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### Southerner Raider

*When a particularly harsh winter has passed, Men from the South may assemble war parties and look for some isolated homestead to plunder.*

**Canny, Hardened**

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### Southerner Champion

*A Southerner Champion may be a chieftain from Dunland, a bandit lord capable of uniting a number of fractious warriors into a small army, or just a particularly vicious brigand.*

**Cruel, Tough**



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### Footpad

*A cowardly bandit, ready to rob a defenceless victim, but capable of ambushing a lonely companion with the help of others.*

**Nimble, Wary**

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### Ruffian Chief

*Tougher or simply fiercer, a chief is a ruffian who has reached the top with the help of a sharper mind, or blade.*

**Ruthless, Secretive**



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### Highway Robber

*More dangerous than a common brigand, a highway robber is used to a life in the Wild, and has learned how to deal with armed victims.*

**Swift, Vengeful**



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### Great Orc Chief

*Great Orcs are often encountered as leaders and chieftains of their weaker-blooded relatives.*

**Bold, Cunning**



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### Great Orc Bodyguard

*Less cunning than those who lead them, these fell creatures protect their captains at the cost of their lives.*

**Fierce, Wary**



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### Goblin Archer

*A Goblin Archer is an Orc chosen for his keen eyes. His ability to see in the dark, coupled with a steady hand, lets him shoot arrows with precision by night or day.*

**Cunning, Keen-eyed**



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### Orc-Chieftain

*Only the most wicked and cruel Orcs live long enough to become chieftains and lead their tribe or warband to battle.*

**Cruel, Hardened**



Might	Hate	Endurance	Parry	Armour
1		8	-	1

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Cudgel	2	3	12	
Bow	2	3	14	Pierce

**Fell Abilities**

Name	Effect
Craven	When affected by the Intimidate Foe combat task, the creature also loses 1 Resolve

Might	Hate	Endurance	Parry	Armour
1		20	+2	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Spear	3	4	14	Pierce
Long-hafted Axe	3	6	18	Break Shield

**Fell Abilities**

Name	Effect
Fierce Folk	Spend 1 Resolve point to gain (1d) on an attack and to make the roll Favoured

Might	Hate	Endurance	Parry	Armour
1		16	+1	2

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Axe	3	5	18	
Short Spear	2	3	14	Pierce

**Fell Abilities**

Name	Effect
Fierce Folk	Spend 1 Resolve point to gain (1d) and make the attack roll Favoured

Might	Hate	Endurance	Parry	Armour
2	7	48	+3	4

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Heavy Scimitar	3	5	18	Break Shield
Broad-headed Spear	3	5	16	Pierce

**Fell Abilities**

Name	Effect
Horrible Strength	If the creature scored a Piercing Blow with a close combat attack, spend 1 Hate to make the target's Protection roll ill-favoured
Snake-like Speed	When targeted by an attack, spend 1 Hate to make the attack roll ill-favoured
Yell of Triumph	Spend 1 Hate to restore 1 Hate to all other Orcs in the fight

Might	Hate	Endurance	Parry	Armour
1		16	-	2

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Spear	3	4	14	Pierce
Bow	2	3	14	Pierce

**Fell Abilities**

Name	Effect
Snake-like Speed	When targeted by an attack, spend 1 Resolve to make the attack roll ill-favoured

Might	Hate	Endurance	Parry	Armour
1		12	+1	2

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Short Sword	3	3	16	
Bow	2	3	14	Pierce

**Fell Abilities**

Name	Effect
Yell of Triumph	Spend 1 Resolve to restore 1 Resolve to all other Ruffians in the fight

Might	Hate	Endurance	Parry	Armour
1	5	20	+3	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Scimitar	3	3	16	
Spear	3	3	14	Pierce

**Fell Abilities**

Name	Effect
Great Leap	Spend 1 Hate to attack any Player-hero, in any combat stance, including Rearward
Snake-like Speed	When targeted by an attack, spend 1 Hate to make the attack roll ill-favoured
Yell of Triumph	Spend 1 Hate to restore 1 Hate to all other Orcs in the fight

Might	Hate	Endurance	Parry	Armour
1	2	8	-	1

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Bow of Horn	3	3	14	Pierce
Jagged Knife	2	2	14	

**Fell Abilities**

Name	Effect
Craven	When affected by the Intimidate Foe combat task, the creature also loses 1 Hate
Orc-poison	If an attack results in a Wound, the target is also poisoned (see page 134 for the effects of poison)

Might	Hate	Endurance	Parry	Armour
2	6	24	+2	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Orc-axe	3	3	18	Break Shield
Broad-headed Spear	3	5	16	Pierce

**Fell Abilities**

Name	Effect
Hideous Toughness	When an attack inflicts damage to the creature that would cause it to go to zero Endurance, it causes a Piercing Blow instead. Then, if the creature is still alive, it returns to full Endurance





*The strongest and boldest Orcs are equipped with the toughest armour they can find or put together, and are placed to keep watch on an area wielding a sword and sturdy shield.*

**Strong, Vigilant**



*Often armed with characteristic bent swords, Orc Soldiers are a loud, undisciplined lot. Only a forceful chieftain with a cruel whip and a sharp blade can keep them in line.*

### Rebellious, Vengeful



*Feared by its own handlers, a Great Cave-troll is sent by Orcs to smash the defences and the morale of the foes they fear the most.*

## Brutish, Wicked



*Used to live in the depths of the earth, a Cave-troll Slinker often hunts alone and in the dark, relying on its acute sense of smell.*

### Stealthy, Wary



*A Stone-troll Robberâ€™s appearance, while always frightful, is made less monstrous by their tendency to wear simple clothes, cook their food and use tools like drinking jugs and barrels.*

**Hungry, Irritable**



*Small groups of Stone-trolls may band together around a stronger member of their breed, to attack caravans of merchants or isolated farmhouses.*

### Cruel, Suspicious



*Sent to the hills of Tyrn Gorthad by the Witch-king of Angmar to plague his enemies in the wars against Arnor, a Barrow-wight appears as a tall, dark figure, with cold eyes lit by a pale light.*

**Cunning, Vengeful**



*Fell Wraiths appear as crooked wanderers, roaming among ancient ruins, wrapped in cloaks hiding their spectral features. Their flesh is almost transparent, and their eyes seem to glow like embers.*

### Swift, Wary



*The Marsh-dwellers are shambling humanoid creatures with a clammy pale flesh, like that of a corpse left to rot in the water. A fell light in their small eyes suggests a wicked vitality and intent.*

### Fierce, Stealthy



Might	Hate	Endurance	Parry	Armour
2	10	80	-	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Crush	3	6	12	Seize
Bite	2	6	14	Pierce

**Fell Abilities**

Name	Effect
Strike Fear	Spend 1 Hate to make all Player-heroes in sight gain 2 Shadow points (Dread) Those who fail their Shadow test are daunted and cannot spend Hope for the rest of the fight
Thick Hide	Spend 1 Hate point to gain (2d) on a Protection roll

Might	Hate	Endurance	Parry	Armour
1	3	12	+1	2

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Scimitar	3	3	16	
Spear	2	3	14	Pierce

**Fell Abilities**

Name	Effect
Craven	At the start of the round, the adversary flees the battlefield if at zero Hate and is unengaged

Might	Hate	Endurance	Parry	Armour
1	4	16	+2	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Scimitar	3	3	16	
Spear	3	3	14	Pierce

**Fell Abilities**

Name	Effect
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Might	Hate	Endurance	Parry	Armour
2	9	70	-	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Club	3	6	16	Break Shield
Crush	2	6	12	Seize

**Fell Abilities**

Name	Effect
Hatred (Dwarves)	When fighting Dwarves, all the creature's rolls are Favoured
Horrible Strength	If the creature scores a Piercing Blow, spend 1 Hate to make the target's Protection roll ill-favoured
Yell of Triumph	Spend 1 Hate to restore 1 Hate to all other Trolls in the fight

Might	Hate	Endurance	Parry	Armour
2	8	60	-	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Club	3	6	16	Break Shield
Crush	2	6	12	Seize

**Fell Abilities**

Name	Effect
Hatred (Dwarves)	When fighting Dwarves, all the creature's rolls are Favoured
Horrible Strength	If the creature scores a Piercing Blow, spend 1 Hate to make the target's Protection roll ill-favoured

Might	Hate	Endurance	Parry	Armour
2	6	50	-	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Club	3	6	16	Break Shield
Bite	2	6	14	Pierce

**Fell Abilities**

Name	Effect
Denizen of the Dark	All attack rolls are Favoured while in darkness
Fear of Fire	The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other burning item
Thick Hide	Spend 1 Hate point to gain (2d) on a Protection roll

Might	Hate	Endurance	Parry	Armour
1	3	12	-	1

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Bite	3	3	14	Pierce
Claws	2	3	14	Seize

**Fell Abilities**

Name	Effect
Fear of Fire	The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item
Hate Sunlight	The creature loses 1 Hate at the start of each round it is exposed to the full light of the sun

Might	Hate	Endurance	Parry	Armour
1	4	16	+1	2

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Pitted Blade	3	4	16	
Cruel Spear	2	4	14	Pierce

**Fell Abilities**

Name	Effect
Denizen of the Dark	All attack rolls are Favoured while in darkness
Fear of Fire	The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item


Might	Hate	Endurance	Parry	Armour
1	6	24	-	3

**Weapons**

Name	Skill	Damage	Injury	Special Dmg
Ancient Sword	3	5	16	Pierce
Chilling Touch	2	6	12	Seize

**Fell Abilities**

Name	Effect
Denizen of the Dark	All attack rolls are Favoured while in darkness
Dreadful Spells	Spend 1 Hate to make one Player-hero gain 3 Shadow points (Sorcery) Targets who fail their Shadow test or who are Miserable fall unconscious and may be roused only with a SONG roll Otherwise, they wake up after one hour
Hate Sunlight	The creature loses 1 Hate at the start of each round it is exposed to the full light of the sun




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### Wild Wolf

*The average Warg is slightly larger than an ordinary Wolf, and much more vicious. It can be encountered in a pack, but also as a solitary hunter or scout, ready to howl and alert other Wargs and evil creatures for miles around.*

Keen-eyed, Grim



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### Wolf-Chieftain

*Greater in stature, cruelty and cunning than ordinary Wargs, a Wolf-chieftain is called upon by its lesser kin to deal with serious threats, like bands of travelling adventurers trespassing into Warg territory.*

Swift, Vicious



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### Hound Of Sauron

*Chosen for its ferocity and malicious intelligence, a Hound of Sauron is a minion of the Dark Lord, a servant sent on a precise errand, be it the gathering of forces for a coming war, the hunt for a specific individual, or spying on an area.*

Cunning, Fierce

MightHateEnduranceParryArmour

2

5

20

+1

2

Weapons

Name	Skill	Damage	Injury	Special Dmg
Fangs	3	5	14	Pierce
Claws	3	5	14	Seize

Fell Abilities

Name	Effect
Deadly Wound	Wounded targets make an Ill-favoured Feat die roll to determine the severity of their injury
Hideous	When an attack inflicts damage to the creature that would cause it to go to zero Endurance, it causes a Piercing Blow instead. Then, if the creature is still alive, it returns to full Endurance
Toughness	When an attack inflicts damage to the creature that would cause it to go to zero Endurance, it causes a Piercing Blow instead. Then, if the creature is still alive, it returns to full Endurance
Strike Fear	Spend 1 Hate to make all Player-heroes in sight gain 3 Shadow points (Dread). Those who fail their Shadow test are daunted and cannot spend Hope for the rest of the fight

MightHateEnduranceParryArmour

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Weapons

Name	Skill	Damage	Injury	Special Dmg
Fangs	3	4	14	Pierce
Claws	2	4	14	Seize

Fell Abilities

Name	Effect
Fear of Fire	The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item
Snake-like Speed	When targeted by an attack, spend 1 Hate to make the attack roll Ill-favoured
Howl of Triumph	Spend 1 Hate to restore 1 Hate to all other Wargs in the fight

MightHateEnduranceParryArmour

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Weapons

Name	Skill	Damage	Injury	Special Dmg
Fangs	3	3	14	Pierce

Fell Abilities

Name	Effect
Fear of Fire	The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item
Snake-like Speed	When targeted by an attack, spend 1 Hate to make the attack roll Ill-favoured