

# THE HALL OF FIRE WEBZINE

DEC

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VOL 2  
ISSUE 2



# MAE GOVANNEN,

AND HELLO TO ALL!

Here we are again with a new issue of the re-booted Hall of Fire fan webzine!

It is exciting to see the articles pour in from the many players of The One Ring™ gaming system and we have content that will carry us through the next few issues. As I stated on the Cubicle 7 forums, I am changing our release cycle to every other month. I believe this will give us the needed time to collect, organize and produce the articles for our webzine. I think, too, that it will extend us a consistency for the readers, and create the momentum that will keep us making more issues. It would be great to see our The One Ring™ based Hall of Fire reach the same number of issues as its predecessor.

This said, more help is always welcome! Right now, it is just me doing content collection, review, layout, and writing. There are two proof-readers in our group who put the second set of eyes on the articles, but we could use more. If anyone has some time that they would like to offer to our webzine, it would be greatly appreciated.

Now, on to this issue! This month you will find within the covers a nice selection of fan-created cultures, information on the lands west of the Misty Mountains, and another adventure. It is a re-boot that I wanted to update for the new game mechanic. We hope you enjoy.

Happy Gaming,

Doug Joos  
aka Tomcat

## THE HALL OF FIRE FAN WEBZINE

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# FAN FLAVOUR

## GUIDE TO THE ELДАР by Thomas "Telcontar" Gingras

*"Behold I love the Earth, which shall be a mansion for the Quendi and the Atani! But the Quendi shall be the fairest of all earthly creatures, and they shall have and shall conceive and shall bring forth more beauty than all my Children."*

– The Silmarillion

### PART TWO – THE SINDAR

We continue here a three-part article written by Tom Gingras - A Guide to the Eldar.

Starting with their history and evolution into three major kindreds, this article will cover each and present options for your players' characters in *The One Ring Roleplaying game™*.

### HISTORY OF THE ELДАР

For a long uncounted time, before the sun and moon, under the stars the First Born of Ilúvatar walked upon Middle-earth. The Valar, the Lords of the West, the servants of the great creator had waited long for the Firstborn to arrive in Middle-earth in accordance with His will. The timeless waiting passed by and the coming of the Elves went at first unnoticed by the Valar. In this time, they walked in peace and in wonder under the light of the stars.

The Valar however would not be sundered from them forever. Coming before the Elves in the distant east of Middle-earth they welcomed the Children of Ilúvatar and invited them to dwell in the lands of the West where they had made their own homes. Many of the Elves agreed to this invitation by these seemingly supreme beings. Others refused the invitation and desired to remain where they were. The Valar, not wishing to force the Firstborn to follow them against their will, allowed them the freedom of this choice. This splitting of the Elves caused the first great division of the Firstborn. Those who remained were numbered among the Avari, the Unwilling. Those who chose to follow the Valar into the West and accepted their guidance became the Eldar. The subsequent history of the Avari is unknown. Some believe that they fell under the evil prey of Morgoth in later times, but nothing of their history is known for sure. The Avari are subsequently lost to the history of Middle-earth. The Eldar however would figure greatly in the history and deeds of the world.

The greater part of the Elves, belonging to the Eldar, began the journey west under the guidance of the Valar. This great host soon divided into three kindred under their own lords; the Vanyar, Noldor, and Teleri. The Vanyar followed the Valar as soon as haste and their numbers would allow and became the first of the Eldar to dwell in





Valinor, the land of the Valar, in the far west beyond the sea. Beneath the very walls of the Lords of the Valar, the Vanyar would make their homes. Never again would they return to Middle-earth. The second kindred of Eldar, the Noldor, came next to Valinor. In them was a great love of crafting and a thirst for learning lore. Dwelling with the Valar in Valinor they became fair and strong and delighted in the crafting of many things. The third kindred, the Teleri, tarried long in Middle-earth. The pace they set following the Valar was slow and they delighted in the natural wonders and beauty that they found in the world. Many of the Teleri lost their desire to head west, and as was their wont, took up residence in the western lands of Middle-earth.

This third kindred of Eldar separated themselves into four major elements. Membership in the groups depended upon how far they maintained the journey into the West. The first to leave the path west settled in the great woods they found along the way. In small bands, as each saw fit they established themselves in the land they found most pleasing and took the name the Silvan Elves. The second group, the Nandor, were those Elves who never crossed the Hithaeglir mountains and settled in the woods they found along the Anduin river. The Sindar, crossing the mountains, settled upon the shores of Middle-earth in a land they called Beleriand. While the fourth group, the Falmari, left Middle-earth with the Valar and arrived last in Valinor.



The peace of Middle-earth under the star light did not endure for all time. A dark enemy, once numbered among the Valar, began to sow discord. Filled with jealousy, malice, and hate he set about

to mar the creations of Ilúvatar. Named Melkor (later named Morgoth) and filled with a great hatred for the Eldar, he plunged the world into war, darkness, and despair. Fleeing the Undying Lands of the West, he established his own dark kingdom in the lands of Middle-earth.

The deeds of the First Age were filled with the wars of the Eldar against Morgoth and his twisted creatures. The Noldor returned from Valinor seeking revenge against Morgoth and the recovery of the great jewels, the Silmarils, that he stole. Great and terrible deeds were done on both sides until the intervention of the Valar cast down Morgoth in his fortress and broke the world. During these wars, both Dwarves and Men arrived in Beleriand to help, or hinder, the Eldar as they saw fit.

With Morgoth defeated, the Valar again asked the Eldar to travel with them to Valinor and dwell in peace. Many of the surviving Eldar returned unto the West, but many others desired to remain in Middle-earth. Still in love with the natural beauty of the world, or not yet willing to return to Valinor, these Eldar established great realms along with those of men. But once more, this peace within Middle-earth in the Second Age was threatened. The Lieutenant of Morgoth, Sauron, escaped the destruction of his master and was free in the world to continue sowing discord and fermenting war.

Of the Eldar that had remained, most dwelt in Lindon west of the Ered Luin. Many of the Sindar passed eastward, and some established realms in the forests far away, where they found people of their distant kin, the Avari. Oropher the Sinda became Lord in the north of Greenwood the Great. While in Lindon, north of the Lune River, dwelt Gil-galad, the last realm of the Noldor where he was acknowledged as High King of the Elves of the West. In Lindon south of the Lune dwelt for a time Celeborn, and his wife Galadriel, greatest of the Noldor who did not return west.

In time, a portion of the Noldor went to Eregion upon the west of the Misty Mountains, and near the west gate of Khazad-dûm established another Noldorin realm. The Noldor were great craftsmen and friendlier to the Dwarves than the Sindar; and the friendship that grew between the people of Durin and the Noldo smiths of Eregion was the closest that there has ever been between the two races. Celebrimbor was the lord of Eregion and the greatest of their craftsmen, and numbered among the Lords of the Noldor. It was Celebrimbor who, deceived by Sauron, forged the Rings of Power. Sauron, in secrecy however, crafted the One Ring to control all of the other rings of power in Middle-earth. Sauron's hatred of the Eldar again engulfed Middle-earth in war. In the end, Eregion was laid waste, Celebrimbor was slain, and the realm of Rivendell was founded by Elrond along with the survivors of Eregion.



Beating back Sauron, a measure of peace was reestablished through the aid of the men living on the isle of Númenor. In time Sauron rebuilt his power and again threatened the peace of the Eldar. Through deception he destroyed the Númenóreans, and raising his armies of orcs again attempted to crush the last realms of the Eldar. When war again came to Middle-earth, the Eldar and the remnant of the Númenóreans forged the Last Alliance of Elves and Men to finally defeat the Dark Lord. By their efforts, Sauron was beaten but the One Ring of power was not destroyed, and thus Sauron was not wholly defeated. For many years Sauron would nurse his hatred, gather his power and plan his revenge.

Though victorious, the losses to the Eldar were terrible. Many more of the surviving Eldar departed into the West for Valinor and greatly reduced their realms in Middle-earth. With the onset of the Third Age, only a remnant of these once great realms endured. The last of the Eldar, still delighting in the natural beauty of the world, slowly despaired and departed in steady groups unto the West. The histories of the Eldar have been full of war and so they are reluctant to involve themselves in the conflicts and troubles of the shorter-lived races.

## ECOLOGY AND SOCIETY

In their physical form, the Eldar grow much slower than the Second Born (men), not reaching their full physical growth until about 50 years of age and many show evidence of further growth until their hundredth year. What the Eldar lack in physical growth they more than make up in their mental development. Within a year of their birth they have learned speech, singing, and dancing. Due to the curious blend of spirit (or *fëa*) and body (*hröa*) they come soon into full mental capabilities. This nature of the Elves also allows them to heal from grievous wounds completely and without scars.

For the most part Elves wed in their fiftieth year and their children come soon (in the reckoning of Elves) after. Contrary to popular belief the Eldar do in a sense age. With the passage of time the sorrows and grief of life saddle the spirit. Though they do not exhibit the physical evidence of aging as other peoples do this weariness of spirit is just as debilitating. Elves are not capable or unwilling to bear children all of their lives, but only when they are willing and when their own spirits are not so encumbered. So precious and energy consuming is the raising of elven children that siblings are few and far apart being born only in times of peace when these years can be enjoyed by both parents.

The death of Elves is very different than from men; their spirits leave their bodies and depart to the Halls of Mandos where after a time it is rehoused in flesh and reborn.

In the Eldar society there is considered no difference between males (*neri*) and females (*nessi*). For the most part, however, there are certain areas that one gender seems to gravitate towards. For instance, Elven healers often tend to be females, who also drift towards the arts of fine weaving and the making of useful objects. Male Elves tend to be more into the crafting of complex things, students of lore and the bearers of weapons.

The languages of the Eldar belong to three distinct branches. While they are all based on the same original tongue, division and the passage of time have changed them greatly. The first and most widely spoken is Sindarin, the tongue of the Sindar Elves that was adopted by the Noldor when they returned to Middle-earth. Most Elves speak this tongue, considered Common Elvish. The other language of the Elves is Quenya, which the Noldor spoke when they were in the Blessed Realm. This is the ancient and scholarly tongue of the Elves having come out of the West. The third and final tongue is that of the Nandorin Elves; Tawaren.

## THE SINDAR – THE HOUSE OF ELWË

The Sindar are the most open and receptive of all Elves to the other races of Middle-earth. They are by nature a most peaceful people and great teachers, but when their rage comes it is like the sea they love, and it is unstoppable. The Sindar do not desire to build the great cities like the Noldor, instead they prefer small towns and havens of close knit communities mostly along the sea or other water. The only exceptions to this are the great havens of Mithlond from which the Elven ships sail into the West, forever leaving Middle-earth. The Sindar are the greatest shipwrights and sailors among the Elves. Their religion is very informal - mostly a private, personal affair with meditation and communal celebration giving special attention to Elbereth, the creator of the stars.

## DESCRIPTION

Since the Sindar did not dwell in the Blessed Realm, they are a bit diminished in skill and fairness than the Noldor. They stand about 6' 3" for males, and 6' 1" for females. Most of the Sindar are fair of hair and eyes. Their clothing is not the rich garb of a Noldor, but more practical and useful.

## DOMAINS

### The Woodland Realm

The realm of Thranduil in northwest Mirkwood is populated by Sindar and Nandor Elves. These Elves can be found in most areas in the Northern half of the forest connected by paths and wooden flets for sentries and messengers. Though it covers a wide distance



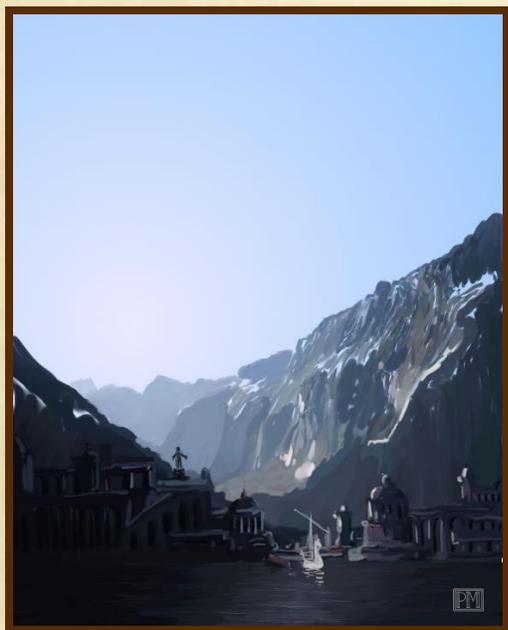
the realm is amazingly well-connected. The realm is also guarded meticulously by the Elven Warders and those who stray off the Dwarven Road should be prepared to be expelled from the realm. This realm is much like the Sindar realms of old, wishing only to be left alone. Though the ruler of the Woodland Realm desires his realm to remain isolated, Elves are, if they wish, permitted to wander as they will.

### Lothlórien

The Land of the Goldenwood, so called for the unique golden hue of its trees, like all other Elven realms is closed to outsiders and fiercely guarded. In this realm can be found the three kindred of Elves Noldor, Sindar, and Sylvan. The fair Elven maiden, Galadriel, rules this realm with her husband, Celeborn.

### STANDARD OF LIVING

The Sindar spend their time living among other Elves, often in leadership roles among the Nandor. Much of their wealth is geared to the natural enjoyment of Middle-earth, but they are known to craft rare and wonderous items of everyday utility. A typical Sinda is Prosperous.



### SINDA ADVENTURERS

Through Three Ages, the Sindar have walked the lands of Middle-earth. Delighting in the natural wonders of the world, they never completed the journey to the Undying Lands. As the years come and go in ever greater numbers, the Sindar are heeding the call of the sea and leaving Middle-earth. As their realms fade into

memory, some still possess spirits that burn with a love for Middle-earth and are not yet ready to leave its shores. Many Sinda feel as though they still have personal responsibilities to the people and places of Middle-earth, or have not yet tired of the world.

**Suggested Calling:** Scholar, Warden.

The moonlight and starlight of Middle-earth still gives pleasure to the Sindar. Along with their delight is the responsibility that they have taken on themselves to be leaders of the Nandor and Guardians of the folk of Middle-earth.

**Unusual Calling:** Treasure Hunter

Seldom have the Sindar been moved to the acquisition of treasure or items. Their delight is in the natural world.

### CULTURAL BLESSING

#### - The Speakers -

*“Only I hear the stones lament them: deep they delved us, fair they wrought us, high they builded us; but they are gone.”*

You have learnt how to communicate with almost everything, from any living being to grass, stone and water. This means, for example, that you can hear from the stones in a path who trod it recently, or sing to soothe an unquiet animal.

- To use this gift, you must make an appropriate skill roll determined by what you are trying to do and at the Loremaster’s discretion. Here are a few examples: to interpret the words of the stones in a path requires a roll of Riddle; to restrain a scared horse requires a roll of Song; to listen to the voice of a river requires a roll of Insight.

### STARTING SKILL SCORES

#### Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	1	Inspire	0	Persuade	0
Athletics	1	Travel	1	Stealth	2
<u>Awareness</u>	2	Insight	0	Search	0
Explore	2	Healing	1	Hunting	0
Song	3	Courtesy	0	Riddle	1
Craft	1	Battle	2	Lore	2

## Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

- 1) Bows 2, Sword 1, Dagger 1
- 2) (Spears) 2, Sword 1, Bow 1

## SPECIALTIES

Choose two Traits from:

Beast-lore, Elven-lore, Herb-Lore, Story-telling, Smith-craft, Woodwright

## BACKGROUNDS

### 1 – Path Warden

*“We live now upon an island amid many perils, and our hands are more often upon the bowstrings than upon the harp.”*

As the paths and roads of Middle-earth darken, the Elven realms run the risk of being isolated. Yearly, the path to the sea and the West would grow more dangerous if not for the Path Wardens. Knowing the hidden sanctuaries of your people, you have traveled across the lands of Middle-earth maintaining the correspondence between your kin. The paths you have traversed have grown darker and the subtle magic of Middle-earth has shown to you that the days are darkening, and great evil is stirring in the world once more. This threat to your people must be rooted out.

**Basic Attributes:** Body 5, Heart 3, Wits 6

**Favoured Skill:** Travel

#### Distinctive Features

*(choose two Traits from those listed)*

Bold, Determined, Fair, Fierce, Just, Keen-eyed, Lordly, True-hearted

### 2 – A Musical Legacy

*“It is a fair song in our woodland tongue; but this is how it runs in the Westron speech...”*

Your father was a minstrel of great virtue, whose work will be praised for countless years. His talent passed along to you, but transformed into a love for the music that lies in plain speech. Your voice is pleasing to all listeners, and you choose your words much as your fingers choose the strings on the harp.

**Basic Attributes:** Body 5, Heart 4, Wits 5

**Favoured Skill:** Courtesy

#### Distinctive Features

*(choose two Traits from those listed)*

Cautious, Cunning, Elusive, Fair-spoken, Mericful, Proud, Quick of Hearing, Secretive

### 3 – Guardian of the Wood

*“They were clad in shadow-grey, and could not be seen among the tree-stems, unless they moved suddenly.”*

The incursions of the Orcs and other foul creatures of Morgoth have always been a threat to the Elves. The borders of the realm are kept safe only by the skill and craft of those who guard them. The realms of the Elves are closed to outsiders, some need only a stern warning, while others need a stronger motivator to leave.

**Basic Attributes:** Body 5, Heart 5, Wits 4

**Favoured Skill:** Stealth

#### Distinctive Features

*(choose two Traits from those listed)*

Cautious, Determined, Fierce, Grim, Keen-eyed, Secretive, Suspicious, Wary

### 4 – Noble Blood

*“They bore no lights, yet as they walked a shimmer, like the light of the moon above the rim of the hills before it rises, seemed to fall about their feet.”*

In your veins runs the blood of Elven adventurers of great renown, who in ages past chose to dwell among the Silvan Elves, seeking refuge and peace in troubled years. They say their superior wisdom is reflected in your noble countenance, and much is expected of you in the coming wars. You have sworn never to betray these expectations, and you will die before you see your fair home reduced to ruins.

**Basic Attributes:** Body 4, Heart 4, Wits 6

**Favoured Skill:** Inspire

#### Distinctive Features

*(choose two Traits from those listed)*

Fair, Honourable, Lordly, Proud, Quick of Hearing, Suspicious, Swift

### 5 – Hands of the Healer

*“He searched the wound...with his fingers, and his face grew graver, as if what he learned disquieted him.”*



The war against the eternal enemy has produced many hurts and wounds of body and soul. The lore and healing skill of the Elves is preserved and has been passed down to you. While others around you dedicate their study to the lore of birds and beasts and the lore of the past, you have dedicated yourself to the curing of body and spirit against the malignant effects of the Dark enemy.

**Basic Attributes:** Body 4, Heart 7, Wits 3

**Favoured Skill:** Healing

**Distinctive Features**

*(choose two Traits from those listed)*

Fair, Forthright, Merciful, Patient, Steadfast, Swift, True-hearted

**6 – Envoy of the King**

*“There was also a strange Elf clad in green and brown...a messenger”*

You have journeyed far from the borders of the Woodland Realm with your father, on his errands to the courts of Men and Dwarves. Standing by his side, you have learnt much in a handful of months; more than in years spent in the gilded cage of your home. Sadly, you have also discovered how the Shadow is creeping upon the outside world, gaining in strength with each passing year.

**Basic Attributes:** Body 6, Heart 2, Wits 6

**Favoured Skill:** Lore

**Distinctive Features**

*(choose two Traits from those listed)*

Cunning, Fair-spoken, Hardened, Lordly, Merciful, Nimble, Quick of Hearing, Secretive

**CULTURAL VIRTUES**

**Sindar Magic**

Though their magic was strong, even in those days they were wary. You are mastering what mortals might call ‘Elf-magic.’ You learn to bake lembas when this Virtue is first selected. You may later master the making of Elvish rope by spending one Experience point during a Fellowship phase; finally, you discover the secret of Elvish boots by spending another Experience point as another undertaking during a later Fellowship phase.

**Lembas**

*“But we call it lembas or waybread, and it is more strengthening than any food made by Men, and it is more pleasant than cram, by all accounts.”*

The waybread of the Elves is a prized possession that is seldom shared with outsiders. These wafers can sustain a person on very little food and increase the endurance of the traveler along the long road. When spending one experience point a character can make one week’s worth of Lembas for one character.

Characters who are supplied with Lembas may roll the feat die twice when making fatigue rolls and keep the higher roll for as long as their supply of lembas lasts.

**Elvish Rope**

*“Never travel without a rope! And one that is long and strong and light. Such as these.”*

When spending one experience point, a character with this skill can create one 50’ length of Elvish rope.

Characters who use this rope receive a +2 to any roll involving climbing. The rope is also recoverable on its own.



**Elvish Boots**

When spending one experience point, a character with this skill can create one pair of elvish boots.

Characters who wear these boots receive a +2 to their Stealth rolls.

**Elvish Dreams**

*“...he could sleep, if sleep it could be called by Men, resting his mind in the strange paths of elvish dreams, even as he walked open-eyed in the light of this world.”*



You have learnt to recover from your exertions while engaging in a repetitive task, like walking, or rowing in a boat.

At the end of a day of activity, you recover a number of Endurance points equal to your Wisdom rank. If you then take a prolonged rest, you recover normally.

### Folk of the Dusk

*"...the Wood-elves lingered in the twilight of our Sun and Moon but loved best the stars; and they wandered in the great forests that grew tall in lands that are now lost."*

While fond of the Sun, the Elves of Mirkwood find themselves at greater ease under moonlight or starlight, or among the shadows of a forest; their senses are keener, their motions exceedingly sure and graceful.

When a Sindarin Elf is inside a forest or under the earth, or it is night, his Attribute bonuses are based on his favoured rating in all rolls involving the use of a Common skill.

### Hands of the Healer

*"He opened his pouch and drew out some withered leaves. 'They are dry, and some of their virtue has gone...'"*

The legendary healing knowledge of the Elves has not yet passed completely passed into the Undying West. The Elves know that the healing of the body must be accompanied by the healing and restoration of the spirit as well. To accomplish this, the Elves use both herbal and physical means to heal the body, as well as song to heal the spirit.

When making healing checks Elvish healers can add half of their Song skill rounded down to their Heal skill. Additionally, Sindar Elves may use their Song skill (TN16) to restore 1d4 points of travel fatigue to their companions once for each week of travel, even if not in a sanctuary.

### Deadly Archery

*"...their small knives... would have been of no use against the arrows of the Elves that could hit a bird's eye in the dark."*

Most members of your kin possess a natural talent for hitting the mark when using their bows. You seem to possess that quality yourself, as your arrows find their target with uncanny precision.

When you spend a point of Hope to invoke an Attribute bonus on a ranged attack roll using a bow, you receive an additional bonus equal to your basic Heart score.

## CULTURAL REWARDS

The Sindar, in their long time in Middle-earth, have crafted a great many things of beauty and elegance, drawing upon the subtle power of their kindred and the land itself.

### Sindar Cloak

*"Leaf and branch, water and stone: they have the hue and beauty of all these things under the twilight..."*

The high Ladies of the Sindar have long participated in helping their people in the war against the Shadow. Though they have seldom gone out in open war themselves, they have through the healing arts and subtle magic of the Elves aided their people. The creation of Sindar cloaks is long and laborious as the songs and methods of crafting needed to make them draw upon the history and subtle natural power of their realms.

When adorned with a Sindar Cloak the wearer is afforded a +2 to Stealth rolls and able to roll the feat die twice keeping the best result.

### Dagger of the Galadhrim

*"I ask then for a sword of worth...for the Orcs come now too thick and close for a bow only..."*

The Wood Elves know that long blades are of little use in the woods where restricted room makes them difficult to use. Instead the archer guardians of the woodland realms have been equipped with smaller blades that are equally skilled at attack and defense.

These daggers when wielded provide a parry bonus of +2. They may also be used for their parry bonus when fighting two-handed with a sword or spear, but convey only a +1 bonus.

### Bow of Doriath

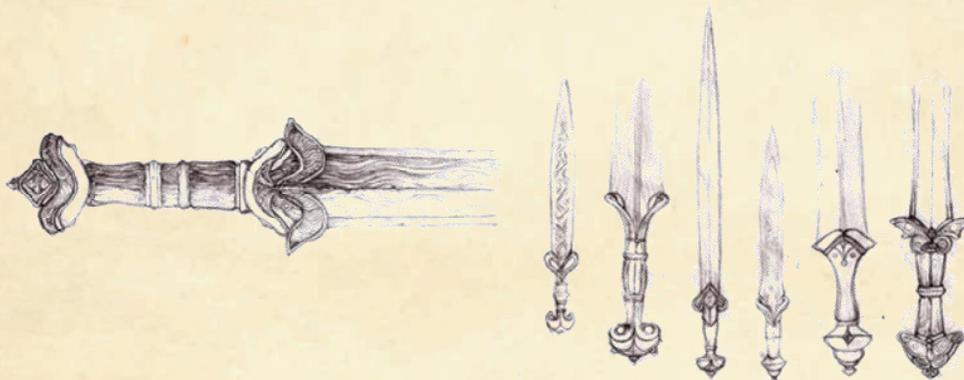
*"To Legolas (Galadriel) gave a bow such as the Galadhrim used, longer and stouter...and strung with a string of elf-hair."*

The pull of the Nandor bows are strong but agile, and long years of Elvish skill have perfected these as instruments of war. When the training of the bowman and this bow are paired, they are matchless in their speed and skill.

You are always allowed to make one additional opening volley, even when no opening volleys are allowed (unless you are surprised). This may stack with Skilled Ambush.



WEAPON	DAMAGE	EDGE	INJURY	ENC	GROUP	NOTES
Bow, Doriath	5	10	14	1	Bows	Allows one additional opening volley, even when no opening volleys are allowed (unless you are surprised). May stack with Skilled Ambush.
Dagger, Galadhrim	4	10	12	0	~	Parry bonus of +2. May be used when fighting two-handed with a sword or spear, but conveys only a +1 parry bonus.



## HEROIC CULTURE: RANGERS OF ITHILIEN by Posterboy

*“All were hooded and masked, and had gauntlets on their hands, and were armed like Faramir and his companions.”*  
*– The Two Towers*

### DESCRIPTION AND DOMAIN

Across the Anduin River, where it flows under the once great bridges of Osgiliath, is the former fiefdom of Ithilien. Taking its name from Elendil’s son, Isildur, the region is now a wild land that is plagued by Orc and Warg. Once, Minas Ithil commanded the entirety of eastern Gondor and guarded against the Land of Shadow, but it fell to the Nazgûl.

Only the Rangers of Ithilien now call the region home. These brave Gondorians keep watch of the mountains and the forests, thus keeping the Enemy at bay. The Orc and Warg fear the bow-wielding Dunédain, along with the Southerners who have given allegiance to Sauron.

### STANDARD OF LIVING

The Rangers are provided for by the armouries of Minas Tirith, as well as by the craftsmen within the order. They stock pile their supplies within the secret outpost, Henneth Annûn. Though they are given the supplies they need, the Rangers of Ithilien are considered a *martial* folk.

### RANGER ADVENTURERS

The Rangers of Ithilien are diligent in their duties and like their northern counterparts, are seldom encountered. It is their oath to defend the realms of Gondor and to see the Enemy destroyed should any enter the lands. Also like their northern kin, it is not uncommon to encounter a young woman within their ranks, for all females of that kin are fearless and strong, and know that it is by the sword and bow that the land is defended.

**Suggested Calling:** Scholar, Warden.

The Dúnedain of Gondor are stalwart in defending their lands, and to preserve the lore and wisdom of the kingdom - a duty no Ranger may forsake, even those who journey far from their lands

**Unusual Calling:** Treasure hunter.

Seldom have the Rangers been moved to the acquisition of treasure or items.



## CULTURAL BLESSING

### - Blood of Númenor -

You have within you the Blood of the Faithful, those that fled from the destruction of Númenor and settled in Middle-earth. You are brave and incorruptible.

- You may roll the Feat die twice when making a check against Corruption, and keep the better of the two rolls.

## STARTING SKILL SCORES

### Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	0	Inspire	1	Persuade	1
Athletics	1	Travel	2	<u>Stealth</u>	2
Awareness	2	Insight	1	Search	1
Explore	2	Healing	2	Hunting	1
Song	1	Courtesy	1	Riddle	0
Craft	0	Battle	2	Lore	1

## Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

- 1) Longsword 2, (Bows) 1, Spear 1, Dagger 1
- 2) (Swords) 2, Spear 1, Bow 1, Dagger 1

## SPECIALTIES

Choose two Traits from:

Beast-lore, Fire-making, Herb-lore, Old-lore, Smoking, Story-telling

## BACKGROUNDS

### Blood of the Faithful

*"In the later days to this haven came only the Faithful of Númenor, and many therefore of the folk of the coastlands in that region were in whole or in part akin to the Elf-friends and the people of Elendil, and they welcomed his sons."*

Forever proud and faithful to the blood and history of those that came before, you take up arms to keep safe that which you cherish. Whether it is to man the walls of the White City, or to guard the forested realm afar, you will not falter in your duty.

**Basic Attributes:** Body 6, Heart 4, Wits 6

**Favoured Skill:** Explore

### Distinctive Features

(choose two Traits from those listed)

Adventurous, Energetic, Fair, Fierce, Keen-eyed, Lordly, Secretive, Tall, Wary

### Endurance and Hope

Endurance: 23 + Heart

Hope: 8 + Heart

## CULTURAL VIRTUES

### Shadow Bane

The people of Gondor have suffered grievous losses during many wars against the Shadow. The loss of Minas Ithil, indeed most of Ithilien, kindles a bitter, cold hate for the Enemy.

When you are fighting in a Forward stance (see page 172) against servants of the Shadow (including Spiders, Orcs, Trolls and Evil Men), add one Success die to all your attack rolls (up to a maximum of 6).

### Practiced Shot

You have spent a great deal of your time practicing your aim and your accuracy is exceptional.

When you make a ranged attack, you can roll the Feat die twice and keep the best result.

### Skirmisher

You specialize in hit and run tactics. Lightly encumbered, you can nimbly harass enemy forces.

If the total Encumbrance of your carried gear is equal to or less than 12, when you are fighting in a close combat stance, you receive a bonus of +3 to your Parry score.

### Noble Lineage

In your veins runs the blood of the noble lineage of the Faithful. You look (or feel) fairer than most and your presence alone can inspire the hearts of those that are at your side. Taking advantage of this, you have learned to use your presence to boost your companions' confidence.

Raise your Company's Fellowship rating by one point. In addition, whenever you make an Inspire roll, you can roll the feat die twice and keep the better result.

### Natural Watchfulness

Whether travelling, exploring or even resting, the behaviour of animals can communicate much to those who know how to interpret the signs. It could be the sudden silence of a bird, or the distant rustling of a beast in flight. You have learnt to recognise which sounds, and sights reveal the approaching of enemies, and to read much from your surroundings.

When you are outside, you upgrade the quality of all your successful Awareness rolls by one level, turning a success into a great success, or a great success into an extraordinary one. Additionally, once during each day, you may make an Explore roll with a TN of 14 to gather information regarding the area

surrounding you, as if you were observing it from a vantage point (the top of a tall tree, a small hill).

### Hands of the Healer

The people of Gondor have long studied the art of healing with herbs and remedies, and you learned this craft from the Houses of Healing. You can find the right herb for all kinds of ills and can soothe the suffering of others.

You learn how to treat injuries on the battlefield quickly and efficiently with Soothe Pain when you first select this Virtue, and can master the secrets of Poison Remedies and Herbal Care as your undertaking during a Fellowship Phase, expending one Experience point for each virtue.

#### *Soothe Pain*

You know how to treat recent injuries with the use of a secret recipe of herbs taught to you by your mentor. This can alleviate the initial suffering and distress of those harmed feel after battle.

When recovering after combat (a 30-minute rest) you can make a Healing Roll against a TN of 14 and spend a hope point to increase the amount of Endurance points recovered by any uninjured allies. On a success, a number of people equal your Wisdom score recover one additional Endurance point. On a great success, they recover two additional endurance points. On an extraordinary success, they recover four additional Endurance points.

#### *Poison Remedies*

You know how to prepare a drink that, when ingested, will help a victim to shake off the effects of spider-poison or to prepare a salve that when applied to wounds will help the infected to fight off the effects of orc-poison.

You can spend a point of Hope and make a Craft Roll against a TN of 14 to neutralize the effect of a single poison type on all members of your Company.

#### *Herbal Care*

You know how to treat injured people when they most need assistance. Speaking old words of power and wisdom you ease their suffering and their wounds heal faster.

During a prolonged rest, you can forego the benefits you would gain and spend one Hope point to make a Lore check on a chosen companion (injured or otherwise) to aid their recovery of additional Endurance points. On a successful roll they recover two 2 points (on a great success they recover 4, and on an extraordinary success they recover an additional four Endurance points plus your Wisdom score).

## CULTURAL REWARDS

### Armour of the Rangers (*any leather*)

This armour has been fashioned to be silent and camouflaged within the wilderness. It makes almost no noise at all when its wearer moves and appears to blend in with its environment.

When you make Stealth rolls, you can roll the Feat dice twice and keep the best result.

### Well-crafted Backpack

Being constantly on the move, the Rangers of Ithilien have learned to craft excellent backpacks to help shoulder their loads and decrease their weariness as they travel.

Reduce the encumbrance of your travelling gear by 1. When you make fatigue tests, add a bonus to your rolls equal to your Wisdom rating.



### Ithilien Bow

The Rangers of Ithilien craft great bows that allow a quicker rate of fire when engaging the Enemy in the wilds.

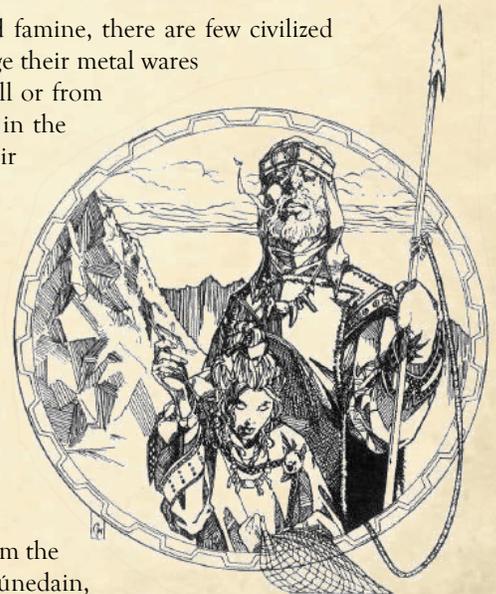
You are always allowed to make one additional opening volley, even when no opening volleys are allowed (unless you are surprised).

## HEROIC CULTURE: OUTLANDERS OF ERIADOR by Andrew Laubacher

*“A remnant of the peoples that had dwelt in the vales of the White Mountains in ages past had passed into the empty lands of Eriador as far north as the Barrow-downs.”*

*– The Two Towers*

With the fall of the North-kingdoms and after years of plague, bitter winters, floods and famine, there are few civilized places remaining in Eriador. Hobbits dwell peacefully in the Shire; Dwarves mine and forge their metal wares in the Blue Mountains; and, Elves wander the lands from their hidden valley of Rivendell or from the Grey Havens west of the Shire. The Men of Eriador, for the main, are concentrated in the four villages of Bree-land. However, there are always those that are not content to spend their lives in safety and quiet. Some chafe at the bonds of civilization, wanting to test themselves against the rigors of Nature. Homesteaders and would-be ranchers see opportunities in lands that lie fallow, abandoned by Elves and the Dúnedain. Trappers ply the rivers, particularly the Baranduin and the Lhûn, while prospectors pan rivulets and streams for gold, platinum and precious stones. Still others may be criminals, exiled from and unwelcome in the place they once called home. These folks comprise the Outlanders of Eriador, the Men of the hinterlands eeking out an existence on the frontiers of civilization.



## DESCRIPTION AND DOMAIN

The frontiersmen of Eriador are for the most part former Bree-landers, many descended from the Men of the North. Others of Dunlending stock, might carry a trace of the blood of the Dúnedain, or (rarely) might even be Hill-men from out of Rhudaur seeking a new way of life. Outlanders of Eriador generally tend towards practical, homespun clothing or leathers, sturdy footwear, and hoods or wide-brimmed hats as protection from the

sun and rain. Physically, such men often share the same characteristics as other Bree-landers: largely brown-haired and on the short side with stocky builds. Assume that Player-heroes speak, read and write the Common Tongue and might know one other local language related to their background.

## STANDARD OF LIVING

Life is hard in the hinterlands, leagues from civilization, though there is potential for huge rewards. One must be largely self-sufficient as supplies are hard to come by or require a hazardous journey to replenish. The nearest link to civilization might be a meager trading post such as Anthorp on the west bank of the River Lhûn (or Lune). Business is conducted more often through barter and trade than with the exchange of coin: nuggets of gold for furs, furs for firewood, firewood for smoked meats and dried vegetables. The standard of living for most such Outlanders is frugal.

## OUTLANDERS OF ERIADOR ADVENTURERS

Many of the Men eeking out a living beyond the borders of civilization might be thought of as adventurers of a sort already. They are putting themselves at risk every single day for little immediate gain, hoping to make a better future for themselves and their loved ones through their own strength and determination. They need only a small push, a bit of inspiration, to drive them to become heroes.

**Suggested Callings:** Wanderer, Warden

Many of the folk who take to the wild lands are either loners who prefer their own company to the fellowship of others, or fortune-seekers looking to strike it rich panning for gold or to make a quick coin off strangers. However, there are also hardy farmers with families, trying to reclaim lands abandoned by Men and Elves by planting crops and raising livestock.

**Unusual Calling:** Scholar

There isn't much call for book-learning in the outlying lands. Even the trader who runs the trading post of Anthorp can do little more than read an inventory, sign his name, and do sums.

## WHAT THE TRADERS AT ANTHORP SAY...

- **Dwarves of the Blue Mountains:**  
*"Lotsa them Dwarves took off a few years back, headin' back to their old home in the East. Still some around o'course; always has been, goin' back an' forth to Bree an' other places. They don't come up this*

*way though, they stick to the Road. You'll have to go to them iffen you wants to trade with 'em."*

- **Rangers of the North:**  
*"Them Rangers come in here ever' so offen, bringin' in a dressed-out deer to trade fer a new bedroll and a packet o' pipeweed or somesuch. Rascally-lookin' sorts the lot o' them, but they've never done me no wrong yet. Venison? Yeah, I've got some in the smokehouse."*
- **Elves:**  
*"Ya know, these used to be Elvish lands, west o' the Lune. Then that Witch-feller started stirrin' things up back in the days o' the North-kingdoms an' the Elves lit out south to the Havens an' Lindon on the seaward side o' the Mountains. Ain't ever seen none 'round here in my time, I reckon I've got nothin' they need. I've heard stories, though, of Elves sneakin' around by night up to who knows what. Maybe they're plannin' to return an' drive us all back across the river-or worse!"*
- **Hobbits of the Shire:**  
*"Them Shire-folk don't know how good they've got it. Sure, they work their fields, raise their sheep an' goats. But d'ya think you'd ever see one of the Small Folk 'round here? Iffen I wants a stock o' pipeweed, I've gotta send my own people fer it inna cart. Mind you, they've got to do a lot of dickerin' to get it fer a decent price. Not that Hobbits ain't honest, but the good stuff ain't cheap!"*
- **Men of Bree:**  
*"The townies are soft! None o' them would cut it in these parts; ya gotta be hard as nails and twice as tough! Where'm I from? Er...ah...what wassit you was lookin' after again?"*
- **Outlanders of Eriador:**  
*"We be a hardy lot out here. Trustworthy? Some are, lot's aren't. Lotsa fellers come in here an' do their best to try an' cheat me. I been robbed outright more times 'en I can count. But I been helped out too, in hard times; had fellers mend my roof or help repair the ferry-raft or cable in exchange fer food an' supplies-some've even helped out just 'cause they had nothin' better ta do."*
- **Other Men:**  
*"You live out here long enough, ya see all kinds come thru. An' some'll surprise you, take my word! One o' them Hill-men, from Rhudaur-way he says, is one o' the most decent men I knows, doesn't have a bad word for anyone. Then there's this rascal from down in Gondor, face like an' angel, polite as all get out; he'd steal the teeth outta yer head in you let 'im and knife ya ta boot. And he cheats at dice! Trust yer fellow Men, but don't turn yer back on 'em."*



## TYPICAL NAMES AND ADVENTURING AGE

Most Outlanders share the cultural heritage of the folk of Bree-land and so have similar names. Some loners and outsiders might use traveling names or have names derived from another culture.

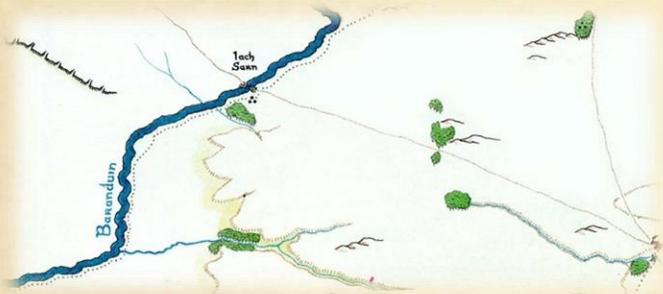
**Male Names:** *Alfred, Artie, Bill, Bob, Carl, Ed, Fred, Giles, Herb, Larry, Nob, Oswald, Percy, Perry, Sid, Tom, Harry.*

**Female Names:** *Daisy, Emma, Etta, Fay, Fern, Flora, Gert, Holly, Lily, Myrtle, Poppy, Rose, Sage, Tilly, Violet.*

**Family Names:** *Appledore, Asterfire, Bellsap, Briarclieve, Butterbur, Cherryborn, Chesterstout, Droverwind, Ferny, Foxglow, Goatleaf, Hardybough, Hedgedon, Hollybirch, Kettlegrass, Lilyhawk, Mossburn, Oakstout, Pickthorn, Pollenroad, Rushlight, Sedger, Shrubrose, Sweetroot, Thistlewool, Wayward.*

### Adventuring Age: 16-30

Adventuring is for the young. Even veteran Outlanders who do not take up adventuring careers often pack it in and return to more civilized lands if they haven't succeeding in making something of themselves before they've reached their fiftieth year.



## CULTURAL BLESSING

### - Mindful of Danger -

*"It's a dangerous business...going out your door."*

Outlanders are constantly exposed to the perils both natural and man-made with little recourse for shelter.

- When an Outlander makes an **Awareness** roll, the hero may roll the Feat die twice and keep the better result.

Awe	0	Inspire	0	Persuade	0
Athletics	2	Travel	1	Stealth	2
Awareness	1	Insight	2	Search	0
Explore	2	Healing	1	Hunting	3
Song	1	Courtesy	1	Riddle	1
Craft	2	Battle	0	Lore	1

## STARTING SKILL SCORES

### Common Skills

Copy the above skill ranks onto the character sheet and underline the favoured skill:

### Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

- 1) Axes 2, Bow 1, Dagger 1
- 2) Spear 2, Axe 1 Dagger 1

## SPECIALTIES

Choose two Traits from:

- Beast-lore, Boating, Fire-making, Fishing, Swimming, Woodwright

## BACKGROUNDS

### 1 - The Trapper

Your trade is the trapping of animals for their furs and hides. Some find it a cruel occupation, but you are good at it and it earns you your living. You have even been hired at times to trap live creatures: songbirds, kits and cubs, snakes, wild ducks. A Shire-hobbit once commissioned you to bring him a hive of wild bees. Most of your days are typically spent alone, traveling up and down the river checking your trap-lines and reaping the results. But lately the solitude has been getting to you; maybe you should expand your horizons.

**Basic Attributes:** Body 6, Heart 3, Wits 5

**Favoured Skill:** Hunting

#### Distinctive Features

(choose two Traits from those listed)

- Adventurous, Gruff, Hardy, Quick of Hearing, Patient, Robust, Secretive, Wary

### 2 - Honey Tongue

You are a natural-born trader and a fast talker. Some call you a swindler. You only want what you feel is your due. Growing up, no one realized how bright you were; no one saw you as anything more than a stable-hand, or farmer, or any other drudge. You know that you are capable of so much more, more than even you have imagined. You just need a chance to prove it to them-and to yourself.

**Basic Attributes:** Body 3, Heart 4, Wits 7

**Favoured Skill:** Persuade

**Distinctive Features**

*(choose two Traits from those listed)*

Clever, Cunning, Eager, Fair, Hardy, Nimble, Reckless, Willful

### 3 – A Home in the Wilderness

They say that a person would have to be mad to bring his family out west of Bree-land, west of the Shire, and across the River Lhûn to start a freehold in the wilds. But that is what your parents did, together with three other families of Bree-landers. And you've survived, even thrived within your wooden palisade. Not that it's been easy. Wolves have killed livestock; drought has withered crops; disease has taken friends and siblings. But you've survived.

**Basic Attributes:** Body 5, Heart 6, Wits 3

**Favoured Skill:** Athletics

**Distinctive Features**

*(choose two Traits from those listed)*

Adventurous, Generous, Hardy, Keen-eyed, Robust, Tall, True-hearted, Wrathful

### 4 – Child of Westernesse

You are descended, in part, from the Dúnedain of Arthedain and the lore of your family asserts that the Rangers of the North are your distant kin. Through your family history you know just a bit more about these strange Men than most other Bree-landers. You have often wondered how it would be to be raised among the Men of the West, to travel by hidden paths and learn their traditions and lore. You've attempted to strike up conversations with Rangers in the Prancing Pony a couple of times, but were rebuffed when you tried to press them. They may have suspected your motives. Since then you've taken it upon yourself to test your skills against the hazards of the Lone-lands.

**Basic Attributes:** Body 7, Heart 4, Wits 3

**Favoured Skill:** Travel

**Distinctive Features**

*(choose two Traits from those listed)*

Adventurous, Energetic, Forthright, Hardy, Keen-eyed, Tall, True-hearted, Wary

### 5 – Searching for Redemption

You fell in with bad companions. It was just a lark at first, just boys having fun. But that fun progressed to vandalism, thuggery and theft. And other people got hurt, including people you cared

about. You quit the gang, but it was too late to find forgiveness and you were exiled from your home. Now you are an outsider. You couldn't stand living on the fringes of Bree-land, so you put some distance between it and yourself. Maybe you can go back one day if you can prove that you've changed.

**Basic Attributes:** Body 6, Heart 3, Wits 5

**Favoured Skill:** Stealth

**Distinctive Features**

*(choose two Traits from those listed)*

Elusive, Gruff, Hardened, Hardy, Quick of Hearing, Reckless, Suspicious, Vengeful

### 6 – Seeking your Lucky Strike

There is gold in the Blue Mountains; gold, gemstones and other precious metals. Dwarves have been mining it for centuries upon centuries. Though many of the Dwarves have left to return to their old home in the East, the ones that remain chase you away from their old mines and tell you that the mountains are off limits to your sort. But they can't stop you from panning in the streams and rivulets that have their sources in the Ered Luin. And you've had some luck, collecting gold dust and the occasional nugget, and finding gemstones: uncut rosaline, agates and crystals of blue fluor spar. But you've never found enough to make your fortune. Maybe you should be searching for man-made treasures.

**Basic Attributes:** Body 5, Heart 6, Wits 3

**Favoured Skill:** Search

**Distinctive Features**

*(choose two Traits from those listed)*

Bold, Curious, Determined, Hardened, Hardy, Secretive, Steadfast, Vengeful

## CULTURAL VIRTUES

Outlanders of Eriador may pick the new Virtue described below, as well as the following ones listed on pages 55-56 of the *Adventurer's Companion: Desperate Courage, Out of Memory and Old Tales, The Big and the Little, Traveler's Blessing.* (The *United in Peril* Virtue replaces the *Friendly and Inquisitive* Virtue.)

### - United in Times of Peril -

*"Oft hope is born, when all is forlorn."*

Outsiders tend to think of themselves as self-reliant, isolated loners. However, that is often not the case. These frontiersmen and homesteaders may have few neighbors, but that make those that do dwell near-at-hand all the more precious. Over time these

men and women develop an informal community, keeping a loose watch over one another and coming to each other's aid in time of need. The sounding of a horn, the ringing of a bell, or a yodeling call might be recognized as a call for aid that brings a rapid response.

When an Outlander finds friends or companions threatened, he may spend a point of Hope to perform the combat task Rally Comrades as an automatic success. The Hero still makes either an **Inspire** or **Song** roll, but an Ordinary success becomes a Great success, and a Great success becomes an Extraordinary success.

## CULTURAL REWARDS

Outlanders of Eriador may pick the new Cultural Rewards described below as well as the following one listed on page 56 of the Adventurer's Companion: *Shield of the First Men (The Blade of Arnor and Waystone of Belegost Rewards replace the Gatekeeper's Lantern and Pipe of the Prancing Pony Virtues.)*

### Blade of Arnor (*any blade*)

The fall of the North-kingdoms left many fine swords scattered across the battlefields of Eriador or laid in burial mounds across their former owners. Swordsmen of high rank or distinction often possessed superior blades of Elven or Dwarvish craftsmanship or passed down from warriors of Westernesse.

On a successful attack with a Blade of Arnor where the result is a **W** on the Feat die you get a +2 to your Injury rating.



### Waystone of Belegost

A Waystone is a Wondrous Artefact of the Dwarves that has been given a Blessing of Travel. The stone is a polished, oblong crystal about three to four inches long, inscribed with Dwarven runes and suspended in the center from a string or cord. The Waystone acts as a sort of lodestone; it is keyed to a specific site or location in Middle-earth. The Waystone of Belegost is keyed to the site of

Dolmed, a peak held in reverence by the Dwarves of the Blue Mountains as the place where their Fathers first awoke. The stone is a piece of blue crystal fluorspar inscribed with runes that spell the Khuzdul (Dwarvish) name for Dolmed. The stone was discovered in a stream that flowed out of the Blue Mountains near the site of the old Dwarf-city of Belegost.

A hero possessing the Waystone of Belegost receives a bonus equal to the hero's Wisdom score on all **Travel** rolls. In addition, when the hero spends a point of Hope the Waystone will point in the direction of Mount Dolmed in the northern Blue Mountains.



## FOR ADVENTURES IN MIDDLE-EARTH™...

### STANDARD OF LIVING

Life is hard in the hinterlands, leagues from civilization, though there is potential for huge rewards. One must be largely self-sufficient as supplies are hard to come by or require a hazardous journey to replenish. The nearest link to civilization might be a meager trading post such as Anthorp on the west bank of the River Lhûn (or Lune). Business is conducted more often through barter and trade than with the exchange of coin: nuggets of gold for furs, furs for firewood, firewood for smoked meats and dried vegetables. The standard of living for most such Outlanders is Frugal.

**Bonus Equipment:** A leather jerkin and breeches, sturdy boots, traveling gear for the current season, a belt dagger, 2d6 silver pennies, plus choose any one: a hatchet, a woolen blanket or bedroll, a hunting trap, a dice set.

## OUTLANDERS OF ERIADOR TRAITS

Your Player-hero has certain traits deriving from your Outlander ancestry.

**Ability Score Increase** – Your Constitution score increases by 1 and you may increase two additional ability scores by 1.

**Adventuring Age** – 16-30. Adventuring is for the young. Even veteran Outlanders who do not take up adventuring careers often pack it in and return to more civilized lands if they haven't succeeding in making something of themselves before they've reached their fiftieth year.

**Size** – Your size is medium.

**Speed** – Your base walking speed is 30 feet.

**Mindful of Danger** – You have proficiency in the Survival skill.

**Starting Virtue** – You gain one Outlanders of Eriador Cultural Virtue of your choice.

**Languages** – Assume that Player-heroes speak, read and write the Common Tongue and might know one other local language related to their background.

## CULTURAL VIRTUES

Outlanders of Eriador may pick the new Virtue described below, as well as the following ones listed on pages 109-110 of the *Adventures in Middle-earth Player's Guide: Desperate Courage, Out of Memory and Old Tales, The Big and the Little, Traveler's Blessing*. (The *United in Peril* replaces the *Friendly* and *Inquisitive* Virtue.)

### United in Peril

*"Oft hope is born, when all is forlorn."*

As much as Outlanders of Eriador tend to think of themselves as self-sufficient, they are still able to band together in times of need. You have learned how to tap into your own inner strength to inspire your comrades while during combat.

If any of your allies within 20 feet of you fails a saving throw against any effect that causes supernatural fear or the Frightened condition, you may spend Inspiration to expend a Hit Die for hit point recovery immediately for any of your companions who have taken damage. Once you've decided how many Hit Dice to expend, this ability cannot be used again until you've taken a long rest.

## CULTURAL HEIRLOOMS

Outlanders of Eriador may pick the new Cultural Heirlooms described below as well as the following one listed on page 160 of the *Adventures in Middle Earth Player's Guide: Shield of the First Men*. (The *Blade of Arnor* and *Waystone of Belegost* Heirlooms replace the *Gatekeeper's Lantern* and *Pipe of the Prancing Pony* Heirlooms.)

### Blade of Arnor (*longsword or bastard sword*)

The fall of the North-kingdoms left many fine swords scattered across the battlefields of Eriador or laid in burial mounds across their former owners. Swordsmen of high rank or distinction often possessed superior blades of Elven or Dwarvish craftsmanship or passed down from warriors of Westeros.

You gain a +1 bonus to attack and damage rolls made with this weapon. Additionally, when you roll a 20 on your attack roll with this blade, your critical hit deals two additional dice of damage instead of one.



### Waystone of Belegost

The Waystone of Belegost is a Wondrous Artefact of the Dwarves. The stone is a polished, oblong crystal of blue fluor spar about three to four inches long, inscribed with Dwarven runes and suspended in the center from a string or cord. The Waystone acts as a sort of lodestone; it is keyed to the site of Dolmed, a peak held in reverence by the Dwarves of the Blue Mountains as the place where their Fathers first awoke. The runes spell the Khuzdul (Dwarvish) name for Dolmed. The stone was discovered in a stream that flowed out of the Blue Mountains near the site of the old Dwarf-city of Belegost. If you possess the Waystone of Belegost, Wisdom (Survival) checks made to determine location and direction are made with advantage.



# ADVENTURING IN

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## A TOR GUIDE TO THE LANDS OF ERIADOR

by Andrew Laubacher

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*“Eriador was of old the name of all the lands between the Misty Mountains and the Blue; in the South it was bounded by the Greyflood and the Glanduin that flows into it above Tharbad.”*  
– The Lord of the Rings

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In the north, between the ruins of the Blue Mountains in the west, and the Misty Mountains to the east lies the lands of Eriador. Long is the history of these lands. The Elves traveled through them in the First Age, when summoned to Valinor. The Fathers of Dwarves sprung from the roots of the mountains in the north and established great kingdoms. And Men emerged here, only to fear the darkness and themselves pass over the Ered Luin and come into Beleriand, which now lay below the waves.

We present here an eight-part guide to these lands. Each issue, author Andrew Laubacher will give us insight into the history, notable places, and folk.

### ~ EAST LUNE ~

*“Beyond the Lune was Elvish country, green and quiet, where no Men went...”*

No one is quite certain how the lands south and west of the River Lhûn came to be called East Lune, but some insist that the appellation came from the Dwarves of the Blue Mountains and stuck. From the icy tundra of Forochel in the north, down to the gentle waters of the Gulf of Lune, the River Lhûn winds its way through over three hundred miles of wild lands occasionally dotted with scraggly trees. The river is the principal source for water for all the lands between the Hills of Evendim and the Northern Blue Mountains, for little rain falls east of those peaks. The Dwarves say that the land was greener and more pleasant before the Elves withdrew to Mithlond and Lindon, though that was a thousand years ago and only the Eldar know the truth of it. The mountains present a formidable barrier to the west. There are no well-known passes through the range, though some locals claim knowledge of secret ways that are treacherous and hard to find. One such passage is alleged to follow the path of the old Dwarf-road that the Dwarves of Nogrod and Belegost used in Elder Days.

The Lhûn (or Lune, to Hobbits and common Men) has two sources, both in the Northern Blue Mountains. The Greater Lhûn has its start in the north-most ridge of the Blue Mountains that extends northwest from the ruin of Mount Rerir to the Ice Bay of Forochel. The Lesser Lhûn (or Little Lune) rushes out of the foothills some one hundred eighty miles from the gulf, flowing

east for one hundred miles to join with the Lhûn proper. Beyond the river's mouth is the harbor of the High Elves that is known as the Grey Havens.

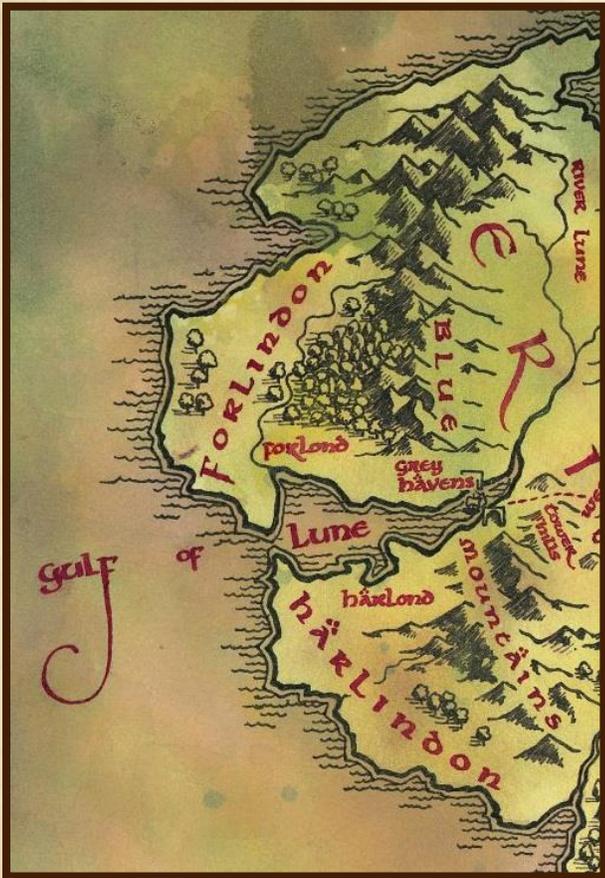
The Blue Mountains mark the western border of Eriador, so the history of East Lune is essentially the history of Eriador (as related in the supplement *Rivendell*).

### ELEMENTS OF LANDSCAPE

The Greater Lhûn emerges from the rocky foothills of the Blue Mountains, flowing south for thirty miles before making a sharp turn to the east for another twenty miles before gradually returning to its southern course. A triangular patch of land that covers about thirty square miles east and north of the river is counted as part of East Lune; this area, dominated by marshes and treacherous bogs, is known as the Bend. The River Lhûn separates East Lune from the Lone-lands and the Hills of Evendim beyond. The Lesser Lhûn divides East Lune in half before merging with the greater river; most of the territory through which the river travels consists of grassy plains to the west and the sparsely wooded wasteland of East Lune itself.

East Lune sees seasonal flooding in the spring when the snows melt in the Blue Mountains; however, the flooding is rarely severe, and the few Mannish inhabitants of the region take them in stride. The heaviest flood seen in centuries followed the Long Winter of

T.A. 2758-59, but that was by far the exception to the rule. The mountain streams and gullies are subject to flash floods from either the spring thaw or the runoff brought by heavy rains on the west side of the range.



### The Land Between the Rivers

The head of the Greater Lhûn is fed by fast, cold mountain streams and rivulets about seventy miles from where the Northern Blue Mountains terminate at the Ice Bay of Forochel. North of the Lhûn, Forochel is rocky tundra for most of the year; transforming into bogs and shallow lakes over permafrost during the brief summer. South of the river the terrain is dominated by rough, rocky terrain otherwise covered in hardy grasses and dotted with thickets of bushes and shrubs. The region is nearly treeless until one reaches the foothills of the Blue Mountains, where scrubby firs and pines cling to cracks in the rocks. As the river winds its way south to where it converges with the Lesser Lhûn stands of trees begin to line the banks of the greater river and wildlife becomes more plentiful.

The Lesser Lhûn emerges from within the mountains themselves, rushing through a slick, narrow gully. The course of the river turns

gently to the north for several miles before resuming a more easterly flow to merge with the Greater Lhûn to continue south towards the Gulf. The lands are less harsh though still rough country consisting of scrubland, low hills covered with coarse heather, and riverbanks lined with willow and modest groves of fruit trees.

### South of the Lesser Lhûn

The lower vales differ little from the land north of the Little Lune until one reaches the estuary of the Lhûn and the Grey Havens. The wild lands, since the fall of Arthedain, have for the Men of Eriador become a sparsely populated frontier where there is no rule of law. However, trouble-makers should beware; when called upon, those folks who eek out a living here enforce their own brand of justice. Thieves and other malefactors, if caught, are likely to receive any punishment from being sent off with a beating to lynching or worse. Trials are rare and there is no nobility nor King's Justice to which to appeal.

### A Lonely Land

The region of East Lune was never heavily populated. Elves dwelt there until the fall of Arthedain from the forces of the Witch-king, at which time they retreated into Lindon. Dwarves still live and strive in the Blue Mountains, but mostly in the southern range on the other side of the Gulf of Lune. Today one can only expect to find some few small, Mannish settlements (no more than a handful of roughly constructed houses and outbuildings) along the banks of the river, and a scattering of isolated farmsteads and freeholds. There are no true inns or sizable settlements and no good roads. One can travel for days without encountering another human being.

Mostly, these are not particularly dangerous lands. The most common hazards are those found in nature: Boggy marshes; rockfalls in the mountains; fast-moving rivers and streams. Several varieties of dangerous animals inhabit the region: mostly bears, wolves and—in the foothills of the Blue Mountains—spotted hill-lions; but there are no Orcs or true Wargs, the only Trolls to be encountered are Snow-trolls in the northernmost portion of the Blue Mountains. Rumors of Giants persist but they remain unsubstantiated. The Lossoth (Snowmen) of Forochel speak of a spirit or beast that haunts the northernmost reaches of the Blue Mountains; however, if it exists then East Lune seems to be outside of its territory.

### WILDLIFE

East Lune is teeming with life. Besides the native creatures, many beasts that from farms that were ruined with the fall of Arthedain returned to the wild and prospered. The mountains are full of wild goats and sheep. Pigs and donkeys roam the foothills. Foxes



and weasels compete with feral cats for northern hares, frogs and other small creatures. Beavers and otters inhabit the rivers and larger streams. The Lhûn and Lesser Lhûn are home to trout and salmon - favoured prey for the brown bears that inhabit the region. Cattle and oxen graze on the grasslands guarding their calves from wild dogs and wolves. During unusually harsh winters, packs of White Wolves have been known to invade East Lune from Forochel. White Wolves are large, powerful canines with thick, white coats and large, well-furred feet (treat them as Wild Wolves from the Loremaster's Guide). In recent years, one pack led by a White Wolf/Warg hybrid called Carchelek, has claimed the lands north of the Lesser Lune for their territory.

Birds can be found in profusion in the West Lower Vales. Eagles are common in the mountains, sharing the skies with hawks, falcons and other birds of prey. Wild chickens compete for food with native grouse and pheasant. Thrushes, nightingales, larks and other songbirds nest in the rocks as well as in the trees that line the Lhûn. Owls hunt by night, taking their toll on rabbits, small rodents, lizards, snakes and amphibians. Long-legged herons and storks wade in the Lhûn. The river and surrounding wetlands support many other waterfowl from ducks, loons and geese to majestic swans. Smaller birds catch swarms of biting and stinging insects that infest the summer bogs, as do common bats that emerge in the evenings from caves, dead trees and even ancient ruins.

## INHABITANTS

Elves dwelled west of the River Lhûn until the destruction of Arthedain by the kingdom of Angmar. At that time, the Elves retreated to the Grey Havens and Lindon, west of the Blue Mountains.

The Men who dwell in East Lune are typical Eriadorians, a mixture of Northmen, Dúnedain and Dunlendings, some of whom have taken Lossoth brides. They live in isolated farmsteads

and freeholds or in small clusters of homes scattered along the River Lhûn and Lesser Lhûn.

## NOTABLE CHARACTERS

### Totóru

The Lossoth are a wandering people with few permanent settlements, following the great herds of caribou and elk across the tundra of the Northern Waste. However, several clans have established small communities around the Ice Bay of Forochel, sustaining themselves by fishing and hunting the marine mammals of the northern waters and by carrying out trade with other clans. Totóru belongs to one such village. Most of his folk believe that a dreadful spirit haunts the mountains near the Bay that will fall on trespassers to slay them or drive them mad. Totóru does not fear ghosts and he also has a taste for the herd beasts that frequent the region. He and his sons may be encountered in the Bend hunting for game. Totóru speaks some Westron and, if one can gain his trust, might make an excellent guide.

**Attribute Level:** 4  
**Specialties:** Fishing, Hunting  
**Distinctive Features:** Adventurous, Wary  
**Relevant Skills:** Explore ♦♦, Travel ♦♦♦♦, Hunting ♦♦♦, Spear ♦♦♦  
**Endurance:** 16

### Carchelek

Carchelek (*Ice-fang*) is the result of a mating between a Warg and a White Wolf. He resembles a huge White Wolf, but his fur is coarser and light grey instead of white. Consider him the equivalent of a Wolf Leader, substituting the Deadly Elusiveness special ability in place of Strike Fear. Carchelek leads a large wolf pack (if encountered, assume at least two White Wolves for each companion plus Carchelek). He considers all the land between the Greater and Lesser Lhûn to be his territory, but he is not beyond leading his pack south of the Little Lune in search of mischief and murder. He is a thoroughly evil beast.

### New Weapon: Sling

Slings have largely fallen out of favour since the coming of the Númenóreans; however, there are still Men of Eriador who use them for hunting and self-defense. Slingers in Eriador will likely be using sling-stones rather than lead or iron bullets. In addition, virtually anything that can be thrown by hand can be placed in a sling and flung with greater force and distance.

#### Sling

**Damage:** 5

**Edge:**  (use the  if wielded by a monster or other evil Adversary)

**Injury:** 14

**Called Shot:** Piercing blow regardless of the outcome of the Feat die.

**Notes:** Ranged weapon (as Bow). Encumbrance rating is 0.



Attribute Level	
5	
Endurance	Hate
16	3
Parry	Armour
6	3d
Skills	
Personality, 2	Survival, 3
Movement, 3	Custom, 1
Perception, 2	Vocation, 1
Weapon Skills	
Bite	3
Rend	1
Special Abilities	
Deadly Elusiveness	Savage Assault
Fear of Fire	



Weapon Type	Damage	Edge	Injury	Called Shot
Bite	Attribute Level	10	14	Pierce
Rend	Attribute Level		14	-
Notes				
<b>Bite:</b> Wolves possess powerful jaws filled with sharp fangs.				
<b>Rend:</b> When an enemy is most vulnerable, Wolves rend its body using their hideous claws.				

## NOTABLE LOCATIONS

### Anthorp

Little more than a handful of rude cabins and outbuildings scattered around a small trading post, Anthorp is the nearest thing to civilization to be found between the Hills of Evendim and the Blue Mountains. Anthorp sits on the west bank of the Lhûn about a mile below the confluence of the larger river and its tributary the Sirual (*Twilight River*) that has its source in the Hills of Evendim. A rickety ferry is rigged to carry people, animals and goods in relative safety across the river where a rutted dirt track leads south to meet the Great East Road.





# THE ROAD GOES EVER ON...

## WHAT ONCE WAS by Doug "tomcat" Joos

*"T'is time that my sires of old have their name restored. No longer will we live like paupers amongst our own kin. T'is time that I restore what once was."*

*-Kori, Craftsman of Barukkhizdin*

### INTRODUCTION

"What Once Was" is an adventure for use with *The One Ring Roleplaying Game™* by Cubicle 7, recommended for the Third Age during the rebuilding of Erebor, but could be set prior. It was originally published by me in the Hall of Fire, and written for the Decipher CODA system. "What Once Was" is suitable for a company of 5-6 characters of moderate experience and up.

Loremasters will require the use of the revised *The One Ring Core Rule Book* (or the *Slip Case books*), and may find useful *Erebor, Journeys and Maps*, and *Adventurer's Companion*. The primary need for the latter books would be for reference material, or if the Loremaster would like to expand the adventure beyond what is written here.

It is also recommended that the Loremaster have access to some resources on Moria. Certainly, the works by the Professor will serve, plus other resource books on the subject. I also suggest either the Moria module for the MERP game system, or the Moria Boxed set released by Decipher – if you can find a copy.

Players that plan to take part in this adventure should not read any further.

### ADVENTURE SYNOPSIS

The adventure starts in the recovered halls of Erebor in the year 2949 T.A. Smaug is gone now for eight years and the Dwarves have resettled and reclaimed much of their lost wealth. For some, the challenges of the past still hold on tightly.

The heroes, having been summoned by opportunity, or perhaps they are relations to Tori – the story's protagonist – will begin a journey south through Mirkwood on to Moria and its passages that lie under the eastern-most mountain, Bundushathûr, which the Elves called Fanuidhol and Men named Cloudyhead.

Loremasters are welcome to change the time period of the adventure, but some changes may require an accounting for more

or less generations of Tori's line. Understand that the earliest that a Lore master can move this adventure is to the year 1981 T.A. when the Dwarves fled Khazad-dûm after the unleashing of the Balrog.

### LOREMASTER'S BACKGROUND AND THE LINE OF TORI

After the cataclysm of the First Age and its destruction of Beleriand, the Dwarven realms of Belegost (*Kh. Gabilgathol*) and Nogrod (*Kh. Tumunzaha*) were also victim to the re-shaping of Middle-earth.

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

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

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

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

Tori was responsible for the accounting of the raw ore that came up from the Mines that weaved deep under Bundushathûr.



Passages out of the East Halls on the First Deep would take one down deep under the eastern mountain and it was here that Tori would spend a great deal of his time overseeing the valuation of the ores that were drawn out of the earth.

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

During the raging battles and confusion, Tori misplaced his keys - the one thing for which he was held responsible. Without them, he was unable to secure the standards so that they, too, could be brought along with the Dwarves in their migration. Without these weights and measures, established by Durin I himself, the Dwarves no longer had their standards to base their wealth. Resentment and anger festered, and mistrust spread through the many houses. Within and without the Dwarven realms, trade was now hard, as no one could trust the metals being offered to reflect their true worth. Tori and his line would forever bear the brunt of that resentment and shame became synonymous with his name.

It was in 2949 T.A. that Kori, a descendant to the long-deceased Key-warden, decided the time was right for the family's reputation to be restored. The great War of the Dwarves and Orcs had ended one-hundred and fifty years ago and it had had a devastating effect on the Orc tribes of the Misty Mountains. Their fewer numbers should allow for access into the old Dwarf home, finding the keys of Tori, and assuring that the vaults of Khazad-dûm were still secured. As long as Durin's Bane was not disturbed, a company could enter, and escape and Kori could restore his families name; restore what once was.

TORI'S LINE	
Tori	1931-2151 T.A.
Réni	2006-2234 T.A.
Fenri	2086-2276 T.A.
Bor	2194-2494 T.A.
Feni	2344-2564 T.A.
Jori	2471-2691 T.A.
Jofi	2571-2698 T.A.
Nori	2633-2802 T.A.
Kenri	2688-2918 T.A.
Kori	2793 - Present

## LORE

The Loremaster will want to advise the players that entering Moria and exploring its depths will be no easy feat. It will be up to the players to make tests in some investigative manner about the halls of Khazad-dûm and the mines that sit under Cloudyhead. Without some knowledge of layout or actual maps, navigating the Dwarrowdelf could prove impossible.

It has been over 900 years since the Dwarves fled the city. Finding a **Scholar** within Erebor, with knowledge of Moria, should not be too challenging, but getting specific details on an area will be a TN 16 at the minimum.

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

### What Kori does know:

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

## THE GATHERING

The onset of this adventure will commence in the city of Dale, or Erebor, based on the makeup of the party. If it is all Dwarves, then within Erebor will suit - if it is not, then it makes sense that the heroes will have answered Kori's call for adventure.

The old Dwarf has little in the ways of money to pay the heroes. All he can offer is treasure that might be won along their way. Still, Kori does have the resources to pay for the expedition costs of two pack mules and enough food for two months. All other needs will be at the expense of the heroes themselves.

Instead, Kori sells the chance for glory and riches untold. If Dwarves are his primary recruits, he will sell them on the chance to return to their beloved homeland and win back one small piece for their folk, and win the honor that that would extend.

No matter his method, or whom shows up to take on this task, the Loremaster should treat this as a standard encounter. The difference is, the Loremaster must make the tests to win the heroes over. The players can announce what their characters would prefer, as to the type of tests that would influence them, and all TN's are based on their base Wits score plus their Wisdom.



Kori will have all the benefits of Lore tests to win advantage dice, just as the player characters would in the reverse situation. He will be required to make an **Introduction** and then the **Interactions**. Understand, this is for roleplaying purposes only – if the Loremaster wishes to ignore this part, she may. The players will obviously want to go on an adventure, so you may assume they have all met in Dale for their departure.

Still the benefit of the above encounter can be used to create trust and discipline, as well as commitment. Will the players be won in both heart and mind and follow Kori all the way, or will they be influenced enough to achieve only their own goals? You can decide, or allow roleplaying and dice to be your guide.



**Kori, son of Kenri**  
**Attribute Level:** 6  
**Specialties:** Fire-making, Smith-craft, Stone-craft  
**Distinctive Features:** Determined, Hardened, Proud  
**Relevant Skills:** Awareness ♦♦, Awe ♦♦, Battle ♦, Courtesy ♦♦, Craft ♦♦♦, Explore ♦♦♦, Lore ♦♦♦, Persuade ♦♦♦, Riddle ♦♦, Search ♦♦, Song ♦, Stealth ♦♦, Travel ♦♦♦, Battle-axe ♦♦♦  
**Endurance:** 34

## THE JOURNEY TO MORIA

Once gathered, it is time for the heroes to plan the journey. From Erebor, or Dale, the Forest of Mirkwood is the primary obstacle that the company shall face. It must first be decided whether to go around, or through the great wood.

If around, then will the company pursue the course south down the River Running, past the East Bight to the end of the forest? If

so, what will be their means of travel? They will have two pack mules, but do they have boats? Can they get some?

Perhaps they will go north instead, and circle the forest through the Grey Mountain Narrows until they come into the Upper Vales. From there, they would travel south until they come at last to the Dimrill Dale.

Their final choice is to go through the forest, but will they take the Elf Path or the Old Dwarf Road?

No matter their course, the rules for Journeys is applied and the heroes must overcome the trials of such a long and arduous road. It is suggested that the Loremaster plan optional encounters – both helpful and hindering – for each leg of the journey. **Hazards** will also appear and may be either part of these additional encounters, or just more challenges to overcome.

In the end, when the Gates of Moria are finally found, the heroes should be low on supplies and be struggling with **Weariness**. The over-arching mood should be the daunting task that they have taken on themselves.

### Optional Rule: *Sleeping in the Rough*

This optional rule makes recovery of **Weariness** a little easier based on an **Explore** roll and degree of success.

In the **Journey** rules as stated, a hero will recover 1 **Fatigue** per night, after a sound rest in a safe place. Instead, the Loremaster may allow the heroes to roll an **Explore** test – the TN will be based on the regional difficulty. If successful, the heroes have found themselves a safe and comfortable place to sleep each night, through the journey.

On a success, the hero may reduce their overall **Fatigue** gain by 2 (on a great success by 3, and on an extraordinary success by 4 or their base **Body** attribute, whichever is higher).

I have listed some suggested challenges and encounters below:

### Between the Iron Hills and Mirkwood

The Company of Kori is set upon by barbarians out of the east. The raiding party has come to steal and harass any travelers it may find and return the spoils back to their homeland.

### Mirkwood (*Elf-path*)

Elves of Thranduil's Realm stop the company of Kori to inquire why they are passing through the realm.

Orcs and, or, spiders from the Heart of the Forest attempt to waylay the company.

The Loremaster may request a series of tests to make sure the company keeps to the trail and does not lose their way.

### The road past Dol Guldur

The haunted mountain is occupied by Sauron's chief servants, the Nazgûl, and so this could be a very dangerous stretch of land to cross through. Any type of encounter could occur here from a Warg-riding Orc patrol, to meeting a Ringwraith on the road relaying messages for his Master.

### Under the eaves of Lórien

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

## MORIA AND ITS ENVIRONS

It is not my purpose to sell any Loremasters short on this adventure, but the sheer size of Moria makes it a complex matter to generate detailed scenes. As stated before, it is recommended that the Loremaster have previously detailed out the paths of Moria, and have a resource to help build the ruin's interworks, as the company travels the halls.

If a Loremaster can find a copy of **Decipher's Moria Boxed Set**, I want to point to pages 16-18 of the Khazad-dûm book. It gives great information on Travel within the ruin, Weariness, Fear, Light, Water, and Combat. Page 20 also gives Chronicle Elements which are excellent for giving description of the 'feel' of Moria. There is also a **Peril System** that is great for detailing encounters, traps and pitfalls. Understand that the tools within the CODA system will need to be modified to allow use within *The One Ring*™.

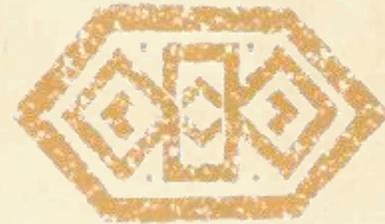
I will give simple information for each of the following scenes, but take the time to imply the *overwhelming feel* of Khazad-dûm for your players. It is immense and a mind-boggling maze to those that have never lived a lifetime underground. Add to the scenes as you see fit based on the Advancement level and strength of your player characters.

I suggest running the campaign in a moderately, or even sparsely lit room, and if possible have ambient sounds playing of echoing water dripping, or other underground noises.

During scenes 1 through 3, the Loremaster may employ the adjusted **Journey** rules (below) to move the heroes through Moria. This can quickly expedite travel in the ruin, or it can be ignored, and the players will have to slog through every step.

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

Understand, too, that this is not a mission to win back the once proud Dwarven Realm. It is the goal of Master Kori to enter Moria, see that the Vaults of Durin are still secure, and to retrieve the keys if possible. It is also the goal for the Dwarf and his company of heroes to escape the ruin and return at last to Erebor.



## THE JOURNEY THROUGH MORIA

In following scenes 1 through 3, there are adjusted Journey rules for travel within Moria. They are meant to expedite the adventure and will take the characters from the First Hall to the Vaults of Durin and leave them in the corridor that leads to Tori's Chambers. If the Loremaster and his players wish, this option can be ignored, and they may enhance and play out each scene as it is written.

As mentioned above in Moria and its Environs, the ruined city is fraught with hazards and enemies. The adjusted **Journey** rules can be much more punishing to the heroes than those in the Core Rule Book.

### Traveling Companions

The rules as illustrated in the core rules does not change for travelling companions. The heroes will all determine their roles based on the strength of their skills.

### Journey Resolution

The journey resolution varies from those illustrated in the core rules. Instead of the distance, terrain, and speed of travel determining the time it takes to make the journey, the Degree of

Success of the tests rolled will determine how long the companions struggle through the ancient city.

**Fatigue** will still affect the heroes and **Hazards** will arise from the results of their rolls.

## SCENE 1: THE EAST GATE AND THE FIRST HALL

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



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

Use the TN's listed on the map to challenge the characters in **Stealth** and **Explore**. Feel free to offer the heroes **Lore** tests to gain advantage dice in their struggles. Loremasters must remember, this is not an adventure full of combat with orcs but trying to maneuver through the old city as quietly as possible.

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

**Area 1-1, 1-2, and 1-3** is still occupied by a garrison of twelve to twenty-four Orcs of varied kinds. The Loremaster will want to determine their makeup based on the strength of the party and disburse them, but always have at least four to eight on guard and

patrol within the Hall. Should they see the Company of Kori, they will attempt to warn their folk, while also keeping them at bay within the Hall. It will be in the heroes' best interest to try to stop the warning from going out.

### Adjusted Journey rules for this scene:

Instead of having to flesh out the entirety of the First Hall, the Loremaster may use the following adjusted Journey rules.

1. **Character Roles** are determined by the players.
2. A **Lore** test TN 16 may be rolled to assign journey advantages.
3. **Fatigue** rolls are made by each character. **Travel** test TN 16 for the First Hall. Each test is considered 1-hour of travel time, sneaking throughout the darkness and avoiding perils, reduced by 15-minutes for ANY great success rolled by a player, or by 30-minutes for ANY extraordinary success. The result of the best roll is noted. If it was made by the **Guide**, you may add 5 to the result; if the best roll was made by the **Scout**, you may add 3 to the result; if the roll was made by the **Look-out**, you may add 1 to the result.
4. **Fatigue Rolls** are continued in the same manner until the aggregate of the best rolls noted equals, or exceeds 42. The total time spent moving through the Hall is determined, based on the number of Fatigue Rolls needed to be made.
5. If a player fails any Fatigue test above, he immediately increases his Fatigue score by 1 point. *The stress of traveling within the ruin of Moria can be hindering, but it is not as potent as that of long journeys.*
6. Any  result will trigger a **Hazard**, whether the roll was a success or not. The target of the **Hazard** is determined as normal, using the table on page 160 of the Core Rules. The player, or players, must overcome the prescribed test challenge at TN 16. If an  is rolled on the Hazard test, the consequences are adjusted below.
7. If the **Hazard** test challenge is failed, the consequences of the failure is then determined by rolling the Feat die and using the table below. If the Hazard test was failed and also resulted in an , adjust the result by using the correct column.





Feat Die	Effect	Consequence	 Consequence
	Roll Again	~	~
1	Weariness	Temporarily Weary for this and the next journey	Temporarily Weary for this and the next journey, alarm sounded
2 - 3	Misery	Temporarily Miserable for this and the next journey	Temporarily Miserable throughout times spent in Moria
4 - 5	Fatigue	Add standard gear Fatigue rating to current score	Add twice the standard gear Fatigue rating to the current score
6	Wound	Lose Endurance equal to a success die result	Suffer a wound from a trap, or other danger
7	Corruption	Gain 1 Shadow	Gain 2 Shadow
8 - 9	Despair	Lose 1 Hope point	Lose 2 Hope points
10	Wrong Choices	Raise TN one level for the next journey	Raise the TN two levels on the next journey
	Dangerous Meeting	The Loremaster improvises a combat encounter	The Loremaster rolls the Feat die once more; if an  results again, the character is lost down a hole in Moria*; if any other result, the combat encounter occurs

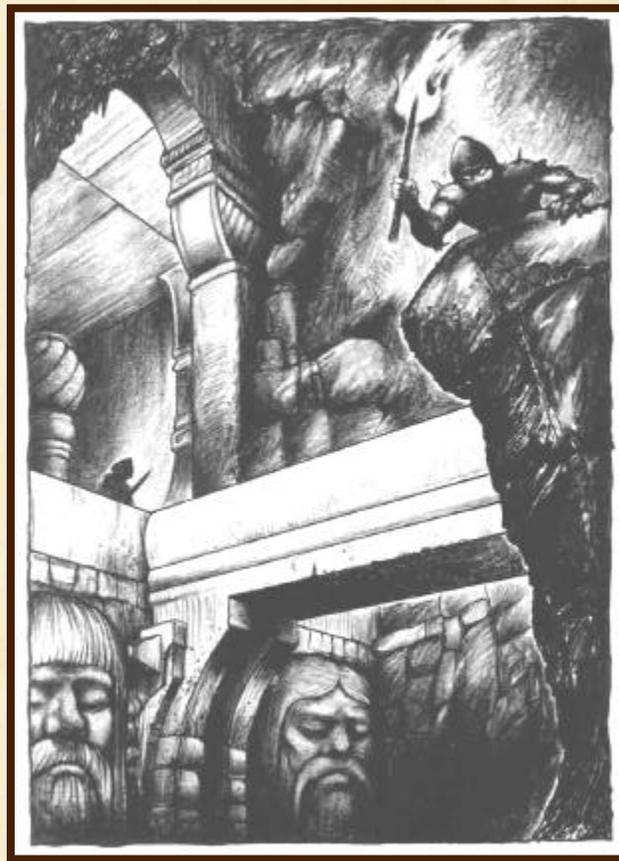
\*a lost character is either dead or has fallen deep into an unknown location within the ruin; the player and Loremaster may decide if they wish to have an additional adventure to search for the lost hero, or to see if she can find her way out.

The objective here is for the Heroes to find the stairwell down into the north-eastern region of the First Deep. On the map, the stairs are those marked with a red circle. The stairs down are made up of 42 steps, which is the only characteristic that the Heroes will be able to confirm from their limited knowledge of the Deep.

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

**Adjusted Journey rules for this scene:**

Instead of having to flesh out the entirety of the Second Hall, the Loremaster may use the adjusted Journey rules above. Due to being deeper within the ruin, the TN is increased to 18.



**SCENE 2: THE SECOND HALL AND FINDING THE EASTERN MINES**

The Second Hall contains Durin's Bridge (area 1.4) and it will be the first main objective that the characters will need to achieve - it provides the only access into Moria (unless the Heroes decided to go over the mountains and come in through the West Gate).

Heroes will need to roll a **Valour** test TN 12 to work up the nerve to cross the span. The ominous depth of the chasm and the slight width of the bridge make it a challenge for any hero. Loremasters will again want to use the map, and its bulleted details, of the Second Hall that is provided below.

Like the previous hall, there are only a small number of Orcs in the Second Hall and alarms and traps are scattered here as well. Again, the Loremaster is free to determine the Orc count and makeup, as well as creating the perils and **Hazards** as needed. I have not defined the many ancillary chambers that extend from the hall, on the map, but feel free to at your need. They are best defined by their original purpose when the Dwarves resided here, but now repurposed by the Orcs.

**SCENE 3: THE VAULTS OF DURIN**

For this area, the north-east corner of the First Deep, the Loremaster will use the map labeled **Vaults of Durin**. The

stairwell out of the Second Hall will mate up with this First Deep at the hallway that is notated with a red circle.

The other important passage noted on the map is the exit to the north near the vaults that lead to Tori's chambers.

The objective for the Heroes in this scene is to locate chamber E2 - the Vaults of Durin. Within this mammoth chamber are smaller vaults that contain portions of Moria's vast wealth. Most importantly to Kori are contained the standards of the Line of Durin. Kori will want to see that the vaults are still closed, secure and undisturbed; fortunately for the house of Tori, it is the case. No one has tampered with the great vault, or has had any success trying to enter.

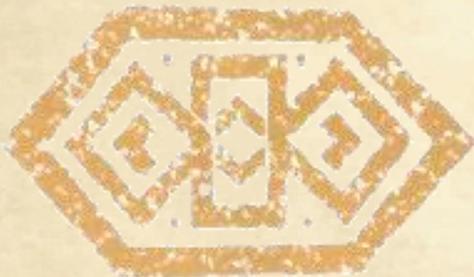
All the other chambers upon this map may be seeded as the Loremaster wishes, but a warren of 45 Orcs resides here; chambers E4, E5, E8, and E12 are where they nest. These Moria-orcs serve the Balrog by mining the ancient passages below the First Deep and guarding the area. It has been many years since any intruder came within their region so unless the heroes set off alarms in the prior scenes, this band will be relatively unprepared for any intruders.

The Loremaster may determine the makeup of Orc-types and may even throw in a troll or two, based on the strength of their heroes. The Orcs can be distributed between the four chambers as wished, but always have a patrol active of four to eight individuals.

Once the Vaults have been discovered, the next thing will be for the Company of Kori to try and secure the keys of his great-sire. The words spoken by Tori was that he had set his ring down within his office (*at least he thinks he had*) and they were forgotten in the confusion of the exodus. The characters must leave through the noted passage.

#### Adjusted Journey rules for this scene:

It is not recommended to use the adjusted Journey rules above, for this scene. If you do, the TN is increased to 20.



## SCENE 4: TORI'S CHAMBERS

The map to Tori's chamber links to the previous exit passage that the heroes used to exit the Vaults of Durin. *The One Ring™* game system does not require exact measurements, but for the Loremaster's use, each hex equals 1 meter. The **Adjusted Journey** rules will not be used for this scene.

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

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

A **Lore** test TN 16 will identify the fungus for what it is and its potential threat.

Any character that approaches too closely to the fungi growth, or touches it in any way, will trigger its self-defense mechanism. The Loremaster rolls the **Feat Die** after each character that moves within 2m of the fungus. If a 7 or higher is rolled, or an  results, the spores burst out; effects are immediate if the growth is touched.

If the fungus attacks, its nodule caps will burst filling an area 8'x8' with spores. The bad thing is it will usually cause a chain reaction of multiple plants - the Loremaster rolls the **Feat Die** again to determine if more than one plant bursts. If a 9 or higher is rolled, or an  results, roll 1d6 to determine the number that burst; this is merely to determine the area covered in a cloud of dusty spores and how many other heroes might be affected.

Once it bursts, a hero can only avoid the danger by making an **Athletics** test TN 16 that will signify the luck of the character.

The fungus spores are a fine powdery cloud that is easily inhaled, but also in the damp cavern it will quickly become thick and settle on clothes, skin and hair. Whether breathed in or later rubbed into eyes from coated hands, the spores will aggressively begin to grow and will cause breathing or sinus cavity issues. The spores of the fungus will get into the respiratory system of the victim and will slowly begin to



reproduce in their moist, airy lungs. A hero affected by the mold is considered **Poisoned**.

The *mold spore poison* causes the victim to have the same effect as **Weary**, and they will remain so until the spores are overcome, or they expire. The spores have a potency (**Endurance**) of 18. If contracted, roll 1d6+2 to determine the number of days a victim has to try and defeat the growing spores in their body.

For each day, the Hero may roll the **Feat Die** and add to it *half* of their *favoured* **Body** attribute (round up) against a TN 12. If successful, reduce the spore poison's potency by an amount equal to the hero's **Body** attribute. If the spore's potency is overcome in the allotted number of days rolled above, the hero has cleared herself of the threat. If not, the hero has become overwhelmed by the parasitic fungus and expires.

A **Hope** point may be spent on the daily **Body** attribute test to aid in the roll. A hero will also gain a +3 bonus to the test for each day, if a successful **Healing** test TN 14 is made by another character. The modifier adjusts to +4 on a great success, and +5 on an extraordinary success (or the heroes **Body** attribute, whichever is higher).

Even though the original hero who disturbed the mold is safe, he may bring the threat to another. The Loremaster may have other Heroes (or Loremaster characters) roll a random **Athletics** test TN 16, at a later time, if the dust is present on clothes or body. These tests will only be necessary for a duration of 2 days from first contact with the mold.

2. **Tori's Office** - this chamber is 4m x 6m and contains a large stone table against its north wall. This was the office of Tori, Key-warden of the First Deep.

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

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

Skulking into the chamber from either hallway from **area #3** will be **2d6+2 Pale Ones** (See *Horse-lords of Rohan* pg. 124). Hearing the presence of living beings, the diminutive

scavenger orcs will come to see if there is an opportunity for an easy kill.

The Pale Ones will attack the smallest members of the Company of Kori and will attempt to claim any prizes, but understand these are generally craven creatures that scavenge off of forgotten refuse. They are not brave and will not remain unless they maintain greater numbers.

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

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

The floor is littered with bones and feces many rodents that have nested here. They number 24 in all and the heroes may be pestered by them. The creatures are very protective of their territory and will attack any that come into the room. What's worse is the Cave-wraith that also haunts the chamber.

When Moria had fallen, a Dwarf miner had become trapped within the area and now its restless spirit troubles all who passerby. The sad spirit does not discriminate who it will hinder; it merely enjoys causing suffering to any accursed living creatures. So, as the Heroes fend off the the rats, they may also be attacked by the incorporeal spirit.

## Sad Spirit

Attribute Level	
4	
<b>Endurance</b>	<b>Hate</b>
36	10
<b>Parry</b>	<b>Armour</b>
5	2d
Skills	
<b>Personality</b> , 3	<b>Survival</b> , 1
<b>Movement</b> , 4	<b>Custom</b> , 3
<b>Perception</b> , 3	<b>Vocation</b> , 2
Weapon Skills	
None ( <i>incorporeal</i> )	
Special Abilities	
<b>Ghost-form</b>	<b>Strike Fear</b>
<b>Dreadful Spells*</b>	<b>Visions of Torment</b>



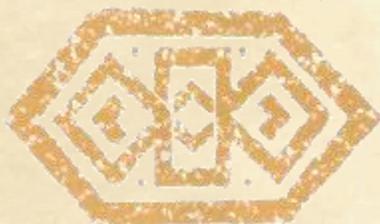
\**Grieve*: A hero who fails a Corruption check (TN 16) due to Dreadful Spells experiences a harrowing sorrow, causing him to gain an additional number of Shadow points equal to the creature's Attribute level. If the check failed producing an , then the companion is also Wounded, as an old injury reopens as if inflicted at that very moment.



Save to be a story element, the rats have no other effect on the situation except to reduce all Heroes by 1 success die, with any action. This denotes the tormenting caused by the scurrying rodents.

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

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



## SCENE 5: MINE ENTRANCE

The map to the Mine Entrance links to **area #4** in the previous scene. *The One Ring™* game system does not require exact

measurements, but for the Loremaster's use, each hex equals 1 yard. The **Adjusted Journey** rules will not be used for this scene.

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

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

2. This chamber is empty.
3. This chamber contains the next ladder down to the vast mines below Cloudyhead. The cut 1.5m x 2m room that contains the ladder has a large hole in the floor and an elevator system of booms and pulleys. The Dwarves had once brought up quantities of ore here to be taken to the Key-warden for measure and valuation. The Orcs have rigged the Dwarven elevator to still work, but also use the floor as an easy access for their Cave-troll.

The Orcs are stationed here by the Balrog and are under orders to patrol the mines of Cloudyhead. The chance that someone could find a way into the mines of Moria from some unknown tunnel is slight, but the Balrog does not wish to take any chance.

The Company of Kori may be able to surprise this band of Orcs as they prod their massive Troll into the hole. There are 12 **Orcs of the Misty Mountains** (see page 239 of the *Core Rules*) in the chamber, including in that number 1 Orc Chieftain, 7 Orc soldiers, and 4 Goblin Archers. They are part of the warren in chambers #4 and #5. Finally, they have with them a **Cave Troll** (see page 244 of the *Core Rules*).

The Heroes may opt to wait until the Orcs have completed their task in getting themselves and the Cave-Troll down into the lower mines, before they enter the chamber.

Once the room is vacated or the enemy defeated, the Heroes will want to perform a **Search** of the room for the missing keys. It was here that *Tori* thought he may have dropped them, if they were not in his office above. The old Dwarf was right, he did drop them here in his rush to flee. The old rusty ring of keys lay forgotten under a thick blanket of cave dust.



Finding the keys will require a **Search** test TN 16. The keys are old and should probably not be used to try and turn any lock on the vaults, but they will make a good template to make a new set of keys. The return of the keys and the news that the vaults are still sealed will bring great prestige back to Tori's line in Erebor and the Iron Hills.

4. **Orc Warren** - this natural cave is home to 36 Orcs (including the 12 in **area #3**) and the one Cave-Troll. The Orcs (made up of 16 Orc soldiers and 8 Goblin archers, plus those listed above) keep the troll penned in the smaller chamber that extends from their main room. They will attack on sight any intruders, but could be taken by surprise if the Heroes are able to use **Stealth**.

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

The Loremaster may wish to tweak the Orc Chieftain so that this scene presents a greater challenge to the Heroes. The Loremaster may also seed this chamber with any traps, plus

treasures they see fit, including raw ore, jewels, or Dwarf items of great - or rare - antiquity.

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

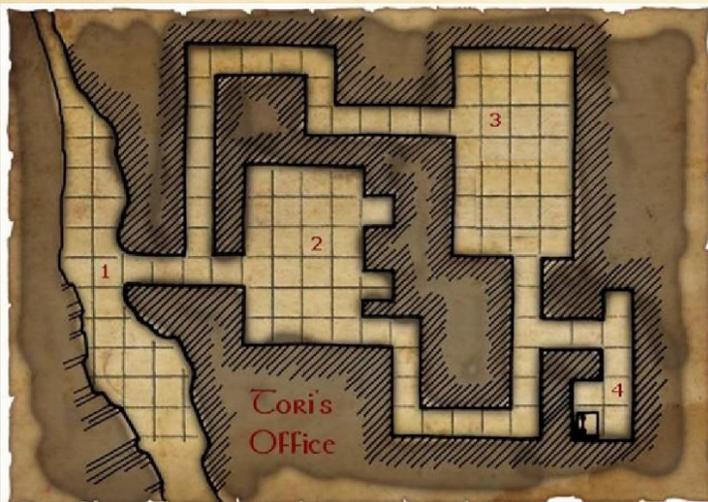
### SCENE 6: ESCAPE

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

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

It is left here in the Loremaster's hands as to how detailed she wishes to make the escape from the Dwarven city and back home to the north. It can be done as an Epilogue-style narrative or played out as it had been started. No matter how it is handled, the Loremaster may reward 12 **Experience Points** for all surviving characters, 8 **Advancement Points** plus what they earned for successful tests, and may even reward some **Standing**.

## WHAT ONCE WAS - MAPS



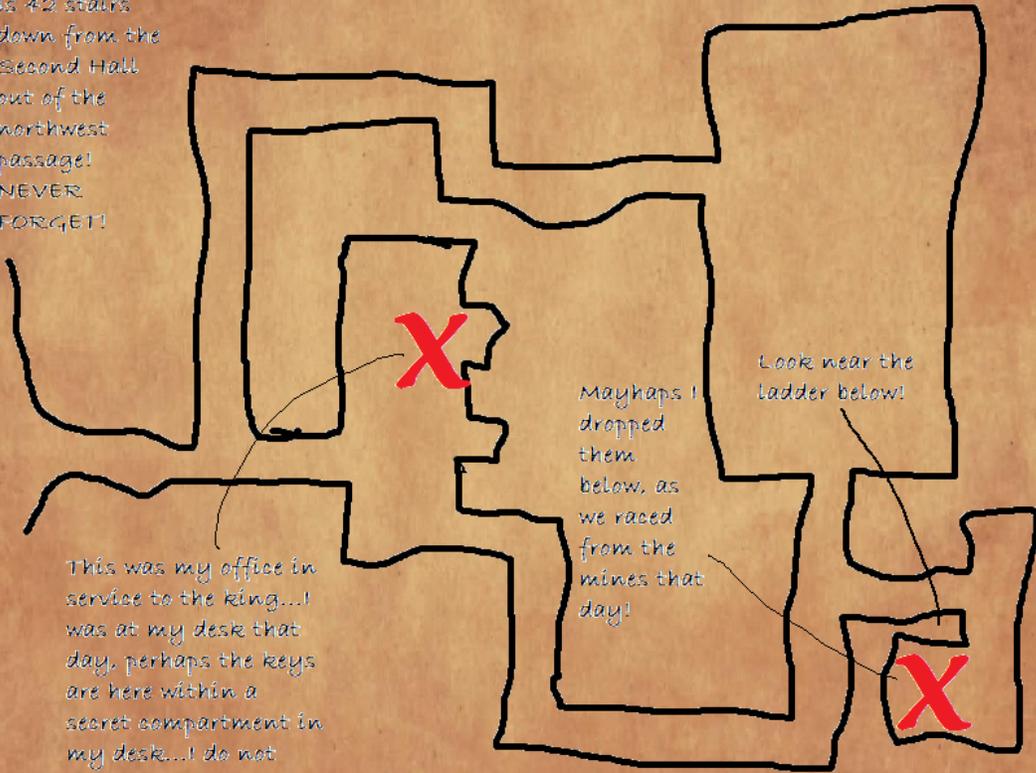
Scene 4: Tori's Chambers Map



Scene 5: Mine Entrance Map



42 stairs!! It  
is 42 stairs  
down from the  
Second Hall  
out of the  
northwest  
passage!  
NEVER  
FORGET!

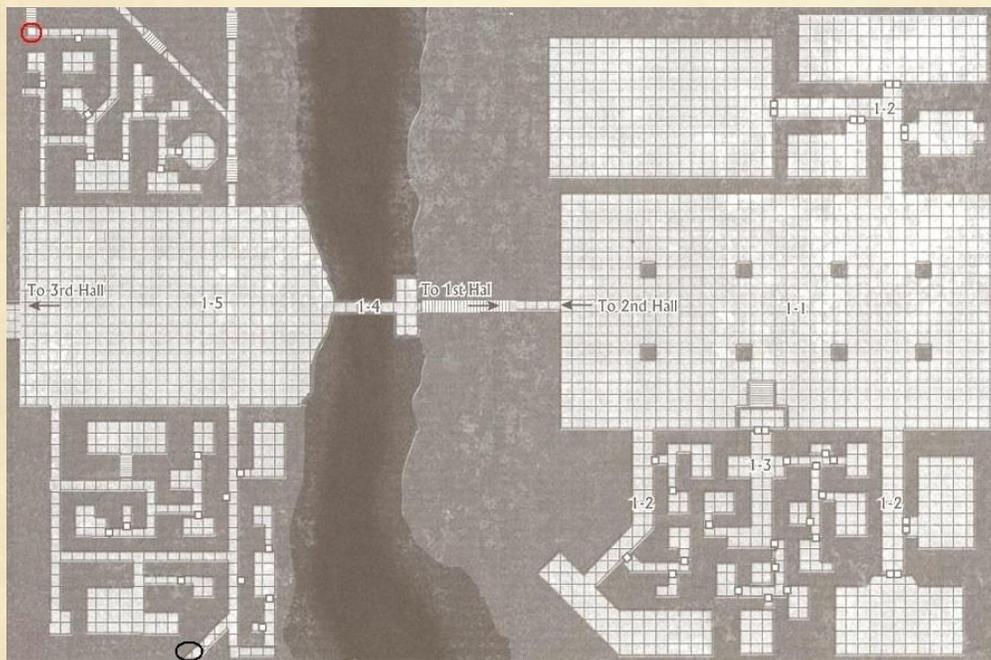


This was my office in  
service to the king...I  
was at my desk that  
day, perhaps the keys  
are here within a  
secret compartment in  
my desk...I do not  
remember.

Mayhaps I  
dropped  
them  
below, as  
we raced  
from the  
mines that  
day!

Look near the  
ladder below!

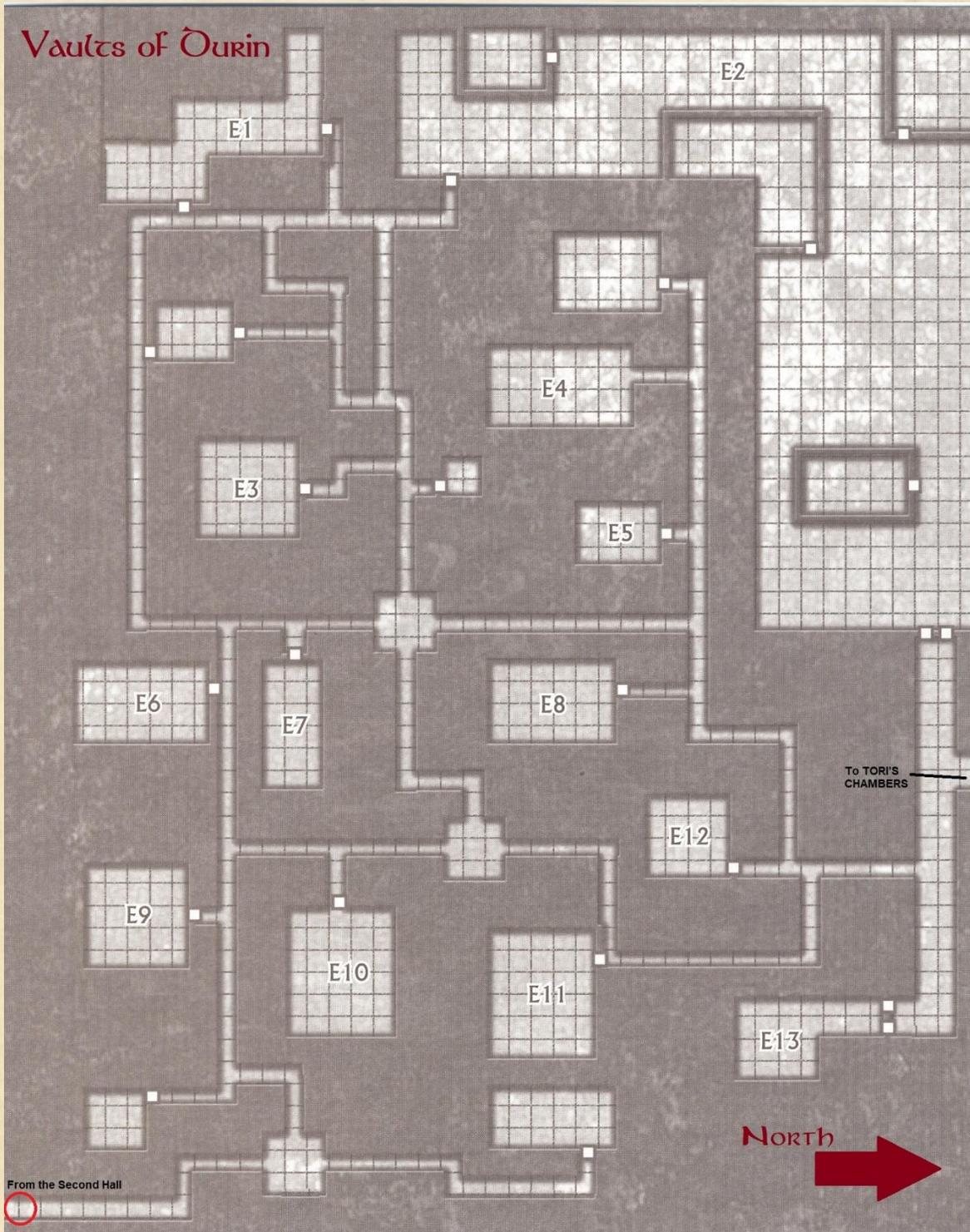
Player Handout



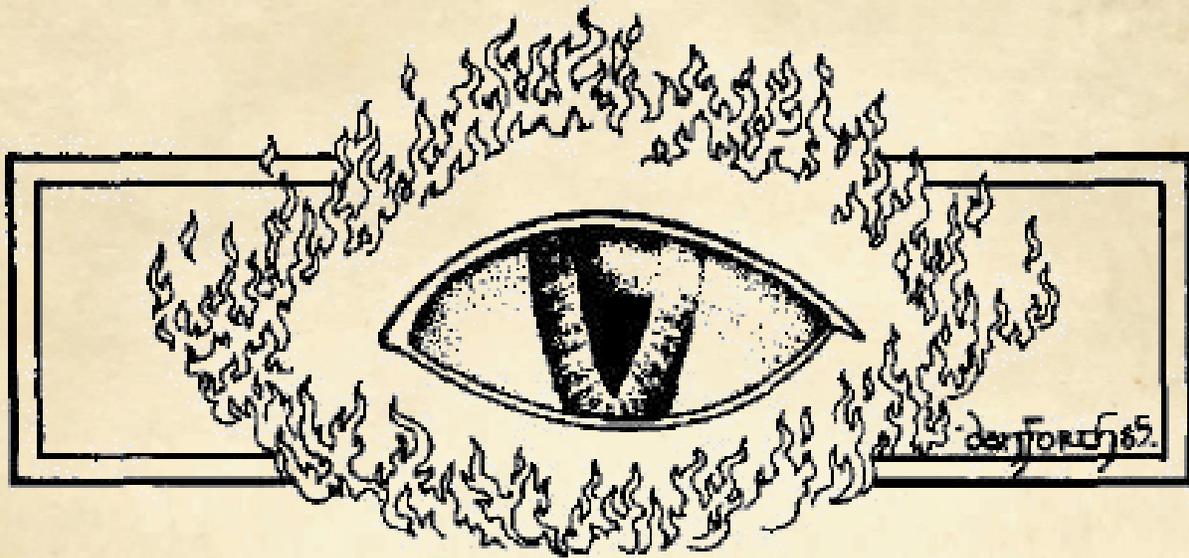
Scenes 1 and 2 - First and Second Halls



# Vaults of Durin



Scenes 3 - Vaults of Durin



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This is a list of websites, including Cubicle 7's official websites. We have found they supply useful information to *The One Ring* gamers.

**CUBICLE 7 THE ONE RING RPG HOME**

<http://cubicle7.co.uk/our-games/the-one-ring/>

**CUBICLE 7 THE ONE RING RPG FORUM**

<http://forums.cubicle7.co.uk/viewforum.php?f=5&sid=2a631790900dc2fc2394da9ee3306f68>

**TOLKIEN GATEWAY WIKI**

[http://tolkiengateway.net/wiki/Main\\_Page](http://tolkiengateway.net/wiki/Main_Page)

**ENCYCLOPEDIA OF ARDA**

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

**THE ONE RING**

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

**RPG – TOMCAT'S GAME FORUM**

<https://rpg.avioc.org>

**RPG – TOMCAT'S ONLINE CHARACTER SHEETS**

<https://rpg.avioc.org/profiles>

**TOR ONLINE CHARACTER SHEET**

<http://azrapse.es/tor/sheet.html>

# CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- Racial or Cultural packages?
- New creatures, or fell beasts?
- Loremaster Characters?
- Weapons, equipment, or magical items?
- Fan Art?

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

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

If so, write to us at [HOFsubmission@gmail.com](mailto:HOFsubmission@gmail.com) with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The One Ring Roleplaying Game by Cubicle 7

Write to us at [HOFsubmission@gmail.com](mailto:HOFsubmission@gmail.com) with 'Ad' in the subject line along with your advertisement. The advertisement is to be less than 100 words and a graphic to go with it no more than 1' x 1'



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