

# THE LORD OF THE RINGS ROLEPLAYING GAME

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## CHARACTERS OF MIDDLE-EARTH

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### CREDITS

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## RADAGAST THE BROWN

By: Jim "Ineti" Johnson

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*'[A] worthy Wizard, a master of shapes and changes of hue; and he has much lore of herbs and beasts, and birds are especially his friends.'*

— Gandalf, *The Fellowship of the Ring*

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## RADAGAST THE BROWN

RACE: From across the Sea

RACIAL ABILITIES: Agelessness (Radagast suffers no effects from illness or aging, though he appears to age at a very slow rate.)

ATTRIBUTES: Bearing 12 (+3), Nimbleness 10 (+2), Perception 13 (+3)\*, Strength 10 (+2), Vitality 12 (+3), Wits 12 (+3)\*

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

ORDERS: Magician, master of the wild, wizard

ORDER ABILITIES: Curative Herb Lore, Distil Draught, Dwimercrafty (*Change Hue, Mastery of Shapes*), Imitate Beasts and Birds, Mastery of Magic, Nature Magic, Sanctum (Rhosgobel), Sanctum Power, Sense Power, Spellcasting 5, Spell Specialty (Beasts and Birds, Fire), Staff, Staff of Power, Survival Skills, Wizard Spellcasting 3, Wizardly Power

ADVANCEMENTS: 35

SPELLS: *Animal Messenger, Beast Speech (ability), Beast Summoning, Blinding Flash, Burning Sparks, Change Hue, Create Light 2 (40-foot radius), Fiery Missile, Finding and Returning, Fireshaping, Fog-raising, Fog-weaving, Healing Spell, Kindle Fire, Lightning, Mastery of Shapes, Naming, Power of the Land, Quench Fire, Rain Ward, Renew, Revive, Slumber, Smoke-weaving, Springtime*

SKILLS: Armed Combat: Clubs (Staff) +6, Climb +2, Craft: Cooking (+5), Healing (Herbal Remedies) +10, Insight +3, Intimidate (Power) +3, Inquire (Converse) +3, Language: Dunlendish +3, Language: Northman (Beorning, Dalish, Lakeman, Woodman) +6, Language: Quenya +6, Language: Silvan +3, Language: Sindarin +4, Language: Westron +6, Lore/History: Elves +3, Lore/History: Men (Northmen) +4, Lore/Realm: Arnor +5, Lore/Realm: Dunland +5, Lore/Realm: Eregion +5, Lore/Realm: Fangorn +3, Lore/Realm: Rhovanion (Mirkwood) +9, Lore/Spellcraft: Beasts and Birds +8, Lore/Wilderness: Herbs +10, Lore/Wilderness: Wild Beasts (Birds) +12, Mimicry +4, Observe (Spot) +6, Ride (Horse) +4, Search +6, Stealth (Hide) +3, Survival (Forest, Mountains, Plains) +6, Weather-sense +3

EDGES: Allies 4 (Beorn, Thranduil, others of the Wise and powerful), Armour of Heroes, Bird-Friend (works as Elf-Friend), Healing Hands, Tireless 2, Travel-sense, Woodswise

FLAWS: Apathy (toward the concerns of the Free Peoples), Code of Honour (not to harm wild beasts), Enemy (Orcs), Naïve, Oath (to perform his mission for the Valar; foresworn), Oath (to protect wild beasts from harm)

HEALTH: 12

COURAGE: 4

RENOWN: 15

GEAR: Knapsack of herbs and medical paraphernalia, pouch of gift-feathers, robes, staff of power

\*: Favoured attribute or reaction

## IN THE NOVELS

One of the five Wizards who hail from across the Sea, Radagast the Brown travelled to Middle-earth with his brethren some thousand years into the Third Age. Like Gandalf and Saruman, Radagast is known by different names among different peoples, though "Radagast" remains the most common of them. In Valinor, he was called Aiwendil, roughly translated as 'Bird-lover.' He appears as a tall Man dressed in earthen-hued robes, old of visage and carrying a staff.

Radagast was initially a part of the Wizards' mission to contest the will of Sauron and to unite the Free Peoples against his depredations. He spent many a year travelling some of the realms of Middle-earth, his reputation as an herb-master and healer preceding him. However, as the centuries waxed and waned, Radagast found himself drawn more and more toward the wild beasts and birds of Middle-earth than toward either the troubles of the world's inhabitants or the campaign against Sauron.

Radagast gradually distanced himself from the concerns of the Wizards and lost himself in plain, mountain, and forest. He befriended many a beast, bird, and other being, including King Thranduil of the Elven community in Mirkwood and the wild man named Beorn. Radagast's travels eventually concentrated in Rhovanion, a realm Radagast became so enamoured with that he soon built his sanctum, Rhosgobel, along the western borders of Mirkwood forest. There, Radagast passed many a quiet century immersing himself in herb-lore and the mysteries of birds and beasts.

Radagast rarely travelled beyond the borders of Mirkwood or Rhovanion, save for those times of great need or when the various Councils of the Wise gathered to discuss the great events of the time. Radagast kept little contact with



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either Gandalf or Saruman, but in TA 3018, he did travel to Isengard at Saruman's behest. Saruman told Radagast that the Nine, the dark Nazgûl, had crossed the river Anduin in search of a land called "Shire." Saruman charged Radagast with finding Gandalf the Grey and imparting this information to him. Radagast could not divine a reason for the Nazgûls' actions and was fearful; Saruman carefully played on Radagast's concerns much as a minstrel might play on a pipe, turning Radagast into an unwitting pawn in his selfish game.

Radagast left Isengard in search of Gandalf, and soon encountered him along the Greenway, just outside of the village of Bree. These were realms unknown to Radagast, and he was yet fearful from the dire warnings Saruman had sown in his mind. Radagast informed Gandalf of the Nazgûl's crossing, and that they were in search of the Shire. Alarmed, Gandalf asked Radagast to travel to Mirkwood with all speed, and once there to ask his allies—beast, bird, and otherwise—to report to Orthanc any actions or movements of the enemy. This Radagast did, reporting to King Thranduil, Beorn, and even the Great Eagles. In the meantime, Gandalf rushed to meet Saruman in Isengard, unaware that his imprisonment awaited him.

Heeding Radagast's request, the Great Eagles travelled the many lands and observed many things worth notice, from wolves to Orcs, the Nine Riders searching the lands, and the news of Gollum's escape. Gwaihir, the king of the Great Eagles, himself went to Orthanc to report this news. Once there, he discovered that Gandalf was imprisoned at the pinnacle of the dark tower, and effected the Grey Pilgrim's escape from there. Had Radagast not informed the Great Eagles of Gandalf's request to send news to Orthanc, Gandalf may not have escaped the clutches

of Saruman and the War of the Ring may have ended in utter defeat for the Free Peoples.

No record exists of Radagast's part in the final campaigns of the War of the Ring. It is possible that he travelled north to assist King Brand of Dale and King Dáin Ironfoot in their battles against the Easterlings at the great mountain of Erebor. Another possibility is that Radagast retreated to the forests and the plains to safeguard the birds and wild beasts he had befriended over the ages. Of course, it is also possible that he retreated to any number of hiding places or delvings to wait out the dramatic events of the late Third Age.

### IN THE GAME

Any group traversing the realms of Middle-earth stands a good chance of running into Radagast, depending on when their adventure takes place. If it is set many centuries before the War of the Ring, they may encounter Radagast wandering the realms of Arnor, Dunland, or Eregion, researching herb-lore or observing the many beasts that inhabit those realms. Radagast will come across as willing to help if asked, but will be

seen as somewhat distracted, preferring to investigate sightings of beasts and birds.

If the adventure is set in the years immediately prior to the War, heroes probably will not encounter Radagast unless they travel the realm of Rhovanion or specifically look for him along the borders of Mirkwood forest. Radagast will show a reluctance to assist those in need, though he can overcome this resistance if the calling is truly significant. Radagast will be an eager teacher for those who express interest in the ways of wild beasts or herb-lore.

Radagast the Brown's activities during the Fourth Age are unknown to the annals of the time. It is possible, though unlikely, that he crossed the Sea after the War of the Ring. It is believed among the informed that Radagast yet remains in Middle-earth. He may have returned to his home at Rhosgobel, or may have resumed his wandering nature, traveling from realm to realm with nary a pause in his movements.

### RADAGAST'S STAFF

Like each of the Wizards, Radagast has fashioned a staff to act as a focus of his power. Each staff is uniquely



attuned to the Wizard who made it, and it can only be fully wielded by that individual. Radagast's staff has the following powers:

**DEFENCE:** During combat, Radagast's staff counts as a large shield. In addition, he can make one free parry attempt per round with it.

**SCRIBE SIGN:** Radagast can scribe a short message onto any solid surface with a single sign, which appears as nothing more than an indecipherable rune. Radagast and any allies he designates understand the sign's message, which may be up to a dozen words in length. The sign lasts until Radagast erases it by striking it with his staff or one week passes. Radagast may only have three signs in existence at any given time.

**SPELL PATTERNS:** Radagast may cast the spell *Revive* once per day without making a Stamina test to resist Weariness. Furthermore, this spell does not count as one cast by Radagast for the purposes of determining the Weariness TN of other spells he casts. Thus, Radagast could use this ability and immediately cast another spell without suffering the standard test result penalty for casting too many spells in a short period of time or having multiple spells in effect at one time. Radagast may use this power once per day.

**STRENGTH OF THE STAFF:** When recovering Weariness Levels, Radagast reduces the time needed by half. He can use his staff to recover a total of three Weariness Levels in this manner per day.

## FEATHERS OF THE NOBLE BIRDS

Radagast the Brown has a long history and friendship with the noble birds of Middle-earth. Whenever he befriends a new bird, it gives him one of its feathers as a symbol of that new friendship. The magic created by this simple gift-giving is both subtle and powerful.

When in need, Radagast may toss one such feather into the air and utter the calling word unique to the bird of that feather. The bird will hear the call wherever it may be, no matter the distance, and will endeavour to answer Radagast's call if able. Once the bird has answered the call, it is free to go back from whence it came.

Radagast possesses gift-feathers from dozens of birds, including eagles, falcons, hawks, robins, starlings, and thrushes. Even the noble Gwaihir himself has given Radagast one of his feathers, though Radagast cannot conceive of a situation where he would require aid from the king of the Great Eagles.

## RHOSGOBEL

Radagast's sanctum, Rhosgobel, is located along the western border of Mirkwood forest, east of the Carrock in the great Anduin River and north of Mirkwood's Old Forest Road. Unlike Saruman's imposing tower of Orthanc, Rhosgobel is a modest home set on a modest parcel of land. Radagast has simple tastes, content to surround himself with beasts, birds, herb-lore and books of many subjects. Radagast maintains a garden containing a wide variety of plants and herbs carefully cultivated from his extensive travelling of Middle-earth.

Radagast maintains a small library of books related to medicine, herb-lore, and the like. These books range in quality from +1 to +4.

## NEW FLAWS

### APATHETIC

You are indifferent and uncaring toward a person or people and have to force yourself to act when they are in need.

**EFFECT:** You must select a person, group, people, or realm for which you care not. When faced with a situation that involves the object of your apathy, you must spend one point of Courage to react to the situation. Otherwise, you turn away from their need and go about with your own concerns.

### NAÏVE

*'Radagast the Bird-tamer! Radagast the Simple! Radagast the Fool! Yet he had just the wit to play the part that I set him.'*

— Saruman, *The Fellowship of the Ring*

You unconsciously look at the bright side of things, and usually only see only the good side of people. You have a hard time determining truth from falsehood. The darker or more subtle aspects of interpersonal interaction escape your notice. You have a good, trusting heart, and those of a deceitful, malicious nature take every advantage of that fact and of you. You are vulnerable to being used, sometimes with potential harm to yourself or others.

**EFFECT:** You suffer a -2 penalty to all Social tests involving Debate, Gaming, Inquire, and Persuade and a -2 penalty to all Willpower and Wisdom tests involving another person. If an individual convinces you (i.e., defeats you in a Contest of Wills) to do something that may not be in your best interest, you must spend one point of Courage or carry out the request. See page 222 of the core rulebook for more information on Contests of Will.