIAL ABILITIES: Natural Weapon: (fangs, 1d6–1), Poison (can choose deadly poison or poison of sickness; see box), Webs

SIZE: Small (4 Wound Levels)

HEALTH: 6

TN EQUIVALENT: 10

UNIQUE SPECIAL ABILITIES

WEBS: Giant Spiders weave thick, sticky webs. Cutting a strand requires 3 points of damage from an edged weapon. Pulling one apart requires a TN 15 Strength test. A victim who has been completely wrapped up—which takes the spider a full-round action, and can only be done to a victim who has already been successfully grabbed—must make a TN 20 Strength test to break free. Giant Spiders can also quickly weave tough walls of webs to surround and trap their prey. A spider that makes a TN 10 Craft: Traps (Web) test can build a web 5 feet tall and 5 feet wide as a full-round action.

GREATER GIANT SPIDER

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



FELL BEASTS AND WONDROUS MAGIC

REACTIONS: Stamina +3, Swiftiness +3*, Willpower +2, Wisdom ±0

DEFENCE: 11

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Fangs) +6, Climb +10, Craft: Web +6, Intimidate (Fear) +6, Jump +7, Language: Speak Westron +5, Observe (Spot) +5, Ranged Attack: Natural Weapons (Webs) +4, Stealth (Sneak) +6

SPECIAL ABILITIES: Natural Weapon (fangs, 1d6+1), Poison (can choose deadly poison or poison of sickness; see box), Webs

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 10

TN EQUIVALENT: 10

UNIQUE SPECIAL ABILITIES

GREATER WEBS: Greater Giant Spiders weave webs that are similar to their smaller ilk, but stronger. Cutting such a strand requires 5 points of damage from an edged weapon. Pulling one apart requires a TN 20 Strength test. A victim who has been completely wrapped up must make a TN 25 Strength test to break free. Greater Giant Spiders can weave walls just like Lesser Giant Spiders.

DESCRIPTION

Giant spiders are hairy, nimble creatures who care only for hunting and feasting on Men, Elves, Dwarves, and even Orcs. Their eight legs are long and slender, perfect for scuttling through deep caverns and gloomy forests in search of prey. At night, their eyes glow like pale, bulbous orbs, offering scant warning to their victims before the spiders are upon them.

HISTORY

Giant spiders descend from Ungoliant, an ancient, spider-like being of tremendous hunger. As a rule, they care little for the struggles of Middle-earth and seek only to fill

GIANT SPIDER VENOM

LESSER GIANT SPIDER'S DEADLY POISON

TYPE: Injury

ONSET: 1 minute

POTENCY: +0 TN

TREATMENT: +0 TN

EFFECT: 1d6 points of damage

SECONDARY EFFECT: 1/2-d6 points of damage

STAGES: 10

LESSER GIANT SPIDER'S POISON OF SICKNESS

TYPE: Injury

ONSET: Immediate, then 1 minute per stage

POTENCY: +5 TN

TREATMENT: +5 TN

EFFECT: Reduce Strength and Vitality by 1d6 immediately. Reduce each by 1 additional point at each stage increment. At 0 in either, the victim falls unconscious, though continues to lose points. Lost points return at the rate of 1 per hour after all stages have run their course.

SECONDARY EFFECT: Half the reduction (1/2-d6 at onset, 1/2 point per stage) described above.

STAGES: 10 after immediate effect

GREATER GIANT SPIDER'S DEADLY POISON

TYPE: Injury

ONSET: 1 minute

POTENCY: +5 TN

TREATMENT: +5 TN

EFFECT: 1d6 points of damage

SECONDARY EFFECT: 1/2-d6 points of damage

STAGES: 10

GREATER GIANT SPIDER'S POISON OF SICKNESS

TYPE: Injury

ONSET: Immediate, then 1 minute per stage

POTENCY: +10 TN

TREATMENT: +10 TN

EFFECT: Reduce Strength and Vitality by 1d6 immediately. Reduce each by 1 additional point at each stage increment. At 0 in either, the victim falls unconscious, though continues to lose points. Lost points return at the rate of 1 per hour after all stages have run their course.

SECONDARY EFFECT: Half the reduction (1/2-d6 at onset, 1/2 point per stage) described above.

STAGES: 10 after immediate effect

their swollen bellies with the blood of travellers they seize within their sticky webs. Even Shelob thought only to make a meal of Frodo, and would have overlooked the One Ring had she seized him.

HABITAT

Spiders prefer dark, gloomy realms. Many lurk within caves, digging burrows and tunnels from which they scuttle forth to ambush travellers. Others find solace within Mirkwood and other thick forests, spinning cobwebs to both block the accursed sun and catch their prey unawares. While Giant Spiders move across their webs with ease, other creatures quickly become mired in the sticky filaments. Any creature moving through a spider web or crawling up a strand must succeed in a TN 8 Strength test or move at quarter speed. On a successful test, the creature can still only progress at half the normal rate.

SOCIETY

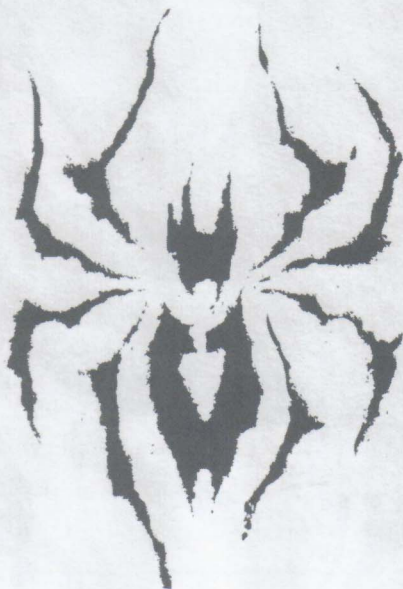
Giant Spiders speak Westron and often gather in colonies of up to several dozen creatures. Generally speaking, they comprise a divisive, squabbling lot. More than one fortunate traveller has escaped the clutches of his spider captors while they argued over whether to hang him in their webbing for a while before eating him, slay him and then hang him, or simply devour the unfortunate straight away.

Individual Spiders are prideful, and would rather bicker perpetually than yield to another. This pride also renders them easily insulted: Anyone who succeeds in an opposed Perform test against a Spider's Wisdom can goad a Spider into a terrible fury rendering it unable to do anything other than rush furiously after its taunter, ignoring other opponents and dangers.

USAGE

Spiders care nothing for the struggles between the Free Peoples and the Shadow, so they make poor villains. They are better used as hazards along the road, or to make an already dangerous situation even more threatening. For example, a band of heroes fleeing an Orc-war party could blunder into a colony of spiders.

Spiders typically strike from ambush, pouncing upon victims from above or luring them into carefully hidden webs. They prefer to lair close to well-travelled roads, and are a constant hazard for any who wander Middle-earth.



HALF-ORCS

'[T]hese creatures of Isengard, these half-orcs and goblin-men that the foul craft of Saruman has bred, they will not quail at the sun. . . .'

— *The Two Towers*

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

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

DEFENCE: 10

MOVEMENT RATE: 6

ORDERS: Rogue

ORDER ABILITIES: Lurking in Shadows

SKILLS: Appraise (Gold) +2, Conceal (Hide Weapon) +3, Guise +2, Inquire (Interrogate) +3, Language: Orkish (dialect) +2, Language: Westron +5, Lore: Men +1, Lore: Orcs +1, Observe (Spot) +4, Persuade (Fast Talk) +3, Run +2, Search +2, Stealth (Shadow) +5, Survival (Forests) +2

EDGES: Furtive, Night-eyed

FLAWS: Fealty (Saruman)

SIZE: Medium (5 Wound Levels)

HEALTH: 9

TN EQUIVALENT: 5 (band of three)

DESCRIPTION

Half-orcs have sallow faces and sly, slanting eyes, but their height and build is more Mannish. Some Half-orcs look more like Orcs than others. These may take a flaw, Orc-ancestry, which makes it impossible for them to hide their Orc-blood without use of Guise. Half-orcs without this flaw, while their appearance is noteworthy, can pass as normal Men.

Combining Mannish cleverness with Orc-strength, Half-orcs make fearsome adversaries in battle. They prefer longswords and battle-axes to other weapons, but they willingly use whatever weapons their master arms them with. Because of their Mannish appearance, many Half-orcs serve as spies, mingling with the various cultures of Men throughout Middle-earth.

HISTORY

Attempting to duplicate Sauron's success in breeding the Uruk-hai, Saruman crossed Uruks with lesser races of Men, especially those of the East. The experiment failed, however,

and produced these creatures, who were dubbed 'Half-orcs' by the Men of Rohan.

Several Half-orcs came to serve Lotho Sackville-Baggins during the War of the Ring. They were called the Chief's Men until Saruman came to the Shire after the destruction of the One Ring. From that time on, the Half-orcs of the Shire fell directly under his command and came to be known as Sharkey's Men.

HABITAT

The majority of Half-orcs serve Saruman. Because of this, they are typically found at Isengard, in Saruman's armies, or disguised as Men in the towns and cities of Middle-earth.

SOCIETY

Like Uruks, Half-orcs do not maintain their own society. They see themselves as members of the family of Orcs in the service of Saruman, yet set apart by their intelligence. To their communal frustration, however, Half-orcs do not measure up to the Uruks in either strength or ingenuity. Their inborn antipathy toward all living things extends even to Orcs, Uruks, and other Half-orcs, and for this reason, most prefer solitary assignments abroad: missions of espionage or assassination.

USAGE

Though heroes may run into Half-orcs on the battlefield, these Mannish creatures are most often found in civilised areas, spying for Saruman. Heroes searching for a Man responsible for a civil offence— theft, assault, or even murder—may discover a Half-orc. Half-orcs are also often dispatched to deliver objects or messages of importance to the Enemy's plans.

Heroes who find out about such missions would be duty-bound to stop them. The intercepted communication may then provide insight into the plans of the Enemy and lead the heroes to another chapter of their story.



HELL-HAWKS

'[A] winged creature . . . greater than all other birds . . . neither quill nor feather did it bear, and its vast pinions were as webs of hide between horned fingers; and it stank.'

— The Return of the King

ATTRIBUTES: Bearing 6 (± 0), Nimbleness in the air 10 ($+2$)*,

Nimbleness on the ground 6 (± 0), Perception 8 ($+1$), Strength 8 ($+1$)*, Vitality 8 ($+1$), Wits 4 (± 0)
REACTIONS: Stamina +2, Swiftmess in the air +3*, Swiftmess on the ground +2, Willpower +1, Wisdom +1

DEFENCE: 12 (in the air), 10 (on the ground)

MOVEMENT RATE: 24

SKILLS: Armed Combat: Natural Weapons (Beak, Talons) +6, Observe (Spot) +6

SPECIAL ABILITIES: Flight, Mount: Steady, Mount: War-trained, Multiple Attacks (beak, talons), Natural Weapon (beak, 2d6), Natural Weapon (talons, 2d6), Stench

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 9

TN EQUIVALENT: 10

UNIQUE SPECIAL

ABILITIES

STENCH: Hell-hawks exude a foul stench reminiscent of rotting flesh. Those who come within 20 yards of them must make a TN 10 Stamina test. Those who fail suffer a -2 penalty to all tests as long as they remain in the area of the stench. The Stamina test must be re-rolled every time a character re-enters the area.

DESCRIPTION

Hell-hawks are winged horrors that appear like a cross between lizards and featherless birds. They have wide, leathery wings that stretch from their broad backs to claws tipped with wicked talons. Fully mature Hell-hawks are able to carry up to two Man-sized riders into battle. While the whooshing of air is audible when they beat these wings,

Hell-hawks tend to use up-winds to glide silently. They have narrow heads and vicious beaks that can punch through all but the strongest armour. Their red eyes glitter with evil as they dive from above to attack targets.

HISTORY

Hell-hawks are creatures of Sauron, twisted mockeries of the Great Eagles and sentries over Mirkwood. During the War of the Ring, a number of Hell-hawks were employed as mounts.

HABITAT

Hell-hawks are most common in the hills of southern Mirkwood, with many roosts found around Dol Guldur. While they nest in caves or thickly forested areas, they prefer to hunt in open territory, so they are rarely found deep within Mirkwood. However, their presence makes the approach to Dol Guldur and travel immediately south of Mirkwood even more dangerous than it might otherwise be.

Hell-hawks prefer temperate, low-lying areas. However, minions of Sauron have transplanted the beasts to the Ash Mountains. Also, many of them went wild following the battle of Minas Tirith and have settled in the hills and mountains around that city.

SOCIETY

Hell-hawks are surprisingly social. They mate for life and have been known to fight to the death to protect offspring in nests. Mated pairs without offspring often hunt together, with one flushing out prey while the other swoops in to make the kill.

The mated pair co-operates in the raising of young. They are, however, very territorial. Once a Hell-hawk has mated, any other mature Hell-hawks risk death should they encounter the pair. This includes offspring, who

must often flee for their lives once they have learned to fly and hunt.

USAGE

Hell-hawks are ravenous predators. They hunt both during the night and day, ignoring any prey smaller than a Hobbit. They swoop silently down from high above, snatch their prey in their beaks, and climb swiftly upward.

In the years following the War of the Ring, Hell-hawks become an ever-worsening problem in the hills around Minas Tirith. Heroes are often called upon to root out their nests or somehow figure out a way to domesticate the foul beasts. Narrators may decide the Hell-hawks are not be as wild as they seem, and that a more intelligent minion of Shadow also remains in the area, orchestrating the Hell-hawk attacks on farmers and caravans.

HUORNS

'They stand here and there in the wood or under its eaves, silent, watching endlessly over the trees... in the darkest dales there are hundreds and hundreds....'

— *The Two Towers*

ATTRIBUTES: Bearing 8 (+1), Nimbleness 4 (±0), Perception 8 (+1), Strength 12 (+3)*, Vitality 12 (+3)*, Wits 7 (±0)

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

DEFENCE: 10

MOVEMENT RATE: Naught

SKILLS: Armed Combat: Natural Weapons (Branches) +6, Intimidate (Fear, Majesty) +6, Language: Entish +5, Language: Sindarin +3, Language: Westron +2, Observe (Hear, Spot) +5, Stealth (Hide) +8, Survival (Forest) +9

EDGES: Hardy, Woodcrafty

FLAWS: Hatred (two-legged creatures), Proud

SPELLS: *Bladesbattering, Dumbness, Fog-weaving, Misdirection, Slumber, Spellbinding.* All of these can be cast as abilities.

SPECIAL ABILITIES: Armour (6), Mostly Immobile, Natural Weapon (2d6, branches), Vulnerability (fire), Vulnerability (axes)

SIZE: Huge (8 Wound Levels, 4 Healthy)

HEALTH: 15

TN EQUIVALENT: 10

UNIQUE SPECIAL ABILITIES

MOSTLY IMMOBILE: A Huorn does not typically move from place to place. It is capable of doing so, but this is difficult because it involves uprooting. The older a Huorn—and the more extensive its root system—the harder the task of relocating is. To uproot, a Huorn must make a Strength test where the TN is its own Vitality. Once successful, the Huorn can make great strides if it wishes, at a Movement Rate of 48 yards. Once it settles back down, however, it must make another test if it wishes to move again.

DESCRIPTION

Huorns are trees that have awakened to consciousness and sentience. Huorns drop fruit, nuts, and leaves at will. Likewise, they can sweep creatures aside with their branches. They can even lean their trunks to loom menacingly over those foolish enough to approach them.

HISTORY

'Huorn' is a shortened version of the Entish word for 'animate tree.' The full name is very long, as in the Entish fashion, would take many hours to say, as it incorporates not only a description but also a history. Most Huorns owe their existence to the

Ents, the tree-herds who have tended the trees of Middle-Earth since the dawn of the First Age. During these long years, some of the Ents' own wakefulness has been imparted to many of their charges.

Not all Huorns have flourished under the care of the Ents. Some have appeared elsewhere, where no Ent has wandered for an age or more. The Huorns in these remote areas are less inclined to speech and less friendly towards visitors than those raised by the Ents.

The Ents have said that the Elves are largely responsible for the wakefulness of the trees. Elves walked the woods long ago and woke the trees to learn their language, so that Elves could speak with the trees themselves.

HABITAT

Huorns can exist in any forest in Middle-earth, but most Huorns are found in Fangorn Forest, Mirkwood, and the Old Forest. Fangorn is the residence and nursery of the Ent known as Treebeard, and his presence accounts for the number of Huorns there. Mirkwood is the stronghold of the Wood-elves, and their love of the forest and delight in conversing with trees explains why so many of those trees are awake and active. The Old Forest has neither Elves nor Ents, but it is the province of Tom Bombadil. His songs bring alertness to any who hear them, plant or animal.

SOCIETY

Huorns cluster in forests because they prefer company, even if only that of normal trees, and their presence can infect the woods about them with consciousness and intensity. Most Huorns also enjoy the company of their peers. Many even welcome the presence of Elves, though Men and Dwarves are treated with caution and resentment, and any carrying fire are considered enemies. Orcs are a particularly



hated race, as they often cut down or burn trees for no reason at all.

USAGE

Huorns do not leave their forests, and within such woods they often control a specific area. This region may have a reputation for being evil, or at least dark and foreboding, and for not welcoming travellers.

In the chronicle, Huorns are most useful as a trap for the unwary. They watch travellers in their woods closely. Provided the intruders do not harm the trees and are not Orcs, the Huorns may let them pass unhindered. However, many Huorns delight in tormenting unwelcome vis-

itors by looming suddenly overhead, crackling mysteriously in the still of the night, dropping pine cones or acorns onto the heads of those who sleep, or creating sudden winds to extinguish fires.

Huorns are not automatically enemies, however. If Orcs are nearby, Huorns might even ally with others to fight the loathsome creatures. Elves who communicate with Huorns can often learn a great deal about an area. Even those without tree-speech can communicate in a fashion. The Huorns understand Westron, or at least the thoughts behind it, and allow easy passage to those who declare themselves friends of the woods and behave accordingly.

KRAKEN

*'There are older and fouler things than
Orcs in the deep places of the world.'*

— Gandalf, *The Fellowship of the Ring*

ATTRIBUTES: Bearing 8 (+1),
Nimbleness 8 (+1), Perception 9
(+1), Strength 18 (+6)*, Vitality
14 (+4)*, Wits 7 (±0)

REACTIONS: Stamina +6*, Swift-
ness +1, Willpower +1, Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural
Weapons (Beak, Tentacles) +8,
Observe (Spot) +6, Stealth (Hide)
+6

SPECIAL ABILITIES: Eyes of the Deep,
Ink, Natural Weapon (beak, 2d6),
Natural Weapon (tentacles, 1d6),
Writhe of Tentacles

SIZE: Gigantic (9 Wound Levels, 5
Healthy)

HEALTH: 20

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

EYES OF THE DEEP: A Kraken's baleful eyes allow it to see through even the cloudiest or inkiest of water and the darkest of nights with ease. However, a Kraken's eyes may be attacked (−5 test penalty to hit). If struck, the creature suffers damage as normal, plus a −2 penalty to all tests for the next 1d6 rounds.

INK: Once per hour, a Kraken can produce great clouds of ink that turn water black as night in a 30 yard radius.

WRITHE OF TENTACLES: An addition to its regular complement of actions, a Kraken can make one additional attack action—as long as it is not a defensive attack or power attack—with each of its 24 tentacles. While no more than two tentacles can attack the same Medium-sized target,

larger targets can be attacked by more at the Narrator's discretion. Each tentacle can stretch up to 15 yards from the Kraken's body and receives a +3 test modifier to grab attack actions.

Tentacles are attacked separately from the main body of the Kraken. Each one has a single Wound Level and is severed after it sustains that much damage from edged weapons. A Kraken counts a quarter of the damage taken by its tentacles against its regular Wound Points, as well.

DESCRIPTION

Kraken are ancient creatures that lurk deep within hidden pools beneath the earth. They are massive, slimy creatures that resemble monstrous octopuses. Their central body is a thick, fleshy mass with a sharp beak and two large eyes. More than two score of long, powerful tentacles snake forth from its body to grab and crush its prey.



HISTORY

Spawned by the same evil that produced the giant spiders that haunt Middle-earth's forests and mountains, for untold years the Kraken have slumbered deep beneath the earth. At times, powerful servants of the Shadow, such as Balrogs, have called forth these monstrosities from their slumber to do their bidding. The most commonly referenced Kraken is the beast known as the Watcher in the Water. Lurking outside Moria's West-gate, the Watcher seized curious creatures or, failing that, drove

them into Moria and sealed them within.

HABITAT

Kraken dwell in deep pools of water beneath the mountains. The Watcher in the Water issued forth from such a place to ward the West-gate. Most still lurk deep within Middle-earth's caverns and caves. Any subterranean vault that holds a large body of standing water could easily hide a hungry Kraken.

SOCIETY

Kraken are too few in number to form any large groups. Most exist to sate their hunger for flesh or to serve the Shadow's bidding, though they are by no means unintelligent.

USAGE

Kraken work best as guardians and sentinels. Their unique traits allow them to hide within a murky pool while spying on those who travel near. When stalking its victims, a Kraken prefers to remain below the water's surface while sending forth its tentacles to seize and crush its prey. Kraken make good barriers for inexperienced heroes. They are a daunting challenge to overcome through force of arms, and can push player characters to seek an alternate course of action than blind attack.

In battle, a Kraken makes full use of grab attacks and other options to make the most of its abilities. They are clever creatures. They batter aside heavily armed and armoured warriors with their tentacles while grabbing Hobbits, loremasters, and other smaller, weaker, or poorly armed characters. A Kraken ignores ponies, pack animals, and other bit players. If the characters escort an important person or if one of them, like Frodo, bears an important item or secret, the Kraken may know of it and grab for that character above others.

NAZGÛL

*'[T]hey were robed in white and grey.
Swords were naked in their pale hands.
... Their cold eyes glittered, and they
called to him with fell voices.'
— The Fellowship of the Ring.*

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

THE LORD OF THE NAZGÛL

ATTRIBUTES: Bearing 16 (+5), Nimbleness 12 (+3), Perception 13 (+3), Strength 12 (+3)*, Vitality 14 (+4), Wits 14 (+4)*
REACTIONS: Stamina +7*, Swiftiness +7, Willpower +7, Wisdom +7
DEFENCE: 13
MOVEMENT RATE: 6
ORDERS: Warrior, magician (sorcerer), captain
ORDER ABILITIES: Air of Command, Battle-hardened, Evasion, Fires of Devotion, Hero's Strength, Spellcasting 9, Spell Specialty (Sorcery), Swift Strike, Tactics
ADVANCEMENTS: 52
SKILLS: Armed Combat: Blades (Dagger, Longsword) +10, Armed Combat Clubs (Mace) +9, Inquire

(Interrogate) +11, Inspire +8, Intimidate (Fear) +15, Language: Black Speech +6, Language: Westron +6, Lore: Realm (Angmar, Mordor) +6, Lore: History (Men) +6, Lore: Magic +8, Lore: Servants of the Shadow +8, Lore: Rings of Power +8, Observe (Spot) +11, Ranged Combat: Bows (Longbow) +5, Ride (Hell-hawk, Horses) +10, Siegecraft +9, Stealth (Sneak) +8, Track (Scent) +6

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

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

SPELLS: Bane-spell, Bladeshattering (ability), Blinding Flash, Command, Create Light, Display of Power, Dumbness, Enslave Beast, Evoke Fear, Fog-raising, Fog-weaving, Forgetfulness, Holding-spell, Kindle Fire, Lightning, Opening-spell, Quench Fire, Ruin, Sense Power (ability), Shadows and Phantoms, Shutting-spell, Spellbinding, Veil, Veiling Shadow, Victory-spell, Voice of Command, Wizard's Guise, Wizard's Hand, Word of Command

SPECIAL ABILITIES: Black Breath, Bladeshattering, Nazgûl Terror, Not By the Hand of Man, Perceive Rings of Power, Scent of Blood, Senses of the Dead, Undead Stamina, Wraithform

SIZE: Medium (5 Wound Levels)

HEALTH: 17

COURAGE: 6

RENOWN: 40

TN EQUIVALENT: 25

THE TWO BLACK NÚMENÓREAN NAZGÛL

ATTRIBUTES: Bearing 14 (+4), Nimbleness 12 (+3), Perception 12 (+3), Strength 11 (+2)*, Vitality 12 (+3), Wits 13 (+3)*

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

DEFENCE: 13

MOVEMENT RATE: 6

ORDERS: Warrior, magician (sorcerer)
ORDER ABILITIES: Battle-hardened, Evasion, Spellcasting 8, Spell Specialty (Sorcery), Swift Strike, Tactics

Advancements: 40

SKILLS: Armed Combat: Blades (Longsword) +10, Armed Combat Clubs (Mace) +10, Inquire (Interrogate) +10, Inspire +5, Intimidate (Fear) +15, Language: Black Speech +8, Language: Westron +6, Lore: Realm (Harad, Mordor) +4, Lore: History (Men) +8, Lore: Magic +6, Lore: Servants of the Shadow +8, Lore: Rings of Power +7, Observe (Spot) +10, Ranged Combat: Bows (Longbow) +4, Ride (Hell-hawk, Horses) +9, Siegecraft +8, Stealth (Sneak) +6, Track (Scent) +6

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

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

SPELLS: Bane-spell, Bladeshattering, Command, Create Light, Display of

Power, Dumbness, Enslave Beast, Evoke Fear, Forgetfulness, Holding-spell, Kindle Fire, Lightning, Opening-spell, Quench Fire, Ruin, Sense Power (ability), Shadow of Fear, Shutting-spell, Spellbinding, Veil, Voice of Command, Wizard's Guise, Wizard's Hand

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

SIZE: Medium (5 Wound Levels)

HEALTH: 17

COURAGE: 5

RENOWN: 38

TN EQUIVALENT: 20

THE SIX LESSER NAZGÛL

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

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

DEFENCE: 12

MOVEMENT RATE: 6

ORDERS: Warrior, magician (sorcerer)

O R D E R

ABILITIES:

Battle-hardened,

Evasion, Spellcasting 5, Spell Specialty (Sorcery), Swift Strike

Advancements: 35

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

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

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

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

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

SIZE: Medium (5 Wound Levels)

HEALTH: 14

COURAGE: 5

RENOWN: 35

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

BLADESHATTERING: In addition to the regular effects of the *Bladeshattering* spell upon all blades that strike the Lord of the Nazgûl, the arm of the wielder is struck numb and useless until a *Healing-spell* is applied.

BLACK BREATH: Those who run in fear at the sight of the Nazgûl are perhaps wisest of all, as those who stand against them are susceptible to the Black Breath, a condition most dire. Any character who attacks a Nazgûl directly or who is Unmanned in the presence of one must make an immediate Willpower test. Against the Lord of the Nazgûl, this test is TN 25. For the Black Númenórean Nazgûl, it is TN 20, and for the other six, it is TN 15. Characters who succeed in this test manage to stave off the effects for the moment, but if they fall otherwise unconscious while in combat with the Black Riders, they remain unconscious for 1d6 hours no matter what healing is brought to bear upon them. Failure at the Willpower test, on the other hand, results in unconsciousness for 1d6 days, complete failure in unconsciousness for 1d6 weeks, and disastrous failure in unconsciousness until the character can be brought to a house of great healing, as described under 'Advanced Treatment' on page 248 of the core rulebook. All characters rendered unconscious by the Black Breath must make a TN 10 Vitality

FELL BEASTS AND WONDROUS MAGIC

test each day the condition lasts or lose 1 point of Vitality and Strength. Any character reduced to 0 in either succumbs to death.

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

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

NOT BY THE HAND OF MAN: Glorfindel prophesied that the Lord of the Nazgûl will not fall by the hand of man. In the War of the Ring, it was thus Éowyn of Rohan, with the aid of Merry Brandybuck, who finally slew the Witch-king. In chronicles prior to the War of the Ring, if the Lord of the Nazgûl is slain by the hand of man—interpreted as the Narrator sees fit—his form disperses only temporarily, to reform in Dol Guldur or Mordor, restored to full health.

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

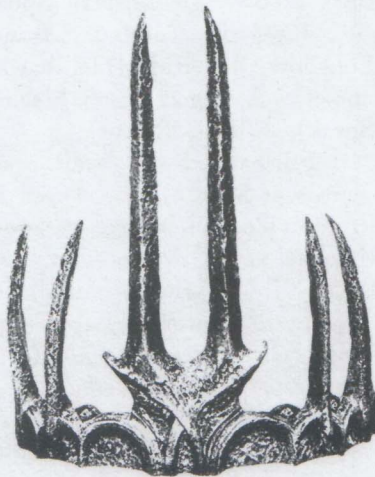
PERSISTENT EXISTENCE: Nazgûl with this ability cannot be slain while their Dark Lord lives. If 'slain,' the Nazgûl reforms in Dol Guldur or Mordor, restored to full health.

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

stances, preferring to cross on bridges or ferries.

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

SENSES OF THE DEAD: The Nazgûl do not see the living beings of the world, but instead perceive the shadows they cast. To them, black seems



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

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

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

DESCRIPTION

The Nazgûl typically wear black, hooded cloaks and blackened hauberks. Underneath this garb, however, they are insubstantial spirits, their bodies long ago faded with the passage of time and the corrupting influence of Sauron. Eight of the Nazgûl appear identical to one another except to those who dare scrutinise them carefully. The ninth, however, is taller than the others and carries himself with a more regal bearing. Upon his wispy brow alone rests an iron crown, for he is the Witch-king of Angmar, Lord of the Nazgûl.

HISTORY

The Nazgûl are men to whom Sauron gave the Nine Rings long ago. Three were great lords among the Númenóreans whom Sauron corrupted to his service. The others were powerful kings and chieftains of Men in Middle-earth who worshipped Sauron or were dominated by him. Under the influence of the Nine their lives were extended beyond Mannish imagination, but their bodies and souls were corrupted until nothing was left but distilled evil and servitude to Sauron.

Through the end of the Second Age, the Nine served as the chief agents and enforcers of Sauron's will. When Sauron fell, they were forced into hiding, dwelling in the eastern lands for many centuries. In TA 1300, the Lord of the Nazgûl established himself as the Witch-king of Angmar, putting his sinister mind and devious intellect to use against the Men of Arnor. Even at the end of the Third Age, however, the Witch-king is only recognised as one of the Nazgûl by the most learned of historians.

While the Witch-king plotted against Men, the other Nazgûl served the reborn Sauron at Dol Guldur or worked to prepare Mordor for his eventual return. During the final decades of the Third Age, the Nazgûl served as heralds, messengers, and scouts for the

Enemy. Wherever they appeared, death and destruction followed.

In the days just before the War of the Ring, Sauron gathered the Nazgûl and sent them to scour Middle-earth for the One Ring. They nearly caught Frodo and his friends before they reached the safety of Rivendell, and went on to play important roles in Sauron's final attempt to crush the Free Peoples under his heel.

HABITAT

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

SOCIETY

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

USAGE

The Nazgûl are harbingers of doom, sowing fear and reaping terror wherever they may be. Anywhere heroes struggle against the Enemy, his

servants may travel to stop them. The Nazgûl are among Sauron's most powerful servants, and a terrible challenge to any but the most powerful heroes. Those who expect to do anything other than avoid their attention or flee before them are certainly near the end of their chronicle, where peril is greatest and the consequences of failure most dire.

OLIPHAUNTS

'On the great beast thundered, blundering in blind wrath through pool and thicket. Arrows skipped and snapped harmlessly about the triple hide of his flanks.'

— *The Two Towers.*

ATTRIBUTES: Bearing 8 (+1), Nimbleness 3 (−1), Perception 4 (±0), Strength 18 (+6)*, Vitality 15 (+4)*, Wits 2 (−2)

REACTIONS: Stamina +9*, Swiftiness ±0, Willpower +1, Wisdom +1

DEFENCE: 9

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Tusks) +3,

Intimidate (Power) +6,

Ranged Combat:

Thrown Objects

(Boulders) +4,

Run +8, Survival

(Jungles, Plains)

+5

SPECIAL

ABILITIES:

Armour (9),

Hurl, Natural

Weapon (tusks,

3d6), Trample

(6 d 6),

Unprotected Eyes

SIZE: Gigantic (9

Wound Levels, 5

Healthy)

HEALTH: 21

TN EQUIVALENT: 15

UNIQUE

SPECIAL

ABILITIES

HURL: Oliphaunts can use their heavily muscled trunks to seize large objects—boulders, trees, people—and hurl them as missiles using the



Ranged Combat: Thrown Objects skill. These objects have a range of 5/10/15/25/+5 and do 3d6 points of damage if they hit. A thrown character takes an amount of damage equal to that sustained by the target.

UNPROTECTED EYES: Oliphaunts have a weak spot; their small eyes are unprotected. A character targeting these suffers a -20 test modifier, but if successful, the damage bypasses the oliphaunt's Armour.

DESCRIPTION

Oliphaunts—also known as *mûmakil* (plural) or *mûmak* (singular)—are huge, dark-grey beasts of the land, massive cousins to the elephant. They move about on four legs, each thicker than the oldest trees, and the ground shakes as they walk. Their wide heads are dominated by a pair of curved tusks and a long, heavily muscled trunk. Their tusks are deadly in combat, but their trunk can be even worse, as the oliphaunt can tear trees up by their roots, seize Men or beasts, and hurl them great distances. Their hide hangs about their body in folds and is nearly impervious to arrows, spears, and swords. They can use their massive bulk to level all but the strongest stone structures.

HISTORY

Oliphaunts were once plentiful in central and southern Middle-earth, particularly in Haradwaith. However, as Men spread across the land, the forests that were home to the oliphaunts were felled, and they became more and more rare. By the Third Age, virtually no oliphaunts are left in the wild, though they are still kept as domesticated creatures in the Southron lands, Harad in particular.

In Haradwaith, oliphaunts are used both as beasts of burden and as weapons of war. They help speed construction projects—one oliphaunt can haul more stones in a single day than a hundred slaves in a week—and

move goods from city to city. In battle, oliphaunts often have wooden war towers strapped to their backs, from which soldiers can fire arrows even as the oliphaunt tramples its foes beneath its mighty feet. The oliphaunt's trainer rides upon its neck, using simple verbal commands to direct its actions. (Trained oliphaunts such as these have Language: Understand Southron +1.)

HABITAT

Wild oliphaunts dwell in warm climates where open plains meet forests and jungles. Few exist in the wild anymore, except in hard-to-reach areas of the Haradwaith hinterlands. In captivity they live in large pens, typically maintained on the outskirts of Southron settlements.

SOCIETY

Oliphaunts—both wild and domesticated—form tight-knit family units. Female oliphaunts typically only give birth to one calf per mating season, but they may give birth three or four times before the eldest calf is mature. The adult male and female both defend and feed the family while older calves help tend to the younger ones. In captivity, it can be dangerous for a trainer to separate oliphaunt parents from their calves before the parents push the offspring away on their own, though doing just that is one way handlers train oliphaunts for war.

USAGE

Characters travelling to distant Harad could easily encounter oliphaunts. Alternatively, word might reach heroes in Eriador that a dark-skinned sorcerer is animating hills to attack villages. The 'sorcerer' is, in fact, a bandit from Harad who has migrated north with a battle-trained oliphaunt.

ORCS

'[A]lmost man-high, clad in black mail from head to foot. . . . His broad flat face was swart, his eyes were like coals, and his tongue was red; he wielded a great spear.'

— *The Fellowship of the Ring*

The various Orkish races differ a bit from the other creatures in this chapter in that they are a proper race. That is, while Orkish society is a mockery of those the Free Peoples enjoy, it is nevertheless recognisable as such. Orcs of many breeds infest Middle-earth with their corruption.

Each of the following statistic blocks describes a typical example of the given breed. Each block should be considered a starting template. Orcchiefs, captains, trackers, breeders, and so forth are more advanced than their standard (and far more common) brethren. Two examples of exceptional Orcs are provided in the 'Advanced Orcs' box. See 'Creatures Advancements' on page 69 for more information. Orcs are limited to the Barbarian, Craftsman, Magician, Mariner, Rogue, and Warrior orders.

STANDARD ORC

ATTRIBUTES: Bearing 6 (±0), Nimbleness 7 (±0), Perception 8 (+1), Strength 8 (+1)*, Vitality 8 (+1)*, Wits 5 (±0)

REACTIONS: Stamina +2*, Swiftiness +1, Willpower ±0, Wisdom ±0

DEFENCE: 10

MOVEMENT RATE: 6

ORDERS: Warrior

ORDER ABILITIES: Favoured Weapon (Scimitar)

SKILLS: Armed Combat: Blades (Scimitar) +4, Intimidate (Fear) +2, Language: Westron +2, Language: Orkish (dialect) +4,

Lore: Orcs +4, Observe (Smell) +4, Ranged Combat: Bows (Shortbow) +2, Ride (Wolf) +3, Run +3, Siegecraft (Battering Ram) +2, Stealth (Sneak) +4, Track (Scent) +1

EDGES: Keen-nosed, Night-eyed 2

FLAWS: Craven, Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

SIZE: Medium (5 Wound Levels)

HEALTH: 9

GEAR: Scimitar, Orc-chainmail, small shield

TN EQUIVALENT: 5 (band of four)

FOREST-BREED ORC

ATTRIBUTES: Bearing 6 (± 0), Nimbleness 9 (+1), Perception 10 (+2), Strength 6 (± 0)*, Vitality 8 (+1)*, Wits 5 (± 0)

REACTIONS: Stamina +1*, Swiftiness +3, Willpower ± 0 , Wisdom ± 0

DEFENCE: 11

MOVEMENT RATE: 6

ORDERS: Warrior

ORDER ABILITIES: Evasion

SKILLS: Armed Combat: Blades (Orc Longsword) +4, Intimidate (Fear) +2, Language: Westron +2, Language: Orkish (dialect) +4, Lore: Orcs +4, Observe (Smell) +4, Ranged Combat: Bows (Shortbow) +4, Ride (Wolf) +4,

Run +3, Siegecraft (Battering Ram) +2, Stealth (Sneak) +5, Survival (Forests) +3, Track (Scent) +3

EDGES: Keen-nosed, Night-eyed, Tireless

FLAWS: Craven, Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

SIZE: Medium (5 Wound Levels)

HEALTH: 8

GEAR: Orc-longsword, Orc-chainmail, shortbow

TN EQUIVALENT: 5 (band of three)

MOUNTAIN-BREED ORC

ATTRIBUTES: Bearing 6 (± 0), Nimbleness 6 (± 0), Perception 7 (± 0), Strength 10 (+2)*, Vitality 10 (+2)*, Wits 5 (± 0)

REACTIONS: Stamina +4*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 6

ORDERS: Barbarian

ORDER ABILITIES: Hard March (Mountains)

SKILLS: Armed Combat: Blades (Scimitar) +6, Intimidate (Fear) +2, Language: Westron +2, Language: Orkish (dialect) +4, Lore: Orcs +4, Observe (Spot) +4, Ranged Combat: Bows (Shortbow)

+1, Ride (Wolf) +2, Run +4, Siegecraft (Scale Wall) +2, Smithcraft (Weaponsmith) +1, Stealth (Sneak) +3, Survival (Mountains) +3, Track (Scent) +1

EDGES: Fell-handed (Grey Elves), Night-eyed, Tireless

FLAWS: Craven, Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

SIZE: Medium (5 Wound Levels)

HEALTH: 12

GEAR: Scimitar, Orc-chainmail

TN EQUIVALENT: 5 (band of three)

UNIQUE SPECIAL ABILITIES

CURSE OF DAYLIGHT: Orcs suffer a -4 test modifier to all tests while in sunlight. When they travel (see 'Travelling' on page 251 of the core rulebook) Orcs suffer 'night-time' modifiers during the day, but no modifiers at night.

DESCRIPTION

Orcs have tough, leathery or scaly skin, blackish or greenish in colour. Their noses, flat and keen, allow them to track by scent. Their blood is black, and the nails on their hands are as strong as claws. They have great endurance and can run swiftly for long distances if they must. But most are lazy, preferring the easiest method

of accomplishing any task. Orcs despise the sun and its painfully bright light, but their eyes can see as well at night or in dark tunnels as Men can in the light.

Some attribute Orkish resiliency to their alleged Elven origin, since Elves, being immortal, are immune to disease and the effects of age.

Orcs favour the scimitar as a weapon, though they use other swords and daggers—sometimes in saw-toothed varieties—as well. Their weapons' blades are black and often poisoned. Larger Orcs sometimes prefer spears or axes. Orc-arrows are short and black with black fletching. Orcs wear heavy and clumsy Orc-chainmail, though their tough skin also offers some protection against the weapons of their foes.

HISTORY

In the First Age, Morgoth ensnared and imprisoned many Elves. These poor souls were slowly tortured and corrupted, enslaved to the Dark One's will. Thus the race of Orcs, also known as Goblins, came to be, made in mockery of the Elves and forever-after their bitterest enemies. But the Orcs also loathed the Master they served in fear, hating him for inflicting upon them such unending misery.

Morgoth used Orcs as soldiers, sending them in great numbers against the armies of the Eldar. He continued to breed them in his stronghold, continually replacing the fallen with more and more of the hateful creatures, until the Elves were overwhelmed. Many Orcs were slain at the end of the First Age. The remainder fled into the mountains and forests of Middle-earth, where they slowly developed into separate breeds.

In the Second Age, Orcs came under the dominion of Sauron. By the power of these vast armies, the servant of Morgoth quickly became the Lord of Middle-earth. The defeats

ADVANCED ORCS

STANDARD ORC-CAPTAIN

ATTRIBUTES: Bearing 8 (+1), Nimbleness 7 (± 0), Perception 8 (+1), Strength 8 (+1)*, Vitality 9 (+1)*, Wits 5 (± 0)

REACTIONS: Stamina +4*, Swiftsness +1, Willpower +2, Wisdom ± 0

ORDER: Warrior, captain

ORDER ABILITIES: Favoured Weapon (Scimitar), Fires of Devotion
ADVANCEMENTS: 10

SKILLS: Armed Combat: Axes (Great Axe) +8, Intimidate (Fear) +5, Language: Westron +2, Language: Orkish (dialect) +4, Lore: Race (Orcs) +4, Observe (Spot) +4, Ranged Combat: Bows (Longbow) +4, Ride (Wolf) +3, Run +3, Siegecraft +2, Stealth (Sneak) +4, Track (Scent) +1

EDGES: Keen-nosed, Night-eyed 2

FLAWS: Craven, Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

SIZE: Medium (5 Wound Levels)

HEALTH: 10

COURAGE: 1

GEAR: Great Axe, Orc-chainmail, longbow

TN EQUIVALENT: 10

MOUNTAIN-BREED ORC-MAGICIAN

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

REACTIONS: Stamina +4*, Swiftsness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 6

ORDERS: Barbarian, Magician

ORDER ABILITIES: Hard March (Mountains), Spellcasting 2

ADVANCEMENTS: 10

SKILLS: Armed Combat: Blades (Scimitar) +7, Healing (Treat Wounds) +2, Intimidate (Fear) +5, Language: Westron +2, Language: Orkish (dialect) +4, Lore: Magic +2, Lore: Orcs +4, Observe (Spot) +6, Persuade +4, Ranged Combat: Bows (Shortbow) +1, Ride (Wolf) +2, Run +4, Siegecraft (Scale Wall) +2, Smithcraft (Weaponsmith) +1, Stealth (Sneak) +3, Survival (Mountains) +3, Track (Scent) +1, Weather-sense +2

EDGES: Fell-Handed (Grey Elves), Night-eyed, Tireless

FLAWS: Craven, Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

SPELLS: *Beast Summoning*, *Bladeshattering*, *Blast of Sorcery* (*Practised 2*), *Enslave Beast*, *Spellbinding*

SIZE: Medium (5 Wound Levels)

HEALTH: 12

GEAR: Scimitar

TN EQUIVALENT: 10

Sauron suffered at the end of the age, however, were caused in part by the innate untrustworthiness of the Orcs, and so he resolved to improve the breed before he next attempted conquest.

The Orcs of the early Third Age were located primarily in the Grey Mountains and Misty Mountains, where their main stronghold was Gundabad. Within the mountains they carved massive complexes of tunnels and caverns, for though the Orcs cannot create things of beauty, they are skilled with their hands. They became as adept at mining as the Dwarves. Other Orcs, especially the Forest-breed Orcs of Mirkwood, came into the service of the Necromancer of Dol Guldur.

In TA 2480, after the Dwarves were expelled from Moria, Orcs settled in the great vaults and halls of Dwarrowdelf. The Dwarves could not abide such foul creatures living in their ancestral home, and a series of expeditions to retake Moria followed. All were ill-fated.

Over 750 years later, in TA 2747, the Orc Golfimbul led an invasion into the Shire. At the Battle of Greenfields, the Hobbit Bandobras Took slew Golfimbul and routed his forces.

In the Battle of the Five Armies, Bolg son of Azog commanded a great host of Orcs and Wargs that was defeated by the combined might of Men, Elves, and Dwarves. Three parts of the Orcs of the North perished in that battle, curtailing Orc-depredations in that part of the world for several decades.

At the end of the Third Age, prior to the War of the Ring, the Orcs again rose in great numbers. In addition to serving Sauron, Saruman the White gathered a tribe of these foul creatures—mostly of the Mountain-breed—to Isengard. There they used their skills as smiths to craft weapons of war for the coming conflict.

HABITAT

After the First Age, the race of Orcs diverged into a number of different breeds. In the mountains, particularly in the North—including their strongholds at Gundabad and Mount Gram—Orcs tend to be taller and stronger, though not so much as Uruks on either count. Orcs from more southerly regions and from Mordor tend to be shorter and broader, with crook-legs and longer arms.



SOCIETY

Orcs are distinctly divided into different tribes by the region in which they live: the Grey Mountains, Misty Mountains, Minas Morgul, Cirith Ungol, Barad-dûr, Isengard, Mirkwood, Dol Guldur, and others. Even within these areas, however, different tribes often exist. Often the tribes adopt names and symbols to set themselves apart from the others. Examples include the Black Hand, Iron Fist, Bloody Spear, Ever-watching Eye, and so forth. When they march into battle they carry black or red banners depicting their symbols to frighten their foes.

Orcs from different places or tribes often have trouble understanding each others' dialects, which frequently leads to quarrels.

When Orcs of different regions must communicate reliably they typically employ Westron. A character with Lore: Race (Orcs) can tell, by their speech and customs, from whence a particular Orc or group of Orcs hails.

Only by the sheer power of will were Morgoth, Sauron, and Saruman able to control the Orcs, for they are inherently conniving and unreliable. Those left to their

own devices, fuelled by their own endless misery, seek only to bring conflict to others, whether Dwarves, Elves, Men, Hobbits, or even other tribes of Orcs.

Under the domination of their evil masters Orcs acquired a hierarchical tribal mentality. The most powerful member dominates the others as chief, with a handful of captains who lead bands of various sizes reporting to their leader. When a chief or captain dies, lesser Orcs vie to replace him by engaging in a contests of bravado or brawn. As a result of their general fear of the powerful, however, few Orcs attempt to overthrow an incumbent leader.

During times of war, tribes are assembled into armies. Orcs are rarely left to command themselves when they go to war on behalf of a greater power. Instead, Uruks or other, more powerful servants of the Enemy—like Ringswraiths—are set to lead the rabble.

USAGE

Orcs are the most common servants of the Enemy. Though weak individually, they can be devastating when massed. In most chronicles, Orcs will be among the first enemies encountered. After initial fights against small bands of Orcs, increase their numbers. For each band of Orcs, make sure to include a captain.

Narrators should remember that Orcs terrorise the Free Peoples with their sheer and ever-expanding numbers. Even the doughtiest fighters would be demoralised to discover that, after exhausting themselves dispatching dozens of Orcs on one side of a mountain pass, they crossed it only to be confronted by scores more. Heroes should eventually understand that no matter how many Orcs they overcome, twice as many crouch ready to take their place.

SEA-KRAKEN

*'Out from the water a long sinuous
tentacle had crawled; it was pale-green
and luminous and wet.'*

— The Fellowship of the Ring

ATTRIBUTES: Bearing 7 (± 0),
Nimbleness 8 (+1), Perception 5
(± 0), Strength 20 (+7)*, Vitality
16 (+5)*, Wits 4 (± 0)

REACTIONS: Stamina +7*, Swift-
ness +1, Willpower ± 0 , Wisdom ± 0

DEFENCE: 11

MOVEMENT RATE: 180

SKILLS: Armed Combat: Natural
Weapons (Beak, Tentacles) +8,
Intimidate (Fear) +6, Observe
(Spot) +6

SPECIAL ABILITIES: Eyes of the Deep,
Ink, Natural Weapon (beak, 4d6),
Natural Weapon (tentacles, 2d6),
Terror, Writhe of Tentacles

SIZE: Titanic (10 Wound Levels, 6
Healthy)

HEALTH: 23

UNIQUE SPECIAL ABILITIES

EYES OF THE DEEP: A Sea-kraken's
baleful eyes allow it to see through
even the cloudiest or inkiest of water
and the darkest of nights with ease.
However, a Sea-kraken's eyes may be
attacked (-3 test penalty to hit). If
struck, the creature suffers damage as
normal, plus a -2 penalty to all tests
for the next 1d6 rounds.

INK: Once per hour, a Sea-kraken
can produce great clouds of ink that
turn water black as night in a 100 yard
radius.

WRITHE OF TENTACLES: An addi-
tion to its regular complement of
actions, a Sea-kraken can make one
additional attack action—as long as it
is not a defensive attack or power
attack—with each of its 24 tentacles.
While no more than two tentacles can
attack the same Medium-sized target,
larger targets can be attacked by more
at the Narrator's discretion. Each ten-
tacle can stretch up to 30 yards from
the Sea-kraken's body and receives a
 $+3$ test modifier to grab attack actions.

Tentacles are attacked separately
from the main body of the Sea-kraken.
Each one has two Wound Levels
and is severed after it sustains that
much damage from edged weapons. A
Sea-kraken counts a quarter of the
damage taken by its tentacles against
its regular Wound Points, as well.

BANE OF SHIPS: As a full
round action, a Sea-
kraken may

use its tentacles to grasp a ship and
rend it to pieces. Most ships are
destroyed in 1d6 rounds of such
attacks, but the Narrator may rule that
exceptionally large or well-made ships
can survive even longer before being
reduced to timbers. Those on or in
ships so destroyed must make a TN15
Strength, Vitality, or Nimbleness test
(player's choice) to avoid 3d6 points of
damage. Whether they fail or succeed,
such characters soon find themselves
floating in the sea.

DESCRIPTION

Sea-kraken are similar to their
cousins, though they have grown
much larger after untold centuries
gorging themselves on the fish, birds,
and mariners that journey across
Middle-earth's seas.

HISTORY

While some Kraken still sleep
deep within the dark places beneath
the earth, many travelled through
secret ways to the sea, there finding a
realm large enough to support their
voracious appetites. Over the years,
these Kraken have grown larger still
than their ancestors, though many
diminished in mind as they grew in
strength. Lacking their forebears' cunning,
they rely on their tremendous
size and physical power to overwhelm
and destroy their prey.

HABITAT

Sea-kraken lurk within the Bay of
Belfalas, though they rarely trouble
ships put to sea by the corsairs of
Umbar, most likely a lingering effect
of their common allegiance to the
Shadow. Despite their size, Sea-kraken
are rarely found in the deepest sea.
Their baneful nature drives them to
prey upon ships of the Free Peoples,
and thus they dwell in waters where
such vessels commonly sail.

SOCIETY

Sea-kraken have little in the way of society. They are solitary creatures rarely encountered in groups, though if shipping dwindles in a region these creatures may compete for prey.

USAGE

Sea-kraken serve as a dangerous hurdle for all mariners and any who travel the sea. Their ability to destroy a ship makes them one of the greatest challenges for characters embarking on a sea voyage. While they lack the cunning of their fresh-water ancestors, Sea-kraken still possess rudimentary allegiance to the Shadow, and may seek out mariners who stand against it or who bear cargoes inimical to its cause.

SHELOB'S SPAWN

*Far and wide her lesser broods, bastards
of miserable mates, her own offspring . . .
spread from glen to glen, from Ephel
Dúath to the eastern hills. . . ?
— The Two Towers*

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

REACTIONS: Stamina +4*, Swiftiness +3, Willpower +2, Wisdom +2

DEFENCE: 11

MOVEMENT RATE: 24

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs) +7, Climb +6, Intimidate (Fear) +6, Jump +6, Observe (Spot) +5, Run +4, Stealth (Sneak) +6

SPECIAL ABILITIES: Armour (2), Greater Webs (as Greater Giant Spider; see page 28), Natural

Weapons (fangs, 1d6+3), Natural Weapon (claws, 1d6), Poison (can choose deadly poison or poison of sickness; see box), Stench

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 13

TN EQUIVALENT: 15

SPAWN POISON

DEADLY POISON OF
SHELOB'S SPAWN

TYPE: Injury

ONSET: 1 minute

POTENCY: +10 TN

TREATMENT: +10 TN

EFFECT: 2d6 points of
damage

SECONDARY EFFECT: No
effect

STAGES: 10

POISON OF SICKNESS
OF SHELOB'S SPAWN

TYPE: Injury

ONSET: Immediate, then 1
minute per stage

POTENCY: +10 TN

TREATMENT: +10 TN

EFFECT: Reduce Strength
and Vitality by 1d6+2
immediately. Reduce
each by 2 additional
point at each stage incre-
ment. At 0 in either, the
victim falls unconscious,
though continues to lose
points. Lost points return
at the rate of 1 per hour
after all stages have run
their course.

SECONDARY EFFECT: Half
the reduction (1/2-
d6+1 at onset, 1 point
per stage) described
above.

STAGES: 10 after immedi-
ate effect

Unique Special Abilites

STENCH: Similar to their forebear, Shelob's spawn give forth a terrible stench that overwhelms those who draw near. Any who approach within 10 yards must make a TN 10 Stamina test or suffer a -2 test penalty to all tests as long as they remain.

DESCRIPTION

Shelob's spawn are the strongest, most cunning, and deadliest of her offspring. Twice the size of even the greatest Giant Spiders, these monstrous arachnids are much larger even than that. Their swollen bellies, stalk-like necks, horns, and great claws all reveal their heritage.

HISTORY

Shelob normally attempts to mate with and devour the strongest of her children, but some manage to escape her clutches, and thus, they have spread throughout Middle-earth.

HABITAT

Like Shelob, her spawn seek out dark places far from the sun's glare to trap and devour their hapless victims. They prefer dark caverns and thick forests near commonly travelled paths.

SOCIETY

These creatures are few in number, but their strength allows them to dominate colonies of their lesser kin and bend them to their will. In Mirkwood, some of these creatures have taken roles of crude nobility among their kind, browbeating or even slaying those spiders who defy their words. Shelob's spawn can easily grow lazy in this role sending forth their underlings to gather prey and carry it back to the colony for them to devour.

USAGE

Shelob's brood function best as the brains of a spider colony. Like Shelob, they see the value in employing others to bring them food. Thus, one of Shelob's brood might allow a traveller to go free if he agrees to lead more victims to its lair. Under the prodding command of one of these monsters, a spider colony may become more active in its hunting than it would otherwise be, setting traps along roads to carry off victims for its master. Shelob's brood may even—grudgingly—ally with the Shadow if such an arrangement brings it more tender morsels such as Hobbits or Elves.

TROLLS

'But Trolls are only counterfeits, made by the Enemy in the Great Darkness, in mockery of Ents, as Orcs were of Elves.'
— Treebeard, *The Two Towers*

Trolls are among the oldest and the most dangerous of Morgoth's creations. Many types of Troll exist, and several are described below.

HILL-TROLLS

ATTRIBUTES: Bearing 8 (+1), Nimbleness 5 (± 0), Perception 6 (± 0), Strength 14 (+4)*, Vitality 14 (+4)*, Wits 5 (± 0)

REACTIONS: Stamina +6*, Swiftiness ± 0 , Willpower +1, Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 12

ORDER: Warrior

ORDER ABILITIES: Favoured Weapon (Troll-club)

SKILLS: Armed Combat: Clubs (Troll-club) +7, Intimidate (Power) +5, Language: Westron +4, Observe (Spot) +3, Ranged Combat: Thrown Weapons (Rocks) +3,

Survival (Forests) +4, Track (Scent) +2

EDGES: Hardy, Hoard, Night-eyed 2

SPECIAL ABILITIES: Armour (3), Vulnerability (sunlight, turn permanently to stone)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 18

TN EQUIVALENT: 5

DESCRIPTION

Hill-trolls are the most common variety of Troll—or at least the kind most often encountered by Men and Elves. Roughly 14 feet tall, Hill-trolls have stout bodies, long arms, thick, bowed legs, and long heads without any neck. Their skin is thick and bumpy and either brown like dirt or grey like stone. They rarely wear more than loose rags. Trolls most frequently wield Troll-clubs, huge cudgels that do 3d6 points of damage.

HISTORY

When the world was younger, Morgoth created Trolls in imitation of Ents. Both Ents and Trolls are creatures of stone and wood, but where the Ents are strong and stern, Trolls are softer, as if their forms had been shaped in clay that never hardened. Their features are large and coarse, a mere draft upon which an expert never improved. Certainly they were bred for mischief, for their sheer size and lack of restraint brings chaos wherever they go. In addition, Trolls are voracious meat-eaters, devouring any flesh they can find, including that of Men. Indeed, such flesh is a great favourite to them, a treat they seek out whenever possible.

HABITAT

Hill-trolls live atop hills, usually within forests. The trees provide cover and allow the creatures to ambush passing travellers, while the cave gives them easy cover during the day. Often

Hill-trolls hunting for food follow a stream or river until they spy a Mannish town. Then they locate a nearby hill and make that their base. After the town is empty or too well protected to allow further foraging, the Trolls pick up whatever belongings they have acquired and move to a new location.

Most Trolls live in the Ettenmoors, the Troll-fells north of Rivendell. Many others live in the northern valleys by the Misty Mountains. Hill-trolls, however, like to travel, and any hill with trees and a nearby town could become a convenient stopping-place.

SOCIETY

Hill-trolls are much like large, oafish, vicious Men. They travel in small groups: twos, threes, and fours. More would make it difficult to find enough food, but at least a single companion is required for after-dinner talk and for assistance in catching dinner before it can escape.

Trolls care little for organisation or rules. Small groups are usually made up of relatives, and if one shows more wits and cunning he becomes the leader. If not, the group argues over decisions, which frequently come to blows. Whoever wins the fight gets his way. In some ways, this is fortunate, for if the Hill-trolls were more organised they would pose a far greater threat to the Free Peoples.

USAGE

Hill-trolls appear only at night, for a single ray of sunlight would turn them to stone. They are not active creatures, even under cover of darkness. They either lay in wait for travellers, or, when hunger compels them, trek down to the nearest town, grab anyone foolish enough to wander beyond the walls, and lumber back to their cook-fires. Nonetheless, Hill-trolls are dangerous, and when hunting they can disappear among trees

and hills with surprising ease. Finally, Trolls often have treasure, and that makes them appealing to heroes. One can never tell what wealth might lie among the trash of a dank Troll-cave, awaiting discovery.

SNOW-TROLLS

ATTRIBUTES: Bearing 8 (+1), Nimbleness 5 (± 0), Perception 6 (± 0), Strength 14 (+4)*, Vitality 16 (+5)*, Wits 5 (± 0)

REACTIONS: Stamina +6*, Swiftiness ± 0 , Willpower +1, Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 12

ORDER: Barbarian

ORDER ABILITIES: Hard March (Northern Waste)

SKILLS: Armed Combat:

Clubs (Troll-club) +7,

Intimidate (Power)

+5, Language:

Westron +1,

Observe (Spot) +4,

Ranged Combat:

Thrown Weapons (Rocks)

+3, Survival (Northern

Waste) +6

EDGES: Hardy, Night-eyed 2

SPECIAL ABILITIES: Armour (4), Resistance (cold), Vulnerability (sunlight, turn permanently to stone)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 20

TN EQUIVALENT: 5

DESCRIPTION

Snow-trolls are similar to Hill-trolls in stature, with the same stout bodies, long arms, bowed legs, and neckless heads. Their skin tends more to lighter grey and even white colours, though, and is covered with thick hair for protection against the cold of the Northern Waste where they make their homes. Further, they are

more likely to cover themselves with clothing made of furs. Like Hill-trolls, Snow-trolls wield Troll-clubs that do 3d6 points of damage.

HISTORY

Snow-trolls amount to Hill-trolls who migrated to the Northern Waste in previous ages. There they either continued to live the same existence they had in the hilly forests of the Trollshaws and Ettenmoors. Many Snow-trolls, however, came under the dominion of Helegrogs.

Although they gave up some freedom under this arrangement, it made their harsh lives easier and left them with more time to pursue their favourite pastime: arguing pointlessly with one another.

HABITAT

Snow-trolls typically live in ice-caves of the Northern Waste. When days are long in the North, Snow-trolls sometimes hibernate to avoid the sun, sleeping restlessly for weeks or even entire seasons. Snow-trolls under the domination of a Helegrog, however, dwell in the fortresses of their masters, where they are rarely permitted to remain idle for such long stretches.

SOCIETY

Snow-trolls on their own behave much like their Hill-troll cousins, travelling in small groups led by the strongest of the band. Snow-trolls ruled by Helegrogs, however, form an elite caste above the ice-demons' lesser servitors. In such cases, they revere their rulers and ruthlessly subjugate their inferiors.



USAGE

Snow-trolls are disorganised and lazy on their own, but when dominated by ice-demons they can compose viscous fighting forces. The only thing that prevents such societies from seriously menacing the Free Peoples is the distance of their remove from civilised lands. Heroes who travel to the Northern Waste, however, may find themselves in serious danger from these creatures who hunger after the flesh of Men, Hobbit, Elf, and Dwarf alike.

CAVE-TROLLS

ATTRIBUTES: Bearing 8 (+1), Nimbleness 5 (± 0), Perception 6 (± 0), Strength 16 (+5)*, Vitality 16 (+5)*, Wits 3 (-1)

REACTIONS: Stamina +7*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 24

ORDER: Warrior

ORDER ABILITIES: Favoured Weapon (Troll-mace)

SKILLS: Armed Combat: Clubs (Troll-mace) +8, Intimidate (Power) +6, Language: Westron +1, Observe (Smell) +2, Unarmed Combat: Brawling +8, Survival (Caves) +4, Track (Scent) +1

SPECIAL ABILITIES: Armour (4), Vulnerability (sunlight, turn permanently to stone)

EDGES: Hammerhand, Hardy, Night-eyed 2

FLAWS: Battle Fury 2, Weak-willed

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 21

TN EQUIVALENT: 10

DESCRIPTION

Cave-trolls are similar to Hill-trolls in many ways, but life underground suits these creatures better, and they grow even larger and more formidable in the darkness. Most

Cave-trolls reach 16 feet in height, if not more, and their rocklike skin is harder than that of their kin. They have squinty eyes set into their massive, ugly heads. They wear no clothing, but often carry massive maces, far too large for Men to wield, that do 3d6+2 points of damage.

HISTORY

As far back as the beginning of the Second Age, certain Trolls sought deep caves as refuge from the petrifying light of day. These Trolls shunned the surface world entirely, instead foraging for food exclusively in the darker places of the world. Eventually, they evolved into a breed all their own, and today Cave-trolls live in most of the great cave systems of Middle-earth.

HABITAT

Cave-trolls live only in large caves where they have room to move and explore. They are most common in the mountains of Angmar and the Misty Mountains, for these border the Ettenmoors, but they have been sighted as far as the Mountains of Shadows and Grey Mountains. They never go above ground, however, and never enter shallow caves. Thus travellers only ever see signs of these creatures deep within the mountains.

SOCIETY

Cave-trolls are solitary, long-lived creatures who shun the company of even their own kind. They sometimes live alongside the Orcs with whom they share their habitat. Orcs often like to think they have enslaved such, but most Cave-trolls are only controllable as long as they are kept well-fed.

USAGE

Cave-trolls are dangerous creatures, slow-witted but powerful and completely at home in their caves. These creatures are most dangerous

when hunting, of course, but a chance encounter can prove dangerous as well. In caverns, it can difficult to pinpoint the direction of their thunderous footsteps as they echo through the underworld.

In the time of the War of the Ring, Cave-trolls became far more deadly, for they fell under the leadership of others. In the Mines of Moria, for example, the Balrog dominates not only the local Orcs but nearby Cave-trolls as well. In the Misty Mountains, the remaining Orcs may also have subjugated the local Cave-trolls, promising them abundant food in return for their service.

ETTENS

ATTRIBUTES: Bearing 8 (+1), Nimbleness 5 (± 0), Perception 8 (+1), Strength 13 (+3)*, Vitality 14 (+4)*, Wits 8 (+1)

REACTIONS: Stamina +6*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 10

MOVEMENT RATE: 12

SKILLS: Armed Combat: Clubs (Troll-club) +6, Intimidate (Power) +4, Language: Westron +4, Lore: Home Region +2, Observe (Spot) +5, Ranged Combat: Thrown Weapons (Rocks) +3, Survival (Forests) +3, Weather-sense +3

EDGES: Night-eyed

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

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 18

TN EQUIVALENT: 5

UNIQUE SPECIAL ABILITIES

TWO HEADS: Ettens are not much smarter than Hill-trolls, but having two brains to do the thinking explains their higher Wits. In addition to have one extra combat action per found

(per their Multiple Attacks special abilities), they can look in two directions at once, gaining +4 test modifiers to Observe (Spot) tests.

DESCRIPTION

Trolls are horrific enough, but Ettens are even worse, at least in appearance, for they possess not one but two long heads, mounted side-by-side on their wide shoulders. In every other way, Ettens resemble their cousins the Hill-trolls, being of comparable height and build and similar colouring. Something in their eyes and bearing, however, makes these two-headed creatures less frightening, for their eyes are dreamy rather than squinting, and their demeanour is less savage and more thoughtful. Etten Troll-clubs do 3d6 points of damage.

HISTORY

When making the first Trolls, Morgoth grafted some of the creatures together, forming these two-headed beasts. The experiment apparently proved less than worthwhile, as Ettens are more rare than their single-headed kin. Still, those who do exist plague not only the Free Peoples but also their own Troll-kin.

HABITAT

Ettens are found almost exclusively in the Ettenmoors, the Troll-fells north of Rivendell.

SOCIETY

Ettens are solitary creatures, if that can ever be said of a being with two minds of two separate personalities. Ettens are wanderers, rarely staying in one place for long. They shun other Trolls, preferring their own company and the quiet of the wilderness.

USAGE

Ettens are extremely alert, able to look in two directions at once and to formulate plans even while taking other actions. However, Ettens are also easily distracted and given to fighting with themselves for supremacy over their body. This makes them less dangerous, as a clever traveller can provoke the creature to argue with itself, then flee while the Etten is distracted.

In general, Ettens are not as violent as their brethren. They kill only for food or in self-defence, never for sport. They are more reflective in nature and delight in pondering their surroundings. In this way, Ettens can also prove useful, for they often have great stores of knowledge about their environment, if only one can pry that information loose and still depart safely.

OLOG-HAI

ATTRIBUTES: Bearing 9 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 16 (+5)*, Vitality 15 (+4)*, Wits 7 (±0)

REACTIONS: Stamina +7*, Swiftiness +1, Willpower +2, Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 12

ORDER: Warrior

ORDER ABILITIES: Favoured Weapon (Troll-mace)

SKILLS: Armed Combat: Clubs (Troll-mace) +9, Intimidate (Power) +7, Language: Black Speech +4, Observe (Spot) +5, Ranged Combat: Thrown Weapons (Rocks) +3, Siegecraft (Unit Leadership) +5, Track (Scent) +2

EDGES: Hammerhand, Hardy, Night-eyed 2, Tireless

FLAWS: None

SPECIAL ABILITIES: Armour (3)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 20

TN EQUIVALENT: 10

DESCRIPTION

Clearly Trolls, the Olog-hai nevertheless differ substantially from their kin. They are darker than their brethren, being harder of feature, as if the clay of the Troll-race had at last been moulded and finished, its soft edges chiselled away. Their skin is dark grey, almost charcoal in colour, and ridged with horns. Their legs are longer and less bowed, built for long marches and rapid charges, and their great hands are knotted like the limbs of an old tree. Olog-hai Troll-maces are similar to those of the Cave-trolls, and do 3d6+2 points of damage.

HISTORY

As Sauron bred the Uruk-hai, he saw that he could also employ Trolls in his armies if he could overcome their uselessness in daytime. Thus the Dark Lord finished the work his master Morgoth had begun in ages long past. His dark arts granted both cunning and strength, as well as allowing them to cross the land under the sun's gaze.

HABITAT

The Olog-hai dwell in Mordor and southern Mirkwood, awaiting the will of their Dark Lord. When they appear elsewhere in Middle-earth, it is only at Sauron's command.

SOCIETY

Unlike their kin, the Olog-hai are possessed of military minds and training. Rather than clustering in family groups, they form hosts and armies in camps upon the Plateau of Gorgoroth. They take orders from their commanders, who are chosen by strength of arms to issue commands through lieutenants. The commanders themselves take orders only from Sauron or his Nazgûl.



USAGE

The Olog-hai only leave Mordor on orders. Sauron does not wish to reveal too much in the early stages of the War of the Ring and thus keeps the fearsome Troll-warriors in reserve when possible. Typical Troll-missions might include the overthrow of a troublesome outpost or control of a strategic road or mountain pass. When the Olog-hai are abroad, they travel in small patrols of five to ten, with a lieutenant in charge. On rare occasions, the Olog-hai serve as bodyguards for some emissary of Mordor, such as the Mouth of Sauron.

URUK-HAI

'We are the Uruk-hai: we do not stop the fight for night or day, for fair weather or for storm. We come to kill, by sun or moon.'

— *The Two Towers*

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

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

DEFENCE: 11

MOVEMENT RATE: 6

ORDER: Warrior

ORDER ABILITIES: Favoured Weapon (Orc-longsword)

Advancements: 3

SKILLS: Armed Combat: Blades (Orc-longsword) +7, Intimidate (Fear) +4, Language: Black Speech +4, Language: Westron +2, Language: Orkish (dialect) +5, Lore: Orcs +4, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +5, Run +5, Siegecraft (Unit Leadership) +5, Stealth (Sneak) +2, Track (Scent) +1

EDGES: Night-eyed 2, Tireless 2

FLAWS: Fealty (to Sauron, Saruman, or another master), Hatred (Dwarves, Elves)

SPECIAL ABILITIES: Armour (tough skin, 1), Natural Weapon (claws, 1 point)

SIZE: Medium (5 Wound Levels)

HEALTH: 12

TN EQUIVALENT: 10 (band of four)

DESCRIPTION

While their common ancestry with common Orcs is obvious, Uruks have tough, black skin and slanted eyes. Nearly as tall as Men, they stand straight-limbed and strong and do not shrink under the light of the sun. Whether in their own units or commanding lesser Orcs, Uruks are fierce warriors. They prefer longswords and short, broad-bladed stabbing-swords to the scimitars of Orcs. They also use longbows, like those of Men, only with longer arrows. The Uruk-hai are loyal, cunning, and fearless, and their great devotion to their evil masters engenders them with an indomitable morale. They fight to the death.

HISTORY

Toward the end of the Third Age, Sauron, seeking to avoid a repeat of his Orc-armies' failure at the end of the Second Age, secretly bred a new



strain of Orcs, blending the seeds of Men and Trolls with Orcs. These Uruk-hai ('Orc-race' in the Black Speech) are taller, stronger, and possess greater endurance than their Orc-ancestors. But more frightening still is their superior intelligence.

Uruks made their first appearance in TA 2475, attacking the outposts of Ithilien and taking Osgiliath. This occupying army was later forced out by Boromir, son of the Steward of Gondor. As the time of the War of the Ring approached, Saruman gathered many Uruk-hai into his service, placing them in command of his Orc-armies.

HABITAT

Uruks are found primarily within Mordor or at Isengard. Otherwise, they may be encountered at the head of Orc-squads or armies or in elite fighting units carrying out vital missions for Sauron or Saruman.

SOCIETY

Uruks have no society as such, although they consider themselves far superior to Orcs. They follow the orders of their masters without question, caring more for the advancement of their lord's purposes than their individual needs. In the events of their master's death, Uruks seek out another powerful figure to serve, for fealty to evil power runs in their blood. Only rarely does an Uruk seek to further his own ends and attempt to become greater than the station into which he was born.

USAGE

Uruks should be used sparingly at first, introduced slowly into the chronicle, especially where less-advanced heroes are concerned. The first appearance of even a single Uruk should frighten them. Uruks should be played as intelligent tacticians, rivalling or even surpassing the captains of the Free Peoples. Thus, encounters with Uruks or Uruk-led Orcs should contain elements of strategy.

The Uruk-hai live to serve. Resistance—even the apparent victory of their adversaries—does not sway them from their course. No matter how many injuries they suffer they remain undaunted, coming at the heroes with everything they have. Only death can stop the Uruk-hai.

VAMPIRES

'Soon actual darkness was coming into a stormy sky . . . the great bats swirled about the heads and ears of elves and men, or fastened vampire-like on the stricken.'

— *The Hobbit*

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

REACTIONS: Stamina +5, Swiftiness +4, Willpower +6*, Wisdom +3

DEFENCE: 12

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Fangs) +5, Intimidate (Fear) +8, Language: Westron +5, Observe (Spot) +7, Track (Scent) +5

Spells: Evoke Fear, Sense Power, Shadow of Fear, Spoken Thoughts, Voice of Suasion. Some Vampires know additional spells such as Fog-raising, Forgetfulness, and Word of Command.

SPECIAL ABILITIES: Decay, Drain (Vitality), Form of Bat, Natural Weapon (fangs, 1d6+2), Possession, Power of Blood, Unbound Spirit

SIZE: Medium (5 Wound Levels)

HEALTH: 13

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

DECAY: A mortal body possessed by a Vampire suffers 1 point of Vitality loss each week and 1 point of permanent Vitality loss each year. In addition, the mortal gains 1 point of Corruption per week. Any time a host body reaches 0 Vitality it dies and the Vampire becomes an unbound spirit (see below). If a Vampire leaves a physical body before it dies, the victim regains control of his facilities, though

VAMPIRE BAT

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

REACTIONS: Stamina +5,
 Swiftiness +4, Willpower
 +6*, Wisdom +3

DEFENCE: 12

MOVEMENT RATE: 6

SKILLS: Armed Combat:
 Natural Weapons (Claws,
 Fangs) +6, Intimidate
 (Fear) +10, Language:
 Understand Westron
 +5, Observe (Spot)
 +7, Track (Scent) +6

SPECIAL ABILITIES: Decay,
 Drain (Vitality), Flight,
 Form of Bat, Multiple
 Attacks (fangs, iron
 claws), Natural Weapon
 (fangs, 1d6+2), Natural
 Weapon (iron claws,
 3d6), Possession, Power
 of Blood, Unbound Spirit

SIZE: Medium (5 Wound
 Levels)

HEALTH: 13

any permanent Vitality loss and Corruption remain.

FORM OF BAT: As a full-round action, the Vampire can take the form of a giant bat, assuming the statistics described in the box 'Vampire Bat.' It can return from this form at will, also as a full-round action.

POSSESSION: Once per day, the unbound spirit of a Vampire can target a Man, Hobbit, or Dwarf in an attempt to take over its body. The target of such an attempt must engage in a contest of wills (see page 222 of the core rulebook) against the Vampire. If the Vampire wins, the body is possessed until the Vampire chooses to leave it. If the target wins, the Vampire may not try to possess

another victim until the next day. A Vampire inhabiting a possessed body retains its own statistics, other than assuming the victim's appearance, size, movement rate, and Wound Levels.

POWER OF BLOOD: When using its Drain special ability, the Vampire gains Vitality equal to that lost by its victim.

UNBOUND SPIRIT: A vampire is free to leave its host body as a full-round action at any time, becoming an unbound spirit. (If a host body is killed by violence before the Vampire can leave, however, the Vampire is destroyed.) As an unbound spirit, a Vampire is Incorporeal, Invisible, and cannot affect the physical world except to use its Possession special ability in an attempt to gain a new host body.

suitable vessels as well. Possessed bodies are cold to the touch and slowly decompose while inhabited. Regardless of the race of the possessed body, Vampires retain the ability to take the shapes of giant bats with great, fingered wings barbed at each joint's end with an iron claw. This is one of the many sorcerous powers taught them by Sauron in the Second Age.

HISTORY

Morgoth—and Sauron after him—corrupted the minds and hearts of many, promising great gifts in exchange for service as spies and agents. The weak-willed among Men fell prey to such bargains, and they were rent and shaped by dark sorceries until they became powerful servants of the Enemy. Great power, however, came at great cost, and the Vampires soon discovered the frailty of their mortal bodies, which were never meant to house immortal spirits. As their bodies died and decayed they suffered horrible torment. By ingesting the blood of the living they found they



DESCRIPTION

Vampires are corrupted, immortal spirits that wander Middle-earth in search of mortal forms to inhabit. They prefer those of Men, although Hobbits are

could stem the tide of death, but only temporarily. Once their bodies turned to dust Vampires became disembodied spirits, free to roam Middle-earth yet unable to affect the physical world.

Then they discovered their power to lure the hapless—as they had been lured—with promises of power. In this way they dominated and expelled the spirits of others, taking fresh bodies to continue their cycle of evil.

HABITAT

Vampires can be found wherever there are secrets to be exposed to the Enemy. Although the population of Vampires constantly declines as more and more find themselves unable to endure the anguish of their continuous cycle of death, the remainder continue to serve Sauron, spying on the Free Peoples anywhere their master directs.

SOCIETY

Vampires are solitary creatures, seeing others of their kind as competition for mortal bodies. They despise the Elves for their immortality and mortals for their singular death. They owe allegiance only to Sauron, though they bear him great hatred as well.

USAGE

Vampires are among the few servants of Sauron who can exist undetected in the cities and towns of the Free Peoples, performing their evil missions under the very noses of the enemies of the Dark Lord. As such, Vampires make excellent villains for chronicles set in civilised lands. Vampires' ability to change bodies makes it difficult for heroes to root them out, even once their existence within a population has become

known. After the fall of Sauron, Vampires might seek power in their own right, either by dominating other creatures of evil or corrupting Men to their ends.

WARGS

'[A] storm of howls broke out fierce and wild. . . . A great host of Wargs had gathered silently and was now attacking them from every side at once.'

— The Fellowship of the Ring.

ATTRIBUTES: Bearing 8 (+1), Nimbleness 8 (+1), Perception 9 (+1), Strength 10 (+2)*, Vitality 10 (+2)*, Wits 4 (±0)

REACTIONS: Stamina +4*, Swiftiness +3, Willpower +1, Wisdom ±0

DEFENCE: 11

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Fangs) +6, Intimidate (Fear)

+5, Jump +5,

Language:

Understand

Orkish

(dialect) +2, Language: Warg-speak +4, Observe (Smell) +6, Run +9, Stealth (Sneak) +9, Survival (Mountains) +5, Track (Scent) +4

SPECIAL ABILITIES: Mount: Steady, Mount: War-trained, Natural Weapons (fangs, 2d6+1)

SIZE: Medium (5 Wound Levels)

HEALTH: 12

TN EQUIVALENT: 15 (pack of six)

DESCRIPTION

Wargs are large, powerfully built wolves roughly the size of Hobbit-ponies, covered in thick fur that ranges in colour from snow white through silvery grey to deep black. They are reputed to be able to snap Men in half with their massive jaws. The real danger posed by Wargs, however, is not their physical might but rather in their minds. Behind their black eyes lurk not only animal cunning but also an evil intellect that sometimes even outstrips that of Men.

HISTORY

Wargs are native to Rhovanion, and arose in the foothills of the Misty Mountains during the shadowy prehistory of Middle-earth. Some legends say Morgoth himself bred the beasts, twisting wolves into fiendish form. Others argue that Wargs are to common wolves as the High Men are to their lesser kin, but that they were perverted by Sauron during his rise to power.

Wargs have been allied with the Orc-tribes since Sauron's campaigns against the ancient kingdoms of the Dúnedain, and

Orc-warriors mounted on the backs of fierce Wargs comprise mighty cavalry not easily overcome. On the other hand, the relationship between Orc and Warg is often uneasy, as Orc-chieftains who forget Wargs are allies rather than enslaved beasts are butchered without hesitation. In more cases than not, the tactics of Warg-mounted Orc-cavalry are defined by the mounts rather than riders.

HABITAT

Many Wargs live side by side with Orkish tribes wherever the latter are found, in forest, mountain, frozen waste, or desolate plain. Some Warg packs also live independently in the distant corners of Rhovanion or the remote valleys in the lower portions of the Misty Mountains.

SOCIETY

Wargs live in packs that range in size from six to fifty. The social order within the pack is based on physical might, though it is often the case that cunning Wargs dominate those with greater brawn through sly manipulation. In any case, those who claw their way to the top stay there only as long as they can stave off challengers. The leader of a pack makes all decisions for it, from which Wargs can mate to where it will travel to whether they will remain allied with a given group or Orcs.

Packs comprise individual family units consisting of a female wolf, her cubs, and their sire. Females tend to be dominant within these units. Wargs mature in roughly a year and must then struggle to find their place within the pack. Weak Wargs either suffer at the bottom of the pecking order or unite in groups to leave the pack. These outcasts often offer their services to Orc-tribes not yet allied with a Warg pack, and many of the squabbles that erupt between Orc-tribes can be traced to Wargs settling scores with former pack-mates.

USAGE

Young Wargs enjoy testing their combat prowess against intelligent foes, and Elves and Men are their favourite targets. Wargs sometimes stray far from their native lands to terrorise isolated villages, caravans, and parties of travellers. They prefer hit-and-run tactics, gradually wearing down their targets. Heroes roaming desolate parts of Middle-earth always run the risk of being menaced by Wargs.



WEREWOLVES

Not all his servants and chattels are wraiths! There are orcs and trolls, there are wargs and werewolves. . . ?

— Gandalf, *The Fellowship of the Ring*

MAN-FORM

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

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

DEFENCE: 11

MOVEMENT RATE: 6 yards

SKILLS: Armed Combat: Clubs (staff) +5, Intimidate (Fear) +5, Jump +5, Language: Warg-speak +4, Language: Black Speech +4, Language: Westron +5, Observe (Smell) +5, Run +6, Stealth (Sneak) +7, Survival (Mountains)

+6, Track (Scent) +5, Unarmed Combat: Brawling +7

SPELLS: *Mastery of Shapes* (to wolf, as an ability)

SPECIAL ABILITIES: Dissolution in Death, Warg-kin,

SIZE: Medium (5 Wound Levels)

GEAR: Quarterstaff

HEALTH: 10

TN EQUIVALENT: 10

WARG-FORM

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

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

DEFENCE: 11

MOVEMENT RATE: 12 yards

SKILLS: Armed Combat: Natural Weapons (Fangs) +8, Intimidate (Fear) +6, Jump +6, Language: Understand Black Speech +4, Language: Understand Westron +4, Language: Warg-speak +4, Observe (Smell) +7, Run +7, Stealth (Sneak) +9, Survival (Mountains) +6, Track (Scent) +5

SPECIAL ABILITIES: Dissolution in Death, Mighty Charge, Multiple Attacks (claws, fangs), Natural Weapon (claws, 1d6+3), Natural Weapon (fangs, 2d6+1), Terror

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 13

TN EQUIVALENT: 10

UNIQUE SPECIAL ABILITIES

DISSOLUTION IN DEATH: The body of a slain Werewolf dissolves into mist.

WARG-KIN: Werewolves in Man-form gain +4 test modifiers to befriend Wargs, but suffer -4 test modifiers to befriend all other animals, including attempts to ride horses or other beasts of burden.

DESCRIPTION

Werewolves, evil creatures bred by Sauron, are fell beasts with dreadful spirits inhabiting their bodies. Such creatures can take two different forms: of Man and of Warg. In Man-form, Werewolves are hairy, muscular folk possessing wolf-like characteristics such as lupine faces or grey hair. In Warg-form their size and ferocity surpasses that of even the largest natural Wargs. Strong and cruel, werewolves are among the most terrifying of Sauron's servants.

Werewolves use the spell ability *Mastery of Shapes* to change between Man-form and Warg-form. As per that spell, it takes one minute to become a beast, but the Werewolf can return to Man-form at will.

HISTORY

Sauron bred the race of Werewolves from Wargs, feeding them by his own hand until they were huge and ever hungry. Into these bodies he thrust terrible demonic spirits, making these creatures among the fiercest and most dangerous in Middle-earth. One of the greatest of the Werewolves was the Wolf of Angband, whom the Dark Lord set to guard the gates of Angband and the Silmarils Morgoth had stolen from the Elves. This creature slew Beren after he stole a Silmaril from Morgoth's crown.

Corrupted by Sauron, Werewolves are a special favourite of his. The Wargs encountered by the Fellowship below Caradhras were, in fact, Werewolves, as Gandalf recognised.

HABITAT

The strength of Werewolves lies in their ability to traverse all lands, wild or

civilised: in Warg-form they can survive any wilderness and as Men they can blend into settled areas as well. For this reason, they may be encountered anywhere in Middle-earth.

SOCIETY

Werewolves travel in packs of three to eight, the most powerful member at its head. The chieftain takes orders directly from their master, whether Morgoth or Sauron, and uses cunning, intimidation, and brute force to keep the others focused on their missions. Should a chieftain be slain the pack becomes disorganised, confused, and fearful of the slayer.

Different packs operate independently, usually unaware of packs other than their own and objectives greater than those assigned to them. At times, however, diverse packs are joined into larger forces, the most powerful leading all until they disperse. In any case, Werewolves care for nothing but pleasing their masters and never question their orders.

When hiding among the Free Peoples, Werewolves usually mingle with baser elements within the society who are already disdained. They easily blend into such environments and focus on their orders.

The greatest of Werewolves—like the Wolf of Angband—work alone, either as solitary hunters or guardians enslaved to the will of the Enemy. In the Fourth Age they may even act independently.

USAGE

Werewolves make excellent foes for heroes of intermediate advancement. Characters expecting to encounter normal Men or Wargs are easily shocked when they realise the true nature of their opponents. Werewolves are most often used by the Enemy as guardians, but their adaptability and cunning make them well-suited to infiltration and assassination, no matter the nature of the target.

In the First, Second, and Third Ages, all Werewolves serve the Enemy. In Fourth Age chronicles they may develop a separate society or homeland, or fall under the will of another master such as a sorcerer or Vampire.



BEASTS OF THE LAND

*'[H]e is surer of finding the way home
in a blind night than the cats of*

Queen Berúthiel.'

— Aragorn, The Fellowship of the Ring



iddle-earth has vast reaches of untamed wilderness inhabited only by birds and beasts. While they struggle for survival, as beasts have always done, the animals of Middle-earth are also often occupied with greater matters, for they are more intelligent than the creatures of our world and more attuned to events great and small. Because they understand the struggle against the Great Darkness many freely aid the champions of Middle-earth. During the First Age, the beasts of Beleriand helped Beren elude the forces of Morgoth for years, and during the Third Age a lowly thrush told the archer Bard where to aim the black arrow that slew the Dragon Smaug.



On the other hand, some animals are allied with darker powers. Saruman, who meddled in the affairs of all wizards, often used intelligent animals as spies, and since he was the leader of the White Council, Radagast the Brown innocently gave him free use of his animal friends. More ominously, Sauron has an affinity for beasts, particularly wolves, whose form he wore during the First Age. He also used them as soldiers. In the Battle of the Last Alliance that ended the Second Age, birds and

beasts fought for both armies. During the Third Age, as the Necromancer of Dol Guldur, Sauron used the black squirrels of Mirkwood to spy on the Elves.

Of course, animals are more than proxies in the endless war against the Darkness. They serve as sources of food, beasts of burden, and quarries for the hunt. The latter was a favourite pastime for many kings of Gondor and Rohan. Some animals are even imbued with magical powers, and items made from such animals



can be very powerful. Boromir's horn, for instance, was carved from the horns of the Kine of Araw, which one of his ancestors hunted.

In Middle-earth, animals can be wild beasts or sorcerous spies; humble creatures or noble descendents of Valinor; kind, helpful beasts or enemies under enchantments to tear folk asunder; the quarries for hunts or malevolent hunters that rank among the most terrible servants of the Dark Lord.

The statistics that follow describe typical examples of various beasts of the land in Middle-earth. Particular individuals may be more or less intelligent and fearsome, which can be represented by applying advancements to the standard template. (See 'Creature Advancements' on page 69.) TN Equivalents are not listed for these creatures; few are powerful enough to represent even TN Equivalent 5.

BADGERS

ATTRIBUTES: Bearing 2 (-2), Nimbleness 8 (+1)*, Perception 8 (+1)*, Strength 4 (± 0), Vitality 4 (± 0), Wits 3 (-1)

REACTIONS: Stamina ± 0 , Swiftiness +1*, Willpower -1, Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Bite) +2, Climb +1, Observe (Hear, Smell) +8, Stealth (Hide) +6, Survival (Forest) +2, Swim +1

SPECIAL ABILITIES: Ferocious (defending territory), Natural Weapon (bite, 1d6)

SIZE: Small (4 Wound Levels)

HEALTH: 3

DESCRIPTION

Badgers are nocturnal creatures about 30 inches in length. They weigh 25 pounds and have grey fur, a black chest and paws, and a black-and-white striped head with white ears. These fiercely territorial creatures live in the woods in families of ten



to 15. Badgers eat earthworms, beetles, voles, mice, frogs, snails and wasps, as well as acorns, beech mast, bulbs, fruits and roots. They can be found in thickets in the Shire and throughout Eriador.

BEARS

There are many different kinds of bears in Middle-earth, but the two most common breeds are the black bear and the brown bear.

BLACK BEARS

ATTRIBUTES: Bearing 7 (± 0), Nimbleness 6 (± 0), Perception 6 (± 0), Strength 15 (+4)*, Vitality 13 (+3)*, Wits 4 (± 0)

REACTIONS: Stamina +4*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Paws) +3, Climb +6, Intimidate (Fear) +4, Observe (Hear) +2, Run +6, Survival (Forest) +4, Swim +5.

SPECIAL ABILITIES: Armour (3), Bear Hug, Natural Weapon (2d6, claw)

SIZE: Medium (5 Wound Levels)

HEALTH: 17

BROWN BEARS

ATTRIBUTES: Bearing 8 (± 0), Nimbleness 6 (± 0), Perception 6 (± 0), Strength 18 (+6)*, Vitality 16 (+4)*, Wits 4 (± 0)

REACTIONS: Stamina +6*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Paws) +3, Climb +8, Intimidate (Fear) +4, Observe

(Hear) +2, Run +8, Survival (Forest) +4, Swim +7.

SPECIAL ABILITIES: Armour (3), Bear Hug, Natural Weapon (2d6, claw)

SIZE: Large (6 Wound Levels, +2 Healthy)

HEALTH: 22

UNIQUE SPECIAL ABILITIES

BEAR HUG: On a superior success with a claw attack, the bear automatically grabs its target, squeezing for 2d6 additional points damage. The victim is also considered grabbed (see page 229 of the core rulebook).

DESCRIPTION

Bears are among the most powerful natural creatures in Middle-earth, and the largest breeds are even a match for Trolls. Black bears reach six feet in length and weigh about 300 pounds, while brown bears can reach eight feet in length and weights of up to 800 pounds. Bears are omnivorous, living on roots and fish. They normally shun contact with Men and Elves, although they can be ferocious when they're challenged or surprised, especially in their dens. Bears sometimes live in mountain caves, although many bears dig their own hillside burrows with their sharp claws.

SWARM OF BEES

ATTRIBUTES: Bearing 3 (-1), Nimbleness 6 (± 0)*, Perception 4 (± 0), Strength 0 (-3), Vitality 10 (+2)*, Wits 0 (-3)

REACTIONS: Stamina +2, Swiftswissness ± 0 *, Willpower -1, Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Sting) +1, Observe +3, Search +2, Track (Bees) +8

SPECIAL ABILITIES: Flight, Poisonous Sting, Swarm

SIZE: Medium (5 Wound Levels)

HEALTH: 7

UNIQUE SPECIAL ABILITIES

SWARM: As a swarm, normal weapons do not affect bees, and they ignore the Nimbleness portion of their target's defence, as well as any actions that would normally force them to make a Swiftswissness test (such as Dodge). Significant quantities of smoke force the swarm to make a TN 8 Bearing test or flee. Spells that affect an area, such as *Burning Sparks*, can damage the swarm, and spells that lower the temperature in an area force them to make a TN 5 Bearing test or become docile.

POISONOUS STING: A bee sting does no significant damage on its own. It's their collective venom that hurts the target. (Type: Injury; Onset: 1 round; Potency: ± 0 ; Treatment ± 0 ; Effect 1d6 damage; Secondary Effect: 1/2d6 damage; Stages: 2).

DESCRIPTION

Bees are a species of venomous insect that attack in swarms. They're normally docile unless their hive is threatened or they're under magical control.

The listing above is for a medium-sized swarm (500–1,000 bees). Larger swarms have higher Vitality and Health scores. Very large swarms—or swarms of the large bees raised by the Beornings—would have a Vitality of 18, a Health of 14, and add an additional +5 to the Potency of their venom.

Bees can be found in all but the coldest regions of Middle-earth. The bees of the Beornings were renowned for their size.

BIRDS

Birds are native to all regions of Middle-earth. Their swiftswissness and flying abilities make them valuable spies for both the Free Peoples and the Enemy. Birds are particular

favourites of the wizard Radagast. The listings below are for 'normal' birds. More intelligent ones such as the thrushes of Dale and the ravens of the North have higher Bearing and Wits, as well as Language skills.

BIRDS OF PREY

ATTRIBUTES: Bearing 4 (± 0)*, Nimbleness 10 (+2), Perception 12 (+3)*, Strength 4 (± 0), Vitality 7 (± 0), Wits 2 (-2)

REACTIONS: Stamina ± 0 , Swiftswissness +3, Willpower ± 0 , Wisdom +3

DEFENCE: 12

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Beak, Talons) +5, Observe (Spot) +12, Survival (varies) +3

SPECIAL ABILITIES: Flight (12 yards), Natural Weapon (talons, 1d6), Natural Weapon (beak, 1d6)

SIZE: Medium

HEALTH: 7

DESCRIPTION

Birds of prey are hunter-scavengers who prey on small, furry creatures. Some birds of prey (such as hawks and ospreys) can be trained as hunting animals. Although birds of prey are not necessarily noble, all pay homage to the great Eagles of the Misty Mountains.

CARRION BIRDS

ATTRIBUTES: Bearing 2 (-2), Nimbleness 8 (+1), Perception 8 (+1)*, Strength 3 (-1), Vitality 5 (± 0), Wits 4 (± 0)*

REACTIONS: Stamina ± 0 , Swiftswissness +1, Willpower ± 0 , Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Beak) +2, Observe (Spot) +3, Survival (varies) +4

FELL BEASTS AND WONDROUS MAGIC

SPECIAL ABILITIES: Flight (8 yards),
Natural Weapon (beak, 1d6)
SIZE: Small (4 Wound Levels)
HEALTH: 4

DESCRIPTION

Carion birds are meat-eating scavengers found feasting on carcasses across Middle-earth. The natural intelligence of these creatures makes them highly sought after by magicians and wizards, for they are excellent spies. Saruman is particularly fond of crows.

The ravens of the North are creatures of especially powerful magic. Not only can they understand speech (Language: Understand Westron +4), they also have extraordinary longevity. In *The Hobbit*, Roäc (who could converse with Men) claimed that he was 153 years old.

REACTIONS: Stamina ± 0 , Swiftiness +3*, Willpower -2, Wisdom +1

DEFENCE: 13

MOVEMENT RATE: 1 foot

SKILLS: Armed Combat: Natural Weapons (Beak) +4, Observe (Spot): +2, Survival (varies) +2

SPECIAL ABILITIES: Flight (3 yards),
Natural Weapon (beak, 1 point)

SIZE: Tiny (2 Wound levels)

HEALTH: 1



SONGBIRDS

ATTRIBUTES: Bearing 2 (-2),
Nimbleness 12 (+3)*, Perception 9 (+1)*, Strength 1 (-3), Vitality 4 (± 0), Wits 2 (-2)

DESCRIPTION

Songbirds can be found in just about every part of Middle-earth, although there seems to be a dearth of them in Mordor. They are poor combatants, but they make excellent spies or messengers. It was a thrush that

carried Bilbo's message about Smaug's weak spot to Bard of Dale, ultimately leading to the Dragon's death.

BOARS

ATTRIBUTES: Bearing 5 (± 0),
Nimbleness 10 (+2), Perception 9 (+1), Strength 11 (+2)*, Vitality 11 (+2)*, Wits 3 (-1)

REACTIONS: Stamina +2*, Swiftiness +2, Willpower ± 0 , Wisdom +1

DEFENCE: 12

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Tusks) +5, Run +5, Stealth (Sneak) +3, Survival (Forests) +4, Swim +8

SPECIAL ABILITIES: Armour (2),
Natural Weapon (tusks, 2d6+4)

SIZE: Medium (5 Wound Levels)

HEALTH: 13

DESCRIPTION

Boars live in thickets and woodlands from Eriador to Rhûn.

These wild pigs are tougher and harder than many give them credit, as some are nearly four feet high at the shoulder and weigh 600 pounds. Boars are active during the day and sleep at night.

They are elusive, yet they are extremely aggressive when provoked, qualities that make them challenging prey for the hunters of Middle-earth.

The boar of Everholt was a legendary animal that lived in Rohan and was greater than the boars of its day. King Folca of Rohan, who was renowned for his love of the hunt, vowed to kill it, but he also foreswore all hunting until every last Orc in Rohan was slain. When he finally fulfilled that vow, he embarked on a hunt for the great boar in Firien Wood. King Folca did kill the beast, but he fell victim to

its tusks as well. This boar and its descendants have Bearing 6, Nimbleness 12, Strength 13, Vitality 13, and Wits 5.

CATS

ATTRIBUTES: Bearing 4 (± 0)*, Nimbleness 14 (+4)*, Perception 9 (+1), Strength 2 (-2), Vitality 5 (± 0), Wits 3 (-1)

REACTIONS: Stamina ± 0 , Swiftiness +4*, Willpower ± 0 , Wisdom +1

DEFENCE: 14

MOVEMENT RATE: 1

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs) +5, Climb +10, Run +3, Observe (Spot) +5, Stealth (Sneak) +6, Survival (varies) +2

EDGES: Night-eyed 2

SPECIAL ABILITIES: Multiple Attacks (claws, fangs), Natural Weapon (claws, 1 point), Natural Weapon (fangs, 1 point), Raking Claws

SIZE: Little (3 Wound Levels)

HEALTH: 3

UNIQUE SPECIAL ABILITIES

RAKING CLAWS: On a superior success with a claw attack, the cat automatically grapples its prey and strikes with its rear claws for 1d6 damage.

DESCRIPTION

Cats are small felines native to Gondor and other southern areas of Middle-earth. There are both wild and domesticated varieties, the latter of which are pets and rat-catchers.

The cats of Queen Berúthiel of Gondor were the most infamous cats of legend. According to the tale, the Queen owned nine black cats, which she sent out to spy on the people of Gondor, and one white cat, which she sent out to spy on the nine black cats. She could communicate with the cats and read their thoughts. The cats of

Queen Berúthiel had Bearing 5, Perception 13, and Wits 5.

DEER

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

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

DEFENCE: 13

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Antlers) +4, Jump +6, Observe (Hear) +8, Run +9, Stealth (Sneak) +6, Survival (Forest) +2, Swim +2

SPECIAL ABILITIES: Mighty Charge, Natural Weapon (antlers, 2d6)

SIZE: Medium (5 Wound Levels)

HEALTH: 12

DESCRIPTION

These beautiful creatures inhabit the wild forests of Middle-earth from Eriador to Rhovanion and are hunted as game by the peoples of those areas. In the wild, deer go to great lengths to avoid Men, but bucks can be very fierce when cornered.

DOGS

ATTRIBUTES: Bearing 4 (± 0), Nimbleness 5 (± 0)*, Perception 8 (+1)*, Strength 5 (± 0), Vitality 6 (± 0), Wits 3 (-1)

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

DEFENCE: 10

MOVEMENT RATE: x

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

SPECIAL ABILITIES: Natural Weapon (1d6, bite)

SIZE: Small (4 Wound Levels)

HEALTH: 6

DESCRIPTION

Noldor brought domesticated dogs to Middle-earth in the First Age, and they are seen in many sizes and breeds. The sort described here is an average hunting dog, bloodhound, or wolfhound.

DOLPHINS

ATTRIBUTES: Bearing 4 (± 0), Nimbleness 10 (+2), Perception 8 (+1), Strength 13 (+3)*, Vitality 13 (+3)*, Wits 5 (± 0)

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

DEFENCE: 12

MOVEMENT RATE: 12

SKILLS: Acrobatics (Tumble) +4, Armed Combat: Natural Weapons (Bite, Butt) +4, Jump +8, Observe (Hear, Spot) +2, Swim +12, Survival (Seas) +4

SPECIAL ABILITIES: Armour (1), Natural Weapon (bite, 1d6), Natural Weapon (butt, 1d6)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 16

UNIQUE SPECIAL ABILITIES

REQUIRES AIR: Dolphins breathe air. If a dolphin fails to resurface at least once every 12 minutes, it begins to drown.

DESCRIPTION

Dolphins are marine creatures up to ten feet in length and weighing as much as 800 pounds. A dolphin's diet consists of shrimp, krill, squid, and fish. They are equally at home in cold and warm waters, and they swim in pods of 10–15 members. There are many tales of dolphins helping sailors in time of need.

DONKEYS

ATTRIBUTES: Bearing 2 (−2), Nimbleness 5 (±0), Perception 4 (±0), Strength 10 (+2)*, Vitality 8 (+1)*, Wits 3 (−1)

REACTIONS: Stamina +4, Swiftmess ±0, Willpower ±0*, Wisdom ±0

DEFENCE: 10

MOVEMENT RATE: 6

SKILLS: Armed Combat (Bite, Kick) +1, Jump +4, Observe (Spot) +4, Run +3, Swim +3

SPECIAL ABILITIES: Natural Weapon (bite, 1d6), Natural Weapon (kick 2d6+3)

SIZE: Medium (5 Wound Levels)

HEALTH: 10

DESCRIPTION

Donkeys are used as pack animals in many regions of Middle-earth. This listing is for an average sized animal (about 48 inches in height). Miniature breeds can be much smaller (30 inches, Strength 8, Vitality 6). Donkeys are usually grey, but some donkeys have light-brown coats. They are smaller than horses and more skittish than either horses or mules.

ELK

ATTRIBUTES: Bearing 4 (±0), Nimbleness 11 (+2), Perception 9 (+1), Strength 12 (+3)*, Vitality 14 (+4)*, Wits 3 (−1)

REACTIONS: Stamina +4*, Swiftmess +2, Willpower ±0, Wisdom +1

DEFENCE: 12

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Antlers) +4, Jump +6, Observe (Hear) +8, Run +9, Stealth (Sneak) +4, Survival (Forests) +2, Swim +4

SPECIAL ABILITIES: Mighty Charge, Natural Weapons (antlers, 2d6)

SIZE: Large (5 Wound Levels, 2 Healthy)

HEALTH: 17

DESCRIPTION

These majestic herbivorous creatures can be found throughout Eriador and beyond. They mostly live in wooded areas and do their best to avoid Men and other potential hunters. This entry represents the larger breeds of deer, such as moose and reindeer, as well as elk.

FOXES

ATTRIBUTES: Bearing 4 (±0), Nimbleness 8 (+1)*, Perception 7 (±0)*, Strength 3 (−1), Vitality 4 (±0), Wits 4 (±0)

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

DEFENCE: 11

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Bite) +2, Climb +1, Conceal (Hide Treasure) +1, Jump +6, Observe (Hear, Spot) +8, Run +2, Search +2, Stealth (Hide) +7, Survival (Forests) +4, Swim +2

SPECIAL ABILITIES: Cunning (making observations), Natural Weapons (bite, 1d6−1)

SIZE: Small (4 Wound Levels)

HEALTH: 3

DESCRIPTION

Foxes are native to the forests and brush of Eriador. They are covered in red and white fur and have long, bushy tails. They average about 30 inches in length and 15 pounds in weight. Foxes live in dens, 15–20 feet deep, which they dig in the sides of hills and knolls. These animals are omnivorous hunter-scavengers who prey on squirrels, hares, eggs, and voles.

Foxes are known for their cunning and furtiveness, which makes them the ideal spies. They are native to the Shire and consider travelling Hobbits a most curious sight.

HORSES

There are numerous breeds of horse in Middle-earth. The following descriptions apply to average horses of each type. For details on how to handle horses in combat, see pages 235–7 of the core rulebook.

PONY

ATTRIBUTES: Bearing 1 (−3), Nimbleness 5 (±0), Perception 4 (±0), Strength 12 (+3)*, Vitality 8 (+1)*, Wits 1 (−3)

REACTIONS: Stamina +3*, Swiftmess ±0, Willpower −3, Wisdom ±0

DEFENCE: 10

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +1, Jump +5, Observe (Hear, Spot) +3, Run +8, Survival (Plains) +3

SPECIAL ABILITIES: Natural Weapon (bite, 1/2-d6), Natural Weapon (kick, 2d6)

SIZE: Medium (5 Wound Levels)

HEALTH: 11

DESCRIPTION

Ponies are used as steeds by Mannish and Elven children and by Hobbits. They're also employed as pack animals, although their skittishness makes it difficult to take them into confined or dangerous places. Some ponies—particularly those from Bree—may actually be small horses bred especially for Hobbits.

Ponies are capable of remarkable feats. One famous pony, Sam Gamgee's beloved steed Bill (Bearing 4, Wits 3, Survival +8) found its way back to Bree from the gates of Moria, an achievement of endurance and determination that set him among the steeds of renown.

RIDING HORSE

ATTRIBUTES: Bearing 2 (−2), Nimbleness 6 (±0), Perception 5, (±0) Strength 13 (+3)*, Vitality 10 (+2)*, Wits 1 (−3)

REACTIONS: Stamina +3*, Swift-ness ±0, Willpower −2, Wisdom ±0.

DEFENCE: 10

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +3, Intimidate (Power) +1, Jump +7, Observe (Spot) +4, Run +9, Survival (Plains) +4

SPECIAL ABILITIES:

Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 13

DESCRIPTION

Horses are the principal riding animal of Middle-earth. They carry people, bear burdens, and—at least in Gondor—are raced for sport. They come in many sizes, colours, and temperaments. The horses that roam wild on the plains of Rohan are considered the best in Middle-earth, although by the end of the Third Age raiding parties from Mordor have stolen most of the black ones.

WARHORSE

ATTRIBUTES: Bearing 5 (±0), Nimbleness 7 (±0), Perception 6 (±0), Strength 15 (+4), Vitality 12 (+3), Wits 3 (−1)

REACTIONS: Stamina +4, Swift-ness +1, Willpower ±0, Wisdom ±0

DEFENCE: x

MOVEMENT RATE: x

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +6, Intimidate (Power) +3, Jump +9, Observe (Spot) +5, Run +11, Stealth (Sneak) +2, Survival (Plains) +4, Swim +5

SPECIAL ABILITIES:

Barding, Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Trample

SIZE: Large

HEALTH: 16 (2 levels Healthy)

UNIQUE SPECIAL ABILITIES

BARDING: Warhorses are often fitted with armour equivalent to chain mail (Damage Absorbed 5).

DESCRIPTION

These are typical warhorses, such as one might find among the cavalry of the Rohirrim or Haradrim.

MEARAS

ATTRIBUTES: Bearing 6 (±0), Nimbleness 8 (+1), Perception 7 (+1), Strength 16 (+5)*, Vitality 13 (+3)*, Wits 5 (±0)

REACTIONS: Stamina +5*, Swift-ness +2, Willpower +2, Wisdom +1

DEFENCE: 11

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +7, Intimidate (Power) +5, Jump +11, Language: Understand Rohiric +4, Observe (Spot) +6, Run +12, Stealth (Sneak) +4, Survival (Plains) +5, Swim +6

SPECIAL ABILITIES: Rulers of Horses, Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Trample

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 18

UNIQUE SPECIAL ABILITIES

RULERS OF HORSES: A *mea* is a natural leader of horses. All other unridden horses that have not been corrupted defer to them.

In battle, all regular warhorses receive a +1 bonus to Willpower tests when within 30 yards of a *mea*.



DESCRIPTION

Descended from Felaróf, Eorl's stallion—which itself was a descendent of the horses of the Valar—the *mearas* are the greatest horses in Middle-earth, except for the Elven steeds of Rivendell, and perhaps the Black Horses of the Nazgûl. They instinctually allow only the King of Rohan and his family to ride them, although there are rare exceptions—most notably Gandalf. When a *mearas* accepts a rider, it bonds with him for life. *Mear* are intelligent enough to understand speech, though they cannot speak it. Most *mearas* are either white or grey.

ELVEN STEEDS

ATTRIBUTES: Bearing 8 (+1), Nimbleness 10 (+2), Perception 9 (+1), Strength 16 (+5), Vitality 14 (+4), Wits 8 (+1)

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

DEFENCE: 12

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Kick, Bite) +9, Intimidate (Power) +5, Jump +13, Language: Understand Quenya or Sindarin +3, Observe (Spot) +9, Run +15, Stealth (Sneak) +6, Survival (Plains) +7, Swim +6

SPECIAL ABILITIES: Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Trample

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 19

DESCRIPTION

Native to Rivendell, Elven steeds are the last surviving descendants of the horses brought by the Elves from Valinor. They're more intelligent than normal horses and can understand the Elven tongue. The horses of the Dúnedain—such as Aragorn's steed

Roheryn—are also probably Elven horses. Elven horses refuse to carry anyone except their masters and those whom their masters order them to bear.

MULES

ATTRIBUTES: Bearing 5 (± 0), Nimbleness 4 (± 0), Perception 4 (± 0), Strength 14 (+4)*, Vitality 9 (+1)*, Wits 4 (± 0)

REACTIONS: Stamina +4, Swiftiness ± 0 , Willpower $\pm 4^*$, Wisdom ± 0

DEFENCE: x

MOVEMENT RATE: x

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +4, Jump +6, Observe (Spot) +4, Run +6, Swim +6, Survival (Plains) +3, Teamster (Carts) +5

SPECIAL ABILITIES: Mount: Steady, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6)

SIZE: Medium (5 Wound Levels)

HEALTH: 13

DESCRIPTION

Mules are the sterile offspring of horses and donkeys. Because they spook less easily than horses, they make excellent pack animals, but they are also noted for their stubbornness. Because mules can have a steadying influence on caravans even when there's a poor driver, they have the Teamster skill.

OXEN

ATTRIBUTES: Bearing 4 (± 0), Nimbleness 4 (± 0), Perception 5 (± 0), Strength 17 (+5)*, Vitality 18 (+6)*, Wits 2 (−2)

REACTIONS: Stamina +6*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Gore) +5, Observe

(Hear) +2, Run +7, Survival (Plains) +2, Swim +6

SPECIAL ABILITIES: Natural Weapon (gore, 2d6+4), Trample

SIZE: Large (6 Wound Levels, +2 Healthy)

HEALTH: 23 (2 levels Healthy)

DESCRIPTION

Oxen are large cattle are found all over Middle-earth and used as beasts of burden. The largest of these animals, such as the one listed above, can reach seven feet at the shoulder and weigh more than one ton.

Wild oxen are a favourite quarry of hunters, and the Kine of Rhûn were legendary among their kind. These beasts, brought long ago to Middle-earth by Araw, had Bearing 8, Strength 20, and Vitality 21.

SCORPIONS

ATTRIBUTES: Bearing 3 (−1), Nimbleness 7 (± 0)*, Perception 3 (−1), Strength 4 (± 0), Vitality 4 (± 0)*, Wits 1 (−3)

REACTIONS: Stamina ± 0 , Swiftiness ± 0 *, Willpower −1, Wisdom −1

DEFENCE: 10

MOVEMENT RATE: 1 foot

SKILLS: Armed Combat: Natural Weapon (Sting) +4, Observe (Spot) +4, Stealth (Sneak) +6, Survival (Desert) +4

SPECIAL ABILITIES: Armour (1), Natural Weapon (sting, 1d6), Poison (Type Injury, Onset 1 minute, Potency +5, Treatment +5, Effect 1d6 damage, Secondary effect 1/2-d6 damage, Stages 3)

SIZE: Tiny (2 Wound Levels)

HEALTH: 4

DESCRIPTION

Scorpions are small arachnids native to desert climates and the hot lands of the Haradrim. These nocturnal hunters feed on beetles, cockroaches, spiders, centipedes, and mil-

lipedes, though their large numbers and nasty temperament make them a danger to people who fail to watch their step. Most scorpions prefer to lie in wait and ambush their prey.

SHARKS

ATTRIBUTES: Bearing 6 (± 0), Nimbleness 6 (± 0), Perception 6 (± 0), Strength 16 (+5)*, Vitality 18 (+6)*, Wits 2 (-2)

REACTIONS: Stamina +6*, Swiftiness ± 0 , Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite) +6, Observe (Smell) +9, Survival (Seas) +6, Swim +12, Track (Scent) +6

SPECIAL ABILITIES: Blood Frenzy, Natural Weapon (bite, 2d6+2), Sharkskin

SIZE: Large (5 Wound Levels, 2 Healthy)

HEALTH: 23

UNIQUE SPECIAL ABILITIES

SHARKSKIN: A shark is protected by a thick, razor-sharp hide that provides it with the equivalent of Armour (3). In addition, sharkskin does 1/2-d6 damage to anyone who wrestles the sharks and fails a TN 10 Swiftiness test.

BLOOD FRENZY: If blood is present in the water, a shark must make a TN 8 Willpower test or go berserk. When berserk, it can only charge or power attack. They must repeat this test every minute until they leave the area or the blood has dispersed.

DESCRIPTION

Sharks are among largest and most dangerous animals in the sea. This listing is for smaller sharks most commonly found off the shores of Middle-earth. Deep-water sharks such as great whites are much larger and deadlier (Strength 20, Vitality 22, bite 3d6+4). Sharks usually dine on seals and fish, but people who enter a

shark's habitat at feeding time may be attacked by mistake.

SERPENTS

Middle-earth is filled with many different kinds of snakes. Only two types are of any threat to most people: constrictors and vipers.

CONSTRUCTORS

ATTRIBUTES: Bearing 4 (± 0), Nimbleness 8 (+1), Perception 6 (± 0), Strength 15 (+4)*, Vitality 11 (+2)*, Wits 3 (-1)

REACTIONS: Stamina +4*, Swiftiness +1, Willpower ± 0 , Wisdom ± 0

DEFENCE: 11

MOVEMENT RATE: 6

SKILLS: Climb +10, Stealth (Sneak, Hide) +8, Survival (varies) +5, Unarmed Combat: Constricting +8

SPECIAL ABILITIES: Constrict

SIZE: Medium (5 Wound Levels)

HEALTH: 15



UNIQUE SPECIAL ABILITIES

CONSTRUCT: Constrictor snakes grapple on a successful attack, doing 1d6+4 damage per round. A TN 15 Strength test is required to break free of the constrictor's grasp.

VIPER

ATTRIBUTES: Bearing 4 (±0), Nimbleness 11 (+2)*, Perception 6 (±0)*, Strength 4 (±0), Vitality 8 (+1), Wits 2 (-2)

REACTIONS: Stamina +1, Swiftiness +2*, Willpower ±0, Wisdom ±0

DEFENCE: 12

MOVEMENT RATE: 1

SKILLS: Armed Combat: Natural Weapons (Fangs) +5, Climb +4, Intimidate (Fear) +3, Stealth (Hide, Sneak) +6, Survival (varies) +5, Swim +4

SPECIAL ABILITIES: Natural Weapon (fangs, 1d6), Poison (Type Injury, Onset 1 round, Potency +10, Treatment +10, Effect full Wound Level; Secondary Effect: half Wound Level, Stages 6)

SIZE: Little (3 Wound Levels)

HEALTH: 8

DESCRIPTION

Snakes slither in the forests and deserts of Middle-earth. They have been associated with the forces of darkness since the First Age, probably because their larger relatives (like Dragons) were responsible for many tragedies throughout the history of Middle-earth.

Only snakes that use sound or displays to discourage attackers, like rattlesnakes and cobras, use the Intimidate skills. Other snakes do not have it. Likewise, only aquatic vipers, like water moccasins, use Swim, and other snakes do not have it.

SPIDERS

ATTRIBUTES: Bearing 3 (-1), Nimbleness 4 (±0)*, Perception 4 (±0), Strength 1 (-3), Vitality 4 (±0)*, Wits 1 (-3)

REACTIONS: Stamina ±0, Swiftiness ±0*, Willpower -1, Wisdom ±0

DEFENCE: 10

MOVEMENT RATE: 1 foot

SKILLS: Armed Combat: Natural Weapons (Bite) +8, Climb +10, Stealth (Hide, Sneak) +10, Survival (varies) +4

SPECIAL ABILITIES: Natural Weapon (bite, 1/2-d6), Poison (Type Injury, Onset 1 round, Potency ±0, Treatment ±0, Effect 1d6 damage, Secondary Effect 1/2-d6, Stages 1)

SIZE: Tiny (2 Wound Levels)

HEALTH: 1

DESCRIPTION

These arachnids prefer to eat insects, although they have a painful bite they are ready to use on anything that threatens them. The above listing is for highly venomous spiders such as black widows. Other spiders are less dangerous to people.

SQUIRRELS

ATTRIBUTES: Bearing 3 (-1), Nimbleness 12 (+3)*, Perception 7 (±0)*, Strength 2 (-2), Vitality 5 (±0), Wits 2 (-2)

REACTIONS: Stamina ±0, Swiftiness +3*, Willpower -1, Wisdom ±0

DEFENCE: 13

MOVEMENT RATE: 1

SKILLS: Climb +10, Search +6, Stealth (Sneak) +5, Survival (Forests) +5

SPECIAL ABILITIES: Natural Weapon (bite, 1/2-d6)

SIZE: Little (3 Wound Levels)

HEALTH: 3

DESCRIPTION

Squirrels are tree-dwelling rodents who primarily eat roots and nuts. They populate the forests of Middle-earth and any other area with trees. Most squirrels are brown, red, or grey in colour. Sauron used the black squirrels of Mirkwood as spies, and they had such a foul reputation that even the Rangers of distant Ithilien detest them.

TURTLES

ATTRIBUTES: Bearing 3 (-1), Nimbleness 1 (-3), Perception 5 (±0), Strength 8 (+1)*, Vitality 8 (+1)*, Wits 3 (-1)

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

DEFENCE: 7

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Bite) +5, Survival (Seas) +5, Swim +6

SPECIAL ABILITIES: Armour (6), Natural Weapon (bite, 1d6)

SIZE: Small (4 Wound Levels)

HEALTH: 9

DESCRIPTION

Living along the seacoasts of Gondor and Eriador, turtles vary greatly in size. The ones described above are marine turtles—about four feet in diameter—that weigh close to 300 pounds. While these are ungainly beasts on land, turtles are very good swimmers. These creatures pose no threat to the Free Peoples, though they bite with surprising quickness when they're threatened.

WOLVERINES

ATTRIBUTES: Bearing 10 (+2), Nimbleness 10 (+2), Perception 7 (±0), Strength 11 (+2)*, Vitality 12 (+3)*, Wits 3 (-1)

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

DEFENCE: 12

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Bite) +5, Run +4, Survival (Forests) +6

SPECIAL ABILITIES: Ferocity (all situations), Legendary Fury, Natural Weapon (bite, 1d6+3)

SIZE: Small (4 Wound Levels)

HEALTH: 14

UNIQUE SPECIAL ABILITIES

LEGENDARY FURY: Because of their indomitable nature, wolverines ignore all penalties from the first two Wound Levels. Also, if a wolverine is killed, it may make a TN 10 Bearing test every round. If this roll is successful, it continues to fight even after it is technically dead, though it cannot perform any other action, including movement. As soon as it fails the Bearing test, it truly dies.

DESCRIPTION

The largest member of the weasel family, the wolverine is covered in coarse, dark-brown fur with a lighter underbelly. They live in the wilds of Middle-earth, including places in the frozen North where few other predators

are willing to go. Wolverines measure about three feet in length and weigh about 40 pounds. These foul-tempered beasts are willing to eat nearly anything they can manage to sink their teeth into, though they avoid people.

WOLVES

ATTRIBUTES: Bearing 6 (± 0), Nimbleness 6 (± 0), Perception 8

(Sneak) +8, Survival (Mountains) +4, Track (Scent) +4

SPECIAL ABILITIES: Multiple Attacks (claws, fangs), Natural Weapon (claws, 1d6), Natural Weapon (fangs, 1d6+2)

SIZE: Medium (5 Wound Levels)

HEALTH: 9

DESCRIPTION

Wolves are grey-furred creatures who relentlessly pursue prey in the northern regions of Middle-earth.



(+1), Strength 8 (+1)*, Vitality 8 (+1)*, Wits 2 (-2)

REACTIONS: Stamina +2*, Swiftiness +2, Willpower ± 0 , Wisdom ± 0

DEFENCE: 10

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Fangs) +4, Intimidate (Fear) +3, Jump +3, Observe (Smell) +4, Run +4, Stealth

They run in packs of seven to 20 members. While all wolves aren't evil, the fact that the Enemy uses them as hounds and Orcs use them as steeds has sullied the reputation of the entire species.

Some wolf species have white fur instead of grey. These receive a +2 bonus to Stealth tests made in the snow.

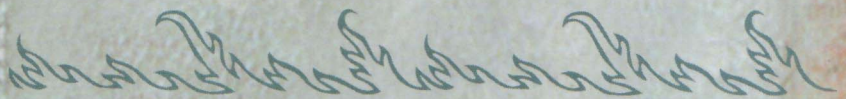
BY YOUR OWN DESIGN

'Alas! my own hand feels as light as a feather,' [Pippin] thought, but he said nothing.'

—The Return of the King



hat Tolkien's creations are wondrous and magical is undeniable. Unfortunately, sometimes they seem so wondrous and magical that Narrators become paralysed by the breadth and scope of Middle-earth, unable to see a place in it for their own contributions. This chapter advises Narrators on how to weave existing beasts into new adventures, as well as on how to create new beasts entirely.



BEAST AND STORY

There are many plot-related factors Narrators must consider when creating the scenes and chapters of their chronicles, and many more besides when the statistics, mechanics, and abilities of beasts—fell or otherwise—are added to the mix. The following sections provide Narrators with useful advice for integrating creatures into their adventures.

CREATURES IN MIDDLE-EARTH

The most important thing to realise when considering the place of creatures in roleplaying adventures is that they can play many roles. It is tempting to identify 'creature' as a term synonymous with 'combat opponent.' Even a casual examination of *The Lord of the Rings*, however, shows that the protagonists of that story frequently interacted with the creatures of Middle-earth in a variety of different circumstances. Sometimes they fought these creatures, but just as



often they drove them away, fled from them, avoided them, or outsmarted them.

The Narrator must consider, first and foremost, what purpose the creature serves in the story. Does it guard something the heroes must obtain? Stand as an obstacle to their travel? Does it hunt them at the direction of the Enemy, or because of its own fell hunger? The creature's own goals and nature, when considered alongside those of the heroes, tell Narrators what methods will suffice to defeat it. A thorough consideration of these factors at every step will result in stories like that related in *The Hobbit*, and prevent the chronicle from descending into an ongoing simulation of hand to hand combat between Dwarves and Dragons.

PLAY BALANCE

One difficult job the Narrator faces is to determine whether the heroes of the chronicle can hope to prevail against a given creature. While *The Lord of the Rings* is full of instances where even the powerful members of the Company of the Ring were forced to flee before the might of their fell enemies, it remains useful for the Narrator to have some idea in advance of whether a given creature represents a 'fair' challenge for the story's heroes. Happily, such a rough sense is easy to gain by comparing various characteristics of the party to the TN Equivalent of the creature.

As a rule of thumb, a group of heroes whose best combat-related skills (including bonuses from Edges, Order Abilities, and so on) would put them at roughly even odds to succeed in a theoretical test against a given creature's TN Equivalent would find themselves evenly matched against it in combat. For example, if the best modified Armed Combat skill among a group of heroes was 8, the Narrator could add 7 (the average die roll on 2d6) to 8 to determine that they are a

rough match for a creature of TN Equivalent 15. That is to say, on about half of theoretical tests against TN 15 they would fail, and on about half they would succeed. By the same token, if the TN Equivalent would be easily achieved on most rolls, the creature would be easy to defeat. If the party would have no chance of approaching the TN Equivalent in a test, the creature would likely slay or imprison them easily.

Such comparisons can—and should!—be made in arenas outside combat. Stealth skills might be compared to a creature's TN Equivalent if the objective of the encounter with the creature in question would be to avoid rather than fight it. Intimidate might be used if the heroes would be called upon to scare their enemies away. There are many other ways than these by which a creature can be 'defeated' in the course of a scene, and thus, many other skills that might be compared to the TN Equivalent to determine whether a creature is an even match for the heroes.

Keep in mind that this is a very rough system for eyeballing the relationship between heroes and creatures. There are a great many creature abilities—Terror, for example—that can easily defeat some groups of heroes where others easily stand firm, even if both groups have roughly equivalent abilities at combat, stealth, or wits. The Narrator's most accurate tool for figuring out whether a creature is a challenge for the heroes in her chronicle will always be to know what they're capable of and think ahead to how those capabilities will play against the creature's specific defences.

ONE ENCOUNTER, OR MANY?

A battle between well-matched sides will theoretically drain both sides equally, and the defeat of one would leave the other near defeat

itself. Thus, a group of heroes at the end of an encounter with a foe who was their fair match will often find themselves in unhappy straits, and, in such a situation, be easy prey to enemies they would normally master without a second thought.

Being aware of this, it falls to the Narrator to either give the heroes a fair chance to recover their resources—be they Wound Points, Weariness Levels, the benefit of expended resources, or the help of spent allies—before the next challenge presses. Alternately, it is possible to challenge player characters to the utmost to following encounters one after the other, so they must use their wits to delve the full depth of resources at their disposal.

The rule of thumb, then, is that the more time the Narrator permits the characters to recover between encounters, the more difficult each must be to challenge them to their fullest.

OVERMATCHING THE HEROES

Knowing 'balanced' encounters from those that are more difficult does not mean the Narrator should introduce only the former. Quite to the contrary. *The Lord of the Rings* is full of encounters between heroes and creatures where the protagonists could barely hope to survive, let alone prevail. Four Hobbits and a Ranger against four Ringwraiths? The Company of the Ring against the combined might of Moria? Events of such palpable danger propel the drama of the story to the highest possible levels.

Pitting the heroes against creatures much more powerful than they is a staple of Tolkien, and something Narrators should include in their chronicles. Such threats challenge the PCs to stretch their thinking and remind them that no matter how powerful they become, the forces of nature in Middle-earth will always dwarf them.

COMMON PITFALLS OF CREATURE ENCOUNTERS

When heroes meet a particular creature, there are a number of common pitfalls to which many Narrators succumb, each of which drains vitality from the story. The following fallacies should be avoided.

THE ENEMIES ARE EASILY KNOWN: Fear and uncertainty grow from the unknown. As soon as something is defined, it loses something of its threat. A party of heroes fighting seventeen Orcs know when they have slain the last one. A group encountering a 'large band' is less sure whether one or two managed to sneak away to harass them later. By the same token, identifying creature opponents by name robs them of the chance to surprise. A Narrator who simply announces that the PCs have encountered a ghost gives up too much. Describing the chill feeling, menace in the air, and insubstantial appearance of a half-seen foe makes for a much more exciting encounter.

THE ENEMIES WANT TO FIGHT: If any group of creatures encountered by the heroes immediately rushes to attack, the players become numbed to the wonder and diversity of the creatures of Middle-earth. Creatures become nothing more than differing collections of statistics against which the players' own statistics are matched. Instead, the Narrator should always keep the goals of creatures in mind, and use them to advance the story accordingly.

SWORD AND CLAW ARE THE ONLY WEAPONS: The Narrator has many things to worry about, true, but when creatures become mindless attackers who

repeat the same actions round after round, things have gone wrong. Creatures of cunning, instinct, and experience devise strategies to make full use of their capabilities and strengths. They use terrain, fire, water, darkness, uncertainty, and especially their special abilities to harry their foes.

EVERYONE FIGHTS TO THE DEATH: Creatures no more want to die or be defeated than heroes do. Few creatures—if any—will fight player characters to the death. More often, they will flee, surrender, or bargain for their lives to avoid such an end. When things are going poorly for the player characters' opponents, Narrators should surrender and flight firmly in mind.

CREATURES OF YOUR OWN

The world of Middle-earth is wide and varied, and only a small portion of it is revealed in *The Lord of the Rings*. Since it would be impossible to list statistics for every sort of creature the heroes might encounter—and even if it were possible, it would unnecessarily limit the freedom of Narrators to add their own invented creatures to the world—this chapter presents a

system the Narrator can use to come up with statistics for just about any kind of creature that might be found in Middle-earth, from the most innocent woodland animal to the most perilous beasts.

TINKERING WITH EXISTING CREATURES

Sometimes it is easier to modify the characteristics of existing creatures than create new ones from whole cloth. The following sections describe ways this can easily be done.

CREATURE ADVANCEMENTS

Just as not all heroes are equal, neither are all creatures. Some specimens are simply more powerful than others of their kind. To represent this, you can give a creature advancements. Simply record the number of advancements given and increase the creature's characteristics. Creatures with orders follow the same rules and pay the same advancement pick costs player characters do. Creatures without orders also receive 5 advancement picks per advancement, but they spend their advancement picks according to Table 3.1: Creature Advancement Picks.

TABLE 3.1: CREATURE ADVANCEMENT PICKS

PICKS	CHARACTERISTIC	IMPROVEMENT
1	Order Skill (for creatures with an order)	+1 rank
1	Specialty	One new specialty
2	Non-order skill (for creatures with an order)	+1 rank
2	Any skill (for creatures without an order)	+1 rank
2	Renown	+1
2	Favoured Reaction	+1
3	Non-favoured Reaction	+1
3	Order Ability (for creatures with an order)	One new order ability
3	Courage	+1
4	Favoured Attribute	+1
5	Non-favoured Attribute	+1
5	Health	+1
5	Order	One new order

GIANT SIZE

Creatures of exceptional size can easily be generated by taking the typical statistics for a creature of the land, choosing a new size category, and applying the following statistic adjustments.

Replace the creature's existing Wound Levels with the Wound Levels indicated for a creature of the new size. See 'Table 0.1: Size Categories' on page 6.

Modify the creature's Strength and Vitality according to Table 3.2: Giant Creatures. Look up the new modifiers indicated by those scores, remembering that the creature's new Strength and Vitality may increase the creature's chances of success in skill tests that rely on those abilities.

Increase the creature's TN Equivalent according to Table 3.2: Giant Creatures.

Increasing a creature's size does not necessarily increase its mental abilities, but the Narrator may freely

decide that the specific creatures of unusual size she's working with are more intelligent, regal, or potent and adjust other ability scores at her discretion.

EXAMPLE: Narrator Milo decides that a group of Giant Eagles will assist the heroes in his chronicle in upcoming adventures, so he decides to figure their statistics based on those provided for typical birds of prey on page 57. Milo sees that regular birds of prey are of Medium size, and decides that the Giant Eagles of his chronicle will be of Mammoth size—just under ten yards from wingtip to wingtip. Medium to Mammoth is an increase of two size categories, so after consulting 'Table 3.2 Giant Creatures,' he increases the Eagles' Strength from 4 to 7 and their Vitality from 7 to 9. He looks up the new modifiers for those scores, seeing that 7 is still ± 0 , but that 9 gives a modifier of +1. He notes that as Mammoth creatures, the Eagles have 7 Wound levels, 2 of which are

Healthy levels. Finally, he decides that Giant Eagles in his chronicle are notably more regal than their Medium-sized brethren, and increases their Bearing from 4 to 8.

FROM THE GROUND UP

The following sections describe a method for creating entirely new fell beasts of any description, from the ground up.

OVERVIEW

Like character creation, creature design follows a simple layering process.

The first step in the process is textual. Simply write out a description of the creature. Consider the same categories of descriptive information provided throughout this book: Description, history, habitat, society, and usage. Ignore mechanical considerations (What is its Bearing? How many ranks of Stealth does it have?) at this stage. Just *describe* the creature: 'Its might is evident to all who survey it, and when it wishes to remain unseen, none can follow its trail.'

Once satisfied with the creature's description, determine from it the *form* of the creature. Is it a plant? Animal? Civilised creature? Demon? Fine-tune this by determining its role—how it behaves. Consult the section 'Form and Role,' below, for the options you have in these areas.

Next, the details. Determine the creature's primary attributes, reac-

TABLE 3.2: GIANT CREATURES

SIZE CATEGORIES INCREASED	STRENGTH ADJUSTMENT	VITALITY ADJUSTMENT	TN EQUIVALENT
1	+1	+1	No change
2	+3	+2	No change
3	+6	+4	+5
4	+12	+8	+5
5	+24	+16	+10
6	+48	+32	+15

tions, other characteristics, and special abilities, which should flow logically from your description as well as the creature's form and role. Use the rules throughout this chapter to aid you. If inconsistencies arise ('My predatory beast is too slow to catch its natural prey!') it is easy enough to revise previous decisions at any point in the process.

After the finishing touches are in place, put the creature in the adventure where it belongs, ready to harass or aid the heroes of the chronicle.

DESCRIPTION

When first sitting down to describe a new creature, let your imagination run wild. Make lists of qualities the creature might have, characteristics it might possess, areas in which it might dwell, themes it might embody, noteworthy individuals that might live in the history of its race, relationships it might have with other creatures and races, and more. Write everything down, whether idiotic or inspired. Jump from topic to topic as each informs the others. Record single words and fragments of sentences. Give proper grammar a holiday.

When satisfied brainstorming has run its course, take a short break. Then, cull the lists. Eliminate bad ideas and inconsistencies. Group similar ideas together. Coalesce fragments into organised topics. Begin to write whole sentences and paragraphs. As mentioned in the overview of the creation process, it is often easiest to think discretely about physi-

cal description, history, habitat, society, and usage. Each of these informs the others, so work back and forth.

As a final word of advice, it often helps to read a bit of the text of *The Lord of the Rings* or watch a few scenes from one of the films to get into the spirit of Middle-earth before creating a new creature. Once in the proper mindset, your descriptions will be that much more in tune with the flavour of Tolkien's world.

FORM AND ROLE

Form describes the most general outlines of the creature's existence. Five possibilities are described below.

Role describes the creature's behaviour or nature more specifically. Several possible roles are given (in italics) within each form described below, but they in no way represent an exhaustive list.

The benefit of choosing one of the roles

listed is that packages of common traits for those roles are listed later in this chapter, which can speed the mechanical process along.

Note that neither form nor role are statistics to write down in the new creature's statistic block. They are terms used solely to help think about the creature during the creation process. Once the creature is finished, they are never used again.

PLANT: Plants include all varieties of botanical life. The diets of plants generally consists of light, water, and nutrients from soil, but some plants—such as Old Man Willow—also consume other creatures. Most plants are root-bound and *immobile*, but *animate* plants also exist, which possess the means of moving from place to place

BEAST: Beasts include the wide variety of *natural* beasts native to Earth, such as dogs, cats, cows, and horses, as well as Middle-earth's more *intelligent* versions of the same, except where they organise themselves into complex societies (in which case they are civilised creatures as described below). It also encompasses the *monstrous* races native to Middle-earth, such as Kraken, and *magical* creatures like Dragons.

CIVILISED CREATURE: Civilised creatures are those that have a complex social structure like that of Men, Elves, Dwarves, or Hobbits. This is something of a judgement call on the Narrator's part. Orcs and Giant Eagles are groups that would be considered civilised, while ants would not. Although ants clearly have a social organisation, it is quite beyond the scope of most player characters to understand or—perhaps more importantly—care about it. Civilised creatures are categorised by the general nature of their social structure: *tranquil*, *noble*, *warlike*, and so forth.

SPIRIT: A spirit is an incorporeal being who inhabits a physical form that once belonged to a beast or civilised creature. While some spirits are *natural* beings, others are *restless*



TABLE 3.3: CREATURE PACKAGES

Each of the following packages corresponds to one of the example roles described in the text. Each package consists of a list of attributes that are typically higher than average in creatures of that type, attributes that are typically lower than average in creatures of that type, skills common to that type of creature, and suggested special abilities for that type of creature. As mentioned in the text, these packages are collections of suggestions to speed the creation process, not concrete lists of traits that must be assigned particular scores. Also, keep in mind that exceptions provide flavour and surprise.

FORM: ROLE	ELEVATED ATTRIBUTES	DEPRESSED ATTRIBUTES	COMMON SKILLS	COMMON SPECIAL ABILITIES
Plant: Immobile	Vitality	Nimbleness, Perception, Wits	—	Armour, Camouflage, Deterrent, Immobility, Poison
Plant: Mobile	Strength, Vitality	Perception, Wits	Stealth	Armour, Camouflage
Beast: Natural (Predator)	Strength, Nimbleness, Perception	Bearing	Armed Combat: Natural Weapons, Jump, Observe, Run, Stealth, Swim, Track	Extraordinary Sense, Ferocious, Natural Weapon, Speed
Beast: Natural (Scavenger)	Vitality, Wits	Bearing	Observe, Run, Search, Stealth, Swim, Track, Craft: Trap	Camouflage, Deterrent, Evasion, Extraordinary Sense
Beast: Intelligent	Bearing, Wits	—	Debate, Games, Insight, Language, Observe, Persuade, Run, Swim	Cunning
Beast: Monstrous	Strength, Vitality	Wits	Armed Combat: Natural Weapons, Intimidate	Armour, Ferocious, Multiple Attacks, Natural Weapon
Beast: Magical	Bearing, Wits	—	Armed Combat: Natural Weapons, Intimidate, Ranged Combat	Armour, Cunning, Invulnerable, Multiple Attacks, Natural Weapon, Spellcasting, Vulnerability
Civilised Creature: Tranquil	Perception, Wits	Strength, Vitality	Craft, Debate, Games, Insight, Language, Lore, Observe, Perform, Persuade	Extraordinary Sense
Civilised Creature: Noble	Bearing, Wits	—	Craft, Debate, Insight, Language, Lore, Observe	—
Civilised Creature: Warlike	Strength, Vitality	Wits	Armed Combat, Intimidate, Ranged Combat	Cunning, Ferocious, Natural Weapons
Spirit: Natural	Perception	—	Insight, Lore	Extraordinary Sense, Incorporeal, Spellcasting, Vulnerability
Spirit: Restless	Vitality	Perception	—	Drain, Extraordinary Sense, Incorporeal, Spellcasting, Vulnerability
Spirit: Corrupt	Vitality	—	Intimidate	Drain, Extraordinary Sense, Incorporeal, Invulnerable, Spellcasting, Vulnerability
Demon: Animate	Bearing, Strength, Vitality	Wits	Armed Combat, Intimidate	Armor, Cunning, Ferocious, Invulnerable, Natural Weapon, Spellcasting, Vulnerability
Demon: Place	Bearing, Perception, Vitality	Nimbleness, Wits	Observe	Extraordinary Sense, Spellcasting, Vulnerability

forms. The worst are *corrupt* spirits who cleave to the will of the Enemy.

DEMON: Demons are ancient malevolent forces of Middle-earth that can either have an *animate* appearance or imbue their spirits into an area or *place*.

SIZE

Size is one of the most definitive characteristics of a creature. One of the reasons is that it imposes a relative modifier to physical tests made by or against the creature. For example, larger creatures are easier to spot or strike and smaller creatures are harder to spot or strike. See 'Size' on page 219 of the core rulebook, for more information.

To assign a creature's size category, simply consult Table 0.1: Size Categories on page 6 and select the one that fits the creature's written description most closely.

game effects that target the attribute in question, nor can they possess skills based on that attribute.

It is also possible for a creature to have an attribute with a score of 0. This is different from having naught in an attribute. A score of 0 represents the possession of an attribute, but at a level where there is no appreciable way to measure it using the scale created for heroes. An ant, for example, would have a Strength of 0. It is worth noting that modifiers for creature attributes differ from those of characters only at 0. A character whose attribute is reduced to level 0 is still much more capable than a creature that possesses no appreciable degree of the attribute.

TABLE 3.4: CREATURE ATTRIBUTE MODIFIERS

ATTRIBUTE LEVEL	MODIFIER
0	-6
1	-3
2	-2
3	-1
4-7	0
8-9	+1
10-11	+2
12-13	+3
14-15	+4
16-17	+5
18-19	+6
20-21	+7
22-23	+8
24-25	+9
26-27	+10
28-29	+11
30-31	+12
32+	special*

*The modifier for scores higher than 31 is equal to the score minus seven, divided by two, rounded up.

PRIMARY ATTRIBUTES

Creatures' attributes reflect their innate physical and mental faculties, just heroes' attributes do. 'Table 3.4: Creature Attribute Modifiers' lists the modifiers for the range of creature attribute score.

Not all creatures possess the full spectrum of Man-like capabilities. A creature to which a particular attribute does not apply is assigned the level of 'naught' in that attribute. For example, a daffodil cannot think, so its Wits is naught. Creatures with naught in an attribute do not suffer

Capabilities derived from attributes, such as the ability to lift various weights based on the Strength score or the ability to conceal Bearing, function for creatures in the same way they do for characters.

ASSIGNING ATTRIBUTES

Assuming that 7 represents the average attribute score for an unremarkable adult Man in a given attribute, the Narrator assigns scores to the

six attributes based on to what extent they deviate from this average, taking all relevant considerations from the written description into account. For example, to determine the Strength of a new creature, a Narrator might ask herself to what extent the creature would be likely to defeat an average Man in a theoretical Strength test—a tug-of-war, say. If the creature would defeat an average Man most of the time, but if an unusually strong Man would be able to defeat it most of the time, the creature's Strength score would probably be in the range of 8-10. Similar theoretical comparisons can easily be invented for all attributes.

The role packages in Table 3.3 on page 72 are an excellent starting point

TABLE 3.5: SIZE ADJUSTMENTS TO STRENGTH AND VITALITY

CATEGORY	STRENGTH ADJUSTMENT	VITALITY ADJUSTMENT
Miniscule	-3	-2
Tiny	-2	-2
Little	-2	-1
Small	-1	-1
Medium	None	None
Large	+1	+1
Mammoth	+3	+2
Huge	+6	+4
Gigantic	+12	+16

for determining which attributes should increase or decrease significantly from average. It is more important, however, that a creature's attribute scores reflect the written description than adhere to the package suggestions.

Narrators will quickly note that Strength and Vitality are informed significantly by a creature's size. Table 3.5 suggests adjustments to Strength and Vitality based on size.

Finally, creatures have two favoured attributes, which are assigned by the Narrator.

REACTIONS

Creatures have the same four reactions characters do, and they are derived from the creature's primary attributes in the same way. The only exception is that the Narrator may choose either of the governing primary attributes, not necessarily the higher, to more accurately reflect her concept. Reactions can be naught or 0 just as attributes can. Every creature has a favoured reaction, assigned by the Narrator.

TABLE 3.6: REACTIONS

REACTION	PICK EITHER MODIFIER OF
Stamina	Strength or Vitality
Swiftness	Nimbleness or Perception
Willpower	Bearing or Wits
Wisdom	Bearing or Perception

OTHER ATTRIBUTES

In addition to their primary attributes and reactions, creatures have a number of additional attributes. These are similar, in most cases, to those possessed by player characters. How to determine each is described in the following sections.

DEFENCE

A creature's Defence is 10 plus its Nimbleness modifier.

HEALTH

A creature's Health is its Vitality score plus its Strength modifier. If this total is less than 1, the creature has a Health of 1.

WOUND LEVELS

A creature's Wound Levels are determined based on its size. See Table 0.1: Size Categories, on page 6.

WEARINESS LEVELS

A creature has Weariness Levels equal to its Wound Levels, with a

number of Hale levels equal to the number of Healthy levels it has.

COURAGE

Creatures only have courage when the Narrator decides that they are especially noble, heroic, or noteworthy. The Narrator chooses courage based on the needs of the chronicle.

RENOWN

As with courage, the Narrator assigns Renown to specific creatures based on considerations of the chronicle.

MOVEMENT RATE

A creature's walking movement rate is based on its size, and is determined according to Table 3.8: Movement Rates. Creatures in flight move half again the listed speed. Swimming creatures move one third of the listed speed. Creatures—even flying and swimming creatures—can Jog, Run, and Sprint to increase their speed just like characters can. Consult Table 3.7: Creature Movement Actions, for more details.

ORDERS

Civilised creatures can have orders just like player characters can. Other types of creatures—animals, plants, and so on—typically do not have orders; it simply makes no sense. When the Narrator determines that it makes sense for a given creature to have an order, she simply assigns orders and chooses order abilities based on the written description. Other order features such as lists of order skills are only relevant if the Narrator is also using advancements to promote the individual creature in question past the norm for its race. In those cases, the same rules that apply to player characters are followed.

TABLE 3.7: CREATURE MOVEMENT ACTIONS

ACTION	ACTION COST	SPEED MULTIPLIER*
Walk	1	x1
Jog	1	x2
Run	2	x4
Sprint	Full Round	x8

* 'Speed Multiplier' is the factor by which the Walk Per Round speed—from Table 3.8—is multiplied to determine how far the creature moves at that pace.

SKILLS

Creatures have and use skills the same way player characters do by performing actions, making tests, adding attribute modifiers, and determining test results. Creatures can even have specialties in their skills. In the case of player characters, skills are learned abilities. For some creatures—Orcs, for example—this is also the case. In the case of many creatures, however, skills represent instinctual abilities or innate talents.

Certain skills are suggested for a given creature based on its form and role; see Table 3.3: Creature Packages on page 72. These, however, are simply guidelines. It is up to the Narrator to assign skills, specialties, and skill ranks based on the role the creatures will fill in the chronicle. Narrators should not hesitate to assign skills that seem strange for creatures, such as Intimidate or Language, if they feel it reflects some ability the creature should possess. Remember, skills are just a mechanism for initiating and resolving actions.

The Narrator should give a great deal of thought to this process, as skills are the primary way creatures interact with player characters. Skills ultimately determine whether a creature can spot a sneaking character, hide from a vigilant character, frighten away an uncertain character, or attack and damage a character that assails it.

Some skills, of course, are pure flavour. A creature's Lore: Gondor +8 will rarely determine whether a player character lives or dies. On the other hand, a creature's Armed Combat: Natural Weapons +8 most certainly will. Thus, the Narrator must keep in mind to what extent a given skill will come to bear in an encounter between the heroes and the creature, in addition to figuring out what quantity of skill ranks will be appropriate.

TABLE 3.8: MOVEMENT RATES

SIZE	WALK PER ROUND	TRAVEL PER HOUR
Miniscule	1 inch	100 yards
Tiny	1 foot	250 yards
Little	1 yard	1 mile
Small	3 yards	2 miles
Medium	6 yards	3 miles
Large	12 yards	10 miles
Mammoth	24 yards	25 miles
Huge	48 yards	50 miles
Gigantic	96 yards	100 miles
Titanic	180 yards	200 miles
For creatures beyond Titanic, each additional size increment adds 180 yards per round and 200 miles per hour.		

CREATURE SKILLS

The following sections comment upon some skills which are either typical for creatures, or which work or are explained a bit different in the context of creatures.

Language

Many of the beasts of Middle-earth can understand the speech of the Free Peoples. Some even possess the facility to speak themselves. Few, on the other hand, are capable of writing. A species capable of doing all three—as most player characters can—simply has the Language skill noted normally. For example, normal knowledge of Westron would be 'Language: Westron.' Creatures who can only understand (and not speak or write) that language would have 'Language: Understand Westron.' Those who can understand and speak (but not write) would instead have 'Language: Speak Westron.' It is not possible to speak but not understand a given language, for obvious reasons, so there is no special notation for that.

Survival

Many creatures have Survival as a skill. This represents the creature's natural ability to live, hunt, forage, and the like. Narrators should not typically require creatures to make Survival tests in day-to-day life, but when (for example) an intelligent creature can be convinced to help the heroes survive in inhospitable environments, this skill can come in handy.

Craft

While most creatures do not use Craft the same way characters do, some specialized creatures have Craft: Traps, which they use to create natural apparatus to entrap their prey. Creating a trap requires 2d6 hours minus the creature's Intelligence score.

Any attempt to discern the trap initiates an opposed Observe versus Craft: Trap test. Creatures who fail to spot the trap fall prey to it, the effects of which vary widely.

SPECIAL ABILITIES

Special abilities for creatures are like the order abilities possessed by characters. They provide additional capabilities—or, in some cases, drawbacks—that help make creatures truly unique. Broadly speaking, there are two kinds of special abilities. The first are standard special abilities. All of the standard special abilities are described in this section. Each one provides the same capabilities or drawbacks to each creature that has it. There are also unique special abilities. Any special ability which is not described in this section is a unique special ability. Unique special abilities provide Narrators the option to describe any capacity they can imagine in mechanical terms.

Note that a Narrator might invent some unique special ability—the capacity of a creature to crush rocks through mental power, say—and assign it to more than one creature of her creation. This is a good way to link related creatures together, and obviously saves the Narrator time in the long run. This does not make that ability a standard special ability, however.

As with skills, certain standard special abilities are suggested for creatures based on their form and role. See Table 3.3: Creature Packages on page 72. These suggestions are simply guidelines. Narrators are free to assign additional special abilities or ignore those that are suggested altogether.

SPECIAL ABILITY FORMAT

All special abilities—standard or unique—have the following characteristics.

NAME: What the ability is called.

DESCRIPTION: A non-mechanical accounting of what happens when the special ability is used.

EFFECTS: The in-game, mechanical things that happen when the creature uses the ability.

COMPLEMENTS: Other special abilities frequently possessed by creatures that have this one, or other special abilities that are particularly effective alongside this one.

PREREQUISITES: Any attribute thresholds, skill thresholds, or other special abilities a creature must possess to have the special ability. If multiple prerequisites are listed and the word 'or' is not used, all must be satisfied or the creature may not have the ability. '0+' means the creature must have that attribute at some level other than naught.

RESTRICTIONS: Other special abilities that disqualify a creature from possessing the special ability. A creature with any of the listed abilities may not have the special ability.

STANDARD SPECIAL ABILITIES

The list of standard special abilities follows.

In many cases, the precise effect of a special ability varies by degrees. A creature may have Armour, for example, to a greater or lesser extent. When special abilities like this are listed for a given creature, this is indicated by placing in parentheses after the special ability name the variable factor. For example, Armour (5) indicates that the creature's shell (or whatever) absorbs 5 points of damage each time the creature is injured.

Armour

The creature possesses natural protection in the form of armour, such as a beetle carapace or tortoise shell. Natural forms of armour also



include thick hide, scales, or chitinous plates.

EFFECTS: Armour absorbs a certain number of points of damage each time the creature is wounded. This number is typically equal to the sum of the creature's Strength and Vitality modifiers, but may vary considerably from this guideline.

COMPLEMENTS: Invulnerable, Resistance

Burrowing

The creature can move or tunnel through solid matter such as wood, earth, and stone.

EFFECTS: The creature moves through solid matter at one quarter of its normal walking movement rate. Unless otherwise noted; this ability applies to all solid matter, but it is possible for a creature to have this capability apply only to particular types of material, such as dirt. Unless otherwise noted, the creature leaves a trail through the material as he burrows, but it is possible for the creature to pass through the material and leave no tunnel behind.

COMPLEMENTS: Corrosion, Trap-builder

PREREQUISITES: Nimbleness 0+, Strength 0+

RESTRICTIONS: Immobility, Incorporeal

Camouflage

The creature possesses physical markings or colouration enabling it to blend into its habitat.

EFFECTS: When the creature is in its native environment, all Observe (Spot) or Perception tests relying on vision to detect the creature suffer a variable test modifier, which is -3 unless otherwise noted.

RESTRICTIONS: Invisible

Chameleon

The creature's outer appearance mirrors the coloration and patterns of the surrounding environment, enabling it to hide more effectively.

EFFECTS: Creatures with this ability gains a variable test modifier to Stealth (Hide and Sneak) opposed tests, which is +2 unless otherwise noted.

PREREQUISITES: Stealth skill 1+

Corrosion

The creature secretes or discharges some sort of caustic substance.

EFFECTS: A particular creature's corrosive discharge has five characteristics: method, material affected, onset time, potency, material affected, and effect. Method is the way the corrosive is delivered to its target and may be through simple contact, by a

successful attack with a Natural Weapon, or by discharge through a Ranged Attack. Material affected describes what types of things are damaged by the corrosive and is typically one or more of flesh, cloth, leather, wood, stone, metal, or *mithril*. Onset time is the amount of time between the time the corrosive comes into contact with its target and the time its effect begins. Potency is the TN for the target's test—usually a Stamina test—to resist its effects. Finally, effect is the number of points of damage the corrosive does when the target fails its reaction test.

For example, 'Corrosive (attack/flesh/1d6 rounds/TN 10/1d6 Wound Points)' affects the flesh of an opponent the creature successfully attacks with its Natural Weapons, doing 1d6 Wound Points once 1d6 rounds have passed in the event that the target fails a TN 10 Stamina test.

Secreting a contact corrosive is a free action. Attack-based secretion requires combat actions as normal.

COMPLEMENTS: Burrowing, Invulnerable (the corrosive material)

PREREQUISITES: Natural Weapon (if 'Attack' method), Ranged Attack (if 'discharge' method)

RESTRICTIONS: Incorporeal

Cunning

The creature is particularly ingenious for its Wits score.

EFFECTS: In certain specific situations—such as when its lair is threatened or it is hunting—the creature gains a +3 test modifier to either Wisdom or Wits, whichever is appropriate. This special ability can be paired with another ability that hinges on Wisdom or Wits to define the situation.

PREREQUISITES: Wits 0+



Drain

Like a parasite, the creature feeds on some vital element possessed by its victims.

EFFECTS: Choose a biological element from which the creature derives sustenance and designate a game attribute (such as Strength or Vitality) affected by the drain. For example, a creature that drains blood might enervate a victim's Vitality attribute.

To use this ability, the creature must make an attack test using either Unarmed Combat or its natural weapons. A successful test drains a number of attribute points from the victim equal to the creature's Vitality modifier +1 (but at least 1), in addition to any other damage the attack would normally inflict. Upon a successful attack, the creature may also attach itself to its victim and continue to drain the attribute on subsequent rounds—at the cost of a full round action—without making additional attack tests. The victim can try to break free by making an opposed Strength test as a full-round action.

Victims regain lost attributes normally, as described on page 247 of the core rulebook.

COMPLEMENTS: Multiple Attacks, Ranged Attack

PREREQUISITES: Vitality 1+

Extraordinary Sense

The creature possesses phenomenal abilities of perception related to one of its senses.

EFFECTS: Choose one (or more) of the specialties of Observe, including *Sense Power*. The creature gain a +5 test modifier to Observe tests made with those senses.

PREREQUISITES: Per 4+

Ferocious

The creature demonstrates great ferocity with regard to killing prey, defending its territory, or fighting when cornered.

EFFECTS: Choose a narrative situation in which the creature is likely to exhibit ferocity, such as when attacking prey or defending its lair. The creature gains a +3 bonus to any Armed Combat, Unarmed Combat, and Willpower tests during such situations.

PREREQUISITES: Willpower 1+

Flight

The creature can move through the air.

EFFECTS: As a movement action, the creature can fly through the air at half again its normal movement rate, unless some other speed is listed.

COMPLEMENTS: Speed

PREREQUISITES: Strength 0+, Nimbleness 0+

RESTRICTIONS: Immobility

Immobility

The creature lacks normal means of locomotion. It may be root-bound, like most plant-life, or adrift, like kelp.

EFFECTS: Reduce the creature's movement rate to naught.

RESTRICTIONS: Burrowing, Evasion, Flight, Speed

Incorporeal

The creature lacks a physical body.

EFFECTS: Incorporeal creatures pass through solid matter unhindered. They are not especially fast and possess only half the normal movement rate they otherwise would. Incorporeal creatures cannot manipulate physical objects except by means of other special abilities. They are immune to heat, cold, fire, falling, weapons, poison, and corrosives. Most creatures with this special ability have at least one weakness, such as a susceptibility to magic.

COMPLEMENTS: Invisibility, Vulnerability

RESTRICTIONS: Flight, Vulnerability

Invisible

The creature is invisible to one or more means of detection, usually sight.

EFFECTS: The creature is almost entirely imperceptible to one or more specific methods of detection, such as sight, sound, or smell. Any Observe test made to detect the creature using that method of detection has TN 25.

Invulnerable

The creature is completely immune to a specific thing that would otherwise harm it.

EFFECTS: Choose something that could otherwise harm the creature; the creature suffers no damage from it. Examples include corrosion, disease, fire, magic, falling, all physical damage, a specific poison, all poisons, or anything else that can be imagined.

RESTRICTIONS: Resistance (to the same thing), Vulnerability (to the same thing).

Lure

The creature produces a sound, vibration, scent, strobe, or magical pull that entices its prey to approach it.

EFFECTS: Define the creature's prey. Examples include a specific race, a category of races, or simply all other creatures. As a full round action, the creature can attempt to lure all prey within its Bearing score times ten yards toward it by making an opposed Bearing test against the target's Willpower. Range test modifiers apply to this test. See 'Table 9.16: Ranged Combat Tests' on page 230 of the core rulebook. Point blank range is 1 yard, short range is the creature's Bearing score in yards, medium range is twice this distance, long range is three times, and extended range increments are further multiples of the Bearing score. A single Bearing roll is compared to each individual target's Willpower roll. When the creature succeeds, the target moves at its full Walking pace toward the creature until it is attacked—when it can again act as it wishes—or until something else catches its attention, in which case the creature must make a new opposed test to continue luring it. Creatures that cannot perceive the lure are immune to its effect.

PREREQUISITES: Bearing 1+

Mighty Charge

The creature charges with great ferociousness, causing great damage when it does so.

EFFECTS: The creature receive a +3 (rather than +1) bonus to Armed Combat tests when charging. A successful charging attack does twice normal damage (rather than one and a half times normal damage). All other effects of the charge remain the same.

Mount: Steady

The creature can be ridden, and is not easily spooked in battle.

Effect: The creature is not easily spooked in battle and its rider does not suffer the normal -1 to -4 penalty when entering combat.

Mount: War-trained

The creature can be ridden, and can attack in battle without causing problems for its rider.

EFFECT: The creature has an allotment of one action per round when ridden, which it can use to attack any target designated by its rider.

Multiple Attacks

The creature can use its innate abilities to perform multiple, distinct attacks each round.

EFFECTS: The creature gains one additional action per round, which can only be used for combat actions such as attacking or dodging. A creature can have this special ability a number of times equal to the number of Natural Weapons it possesses.

PREREQUISITES: Natural Weapon.

Natural Weapon

The creature possesses a natural weapon such as fangs, claws, stingers, sharp spines, or pincers.

EFFECTS: Select the form of natural weaponry that applies to the crea-

ture. It can use these innate weapons to inflict damage by making a successful Armed Combat: Natural Weapons attack test. Unless otherwise indicated, attacks with natural weapons inflict 1d6 points of damage plus the creature's Strength modifier. A creature can have this special ability more than once to represent additional attack forms—a set of pincers and a tail stinger, for example—but the creature does not get additional attack actions unless it also has the Multiple Attacks special ability.

A creature's natural weapon is not (necessarily) poisonous, nor can it (necessarily) be used to attack over a distance. These effects are only possible in combination with the Poison and Ranged Attack special abilities.

PREREQUISITES: Nimbleness 0+, Strength 0+

RESTRICTIONS: Incorporeal

Poison

The creature exudes, secretes, or spits some kind of toxic substance.

EFFECTS: The creature delivers a poison defined according to the rules for poisons found on page 246-7 of the core rulebook. A creature can deliver contact or injury poison via a Ranged Attack, if it has that special ability as well.

COMPLEMENTS: Invulnerable (to the poison)

RESTRICTIONS: Incorporeal

Prehensile Appendage

The creature possesses an additional appendage it can use to manipulate objects or facilitate movement. Examples include claws, hands, paws, pincers, tails, tentacles, or trunks.

EFFECTS: The creature can use its additional appendage with full Strength and Nimbleness. Using the appendage costs actions normally. If the appendage aids in locomotion, the creature gains an extra action it can use for movement actions (only). Otherwise the limb confers an extra

FELL BEASTS AND WONDROUS MAGIC

action that can be used for any purpose other than movement or combat. A creature can have this special ability more than once to represent additional extra appendages.

COMPLEMENTS: Multiple Attacks

PREREQUISITES: Nimbleness 1+, Strength 1+

RESTRICTIONS: Incorporeal

Ranged Attack

The creature can attack at a distance.

EFFECTS: The creature can perform one type of attack—Corrosive, Natural Weapon, or Poison—at range. Point blank range is 1 yard, short range is the creature's Strength score in yards, medium range is twice this distance, long range is three times, and extended range increments are one-half the Strength score.

PREREQUISITES: Corrosive, Natural Weapon, or Poison

Regenerate

The creature heals rapidly.

EFFECTS: Creatures with this ability heal a Wound Point every hour, rather than every day. They may make Stamina tests every seven hours, rather than every week, to recover extra Wound Points equal to their Vitality modifier. See 'Healing' on pages 247–8 of the core rulebook. Alternately, other time increments—minutes or rounds, for example—can be substituted. (Creatures can also be made to heal more slowly by increasing the time increment.)

PREREQUISITE: Stamina 1+

Resistance

The creature is less susceptible to a particular type of harm than it would be otherwise.

EFFECTS: Choose something that could otherwise harm the creature. Examples include corrosion, disease, fire, magic, falling, all physical damage, a specific poison, all poisons, or

anything else that can be imagined. When sustaining damage from that source, the creature makes a TN 10 Stamina test. If successful, it takes half damage and ignores any secondary effects like sickness or stun. If unsuccessful, it takes three-quarters damage (but does suffer secondary effects).

PREREQUISITES: Stamina 1+

RESTRICTIONS: Invulnerable (to the same thing), Vulnerability (to the same thing)



Speed

The creature moves quickly for its size.

EFFECTS: Double the organism's normal movement rates based on its size. This special ability can apply one, some, or all forms of movement (overland, flying, swimming, burrowing, and so on) at the creature's disposal.

PREREQUISITES: Nimbleness 4+, Strength 1+, Swiftess 1+

RESTRICTIONS: Immobility

Spellcasting

The creature has the ability to cast spells or otherwise create spell-like effects.

EFFECTS: Choose spells from the core rulebook which the creature can use. Unless otherwise noted, the creature is restricted by the standard spellcasting rules, such as Stamina tests requirements. Some creatures, however, can cast spells without gestures, words of command, or Stamina tests, though these capacities are very powerful and should be assigned by Narrators sparingly.

PREREQUISITES: Wisdom 1+

Terror

The creature's very presence causes fear.

EFFECTS: The creature's Intimidate (Fear) skill operates continuously even when the creature does not spend actions to cause fear in its opponents. Opponents who face the creature must roll to resist this effect every round. In such cases when actions are not spent, however, the creature adds its skill ranks to its Bearing modifier and *divides the sum in half* before adding its roll and comparing the result to the target's Willpower. All other fear effects remain the same, including the combat bonuses described on page 127 of the core rulebook. Of course, having this special ability does not prevent the creature from spending actions to use its Intimidate (Fear) skill at full power.

Narrators should note that Terror is a powerful special ability that should be used sparingly against less advanced heroes.

Trample

The creature can use its speed and bulk to charge over the top of its opponents, causing them grievous harm.

EFFECT: By making a full-round move action over or through a target and making a successful Strength attack test, the creature can knock down and trample a target, inflicting 2d6 points of damage, unless some other amount is specified.

Vulnerability

The creature is more susceptible to a particular type of harm than it would be otherwise.

EFFECTS: Choose a category of things that might harm the creature. Examples include corrosion, disease, fire, magic, falling, all physical damage, a specific poison, all poisons, or anything else that can be imagined.

When sustaining damage from that source, the creature makes a TN 10 Stamina test. If successful, it is harmed normally. If unsuccessful, it suffers double the normal damage or attribute reduction, the duration of secondary harmful effects such as sickness or stun is doubled, and the onset time of poisons, corrosives, and the like is halved. Vulnerability to absolute effects like those caused by various spells—a creature either suffers the affects of *Command* or does not, for example—is reflected in a –5 test modifier to reaction tests versus those effects' influence.

It is also possible for a creature to be vulnerable to something that is not normally harmful at all. In cases such as these, the thing or category of things that causes harm must be chosen and an amount of damage specified for a given duration of exposure. For example, Barrow-wights have Vulnerability (sunlight, 2d6/round).

RESTRICTIONS: Invulnerable (to the same thing), Resistance (to the same thing)

TN EQUIVALENT

As described in the Introduction, the TN Equivalent is an estimation of the difficulty a party of heroes will have defeating a given creature whether they try to prevail by arms, stealth, might, or some other virtue. The last task of creature creation is for the Narrator to assign a TN Equivalent, bearing all the creature's characteristics in mind.

The easiest method for assigning a TN Equivalent is to imagine whether the threat posed by the creature is simple, routine, challenging, difficult, virtually impossible, or legendary. Since each of these descriptions corresponds to a particular TN Equivalent the score can simply be looked up on Table 0.2: TN Equivalents on page 7. Such descriptive words, however, can

be imprecise.

Narrators may, optionally, weigh creatures of their own creation against those presented in Chapter One and Chapter Two of this book, assigning a TN Equivalent that seems reasonable by comparison. As a third option, Narrators can calculate the creature's primary combat statistic, Observe total, or Intimidate total—whichever is highest—round to the nearest multiple of 5, and assign that number as the TN Equivalent.

Perhaps the most accurate method is to calculate a TN Equivalent according to each of these three methods and average the results. In the final analysis, though, TN Equivalent is an imprecise description. With that in mind, Narrators should spend more time considering how the creature would fare against the heroes in her chronicle than in assigning such an arbitrary characteristic with miniscule precision.

WONDROUS MAGIC

*In panoply of ancient kings, in chainéd
rings he armoured him; his shining
shield was scored with runes to ward all
wounds and harm from him. . . ?*

—*The Fellowship of the Ring*



agic courses through Middle-earth, infusing the land, its people, its creatures, and the objects—created or found—that can be discovered throughout. From the greatest of legendary swords to the simplest Elf-ropes, magic permeates many of the objects found in Middle-earth.

Many enchanted items are described in the core rulebook, on pages 194–201. The pages that follow describe additional items of wondrous magic which Narrators can introduce into their chronicles, as well as guidelines for describing artefacts of magic from the Narrator's own imagination.



ARMOUR

Many are the perils of war. Fortunately, the Free Peoples have been blessed with renowned armourers of great skill. The Dwarves of Belegost and Nogrod are thought to have been the first to forge mail and helms capable of defying Dragon-fire, and with the aid of the Elf-runes, these talented smiths imbued their masterworks with spells of guarding and protec-

tion. More potent still were the hands of the Noldor—newly come to Middle-earth in the fire of their youth—whose teachers had been the Valar themselves. As for Men, they achieved the zenith of their armouring—as with so many other pursuits—in Númenor of old. But that land is now lost, and with it, most of its lore.

By the late Third Age, armour of enchantment is more likely to be inherited or gifted from some ancient hoard than forged by any living hand.



The *mithril* helms worn by the Citadel-guard of Minas Tirith were 'heirlooms from the glory of old days.' So too, at the time of the War of the Ring, the Dwarves of Erebor could not equal the smith-craft which had been practised before the coming of Smaug scarcely three centuries earlier. Indeed, so rare had such works become that the *mithril* corslet Thorin gave to Bilbo was worth more than the whole of the Shire.

But such comparisons miss the mark, because enchanted armoury is not a commodity to be bought and sold. Instead, it is a token of friendship and belonging. What one wears in battle announces one's worth and the honour of one's family, people, or clan. To don a famous helm or legendary shield makes one part of a continuing epic. To know the lineage of such items is an essential facet of their use.

ARMOUR OF THE ELDER DAYS

Although not as hard or fine as *mithril* mail, the hauberks the Noldor brought to Middle-earth from Valinor for the Wars of Beleriand lay claim to greater ancestry. Such is their beauty and majesty that, when worn upon the field of battle, they *Evoke Awe* in one's foes (+8 to Intimidate tests) and inspire one's comrades to greater feats of courage and heroism (+8 to Inspire tests). Such fabulous pieces of armour absorb 7 points of damage from each attack as well.

Any who behold a warrior arrayed in such mail perceive a tangible aura of brilliance about him. Those with knowledge or memory of the Elder Days may, for a moment, forget where they stand, believing themselves transported back in time to the glorious battles of Gondolin or Nargothrond. Undoubtedly, Noldorin armour is preserved among the Elves of Lindon and Rivendell, but perhaps a hauberk hangs still in



some forgotten foundry of ruined Eregion or beneath a hill of corpses upon the Dagorlad, where the Last Alliance contended against the hosts of Mordor.

DRAGON-HELM OF BELEGOST

The ancient Dwarves of the Blue Mountains forged visored helms to protect their wearers against the heat of Morgoth's Dragons. These iron masks were often fashioned in the likeness of a Dragon's head or some other frightening visage, the more to taunt and mock their foes. Woven with runes of warding, a Dragon-helm carries with it an enchantment to foil the hottest flame. However, this magic works only in a combat situation. It does not permit the wearer to walk unscathed through a bonfire.

Dragons know well these works of the Dwarves, and they automatically attack those who wear them, regarding them as mortal enemies. Many a Dragon-helm has become the trophy of a Dragon-hoard, and that is the most likely place to find one in the late Third Age.

HELM OF DREAD

The fell arts of sorcery have been brought to bear upon the forging of armour in the depths of Mordor. The results are worn by the Dark Lord's favoured captains and lieutenants, such as Gothmog or the Mouth of Sauron. Wrought of black iron, these helms bear the device of the Lidless Eye and are unique in their design in order to distinguish their wearers from the rank and file. Their virtue (if such it can be called) is to *Evoke Fear* in friend and foe alike.

In battle, they are a bane to mundane weapons, as per the spell *Bladeshattering*, affecting any weapons that touch the helm's wearer. Enchanted weapons get an opposed test roll to avoid destruction. The Narrator must choose the appropriate TN and bonus based on the blade's quality and lineage.

A helm of dread—and any other sorcerous artefact recovered from the battlefield—is normally destroyed by the Free Peoples. A player character who keeps or makes use of such an item is invariably treated as a traitor to the West.

RINGS

'The Enemy still lacks one thing to give him strength and knowledge to . . . cover all the lands in a second darkness.

He lacks the One Ring.'

— The Fellowship of the Ring

The Rings of Power hold the most potent magic ever given physical form in Middle-earth, and it is no accident such might was infused into such form. Placing magic into sword or mail is perilous business, for they are artefacts of war, sheathed and put aside in times of peace. Infusing a staff with power is the habit of many wizards, but staffs are unwieldy and obvious about the magic they contain. Rings are small in comparison, and ubiquitous among Men. Even mundane rings are infused with great symbolic power; magical rings are a magnitude more powerful still.

The Rings of Power—the One, the Three, the Seven, the Nine—are described in detail in the core rulebook on pages 198–201, and are not revisited here. The following sections describe other rings that can be used by Narrators in their own chronicles. Each is described using the following characteristics.

DESCRIPTION: The ring's physical features.

HISTORY: The events of the ring's creation and use, as well as information about how it came current location.

RULES: The game rules that outline the ring's abilities, powers, and its effect on its bearer. This section also sometimes includes the TN for Lore: Rings of Power rolls to research the ring in order to discover its history and abilities.

USAGE: How to incorporate the ring into your game and deal with the difficulties a character wearing it may encounter.

THE LESSER RINGS

'Lesser' is a term of relativity; the Lesser Rings are powerful magical artefacts, inferior only when compared to the One, Three, Seven, and Nine. Of the Lesser Rings there are two types. The first, and rarer, are the Lesser Rings the Elves of Eregion forged in the days before they turned to Sauron for guidance in their craft. These rings are generally beneficial to those who wear them. The second type, and more common, are the Lesser Rings created by Elven-smiths using the techniques and enchantments given to them by Sauron. All of this second class of Lesser Rings ultimately prove inimical to the Free Peoples. In addition to their tendency to corrupt—as the One Ring corrupted Bilbo, as the Nazgûl were corrupted to their current form, as the Dwarves were driven mad with greed—Sauron lusts after even the Lesser Rings and eagerly dispatches his servants to recover them whenever they surface.

The information that follows discusses the range of Lesser Rings rather than describing one in particular, allowing Narrators to develop specific artefacts to fit the circumstances of her own chronicle.

DESCRIPTION: Without exception, the Lesser Rings are beautiful objects created from gold, silver, platinum, mithril, and other valuable metals, sometimes with different metals wrapped together into intricate designs. Most—but not all—are also set with beautiful gemstones, either alone or in sets.

HISTORY: As discussed above, some Lesser Rings were crafted before Sauron lent his aid to the Elven-smiths, while others, created later, were corrupted by his power. During the War of the Elves and Sauron, the Dark Lord sought to claim as many of both types of rings as possible. Thus, most are found on the hands of his minions or in the treasure-houses and

vaults or Mordor. Nevertheless, many others are still scattered across Middle-earth in the aftermath of the many wars and struggles between the Free Peoples and Sauron. A few even remain upon the fingers of the Elves who created them millennia ago.

RULES: The Lesser Rings grant a wide range of powers—it is said that no two are exactly alike. A 'typical' Lesser Ring's virtue is to allow the bearer to cast a single spell as an ability, without making a Weariness test. Others, however, grant powers different from any spell known to the Wise. Such powers include a long life; the effects of edges like Accurate, Armour of Heroes, and Fell-handed; and even more ill-defined abilities such as a likelihood to prosper in business dealings. Some rings impart more than one ability, though these are more rare. Narrators should remember that each Lesser Ring was crafted by a powerful Elven-smith for some specific purpose, and its abilities should be assigned with that aim in mind.

All of the Lesser Rings forged after Sauron imparted his knowledge to the Elves also tend to corrupt their bearers, exerting a similar hold on them that the One Ring did on Bilbo. Any mortal bearing one must make a TN 20 Willpower test to be rid of it or subject it to harm. He must make a TN 5 Willpower test to avoid striking or fleeing from anyone who asks to see it or hold it. If a Lesser Ring is taken from its bearer by force, he must make a TN 15 Willpower test or be driven mad by desire for it. Immortal creatures, such as Elves, ignore these effects.

USAGE: Lesser Rings, despite their name, are not trifling objects. Their appearance in a chronicle should be a major event, and their place in the story should relate to the history of the Lesser Ring. Even if the heroes do not realise at first what they have found, the discovery of a Lesser Ring should represent a turning point in the story and a landmark in their lives. The discovery of a Lesser Ring is also

typically an event that draws the attention of loremasters, magicians, kings, and the minions of the Shadow, so in addition to a Lesser Ring's impact on the characters who find it, the Narrator should consider others in Middle-earth who also seek such treasures.

RINGS OF COMMAND

DESCRIPTION: These rings—of which there are many—are crafted from plain steel crafted to look like chain. Each is set with a rough, unpolished gemstone.

HISTORY: Sauron crafted the Rings of Command to cement his domination of the Orcs, Trolls, Easterlings, and others under his command. Gifted to captains who entered his service, their purpose was twofold. Those who wore them were able to command the hearts and minds of those who served beneath them. But in addition, they allowed Sauron to dominate and control their wearers. Needless to say, anyone openly wearing one of these rings marks himself as an enemy of the Free Peoples.

RULES: Those who wear these rings gain the ability to use the *Command* spell at will and without a *Weariness* test. This ability, however, may only be used against those who are allied with the wearer. Thus, a bandit chief who wore a Ring of Command could gather like-minded raiders to his banner and command them utterly, but he could not use the ring to dominate a hero who opposed him. In this manner, Sauron's servants band together despite their selfish, squabbling natures. Many of his captains—predictably, perhaps—abuse these items for personal gain, for amusement, to settle vendettas, and to press those under their command into pointless, suicidal attacks.

In addition to their Command ability, those who wear these rings are completely susceptible to Sauron's

will. At the start of each day the bearer may make a TN 25 Willpower test to resist this control until the sun sets, but otherwise, Sauron may control them utterly.

USAGE: The characters may face what seems to be a rather mundane threat, such as a minor Orc-incursion or bandit gang, only to discover that their enemy's leader wears a Ring of Command. Such a revelation indicates Sauron's hand in the attack and may indicate a far greater peril of which the attack is but a symptom.

WINTER WARD

DESCRIPTION: Crafted from icy blue crystal and set with a small, pale diamond, this ring is cold as ice to the touch. However, when worn a feeling of warmth and comfort passes through its wearer.

HISTORY: Forged by the great Elf-smith Celebrimbor as a precursor to the Three, Winter Ward fell into the Dark Lord's hands during the War of the Elves and Sauron. For many years it was lost. It reappeared when it was recovered by Gerefel of Dale from a dead chieftain of the Easterlings in TA 2911, during the Fell Winter. From what Gerefel could determine,

the Easterling and his forces had wandered north with insufficient supplies to withstand the coming winter. For many years, the ring passed down Gerefel's line until it was lost at the Battle of Five Armies, along with the Gerefel homestead, which was located some leagues north of Dale.

RULES: Winter Ward provides protection against cold, snow, and ice. Its bearer feels comfortably warm in even the most frigid conditions. He takes half damage from all fire, including flame spells, and is similarly comfortable in even the most extreme heat. In addition, he can cause the temperature around him to drop suddenly, inflicting a -1 test modifier to all tests on those within 10 yards who are not thickly insulated against it.

The powerful enchantment of Winter Ward takes its toll on anyone who wears it. Its cooling influence makes its bearer sluggish and slow to react, imposing a -2 test penalty on all Nimbleness and Quickness tests. Furthermore, the ring compels its wearer to seek out colder climes. Each year, he must make a TN 10 Willpower test or seek permanent lodging at least 10 leagues north of his current home.

USAGE: Winter Ward may now be in the hands of the Orcs of the Misty



STAVES

All that the unsuspecting Bilbo saw that morning was an old man with a staff.

— *The Hobbit*

Mountains. Its magic could help a chieftain to unseat his competitors. With the death of the Great Goblin and the aftermath of the Battle of Five Armies, an Orc with this ring could quickly rise to power in the Misty Mountains and unite the Orcs under his banner. The characters may have to recover this ring and cast down the chieftain to prevent a great uprising amongst the Orcs. As this ring was fashioned without the aid of Sauron, it may linger on after the War of the Ring, helping to keep the Orcs united in their wars against the Free Peoples, despite the fall of Sauron. Alternatively, the characters may seek this ring to help them complete an epic quest. The ring's powers may prove their sole protection on some journey into a region of great heat or cold.

HEIR'S RING

DESCRIPTION: Forged from plain steel, this ring is set with a single, small ruby. Etched upon the ring's band is a stylised representation of Meduseld, hall of the Kings of Rohan.

HISTORY: Forged as a royal symbol of the Mark, this ring passed from generation to generation of Rohirric nobility. Normally, the reigning king's heir bore this ring. This tradition continued until King Walda was slain by Orcs in TA 2851. Since then, the ring has been lost.

RULES: Any enemy of the Mark carrying the Heir's Ring elicits the full fury of Rohan's horsemen. They attack any such a villain on sight in hopes of regaining their kingdom's heirloom. Any person or party who recovers the ring and returns it to its rightful owners is richly rewarded. In addition, they gain the edge Ally (Riddermark).

USAGE: The Heir's Ring could be an important tool for characters who seek to win the trust of the Rohirrim. The characters could be charged by

Walda's successor, Folca, to hunt down the Orcs who slew Walda and recover the ring for Rohan. For a game set during the War of the Ring, the characters may seek the Heir's Ring to help bring Rohan into a firm alliance with Gondor. In the aftermath of the war, the characters may need King Éomer's aid in their tasks, which this ring could surely win for them.

THE WITCH-KING'S SEAL

DESCRIPTION: In appearance, this ring is a plain iron band with a crown design worked upon it.

HISTORY: When, in his guise as the Witch-king, the Lord of the Nazgûl threatened the North, he gave to his captains these rings to symbolise their power and standing. They became an enduring symbol of the Witch-king's terror, and even into the final days of the Third Age were an effective symbol of evil.

RULES: Anyone who openly displays one of these rings gains a +1 test modifier to Intimidate (Fear) tests against those who recognise it. This effect is not the result of magic but of the dreaded reputation attached to these items.

USAGE: Characters who encounter those bearing these rings will quickly be able to tell their alliance. On the other hand, characters who do not yet know what these rings symbolise may have to seek masters of lore who can tell them. After the War of the Ring, an ambitious, black-hearted schemer could appropriate the Witch-king's seal as a quick, effective way to gather support amongst the scattered servants of the Shadow. The characters may be alarmed to see the Witch-king's symbols in use once again, and part of the chronicle may revolve around determining if this new threat is truly connected to the Nazgûl or Sauron.

In the hands of a traveller, a staff is no more than a walking stick to ease the way along a rocky, winding trail. While a wizard may at times use his staff in a similar manner, its true value lies in its magic. The Five Wizards each bore a staff, and as a traveller leans on a plain staff to help ease his journeys, so too do the Five and lesser wizards rely on their staves to support their magic.

It is difficult to overstate the importance of a wizard's staff to the one who wields it. The destruction of Saruman's staff was a powerful statement of his banishment from his order. While wizards, magicians, and others of the Wise can work magic without staves, such item are both practical and symbolic of their skill and accomplishments.

Staves are the province of wizards: only members of the arcane order founded by the Five Wizards have the talent and knowledge to craft these wondrous objects. Lesser magicians and loremasters often carry walking sticks, canes, and similar items, but none are imbued with the magic of a true wizard's staff.

A staff is quite unlike a blade of Elvish make or a Dwarf-forged coat of armour. One cannot simply take hold of it and make use of its arcane secrets. Rather, each staff is wrought and carried by a single wizard who may use its powers. In the hands of one who has no knowledge of magic, a staff is a wooden stick. A lesser magician may be capable of tapping into some of a staff's abilities, but even an accomplished loremaster or magician can only use the least of a staff's powers.

A wizard's staff reflects his power and ability. As he masters more spells and gains more lore, so too does his staff develop new capabilities to aid his magic and enhance his abilities. Creating a staff is not simply a matter of carving a length of wood. The magic of Middle-earth is subtle, an art rather than a science. A wizard shapes his staff over long years of carrying it and practising his magic. Much like the subtle magic of Middle-earth causes regions to reflect the hearts of those who dwell there, a staff grows to mirror its bearer's magical talents.

The Staff wizard order ability continues to function as described on page 113 of the core rulebook, giving a wizard who has it a +2 bonus to Stamina tests to resist Weariness from spellcasting. The new wizard order ability described below, Staff of Power, gives access to Staff Abilities, which are described in detail below.

NEW WIZARD ORDER ABILITY: STAFF OF POWER

A wizard's staff—or rod, wand, or similar object—grows to reflect his

increasing power and ability. When a wizard chooses this ability, he forms a deep bond with his staff that transforms it from a personal talisman or trinket to a physical representation of his magical skill. The wizard gains five staff picks which he uses to develop the staff's *staff abilities*.

A wizard does not simply will an ability to appear. Rather, the staff develops it in response to the wizard's magic and deeds. When a wizard desires a new staff ability, his behaviour and accomplishments with magic must follow suit. If they do not, he is left with little more than a walking stick.

Choosing this order ability and spending staff picks to add staff abilities to his staff does not affect the staff's basic ability to give a +2 test bonus to Stamina tests to resist Weariness from spellcasting, which was gained when the wizard first took the Staff order ability.

Unless otherwise noted, a wizard may use any of his staff's abilities with a single action.

A wizard's staff is difficult to sunder. The magic flowing through it strengthens its form and shields it from harm. A staff cannot be destroyed by mundane physical

means, though powerful magic such as a spell or a Dragon's fire may ruin it. If a wizard's staff is destroyed or lost, he may gain a new one by re-purchasing the Staff of Power ability and devoting all five staff picks to creating a new staff. The new version then gains all the abilities and features of the wizard's old staff.

In addition to losing a staff through accident or violence, a wizard may be deprived of his staff and his magical talents should he betray an oath or succumb to the Shadow. When a wizard has irrevocably turned his back on his one-time allies and forsworn his oath, his staff shatters to pieces and may never be replaced. He loses all ability to work magic forever more and is cast from the order of the Five Wizards in utter disgrace. He may not even work spells of sorcery, and all other magic is beyond him. Never again may he craft a staff and call himself wizard. All wizards, from the youngest adept to the most accomplished of the Wise, face this terrible fate should they stray from their path.

REQUISITES: Wizard Spellcasting, Staff, Wizardly Power

IMPROVEMENT: A wizard may select this ability more than once, gaining five more staff picks each time. In any case, a wizard can only have one staff at a time.

STAFF ABILITIES

When choosing staff abilities, a wizard selects properties from those listed below. Each ability has a cost the wizard must pay from his available staff picks, as well as a description of how the ability manifests. Each ability is described in terms of the following characteristics.

EFFECT: The game rules for the staff ability.

COST: The number of staff picks the wizard must pay to gain access to the staff ability.

MANIFESTATION: Before a staff ability can manifest, the wizard must complete a deed that draws it forth from his staff. Even after the wizard pays the staff pick cost of an ability, that ability only begins to function after he fulfils its manifestation requirements.

IMPROVING: By spending additional staff picks, a wizard can improve or add new features to a staff's abilities.

Beacon of Hope

A wizard's staff serves as a symbol of his power and will. The mere sight of it inspires hope in his allies and despair amongst his foes. Like a shining standard, it signals the wizard's approach and foretells his enemies' doom.

EFFECT: While bearing his staff, the wizard gains a +2 test bonus to all Inspire and Intimidate tests. The wizard must use an action to hold his staff aloft and attempt the skill test. The wizard may use this ability only once per scene or battle.

COST: 1 staff pick

MANIFESTATION: A wizard must achieve an extraordinary success with either an Inspire or Intimidate test to gain this staff ability.

Defence

A wizard's staff not only sustains his magic but may help preserve his

life. In battle, he wields his blade in one hand and his staff in his other, felling his enemies with his weapon while warding off their blows with his staff.

EFFECT: In combat, the wizard counts his staff as a large shield, though not against ranged attacks. In addition, his staff is light and easy to handle, allowing him to make one free parry attempt per round with it.

COST: 2 staff picks

MANIFESTATION: A wizard must achieve a superior success when parrying with his staff in order to gain this ability. This success must come in battle, not while he practices or duels with a friend.



Scribe Sign

With the spike of his staff, the wizard can leave a secret sign that only he and his friends can comprehend. The wizard's runes are not recognisable as such by others. The markings appear as nonsense to most onlookers. The wizard's friends immediately grasp the sign's meaning when they see it.

EFFECT: The wizard may scratch a short message onto any solid surface, with a single sign. The sign appears as nothing more than an indecipherable rune. The wizard and any allies he designates understand the sign's message, which may be up to a dozen words in length. The wizard's chosen allies understand the sign even if they do not share a language, though they must have wits enough to read or potentially become literate. The sign lasts for one week or until the wizard erases it by striking it with his staff. A wizard may have only three signs in existence at a given time.

COST: 1 staff pick

MANIFESTATION: The wizard must have six or more ranks in any

three languages before this ability manifests in his staff.

IMPROVEMENT: The wizard may have three additional signs in existence at once. A wizard may take this improvement more than once, gaining three additional signs each time he takes it.

Spell Patterns

Wizards who bear staves use them to focus and channel their abilities. The staff's form and handling make it an ideal tool for the practitioners of the arcane arts. Over time, a staff's frequent exposure to a wizard's spells subtly changes its form, allowing it to create a spell's effects without straining the caster.

EFFECT: A wizard chooses any spell he knows with Weariness TN 5 or lower. Using this staff ability, he can cast that spell once per day without making a Stamina test to resist Weariness. Furthermore, the spell does not count as one cast by the wizard for purposes of determining the Weariness TN of other spells he casts. Thus, a wizard could use this staff ability and immediately cast another spell without suffering the standard test result penalty for casting too many spells in a short period of time or for having multiple spells in effect at one time.

Spell Patterns is an exception to the rule that only the one who owns the staff can put it to use. Any character with the Spellcasting order ability may cast the spell moulded into the staff as long as he carries the staff. He uses these spells as if they were part of his repertoire of magic, though he may not use any spell that has requisites he does not possess. The spellcaster makes a Weariness test as normal to cast the spell and gains none of the other benefits of this staff ability.

COST: 1 staff pick

MANIFESTATION: The wizard must attain a superior success on the Weariness test made when casting the spell he wishes to imbue in his staff.

When he does so, his staff gains this ability.

IMPROVEMENT: The wizard can take this staff ability more than once, adding the ability to cast more than one spell in this way. The wizard can also associate the following effects with the spells moulded into his staff, at the cost of one pick per effect per spell.

ENDURING MAGIC: When the wizard casts the spell himself or through his staff, its duration increases by 50% without incurring any penalties to his Stamina test to resist Weariness.

STEADY MAGIC: If the spell moulded to a wizard's staff has a duration of 'concentration,' the staff's magic allows the spell to persist for five minutes after the wizard's concentration is broken.



Smiting

Those wizards who stand at the forefront of conflicts against the Shadow must often aid their allies in battle. While a wizard serves to rally and support the armies of the Free Peoples, he may also be pressed to stand at the forefront and lead the charge. At these times, the wizard's staff can be a mighty weapon, cleaving through armour and scattering his foes before him.

EFFECT: When the staff strikes the wizard's opponent, it ignores two points of his armour and deals 2d6+4 damage. In fact, this staff ability works—to a reduced extent—for anyone who uses it as a weapon: it ignores one point of armour (though only deals normal staff damage) when wielded by anyone other than its owner.

COST: 1 staff pick

MANIFESTATION: For this ability to manifest, the wizard must achieve an extraordinary success when attacking in melee with his staff.

Strength of the Staff

While a wizard may lean on his staff for physical support, so too can he rely on it to strengthen his body and mind in the face of overwhelming weariness. The wizard draws power from his staff, refreshing his spirit and allowing him to redouble his efforts.

EFFECT: When recovering Weariness Levels, the wizard cuts in half the time needed to restore himself. His staff draws on the subtle magic of Middle-earth to freshen his mind and nourish his body. The staff may be used to recover a total of three Weariness Levels in this manner per day.

COST: 1 staff pick

MANIFESTATION: To draw forth this ability from his staff, a wizard must be reduced to the Exhausted Weariness Level due to casting spells or engaging in similarly demanding toil.

Wizard's Endurance

By leaning on his staff and drawing on the inner strength and support it offers, a wizard can stave off the effects of Weariness for a short time before succumbing to it. The wizard's staff temporarily sustains him when his body and mind begin to fail.

EFFECT: Once per day, the wizard may lean on his staff and ignore the effects of his Weariness Levels for one action. Any additional levels he incurs due to his action immediately add to his current level of fatigue after he completes his action.

COST: 1 staff pick

MANIFESTATION: This staff ability appears after the wizard successfully casts a spell or achieves a superior success in any skill test, Weariness test to cast a spell, or other action under stressful conditions despite suffering a -4 or worse test result penalty due to Weariness.

IMPROVEMENT: A wizard may select this feature more than once, gaining an additional use per day each

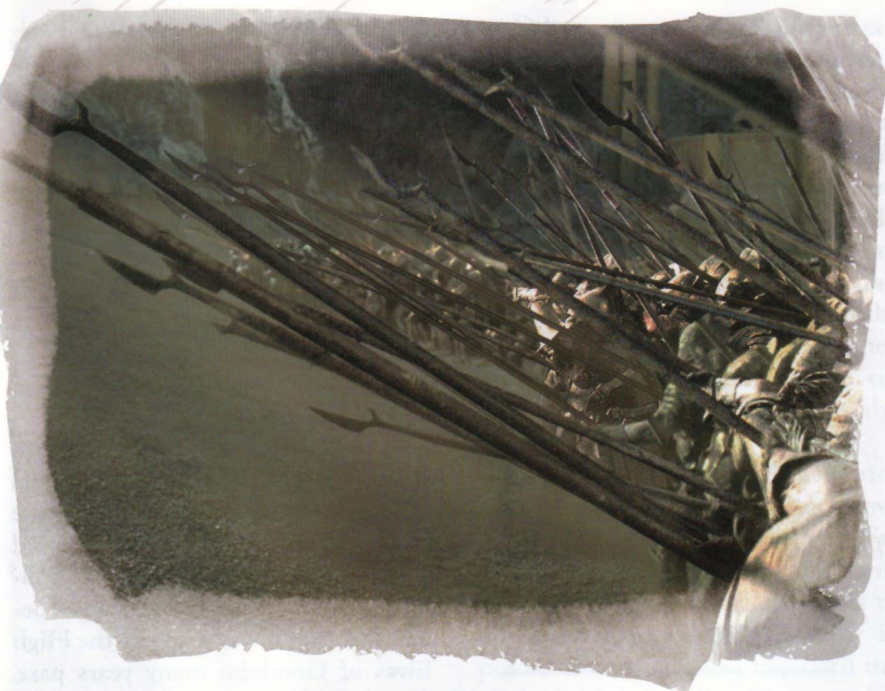
time he takes it. However, a wizard may never use this staff ability more than once per hour, regardless of how many times he purchases it.

WEAPONS

Middle-earth is a place of ages-old conflict, and the tools of conflict are weapons of war. There are many wondrous weapons in Middle-earth, but generally speaking, they are of two types: legendary and magical.

Weapons that strike a significant blow in a renowned combat often take on legendary properties, becoming more than mere metal as their fame grows. Any time a weapon strikes down a major foe of the Free Peoples—a Nazgûl, Dragon, or enemy of similar might—it immediately gains the inherent ability to grant a +1 test modifier to Inspire or Intimidate those who recognise the weapon. As it strikes down more fell enemies, its test modifier grows. When wielding such a weapon, it obviously behoves the wielder to announce the weapon as it is drawn from its scabbard or otherwise revealed, increasing the likelihood of its recognition. Some legendary weapons also gain other abilities, such as bonuses to Armed Combat tests, bonuses to other skills, or the capacity to ignore an armour's damage absorption. Such bonuses become part of a weapon's legacy at the Narrator's discretion.

Other tools of war are imbued with mighty gifts from their very creation, eldritch might imparted so the weapon might serve a higher purpose. Such weapons are typically created with some specific need in mind, such as slaying some specific foe, such as a particular dragon, or race of foes, like Orcs. While many grant their wielders simple test bonuses to those specific ends, most also (or instead) have more easily quantifiable effects. Sting's blue glow in the presence of Orcs is one example. The different



possibilities are as numerous as those who imbue them.

It bears mentioning that a given weapon may easily be both legendary and magical; in fact, this is likely true as often as it is not.

AIGLOS

Gil-galad was the last heir of the Noldorin kings in exile, the leader of the High Elves during the Second Age. His long spear, Aiglos, was one of the greatest weapons of that age. When Gil-galad died battling Sauron at the end of the Age, Aiglos was placed with his body in his tomb.

Aiglos (Sindarin for 'snow-point' or 'icicle') is a bane against Orcs, providing a +10 bonus to attack tests to hit them, and a +5 bonus to all other attacks. Aiglos also cuts easily through armour. The damage absorption of any armour is halved for purposes of resisting damage from Aiglos.

The spear's long shaft was crafted from *mallorn* wood, dark and fragrant, flexible enough to bend but stronger than iron. Its point glows with a bluish light in the presence of Orcs, warning the wielder that he and

his allies are in danger. It detects Orcs within 500 yards. The light becomes brighter the closer the Orcs are, and the more of them there are. This light pains the eyes of Orcs and strikes fear into their hearts. Aiglos' wielder gains a +5 bonus for Intimidate tests against Orcs when the weapon is drawn. When Orcs are within 100 yards, the exposed blade gives off light equivalent to a torch. This can make it difficult for the wielder to hide, and any bonuses that the wielder might get from being in darkness are eliminated.

Aiglos has long since been lost by the time of the War of the Ring. If it could be found again, the warrior privileged to wield it would be a great force against the armies of Sauron. If it fell into the hands of the Shadow, however, it would be lost.

BLACK ARROWS

'Black arrow! I have saved you to the last. You have never failed me and always I have recovered you.'

— Bard, *The Hobbit*

When the kingdom of Dale still stood and its people traded with the Dwarves Under the Mountain, its soldiers were archers of great renown. The Dwarves, as a sign of friendship, crafted arrows for the Dale archers: great, long arrows all of black, enchanted never to break or dull. These wondrous arrows were reserved for battle, being too valuable to waste on a hunt, and were painstakingly recovered after each use. Such was the power of their enchantments that each arrow could be reused without difficulty, save only if it struck enchanted armour or was hewn by a magical blade.

By the Battle of Five Armies, only one black arrow was still known to exist, and that was lost when Bard used it to slay the Dragon Smaug. But more may remain, and they would be a great boon to any archer and a mighty treasure to the people of the resettled Dale lands.

BLADORTHIN'S SPEARS

'[T]he spears made for the armies of the great King Bladorthin (long since dead), each had a thrice-forged head and their shafts were inlaid with cunning gold.'

— *The Hobbit*

These spears, part of Smaug's hoard and reclaimed by Dáin and his kinsfolk after the Battle of Five Armies, were created long ago for a now-dead king and his armies. Yet the spears remain, and such was the skill with which they were made that centuries later their shafts are still strong and their heads still sharp. Each spear adds a +1 to attack tests in combat, +2 against Orcs.

DÁIN'S AXE

Dáin Ironfoot is the King Under the Mountain, ruler of the Dwarves, and a mighty warrior. When still a youth, he avenged his father Náin's death by slaying the Orc-ruler Azog. As a result, Dáin's red axe attained a fame of its own. Since that day, the axe—a large double-bladed weapon with a haft of oak and a blade of red-dened steel—delivers double damage to Orcs and adds +4 to Intimidate tests against those races when in the hands of a Dwarf.

DÚNADAN BLADES

'For each hobbit he chose a dagger, long leaf-shaped and keen, of marvellous workmanship, damasked with serpent-forms in red and gold.'

—*The Fellowship of the Ring*

These blades, also known as barrow-blades, were taken from the Barrow-downs by Frodo and his fellow Hobbits. The daggers, which serve the Hobbits as swords, were crafted by the Men of Westeros long ago, for use against the evil empire of Angmar and its Witch-



king. The blades are enchanted for use against evil, and provide a +2 to attack tests against servants of Mordor. This increases to a +3 against supernatural foes. Lighter than a normal weapon of its size, each blade is also extremely tough and cannot be broken by less than supernatural means.

GROND

'[L]ong had it been forging in the dark smithies of Mordor, and its hideous head, founded of black steel, was shaped in the likeness of a ravening wolf.'

—*The Return of the King*

Sauron created this monstrous battering ram for use in his assault on Minas Tirith during the War of the Ring. The ram is enchanted and carries the spells *Evoke Fear*, *Shatter*, and *Sundering*. *Evoke Fear* is a constant effect. *Shatter* affects any weapons aimed at the ram, harming them on contact, and *Sundering* is cast each time the ram strikes its chosen target. Due to its size, Grond requires at least two dozen Orcs or larger creatures to wield it effectively. It causes 4d6/2d6 damage to fortifications.

HERUGRIM

'Háma knelt and presented to Théoden a long sword in a scabbard clasped with gold and set with green gems.'

—*The Two Towers*

A longsword set with green gems, this mighty blade belongs to Théoden the Old, the King of Rohan and leader of the Rohirrim. When wielded from horseback this royal blade lends its wielder a +1 bonus to Armed Combat tests and a +2 to any

tests involving horsemanship and riding.

For many long years the king's advisor, Gríma Wormtongue, held Herugrim in his own chambers, supposedly safeguarding the blade for Théoden. In fact, Wormtongue was hiding it from Théoden's hand in order to tighten the spell woven over the king that aged and weakened him.

GLAMDRING

A beautiful longsword with Elvish runes along its blade and jewels in its hilt and on its scabbard, this is the favoured weapon of Gandalf, found many years ago as part of a Trollhoard. The blade's name means Foe-hammer, and it was made by the High Elves of Gondolin many years past, for their king to use during the Goblin Wars.

The blade has three powerful gifts. First, it grants its wielder a +5 bonus to attack tests against Orcs. Second, as many old Elvish blades do, Glamdring glows blue in the presence of those foul creatures, its light intensifying as they approach. The range of this detection is 500 yards, at which distance the light is a mere glimmer. When faced with Orcs, however, the blade becomes a blue flame, paining such creatures and providing a +5 Intimidate bonus against them. This is not always an advantage, however, as the blade's light cannot be controlled or dimmed, and may give away any attempts at stealth. Third and last, Glamdring was forged to slice through Orc-armour, and it has a particular skill at cutting through metal. The damage absorption of any armour is halved (rounding in Glamdring's favour) when resisting Glamdring's attack, and mere metal chains and locks can be cut as easily as soft wood.

Gandalf is rarely without Glamdring, though during his ordeal after the Balrog the two may have been parted. If this were so, the wizard would value the blade's return and

owe a great debt to any who aided him in this quest.



GÚTHWINĒ

'And then wonder took him, and a great joy; and he cast his sword up in the sunlight and sang as he caught it.'

— *The Return of the King*

This longsword belongs to Éomer, Third Marshal of Rohan and sister-son to Théoden King. It grants its wielder a +2 to attack tests against Orcs, such is its owner's hatred for that race, and a +1 to all Nimbleness tests while drawn. It is a renowned weapon within Rohan, and if for any reason the blade should be separated from its owner, all Rohirrim would honour and respect the ones who returned it to Éomer's hand.

MORGUL-BLADES

'There was a cold gleam to it. As Strider raised it they saw that near the end its edge was notched and the point was broken off.'

— *The Fellowship of the Ring*

Some of the most insidious weapons of Sauron, these narrow daggers and knives are wielded by the Nazgûl and other favoured servants. When the blade pierces flesh, it inflicts an additional 1d6–2 (minimum of 1) points of damage to the victim, and it feels as if a dart of purest ice had entered the flesh. This is because the tip of the blade breaks off under the skin. But it does not remain there for long, for the tip begins to move its way towards the victim's heart.

Until the tip is removed the victim suffers a –2 penalty to all tests, above and beyond any other penalties. Far more dangerous, however, is the damage the tip of the blade continues to do: another 1d6–2 (minimum of 1) points of damage every day until the victim is healed or dies. Curing such a wound requires a TN 25 Healing test.

The greatest weakness of the Morgul-blades is that, as devices of purest Darkness, they cannot stand the light of day. The blade of such a weapon turns to smoke in the sun, leaving only the hilt behind.

ORCRIST

'They knew the sword at once. It had killed hundreds of Goblins in its time, when the fair elves of Gondolin hunted them in the hills. . . .'

— *The Hobbit*

The mate to Glamdring, this longsword's name means Goblin-cleaver in Sindarin. It was found in the same Troll-hoard as Glamdring and was claimed by Thorin Oakenshield, King Under the Mountain. When Thorin perished in the Battle of Five Armies, he was buried beneath the Lonely Mountain, with Orcrist naked in his hands. Dwarves say that the blade still warns

of approaching danger by its glow, and that in this way Thorin still watches over them.

Dáin and his kin would be loathe to part with the blade, though if the need were great they might agree to loan it out, particularly to other Dwarves. This blade possesses the same traits as Glamdring, and indeed the two are very similar in appearance.

STING

A third blade was found in the Troll-hoard from whence Glamdring and Orcrist came. It was also of Elven make, though not named, for it was merely a short sword, not marked by runes or gems. This blade Bilbo Baggins claimed as his own, for its size suited his own small stature, and he bore it throughout his long adventure to the Lonely Mountain and back again.

When facing the giant spiders of Mirkwood, Bilbo named his blade Sting, and later that blade won still more fame when it was passed from Bilbo to his nephew Frodo, the Ring-bearer. Sting has since travelled through many of the lands of Middle-earth, and although more than once it has been parted from Frodo always the blade finds a way back to its owner. It possesses the same traits as Glamdring and Orcrist, and eventually became an heirloom of the Gamgees.

THE WITCH-KING'S MACE

In times of war, the Lord of the Nazgûl favoured a black mace. This large ebony weapon, shaped from some dark metal, can shatter stone as easily as bone. The mace contains the spell *Shatter*, which it casts upon contact. It also contains the spell *Evoke Fear*, which it projects whenever wielded. A Strength of 12 or more is required to use the heavy weapon effectively.

MISCELLANEOUS ITEMS

Middle-earth is filled with many sorts of wondrous items. Items without easy classification are described in the following sections.

THE ARKENSTONE

'The great jewel shone before his feet of its own inner light . . . ten thousand sparks of white radiance shot with glints of the rainbow.'

—*The Hobbit*

The greatest treasure of the Dwarves of the Lonely Mountain, this large, white gem was carved from the mountain itself, its natural beauty enhanced by the skill of the Dwarves. It casts a pure, white light of its own, comparable to a large torch in intensity, and it doubles the brightness of any nearby light as the illumination is magnified and reflected by its many facets. The Arkenstone does have a dangerous side, however, for any Dwarves who see it are overcome with greed for it and seek to possess the gem for their people above all else, unless they make a TN 20 Bearing test.

DWARF-INSTRUMENTS

'It was a beautiful golden harp, and when Thorin struck it the music began all at once, so sudden and sweet that Bilbo forgot everything else.'

—*The Hobbit*

Though proud and warlike, the Dwarves are also full of merriment and cheer, and they delight in music and dancing. Thus it should surprise no one that the Dwarves crafted many a musical instrument and that such devices were enchanted with Dwarf-runes. A Dwarf musical instrument never goes out of tune, and its strings and frets and stops and reeds never break despite decades of misuse.

Any musician playing such an instrument receives a +3 to Perform tests, and a +2 to Persuasion tests while playing. Dwarf-instruments are highly prized, by Elves and Men as much as Dwarves, and fetch outrageous prices on the infrequent occasions when they are sold.

DWARF-TOYS

'There were toys the like of which they had never seen before, all beautiful and some obviously magical.'

—*The Fellowship of the Ring*

Dwarves delight in making all sorts of things, simply for the joy in making them and the pleasure they give others. Dwarf-toys are renowned throughout Middle-earth for the sheer amazement they engender in children of all sorts. They come in all sorts of forms and colours. Many of them are able to move on their own or at the command of their owner. Some simply play a merry tune when asked. Others whirl, flip, and cavort in stunning ways.

When a Dwarf-toy is given freely to a person and freely accepted, the giver gains a +3 bonus to all Persuade (Charm) skill rolls made against the recipient. This effect lasts for the next 24 hours. Thereafter, the bonus falls to +1, but it continues until the recipient gives the Dwarf-toy away.

THE FIRE OF ORTHANC

'Then there was a crash and a flash of flame and smoke. . . . [A] gaping hole was blasted in the walls.'

—*The Two Towers*

Saruman crafted many wondrous things, but also many of deadly



intent. None were worse than the blasting fire known as the Fire of Orthanc. This fire comes in the form of a powder, which can be dusted on a surface or against a door or wall. When lit with flint and tinder, the substance ignites, creating a sudden blast, as if the spell *Sundering* were cast by one with a Bearing of 10. Anyone unfortunate enough to be cause within 10 yards of the blast sustains 8d6 damage, reduced, at the Narrator's discretion, by any cover the victim may have. The powder is utterly destroyed in the process, and more must be applied if a second blast is necessary. Saruman's Uruks are entrusted with the use of this blasting fire, and they only apply the precious powder when fortifications prove immune to more conventional assaults.

THE HORN OF GONDOR

Fashioned from a horn of one of the wild Kine of Araw by Vorondil father of Mardil, this horn has been worn by the eldest son of the Steward of Gondor and passed down through that line since the Stewardship began. A Dúnadan who blows the horn gains +4 to Intimidate for two rounds. Blowing the horn requires one action.

Legend has it that if the Great Horn is blown within the boundaries of ancient Gondor, aid is sure to arrive. In reality, the amount of aid is limited by geography. The sound of the horn is loud and deep and can be heard by the Steward of Gondor and his sons, no matter where they may be. If they are too far away to lend aid, though, the sounding of the horn may be in vain.

At the start of the War of the Ring, the horn was carried by Boromir, eldest son and heir of Denethor the Steward of Gondor. It travelled with him during his time with the Fellowship of the Ring, but was cloven in two when he was slain.

THE HORN OF ROHAN

'[A]n ancient horn . . . all of fair silver . . . engraved upon it swift horsemen riding in a line that wound about it from the tip to the mouth. . . '

—*The Return of the King*

Made by the Dwarves long ago and brought to the North by Eorl the

Young, the first King of Rohan, this horn is a family heirloom of the rulers of Rohan. Blowing the horn requires an action. When blown, its blast adds a +2 to all Intimidate and Inspire tests made by the possessor for two rounds.

THE MIRROR OF GALADRIEL

'With water from the stream Galadriel filled the basin to the brim, and breathed on it, and when the water was still again she spoke.'

—*The Fellowship of the Ring*

The Mirror of Galadriel is aptly named, for it reveals to the viewer things that lie within or are related to his own thoughts. It is a tool of self-understanding more than a guide to deeds, enhancing awareness of one's place within a grand tapestry of events. The Mirror offers insight rather than information.

The existence of Galadriel's Mirror is not common knowledge, even to most Elves. Nor is the Lady likely to invite heroes to make use of it unless she believes that they are engaged in a mighty quest of truly global proportions. Not even Aragorn, the leader of the Company, was given access to the Mirror—only Frodo and Sam, and only because the fate of Lórien hinged on the outcome of their quest.

Narrators who introduce the Mirror of Galadriel into their chronicles gain a rich resource for plot development. The visions granted should be specific and detailed, but not easy to understand. They may relate to immediate concerns or to events of broader significance. The Mirror's visions should never tell the heroes what to do. Ambiguity and choice should instead be emphasised.

MIRUVOR

'As soon as Frodo had swallowed a little of the warm and fragrant liquor he felt a new strength of heart, and the heavy drowsiness left his limbs.'
—*The Fellowship of the Ring*

Miruvor, the cordial of Imladris, is brewed by Elrond and his loremasters. This miraculous liquid eliminates all fatigue, chills, hunger, and thirst, and reduces illness and pain as well, though the cordial alone cannot heal such maladies. It is rare, given only to those Elrond holds in the highest respect and whom he considers in the greatest need of its aid.

A character who consumes even a mouthful of *miruvor* regains one lost Weariness Level automatically. Further, the imbiber receives a +4 bonus on Stamina tests to resist Weariness, the effects of exposure, sleepiness, and the like, the effects of which last for one hour.



ORC-LIQUOR

'Uglúk thrust a flask between his teeth and poured some burning liquid down his throat: he felt a hot fierce glow flow through him.'
—*The Two Towers*

The liquor of the Orcs is unsubtle but effective. Brewed deep within Orc-caves, this fiery substance allows

those who drink it to ignore penalties associated with up to 2 Wound Levels, as well as up to -2 in test modifiers due to any fatigue, nausea, or hunger. The effects of each draught last for 1d6+3 hours.

ORC-MEDICINE

'Then he smeared the wound with some dark stuff out of a small wooden box.'
—*The Two Towers*

As with Orc-liquor, this remedy is powerful but not gentle. Crafted from mud laced with Orc-magics, Orkish medicine can heal damage upon contact, though it must enter the wound to do so. When applied to a victim properly, the patient regains a number of Wound Points equal to his Health, effectively healing him an entire Wound Level. Each use of Orc-medicine produces a scar over the treated area the dull brown colour of dried mud. This treatment can only be used once on any given wound and is found only in the possession of Orcs. Heroes who willingly use such foul medicines must make TN 10 Corruption tests each time they do.

THE RED ARROW

'In his hand he bore a single arrow, black-feathered and barbed with steel, but the point was painted red.'
—*The Return of the King*

The Red Arrow is not a weapon, though certainly it could be used as such. Rather, it is a symbol between Gondor and Rohan, a summons to battle and a request for all possible aid and speed. Any bearing such a token are seen as messengers of the highest order, and gain +5 test modifiers to Persuade tests when trying to con-

vince good people of either Gondor and Rohan to aid them.

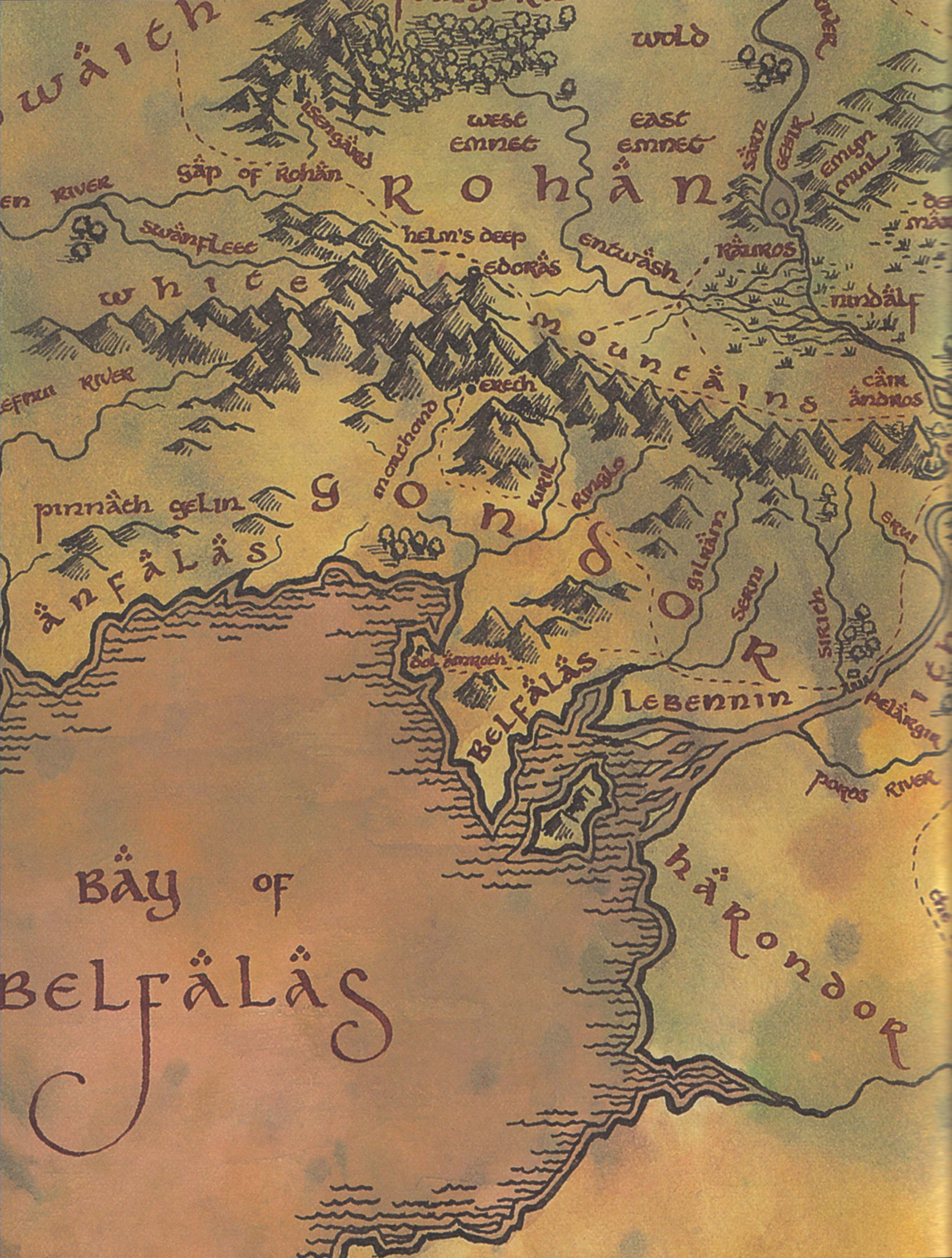
WATER OF MIRKWOOD

'That you should neither drink of, nor bathe in; for I have heard that it carries enchantment and a great drowsiness and forgetfulness.'
—*Beorn, The Hobbit*

This dark water flows from deep in Mirkwood, and its source can be traced south to the dark hold of the Necromancer, which probably accounts for the enchantment of the waters. Any who drink from the stream or bathe in it are affected as if the spells *Slumber* and *Forgetfulness* had been cast on them. Opposed rolls to resist the water's effects are TN 20. If bottled, the water retains its sorcerous potency for one full week.

WHITE MOUNTAIN STAVES

Used by the Men of the White Mountain and charmed with *Finding and Returning*, these staves are made of *lebethron*, the wood favoured by the woodwrights of Gondor. In addition to imparting the effects of the aforementioned spell to those who carry them, these staves grant their users +2 bonuses to both Climbing and Survival (Mountains) tests. If lost, the staves find their way back to their owner within 2d6 days unless that person has departed the area completely. Possession of such a staff is taken as a sign of friendship with Gondor and permission to travel throughout that land even in these troubled times.





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Bàràd-dûr

GORGOROTH

trench
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MORDOR

sea of

nurnen

mountains

of shadow

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near hâràd

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—Gandalf, *The Fellowship of the Ring*

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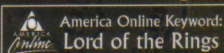


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