

MINIONS

Servants of the Shadow include multitudes of different creatures. These masses are often used as fodder in their battles against the Free Peoples of Middle-earth.

Barrow-wight			
Abilities (Focuses)			
2	Accuracy (Touch)		
1	Communication		
-2	Constitution		
2	Dexterity (Flying, Stealth)		
-2	Fighting		
1	Intelligence		
2	Perception		
-2	Strength		
4	Willpower (Morale)		
Speed	Health	Defense	AR
10	5	12	0*
Weapon	Attack	Damage	Range
Touch	+4	1d6+4 penetrating	Melee
Special Qualities			
Favored Stunts: Skirmish, Shriek (2 SP)			
Death Throes: When a barrow-wight is reduced to 0 Health, it unleashes a Shriek (see below).			
Incorporeal: A barrow-wight is able to pass through solid objects and ignores harm from most physical sources, such as poison, falling, suffocation, etc.			
*Physical Resistance: When hit with an attack, a barrow-wight is reduces all damage by 15 unless it is caused by fire, magic or sunlight.			
Shade: A barrow-wight can see normally in darkness and gains +4 to Dexterity (Stealth) while in darkness or shadows.			
Shriek (2 SP): A barrow-wight can emit a baleful wail. All living creatures that can hear it suffer -2 Defense and must succeed a TN 15 Willpower (Courage) test or flee from the wight as far as they can			

on their next turn.
Sunlight Vulnerability: A barrow-wight that is exposed to sunlight takes 1d6 penetrating damage.

Threat: Moderate

The touch of this cursed phantom is deadly.

Plague Rat			
Abilities (Focuses)			
3	Accuracy (Bite)		
-2	Communication		
2	Constitution		
4	Dexterity (Stealth)		
2	Fighting		
-2	Intelligence		
2	Perception (Hearing, Smelling)		
1	Strength (Climbing)		
1	Willpower		
Speed	Health	Defense	AR
10	1	14	0
Weapon	Attack	Damage	Range
Bite	+5	1d3-2 (1)	Melee
Special Qualities			
Favored Stunts: Plague Fever (2 SP), Skirmish (self)			
Death Throes: When a plague rat is reduced to 0 Health by a melee attack, the opponent must succeed a TN 15 Constitution (Stamina) test or contract Plague Fever (see below).			
Plague Fever (2 SP): A plague rats touch carries with it disease and can infect a victim with sickening fever, who suffers a -1 penalty to attack rolls and ability tests to cast spells until the end of the encounter or until the victim receives magical healing.			
Threat: Minor (Low End)			

Often overlooked as pests, the disease they carry is the bane of civilization.

Giant Spider Hatchling			
Abilities (Focuses)			
3	Accuracy (Bite)		
-2	Communication		
2	Constitution		
4	Dexterity (Stealth)		
2	Fighting		
-2	Intelligence		
2	Perception (Touch)		
1	Strength (Jumping)		
1	Willpower		
Speed	Health	Defense	AR
10	3	14	3
Weapon	Attack	Damage	Range
Bite	+5	1d6+1	Melee
Special Qualities			
<p>Favored Stunts: Skirmish (self), Web-spinning (2 SP)</p> <p>Death Throes: When a giant spider hatchling is reduced to 0 Health, it emits a high-pitch screech that calls 1d3-1 young giant spiders (at the GM's discretion).</p> <p>Hard Chitin: A giant spider hatchling's carapace gives an AR of 3.</p> <p>Swarming Vermin: A giant spider hatchling inflicts +1d6 damage when hitting an immobilized target.</p> <p>Wall Crawling: A giant spider hatchling can walk on walls and ceilings. The Knock Prone stunt causes them to lose their footing and fall.</p> <p>Web-spinning (2 SP): A giant spider hatchling spider can wrap a human-sized creature in sticky webbing that immobilizes the victim. The victim is trapped and can only attempt to break with a successful TN 13 Strength (Might) test as a Major action. An adjacent ally can also attempt this test on their turn.</p>			
Threat: Minor			

These dog-sized spiders are opportunistic and are eager to devour helpless prey.

Ruffian			
Abilities (Focuses)			
2	Accuracy (Brawling, Staves)		
1	Communication (Deception)		
3	Constitution (Drinking)		
2	Dexterity (Legerdemain)		
2	Fighting		
0	Intelligence		
0	Perception		
3	Strength (Intimidation)		
-1	Willpower		
Speed	Health	Defense	AR
10	15	12	0
Weapon	Attack	Damage	Range
Club	+4	1d6+3	Melee
Fist	+4	1d3+3	Melee
Improvised Weapon	+4	1d6+2	Melee
Special Qualities			
<p>Favored Stunts: Knock Prone, Taunt</p> <p>Talents: Carousing (Novice)</p> <p>Brawler: When a ruffian hits with an attack, it attacks with a Fist as a free action.</p> <p>Death Throes: When a ruffian is reduced to 0 Health by an attack that did not stunt, it makes an attack with a Fist against an adjacent target.</p> <p>Equipment: Common clothes stained with dirt and smells of ale, a broken chair leg or stout branch (club), a tankard, drinking horn, glass bottle or other similar vessel (improvised weapon).</p>			
Threat: Moderate (Low End)			

Few mistake the villainous intent of these ill-made Men, whether they are referred to as tavern-brawlers, thugs, bandits, or knaves. Ruffians bully anyone who they see as weaker but cowardly in the face of real danger. Often times they will back down once they recognize a deadly threat and are often at the service of a stronger foe.

Friends & Foes: Minions

Snaga			
Abilities (Focuses)			
2	Accuracy (Brawling)		
0	Communication		
3	Constitution (Rowing, Stamina)		
2	Dexterity (Crafting)		
1	Fighting		
-1	Intelligence		
0	Perception (Hearing, Smelling)		
2	Strength		
-1	Willpower		
Speed	Health	Defense	AR
10	5	13	3
Weapon	Attack	Damage	Range
Improvised Weapon	+4	1d6+1	Melee
Short Sword	+2	1d6+3	Melee
Special Qualities			
<p>Favored Stunts: Pierce Armor, Skirmish</p> <p>Night-seeing: A snagga can see normally in darkness.</p> <p>Death Throes: When a snagga is reduced to 0 Health by sunlight, it erupts in a cloud of ash and all creatures within 2 yards suffer -1 to their Defense until the start of their next turn.</p> <p>Sunlight Aversion A snagga who is exposed to sunlight suffers -1 to attack rolls and -1 to Defense.</p> <p>Vicious: A snagga that rolls a 6 on a damage roll inflicts additional 1d6 damage. It can do this once per turn.</p> <p>Equipment: Ragged clothing that includes a cowl or hooded cloak, piecework light leather armor, a long crooked knife (short sword), a shabby light shield, and a make-shift shovel or pick-axe (improvised weapon)</p>			
Threat: Minor			

The word 'snaga' means 'slave' in the black tongue and are the least of Orc-kind. They stand smaller, more hunched, and less muscled than their larger kin. However, they are hardy from deprivation and labors, and are no less fierce.