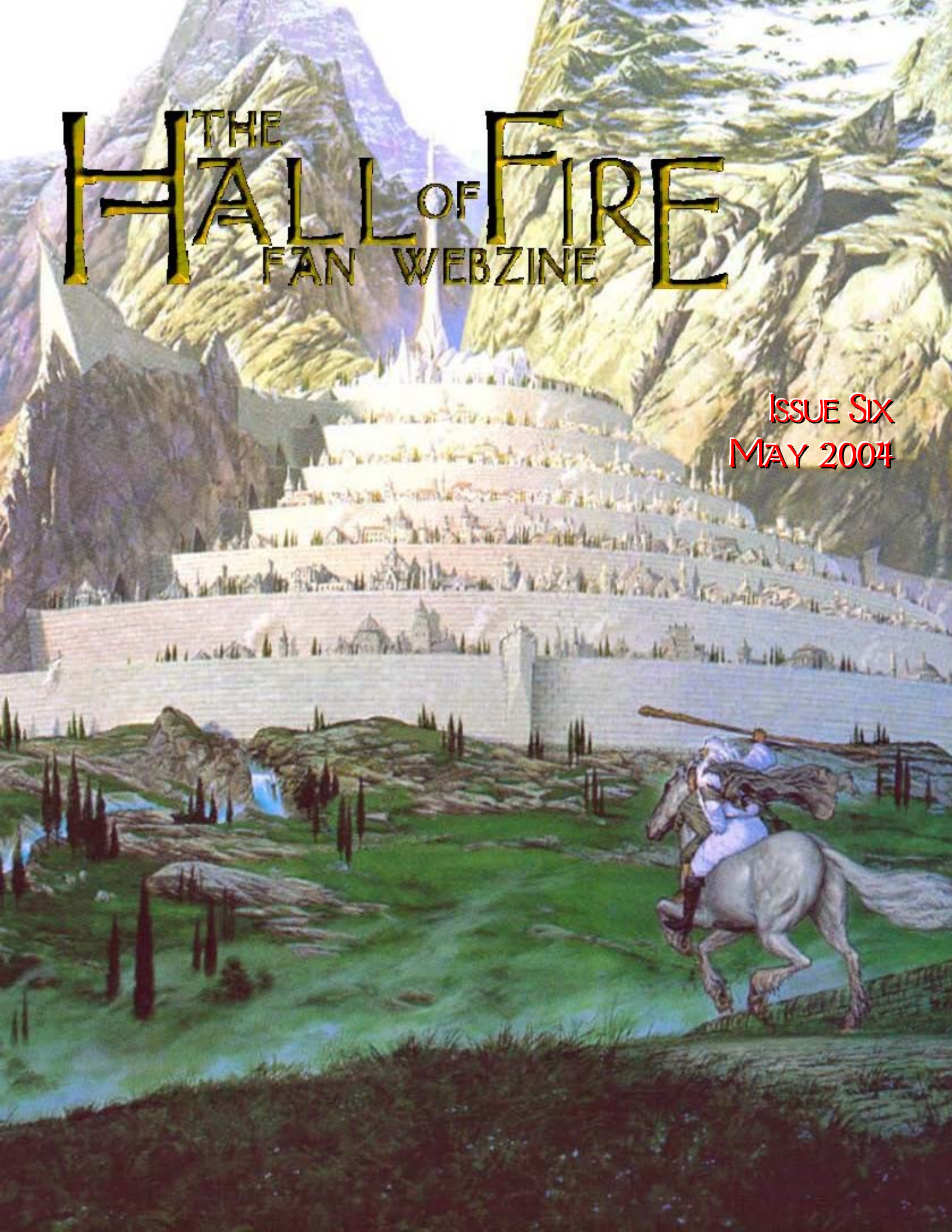


THE HALL OF FIRE FAN WEBZINE

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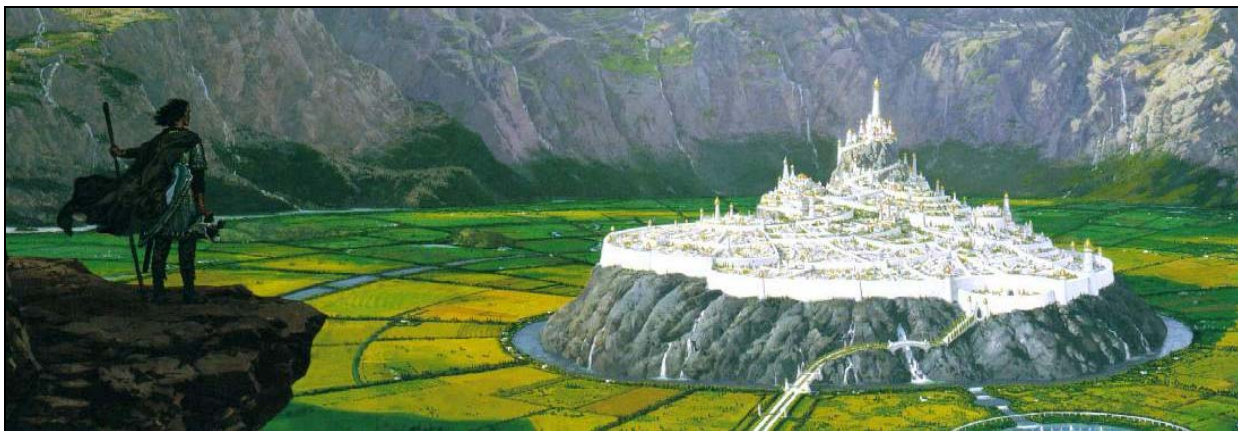
THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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GREETINGS, SALUTATIONS... HELLO ALL!

Here we are at the half way mark into the first year of publication and things couldn't be going better for us with it. I must thank you all for your support and encouragement of these last few months as we try to bring the LOTR RPG fans worthwhile and useful information to augment and improve their games.

This month's issue will see the second part of three concerning the ecology of dragons, a discussion of Healing (both skill and mechanics) as presented by the CRB, the first of the two Blue Wizards, plus a whole lot more.

Well there hasn't been all that much news this last month concerning the game that represents our beloved fantasy world, but there has been much speculation such as talks of Decipher going to Games Workshop to take over the production of the game along with the uncertainty of the future of LOTR's sister game, Star Trek. I won't give in to speculation but await an announcement from either company concerning this subject.

What I will report as a definite is that Decipher has managed to put out two more adventures from their website this month, which spurs the hope that announcements for at least the promised publications will be forthcoming shortly.

Finally on a sad note, I must report that Jason Durall will no longer with this publication due to personal reasons. Everyone here at The Hall of Fire would like to thank him for his service and wish him well with his future endeavors.

As always, I hope you enjoy this month's issue

Matthew A. Kearns
aka GandalfOfBorg
Editor

Note: We would like to correct two errors with the layout in last month's issue – 1.) you will notice that each page is footnoted as 'Issue Four – March 2004', it should be 'Issue Five – April 2004'. So that there will be no confusion in the future, you will be able to tell issues apart from the covers, which do have the appropriate dating and number; 2.) We would like to acknowledge that ReptileJK was not included in the issues credits as a new writer for *The Hall of Fire*!

With this issue, we would like to thank Maelwys and his contribution of the webzine's new logo! Thanks for all of your help!

A FIELD GUIDE

TO THE CREATURES OF MIDDLE-EARTH

DRAGONS, PART II

"...for the coming of the dragons was with great thunder, and lightning, and a tempest of fire...."

- The Silmarillion

Overview

Note: Due to its size, this article is broken down into three parts for easier reader consumption.

PART 1 – The Ecology of Dragons

Geographical Distribution – Because of their unique gigantothermic metabolisms, the geographical distribution of dragons is not dependent on the annual air temperature of the region in which they reside. Therefore, dragons can, and frequently are, found in northern latitudes at high altitude, despite the cold temperatures associated with these areas. Therefore, what more frequently dictates their distribution is the presence of rocky soil and terrain. These habitats usually contain caverns of appropriate size for dragons to make their lairs in. Because of this, throughout history, dragons have always been found in close association with mountainous regions. During the Third Age, these beasts are found primarily in the Grey Mountains and Withered Heath of northern Middle Earth. However, they have also resided in Erebor (a.k.a. Lonely Mountain), and Ered Mithrin (the White Mountains).



Habitat Requirements – Despite what is occasionally said in myth and folklore, dragons are almost never found in association with water. On the contrary, dragons are completely terrestrial in their habits. Therefore, they do not exist near rivers, swamps, lakes, or marine habitats. Dragons require lairs that can accommodate their huge size. They therefore prefer large cavernous spaces that are found either underground or within mountain ranges. These caverns are either self-excavated or taken over from pre-existing residents. In many cases, these residents were dwarves and because of this there is no love loss between dragons and Naugrim. There are only two natural prerequisites that these caverns must have to accommodate dragons: 1) entrances to these caverns must be large enough to allow the beasts access (although they can be modified if necessary), 2) the cavern must have natural faults and fissures extending down for many miles. These fissures must come into contact with molten rock pools, or natural hot springs, existing far under the earth's surface. Heat from these molten pits then rises up through the fissures and helps warm the dragon's lair (also see *Unique Physiological Characteristics* listed previously). If a natural heat source does not exist, then dragons must occupy caverns that have been previously inhabited by races that had created heat sources of their own. For example, dwarves often create large coal and wood burning furnaces that help keep their halls warm. In these sorts of caverns, dragons that have "taken over" usually reside in the same chamber as the furnaces, or in chambers immediately adjacent. In these cases, dragons can actually keep furnace fires burning through the use of their breath weapon.

A small water source is usually also desired within the lair for the purposes of keeping humidity levels at an acceptable level, and for imbibing. This water need not be more than a small underground stream or pool, as dragons generally do not care much for large water bodies.

Generally speaking, a nearby food source is preferred (i.e. a Goblin city, human village, etc.) for quick replenishing of food stores





immediately after awaking from hibernation. Yet, the term “nearby” is relative seeing that some dragons can fly, while even land-bound individuals can travel great distances at speed.

Territories – When active, dragons are solitary animals that ferociously defend large territories (see below for more information on *Seasons of Activity*). The boundaries of these territories are marked with foul smelling secretions that are deposited as the beasts patrol for food and intruders. The fact that they have such large home ranges is not unusual considering that animals of such an abnormally immense size require an equally large amount of food when active. Therefore, locating and consuming an adequate amount of sustenance during periods of activity is critical (see also the forthcoming section entitled *Prey and Feeding Habits*). Consequently, there is almost never enough prey within a given area to support more than one dragon at a time, and territorial boundaries are set based on prey availability. As one might imagine, dragons are completely unwilling to share and will attack any other individual that enters their territory on sight (with the occasional exception being during the breeding season). Because food can easily become scarce in these situations, individuals are often forced to hunt in areas outside of their own home range. Therefore, territorial intrusions are what most frequently leads to conflict between individuals.

To reduce the number of potential competitors, dragons will almost always kill and consume juveniles or older, weaker individuals that they encountered. Along the same lines, during particularly lean times, female dragons have been known to consume an entire clutch of eggs immediately after they are laid to gain the nutrients and to avoid giving birth to potential competitors.

Seasons of Activity – Due to their unique metabolism, dragons do not have a set season in which they are active during the year. An activity season begins once a dragon’s slumber has been interrupted. If this occurs, and the beast is awoken to the point of coherence, it may remain that way for months (or possibly years) unless it no longer has a reason to do so. On the other hand, once a dragon has become inactive for a period of several weeks (i.e. no longer involved in combat, breeding, or feeding), its metabolism slows and it falls back into its torpor, which can last for upwards of 100 years or more. This torpor can be broken due to excessive hunger, an incredibly strong breeding

instinct, or disturbance by the activities of the free peoples (e.g. the mining activities of dwarves). In addition, the dark lord (be it Morgoth or Sauron) can wake a slumbering dragon immediately using only the power of his will. Finally, because dragons are so deeply obsessed with their hoards, the only subconscious thoughts that their brains engage in during hibernation, involve the protection of their treasure. Because of this, it is very difficult to steal treasure from a slumbering dragon without awaking him.

Prey and Feeding Habits – Despite being largely cold-blooded, dragons must feed on a regular basis to remain dynamic during periods of activity. This is mostly due to their immense size, however, it is also important for increasing their fat stores. Almost immediately after waking from hibernation, dragons must quickly begin laying down layers of fat to sustain them during their next hibernation period (which have been known to last for over a hundred years). These fats stores are also important in acting as an insulator for the retention of body heat when the beast is active, so it is doubly critical that dragons feed regularly after being awoken from their slumber.

Preferred food items are almost entirely mammalian (which are higher in fat content), although dragons will also readily devour trolls (which are not mammals), and occasionally juveniles of their own species (see below). The prey items most commonly taken by dragons are orcs, but they also relish both trolls and giants (the latter because they give greater sport, and their vain attempts at prolonging their lives are a source of entertainment for dragons). There are also other prey items that are consumed less frequently, mostly due to small size or lack of availability. These include: wolves, wargs, giant spiders, hell hawks, and oliphaunts.

Also, when found in areas that are closely associated with settlements of the free peoples, dragons will readily take domesticated animals of any kind. In fact, dragons have been known to completely decimate flocks of cattle, sheep, and horses in a single activity period. For this reason (and their habit of razing entire settlements to the ground) if a dragon resides in your general area, it is in the best interest of both you and your family to seek an immediate and permanent change of scenery.

Dragons often actively hunt for prey, unless food presents itself to the dragon in its own lair (see below), or the dragon has convinced an orcs slave to bring it food. The physical capture of prey is accomplished through the use of their highly evolved senses of sight and olfaction. For example, on a clear day a dragon can see objects that are up to five miles away. Additionally, they can track the scent of a prey animal for up to 10 miles (something that adventurers whom have just taken flight from an awaking dragon’s lair should consider). Once prey items have been located, they are ambushed from above (a tactic used in winged individuals), or quickly pounced on from behind. Most unsuspecting victims are blindsided and either immediately decapitated or seized in the vice-like jaws, which impale the victim and kill it almost instantly. If the jaws do not capture the prey, then it is grasped in the dragon’s powerful

claws and quickly crushed against the ground, or nearest available object (i.e. boulders, etc).



In winged individuals, hunting tactics are slightly different. While winged drakes also have an acute sense of smell, their primary method is to fly low over the landscape and locate the movement of prey through the use of keen vision. Therefore, although olfaction is still utilized during hunting (especially when hunting orcs and trolls), it is not used to the extent of sight.

Dragons have also been known to bewilder their prey through the power of their voice and will. This obviously only works in prey items that have the intellectual capacity to understand speech (i.e. Men, Dwarves, Goblins, etc.). The exact mechanism behind this is not understood. Nor is it understood why dragons take the time to converse with their prey before consuming it, rather than killing it outright. The answer to this can most likely be found in the beasts' love of suffering and their evil nature.

It should be noted that, despite popular belief, fire drakes never use their breath weapon to subdue prey. They prefer fresh meat and find scorched flesh unpalatable. Furthermore, the secretions

used to produce the flames of dragons are caustic, and residues will remain on recently killed victims making them too toxic to consume. The breath weapon is used for defense only.

Reproductive Strategies – Although very little is known about many facets of a dragon's ecology, the one aspect that is somewhat understood, and has been witnessed on several occasions, is their strategies for reproduction. Dragons are largely solitary creatures (see below) so opportunities for breeding are few. Like most animals, females are the choosy sex when selecting a breeding partner (i.e. female sexual selection). Therefore, males must generally display to attract the females attention, and are therefore often brightly colored and covered with large head adornments. These visual cues are believed to signify that a male has a superior competitive ability, and thus, the best candidate for breeding and the sharing of genetic material. For example, males that are superior competitors are better able to acquire resources (e.g. food, shelter, etc.). In addition, males that acquire more resources, consume more nutrients, which leads to the growth of more colorful scales and elaborate head adornments. Female dragons do not display their sexual readiness in the form of adornments and vibrant colors like males. Instead they produce very strong sexual pheromones, which are pungent and can float on the breeze for many miles to reach their destination.

Male dragons have rather complex breeding rituals or displays that they must perform in order to win the attention of a female. These displays are instinctual and, should a male dragon encounter a female during the breeding season (and not be attacked on sight) he becomes stimulated by her pheromones and cannot resist the urge to perform his sexual display. This display usually includes the male positioning himself so that the female is perpendicular to him. In this position, she is more likely to see the color of his scales, which become enhanced during this time. Following this the male performs several jerking head bobs, which flash his cephalic (head) adornments to the female. He also undulates his tail and emits a deep resonant growl. If the female is not interested, she will charge him, sending him off. If she is receptive, she will back towards the male and lower herself to the ground. At this point, the





male mounts her and copulation occurs. Immediately following copulation, the female often chases the male off, as males are known to follow the females to nesting sites and eat their eggs.

Breeding cycles occur very infrequently in dragon society. This is largely because the pituitary gland in the brain of dragons is relatively small, and produces a comparatively undersized amount of sexual hormones. In fact, so small is the production of these hormones that dragon's only feel the urge to breed every 20 to 50 years. Furthermore, despite being physically ready to breed, actual copulation still may not occur during every breeding cycle. This is due to many factors. Firstly, there have very rarely been a large number dragons existing together at a giving time throughout history. While this is very fortunate for the free peoples, it makes it difficult for members of the opposite sex to locate each other. This leads to the next point, which is that dragons defend huge territories (as large as, for example, the entire eastern half of the Grey Mountains). Therefore, despite the production of strong sexual pheromones by the female, it is difficult for males to detect them. Finally, dragons are intensely solitary by nature and will usually attack another member of their race on sight. This is an instinctual response to avoiding competition that most individuals cannot control unless overwhelmed by breeding hormones.

Development – Generally, a dragon's clutch consists of 3 to 5 large elliptical eggs (that range from 7 to 10 feet in total length). Eggs are usually textured and mottled gray, which helps them blend in with the substrate of the rocky environments where they are laid. Female dragons typically build their nests in the crevices of smaller, uninhabited caverns that are far away from their own lairs. Nests are built by piling rocks in a cone-shaped mound within a cleft. Next, the tip of the cone is lined with vegetation, which usually consists of scrubby plant species and evergreens that are found in northern climes. The female then deposits her eggs on the vegetation and positions them side-to-side. Soon afterwards she begins incubating the eggs by gently laying on them, or using her breath weapon to keep them warm as they develop. It should be noted that the eggshells are very thick so that the caustic fluids, which are part of the breath weapon, cannot penetrate the shells and come into contact with the developing embryo. Dragon embryos mature at an incredibly slow pace, and it can take up to 10

years for the eggs to hatch. During these extended periods of inactivity, female dragons often slip into the torpor associated with their race. During this time, she often inadvertently crushes the eggs in her sleep. This, coupled with the fact that other adult dragons will destroy unattended nests and kill juveniles on sight, means that the hatching success and survival rate of juveniles is incredibly low for these beasts (see also the forthcoming section entitled *Dragon Nature*).

When they are active, and under normal circumstances, female dragons will vehemently defend their nests. This protection, however, ends as soon as the juveniles hatch. Dragon hatchlings are highly precocial and fully able to fend for themselves, so mothers always abandon their nestlings immediately. Thus from the second they are born, hatchling dragons are on their own. Young dragons are vulnerable compared to adults, and do not have a high rate of survival for they often starve, are killed by adventurers, or killed by adult dragons. It takes hatchling dragons nearly 100 years to reach adulthood. During this time, even winged species are completely flightless, their wings not being strong enough for flight until sexual maturity. Furthermore, Duvernoy's complexes do not produce secretions until after sexual maturity, and thus juvenile drakes cannot spit fire.

Longevity – A dragon's unique physiology gives them the advantage of life spans that can be rivaled by no other living organism (with perhaps the exception of Ents and obviously, Elves). In fact, if they do not meet a premature violent end, these beasts can persist for thousands of years. Yet, their reproductive success and rate of development is incredibly slow, thus, dragons have rarely been prolific throughout history. This is a biological fact, instilled in them by Morgoth's will during their creation, and cannot be altered (even by the craftiest of individuals).

"Now those drakes and worms are the vilest creatures that Melko has made, and most uncouth, yet of all are they the most powerful, save it be the Balrogs only."

- The Book of Lost Tales II

Dragon Nature – Because Morgoth created the first dragons; they possessed many of his qualities. This nature he instilled into their very biology and is, thus, passed down from generation to generation. Such was Morgoth's persona that even dragons of the Third Age delight in death, destruction, and suffering. They have no compassion; they do not care for the struggles or pain of any living creature but themselves. They will not give aid, nor lend advice, nor treat anyone justly. Furthermore, they are instilled with the same pride, greed, and lust for powers that were also characteristics of the Dark Lord. For all of these reasons, dragons are the embodiment of evil, rivaled only by Balrogs.

Despite the fact that they are solitary animals and have little interest in others, dragons love flattery. This is most likely due to the prideful belief by each dragon that he/she is the most powerful beast ever to grace Middle Earth (a characteristic that all dragons acquired from Morgoth). Because of this, a dragon



will listen to what an intruder has to say so long as his/her words are dripping with compliments. Dragons can determine whether there is truth behind the adulation or not; but will tolerate the flattery either way for some time. In the end, the victim will probably be killed regardless; however, death will come less swiftly for those who speak their words with sincerity over those who are lying (see also the forthcoming section entitled *Power of Will*).

Dragon Society – Despite the fact that they are highly intelligent, dragons are still too instinctual and/or animal in their nature to form a true society.

“Thus it was that this (dragon) suffered the orcs to slay whom they would and to gather whom they listed into a very great and very sorrowful throng of women, maids, and little children”

-The Book of Lost Tales II

Associations and Allegiances – As stated already, dragons do not associate with each other unless breeding. They have been known, however, to use orcs and trolls as their minions, for the purposes of bringing them food and treasure, although this is rare. Such an association has no loyalties; the orcs are weak-willed and dominated by fear and the dragon’s power of mind. Therefore, if the opportunity presents itself, most orcs will flee the service of the worm without hesitation. In addition, if the dragon is not pleased with the work performed by their orc or troll slaves, they will likely eat them with no remorse.

Dragons of the First Age were fiercely loyal to their creator, Morgoth. Yet, after his demise these beasts became leaderless, living without direction and by their own rules. During Sauron’s rise to power, dragons remained largely free from his influence, unlike most of the other evil creatures found in Middle Earth. Sauron, to his credit, likely realized this, but did not have the time or resources to immediately force the beasts into his service. Therefore, he bided his time and waited for the correct moment to lure them into his army. Sauron also understood their natures. He knew that due to their love for carnage, destruction, and riches he could easily persuade them to join his army, under the agreement that they would receive large amounts of wealth and power. Luckily for the free peoples, during the later Third Age Sauron was not aware of the existence of any adult dragon save Smaug (either this or he did not have the time to attempt contacting any lesser dragons existing during that period). It is believed that Gandalf the Grey knew this, and used the plight of a group of dwarves (led by Thorin Oakenshield) seeking revenge on the dragon, to his advantage. When these same dwarves (aided by a Hobbit named Bilbo Baggins) successfully flushed Smaug from his lair in Erebor (TA 2941) he was subsequently killed by a man of Dale named Bard. After this occurred, Sauron focused his efforts elsewhere.

Balrogs are generally considered more powerful than dragons and are said to be able to wake them from their slumbers. A dragon’s prideful nature, however, leads them to avoid the fire demons (in Ages past, when many demons and dragons still

existed side by side in Middle Earth). This saves the worms from the humiliation of being given orders by anyone.

PART 2 – Non-Biological Characteristics: Magic

Dragons have many strange powers that cannot be explained by their biology, unique though it may be. Their ability to mesmerize prey so that it cannot flee, their indomitable wills, their gift of prophecy, these are the powers of these beasts that none can comprehend nor describe rationally.

“...but Turin was held by the spell of the drake, for the beast had a foul magic in his glance, as have many others of his kind, and he turned the sinews of Turin as it were to stone.....”

-The Book of Lost Tales II

Power of Will – A dragon’s will is as powerful as its body. Because of this worms have the ability to mesmerize their victims with merely a glance, causing them to be unable to turn away or flee. There is no biological explanation for this, and it has baffled scholars for many generations. Likewise, a dragon’s willpower is such that it is not affected by the spells that wizards and sorcerers use to dominate the mind. Yet, although dragons are not affected by thought-controlling spells and curses, all have a personality flaw which acts in a similar fashion: their love of flattery. Dragons are notorious for being obsessed with flattery, as well as the sound of their own voices, and a wily intruder in a dragon’s lair may be able to take advantage of this. Engaging in such activities is risky, however, for dragons are also extremely intelligent and do not fool easily. Therefore, they can often determine if someone is using flattery in earnest, or simply trying to fool them. Therefore, attempting to win the favor of a dragon through false flattery can be likened to walking a tightrope over a pit of molten rock (for determining how to successfully avoid the mind-controlling power of dragons in game terms, see several of the ability descriptions in the forthcoming section entitled *Special Abilities*).

“But the drake answered saying: ‘Know this then, O Turin son of Urin, that a fate of evil is woven about thee, and thou mayst not untangle thy footsteps from it whither ever thou goest.’”

-The Book of Lost Tales II



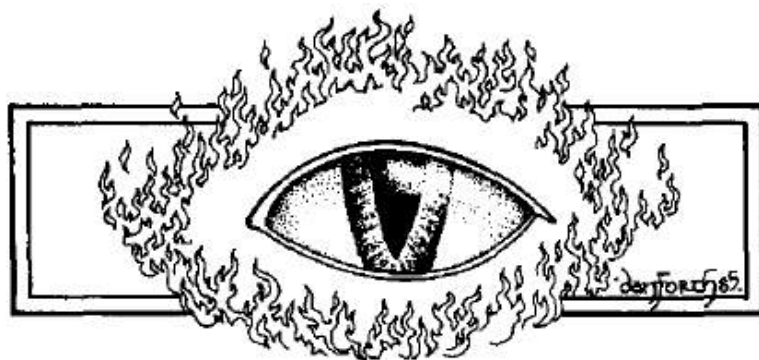
Clairvoyance - Many dragons have been imbued with the gift of prophecy and can foretell the events of peoples directly involved with them. This ability, however, ends when it comes to making clear predictions regarding their own future. This is the curse of this power: dragons can see the outcome of any potential conflict in which they may be involved, however they cannot see whether or not they themselves will survive. Some scholars have queried: why then would they take part in a conflict that they have foreseen will end in defeat? The answer lies in the unparalleled egos of the beasts, and their need to dominate others and hoard the belongings of their defeated foes.

A prophetic image of a failed battle in which they are involved, does not specifically mean

that they themselves will perish. Furthermore, it is very likely that any conflict in which they are involved will lead to them acquiring more riches (whether the battle, as a whole, is successful or not).

Despite their ability to see the future, some consider it unwise for adventurers to seek out and hear the fortunes that these beasts may foretell. Because of their untrustworthy natures, one can never be sure that they are telling the truth. In game terms, there is no skill associated with this power and the use of it is at the Narrator's discretion.

Next month's issue will have the conclusion Dragons, Part III, detailing new ideas and information in game terms for Narrators.



A PC'S SO CALLED LIFE

HEALING

By Mathew Kearns

"With time and sometimes a healer's skill, injuries heal. The game rules reflect the body's ability to heal through two distinct sets of rules: natural healing and leechcraft." Lord of the Rings RPG Core Rule Book, pg. 247.

The Healing skill and its specialties (along with new ones), the Healing Hands edge, and the Healing-spell will be discussed, finishing with an explanation of the game mechanics.

Toradan stumbles along the way from his fight with the orcs and errant troll. He stops to rest a moment, but presses on knowing that his wounds are serious. After almost a day of labored travel, the wounded Ranger makes it to the edge of an outlying field of the homestead just helped save from the raiders. Making it to the door of the house, he slumps to the ground unconscious from exhaustion and his wounds. Hearing a noise at the doorstep,

one of the sons of the homesteader opens the door to find Toradan there, bruised and bloodied. He calls for his mother, who is knowledgeable in the ways of herbs and healing.

HEALING SKILL

Being able to heal in the form of treating wounds, curing disease and malady, and creating herbal remedies is very powerful and important in this game as combat can be very deadly and there are no instant healing spells nor is it possible to bring anyone back from the dead (except by special circumstance determined by the Narrator). Applying bandages or binding a broken limb to driving out the darkness of the Black Breath, then you'd better have the Healing skill.

The Healing skill is used for treating the range of reasons for losing Wound Points and its listed sample specialties bear that out: Herbal Remedies, Treat Illness, and Treat Wounds. Additional and altered specialties off the top of my head are: Identify/Treat Poisons, Identify/Treat Illness, and Identify/Treat

Wounds. As a character gains ranks in this skill, you could identify the approximate knowledge base as: 1-3 ranks is akin to the knowledge of basic first aid, 4-8 ranks is akin to the skill and ability of a local healer from a rural village or tribal shaman, and 9-12+ ranks indicate a very learned and much-practiced healer who has a wealth of knowledge to learn from and reference.

SPECIALTIES

Herbal Remedies

The Healing skill with this specialty, along with Lore: Herbs and Craft: Elixirs, form the core skill combination of many healers ranging from those who's care is given in houses of healing, a local healer, tribal shaman, or wise-woman. This specialty enhances a character's ability to use herbs and plants in poultices and salves for treating wounds and sickness.

Identify/Treat Illness

This specialty is renamed from that in the book as it better describes what kinds of tests that it can modify -- both identifying and treating different diseases and maladies.

Identify/Treat Poison

This new specialty enhances a character's ability to determine what poison has been used and treat its effects. Lore: Poisons is also a good skill to have when encountering new poisons or to augment a character's knowledge on the subject.

Identify/Treat Wounds

This specialty is renamed from that in the book as it better describes what kinds of tests that it can modify -- both what caused the wound(s) and how best to treat or repair the wound, useful for both a healer and investigator.

These newly renamed specialties could always be broken down into two separate specialties if the Narrator and/or player so desires.

Healing Hands

This edge is quite useful for those characters that represent people who have an innate talent for healing and not a necessarily a Loremaster or Magician, regardless of their order and experience, such as Dunedain (especially those who are of the line of kings) and elves. It gives a +5 bonus to all Healing tests, but to be used, it must be invoked by making a Stamina test or risk losing Weariness Levels. My advice for Narrators is they allow this edge sparingly as it is fairly powerful, as there are no restrictions or prerequisites and essentially giving an extra level of success to a test, and mind the required Stamina test.

Healing-spell

This spell is available to any spellcaster for 1 spell pick. By itself, it is even more powerful really than the Healing Hands edge for it:

- Confers the caster either the skill Healing with 8 ranks or, if the caster already has the Healing skill, a +8 bonus to the result, very much ensuring an extra level of success.
- Can be used to treat one person who is Near Death, 2 Incapacitated, 4 Wounded, 8 Injured, 16 Dazed, or some combination thereof and its lasts until its "charge" is used or the caster ends the spell

The Stamina test v. Weariness is also much less; if the caster is Hale and has no other spells with a duration in effect and other penalties, a TN 10 is required to attempt to heal a person Near Death as compared to TN 18 (see CRB) for Healing Hands with a smaller bonus. Along with this is the spell has a lesser potential for a loss of Weariness Levels than Healing Hands, but I guess this is the trade-off for giving a decent bonus to anyone who attempts to heal another when not necessarily being a spellcaster. Again this is something I would caution the Narrator on allowing only sparingly due to its low cost and high benefit.

Natural Healing

Without the aid of a healer or access to a house of healing, characters can take a long time to recover from physical damage. Natural healing requires rest and enough food and water. If these are met, a character normally gains back 1 Wound Point per day and, at the end of a week, a Stamina test is made to attempt to regain a number of Wound Points equal to the character's Vitality modifier. If, after natural healing begins, that the character is tended by a healer, he may make two weekly tests instead of one.

Leechcraft

It is very beneficial for a character to have access to the ministrations of a healer before natural healing takes place. Upon a successful Healing test based on how many Wound Levels have been lost, the character recovers all points of damage from the lowest Wound Level plus 1, therefore taking him up one Wound Level regardless of the number of





Wound Points lost in the lowest level. Once stabilized, the character then performs healing under the rules for "Natural Healing."

There are also places where advanced healing may take place such as Minas Tirith, Rivendell, and Lorien. If a character is tended to in one of these places, upon a successful Healing test with a +5 bonus due to the subtle magic of these places, the wounded character would immediately regain a number of Wound Points equal to her Health score and then the benefits would apply as above, except, if under constant supervision, the character would recover double the normal Wound Points per day.

If these rules don't seem to work for you, there is an article in a past issue written by Scottomir about optional rules for Healing and introduced better-defined rules for incorporating infection.

At the point of falling to the doorstep of the house, Toradan had reached the Wounded Wound Level, with a loss of 5 Wound Points in that level. Firiell is a wise-woman, learning her art from her mother and grandmother. She has the skill Healing

(Herbal Remedies, Treat Wounds) +8 and Wits 10 (+2).



Firiell attempts to staunch and bind the man's wounds: Healing (Treat Wounds) - (6+1) + 2 + 8 + 2 + 2 = 21

(6+1), dice; +2, Wits modifier; +8, skill ranks; +2 specialty; +2 for herbal poultice used with the bandages to reduce risk of infection and promote healing.

Finally, late into the night, Firiell, the homesteader's wife, with the help of her children, finish tending to the grievous hurts of the Ranger. He is bandaged and resting peacefully on the mend. Her attempt was successful in tending to Toradan's wounds. He is immediately brought up to the Wounded Wound Level, one Wound Point away from dropping back down to Incapacitated.

FAN FLAVOUR

NEW ORDER ABILITIES; CRAFTSMAN

These are Craftsman Order Abilities and, especially the last two, go along with the Animal Warden Order Package that was previously published.

HIGH STANDARDS

As a professional, you hold the bar for your work at a higher level.

Benefit: Gain a +5 bonus to Craft, Smithcraft, or Stonecraft skill checks when Courage is spent instead of +3.

SPECIALIZATION

You are trained in both the art of combat and creation of weapons. Choose a weapon of which you have a specialty for, by melding knowledge of design with practical application, you are able to create better weapons.

Prerequisite: Armed Combat or Ranged Combat +4

Benefit: Add a +3 bonus to Smithcraft (or Craft for arrows) tests when creating a weapon of the chosen type, regardless if you have the specialty in more than one combat skill.

TRAIN ANIMAL

An animal may be trained to accomplish several different tasks or tricks on command. To train an animal, make an Craft: Train Animals test against the animal's Willpower. A contest of wills (see pg. 222, Core Rule Book) may be made, in lieu of the Craft test, to train an animal and must be won by the trainer or owner for the training to succeed. If the animal wins the contest of wills, the animal cannot be trained and no retry is allowed. If trained, this ability is then listed along with the animal's other special abilities. The animal must have enough advancement picks to acquire this ability. Regardless of the type of skill (trained or untrained), the animal is limited to learning the trained skills at the Narrator's discretion. Regardless of skill type (trained or untrained), the Narrator may

decide which skills the animal has access to. This ability applies to all conditions outside of the benefits gained from Steady and War-trained.

Prerequisite: Craft: Animal Handler 3+

Normal: Animals aren't able to act except through their own instincts. They may only gain ranks in skills, which may be used untrained.

Benefit: This ability allows the animal to act upon command by its master or owner and gain ranks in skills that are trained.

Retry: Yes, if Craft test made. After first failed attempt to train the animal, an amount of time equal to the difference (in days) between the Persuade and Willpower rolls must pass before the second attempt can be made at a -2 penalty. The penalty is cumulative for each retry.

AWAKEN ANIMAL

The bond between a trainer or owner and animal can transcend the master/pet relationship. It may become deeper with more of an emotional connection between the two. This bond allows the animal to grow in intelligence and exceed its natural capabilities. To awaken an animal, the animal must win a contest of wills. The master or owner decides when to attempt to awaken the animal, but the animal must have enough advancement picks to acquire this ability.

Prerequisite: Train Animal ability

Normal: An animal may not act without a command from its master or through natural instinct (as warranted by the Narrator).

Benefit: This ability allows the animal companion to act independently and obtain orders similar to a PC.

Retry: No. If the animal fails the Contest of Wills, then it can never be awakened.

NEW ELITE ORDER: EMISSARY

Prerequisites: Rank edge, Bearing 8+, Debate (Negotiate) 4+, Lore, Realm 4+, Persuade (Oratory) 2+, Deference Ability

Order Skills: Debate, Language, Lore, Observe, Persuade

ORDER ABILITIES:

ADAMANT RESOLVE

Benefit: When making a Willpower test, add your Bearing modifier to your Willpower bonus and dice total.

MASTER NEGOTIATOR

Benefit: Once per game session, you can re-roll a Debate (Negotiate) test and choose the better of the two results.

MAGNANIMOUS

Prerequisite: Master Negotiator

Benefit: As a full round action, you can make a Persuade (Charm) test to endear yourself to the other negotiating partners and improve his reaction stance. The test depends on the negotiating partners' initial reaction: TN 5 (Cooperative), TN 10 (Indifferent), TN 15 (Uncooperative), and TN 20 (Hostile). A successful test improves your stance one full category for the rest of the game session, gaining the benefits of the improved reaction stance for all social tests against that person or people.





ALLIES AND ADVERSARIES

‘They were robed in white and grey. Swords were naked in their pale hands.
... Their cold eyes glittered, and they called to him with fell voices.’

-- *The Fellowship of the Ring*

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

ADÛNAPHEL: THE QUIET, BLACK NÚMENOREAN

By Decipher/ICE/MERP, Contributed by Doug Joos

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

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

DEFENCE: 13

MOVEMENT: 6

ORDERS: Warrior, magician (sorcerer)

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

ADVANCEMENTS: 40

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

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

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

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

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

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 17

COURAGE: 5

RENOWN: 38

TN EQUIVALENT: 20



UNIQUE SPECIAL ABILITIES

BLACK BREATH Those who run in fear at the sight of the Nazgûl are perhaps the wisest of all, as those who stand against them are susceptible to the Black Breath, a condition most dire. Any character who attacks a Nazgûl directly or is Unmanned in the presence of one must make an immediate Willpower test. Against the Lord of the Nazgûl, this test is TN 25. Characters who succeed in this test manage to stave off the effects for the moment, but if they fall otherwise unconscious while in combat with the Black Riders, they remain unconscious for 1d6 hours no matter what healing is brought to bear upon them. Failure at the Willpower test, on the other hand, results in unconsciousness for 1d6 days, Complete Failure in unconsciousness for 1d6 weeks, and Disastrous Failure in unconsciousness until the character can be brought to a house of great healing, as described under 'Advanced Treatment' on page 248 of the Core Rulebook. All characters rendered unconscious by the Black Breath must make a TN 10 Vitality test each day the condition lasts or lose 1 point of vitality and Strength. Any character reduced to 0 in either succumbs to death.

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

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

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

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

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

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

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

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

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

DESCRIPTION

The Nazgûl typically wear black, hooded, cloaks and blackened hauberks. Underneath this garb, however, they are insubstantial spirits, their bodies long ago faded with the passage of time and the corrupting influence of Sauron.

Adûnaphel stood 6' 0" tall and was strong, yet graceful of build. Her fine and rather bewitching features hid an inner fire that drove her to shun relationships and commit a number of brutal acts, even while as a mere youth. She enjoyed a very physical life and felt most comfortable in her gold-inlaid black scale armor.

HABITAT

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

SOCIETY

The Nazgûl are completely devoted to and dominated by the will of Sauron. While the Lord of the Nazgûl is nominally in command of



the other eight, his authority is a dim reflection of Sauron's. When the Nazgûl are within a few miles of one another, they can communicate through piercing wails that torture both the eardrums and the souls of living beings.

USAGE

The Nazgûl are harbingers of doom, sowing fear and reaping terror wherever they may be. Anywhere heroes struggle against the Enemy, his servants may travel to stop them. The Nazgûl are among Sauron's most powerful servants, and a terrible challenge to any but the most powerful heroes. Those who expect to do anything other than avoid their attention or flee before them are certainly near the end of their chronicle, where peril is greatest and the consequences of failure most dire.

HISTORY

Adûnaphel was born in her uncle Adûnazil's home (Bar Forowing) on Númenor's North Cape in Forostar in the year S.A. 1823. Her family possessed noble blood and owned extensive lands in Forostar and Orrostar. Even as a young child, she was recognized as being exceptionally beautiful, but her youth was scarred by the death of her very old father (Adûnahil) and she dwelled in remorse for many years. She fought with her unstable mother Alcarriel, whose ties with the Eldar had disturbed her father and had been the source of marital strife. Adûnaphel's despair over her father's death and the blame she attributed to her mother contributed to her fervent support of her uncle's small "Adûnaic" faction in the court of Tar-Ciryatan (r. S.A. 1869-2029).

Like Adunazil and his ally Prince Tindomul (Er-Mûrazôr, the future Witch-king), Adûnaphel sought to sever Westernessee's close ties with the Elves, in hope that the Edain could build along their own cultural line and expand their military and economic strength. Her ultimate hope, of course, was to see Númenorean dominion over all Men. This aim drove her to leave Númenor in S.A. 1914.

Adûnaphel sought her own crown, but no such opportunity existed in her homeland. She followed the course of many of her royal allies and went to Middle-earth. Landing with her retainers at the haven of Umbar, then a small Númenorean anchorage, she settled at Vamag (Har. "Blood Fell") on the northwestern tip of the great peninsula. There, she erected a citadel that became the focus of her expanding domain.

By S.A. 1939, Adûnaphel overtly controlled much of Endor's coastal lands between Umbar and the river Harnen, while her agents in Umbar manipulated the growing trade center and the territory to the south. The Lord of Vamag became a major influence among the Haradrim as well, her power and rapacious nature overwhelming the primitive Haradan fishermen and nomads. To them, Adûnaphel was King. She ruled much of western Near Harad as Ard the Vain, preparing for the eventual conquest of Umbar and Far Harad. All seemed well to the Lady of the West.

Tar-Ciryatan of Númenor was a proud King, however, and in S.A. 1987 he demanded that Adûnaphel pay him both homage and taxes. He ordered her to remove her warriors from Umbar and to submit to Númenorean rule. This edict drove Adûnaphel into a rage and she refused to abide by the harsh terms issued from Armenelos. Instead, she sent envoys to Armenelos in hope of reaching a compromise. For the next fourteen years Adûnaphel and her overlord engaged in diplomatic sparring and quiet intrigue, all the while recognizing Númenor's supremacy.





Sauron of Mordor saw the dispute as an opportunity to achieve two goals: first, the defeat of a rival for Haradan favor; and secondly, a means of delaying the expansion of a much more potent potential enemy. Sauron's minions fought a number of small wars with Adûnaphel for control of Near Harad, and the Dark Lord hoped to seize the initiative in the region. More importantly, the Lord of the Rings desired a delay in Tar-Ciryatan's planned expansion around the strategic firth of Umbar. Only Númenor rivaled Mordor for control over the realms of the Secondborn and, after Sauron's defeat in Eriador in S.A. 1700, the Evil One required a great deal of time to rebuild his shattered strength. The Dark Lord saw in Tar-Ciryatan what he had long feared – a prideful and hungry Adan monarch bent on taking Middle-earth.

Sauron's agents, including a pair of Adûnaphel's captains, kept him well informed about the Lady of the West. He learned of her vanity and her hatred of the Eldar and discerned her yearning for immortality, so in S.A. 2001 he approached her with a gift of a Ring of Power and the prospect of eternal life. Reviled by her own King and desirous of the gifts offered by the Dark Lord, Adûnaphel accepted the Ring and fell under the sway of the Shadow. She became the seventh King (Ruling Queen) of Men to become a Nazgûl.

Adûnaphel the Ringwraith

Adûnaphel remained at Vamag for nearly three hundred years after becoming a Ringwraith, and it was during this relatively brief period that she became known among the Haradrim as Ard Once Vain. Her Black Númenorean subjects called her Adûnaphel the Quiet. While she had once boldly displayed her beauty and strength, the fallen Númenorean lord cloaked herself behind a suit of black armor, never showing her face and never appearing during daylight hours. The woman that claimed kingship over much of Near Harad retreated into seclusion and dealt with both friends and foes through carefully selected minions. Mornings at Vamag no longer rang with the pleasant call of her melodious lute.

In early S.A. 2280, Adûnaphel, ruling as Ard, ordered the tribes of her realm to assail Umbar (then a royal haven of Tar-Atanamir). Although she counted few Númenorean warriors in her fold, the Wraith's army outnumbered the proud defenders. Quality prevailed, though, when Adûnaphel's forces fell into a trap in the narrow defile at Cirith Glingalas. The well-disciplined Dúnedain broke the lightly armed Haradrim with spear volleys and turned the ensuing melee into a rout. Adûnaphel's superior cavalry proved of little use.

The Dagor-i-Glingalas ("Battle of the Gleaming Shore") effectively ended Adûnaphel's hope of ruling Harad. Two weeks after the fray, she abandoned Vamag and moved northward, leaving the great peninsula to her enemy. King Tar-Atanamir (r. S.A. 2029-2221) ordered Umbar strengthened and expanded, making it the greatest citadel in the region.

For the next nine hundred and eighty-one years, Adûnaphel ruled the arid reaches of central Near Harad on behalf of Sauron. She established her new hold and capital at Lugalûr on the south bank of Harnen, about four hundred miles from Mordor. The Kingdom of Ard lasted until Ar-Pharazôn's invasion (S.A. 3261) and the surrender of the Dark Lord (S.A. 3262) before the

might of Númenor. With the defeat of her mentor, she retreated into the Black Land.

After the downfall of Númenor and the return of the Lord of the Rings in S.A. 3319, Adûnaphel directed the campaigns waged by Sauron's troops in Harondor and Near Harad, and she commanded the southern flank of the horde that invaded South Ithilien in 3249. Her fate, however, was tied to her Evil Master's, and she passed into the Shadows when Barad-dûr was broken and Sauron was overthrown at the end of the Second Age.

The Third Age

Adûnaphel returned to Endor around T.A. 1050 and entered her ruined home at Lugalûr just after the armies of Hyarmendacil I of Gondor conquered Harad. The removal of Gondorian strength from the Southland occupied the Úlairi for the next five hundred and ninety years. From her base in the upper Harnen valley, Adûnaphel slowly reasserted her power in Near Harad and coerced and misled the Haradrim to rebel. Her machinations were interrupted by the Corsair takeover of Umbar in T.A. 1448, but by 1634 even they unwittingly pursued her goals. In that year, Corsair raiders slew the Gondorian King (Minardil).

The Great Plague that ravaged northwest Endor in 1635-37 weakened Gondor and led to the abandonment of the Watch on Mordor. Sauron, residing at Dol Guldur in Rhovanion, sent Adûnaphel and the other Nazgûl (except the Witch-king in Angmar) into his ancient kingdom so that they could surreptitiously prepare the land for his return. Adûnaphel, like Ûvatha and Akhûrahil, went to Nûrn, in the south of the Black Land.

With the arrival of the Witch-king in Mordor (T.A. 1975) the Úlairi gathered for the attack on the stronghold that served as the last vestige of Gondor's guardianship over the Black Land. The surprise assault through Cirith Ungol in T.A. 2000 and the subsequent two year besiegement of Minas Ithil ended with the taking of the fortress city that served as Ithilien's capital and housed one of the seven prized Seeing-stones. Renamed Minas Morgul, the marble-shrouded town became the new home of the Ringwraiths.

In T.A. 2941, Sauron came home to the Dark Tower, leaving his threatened hold at Dol Guldur in Rhovanion. Ten years later, however, he felt that the Tower of Sorcery was once again safe. Leaving six of the Nazgûl at Minas Morgul, he commanded Khamûl the Easterling and Adûnaphel to fly north and reopen the fortress in Mirkwood. Ûvatha and the Messenger served



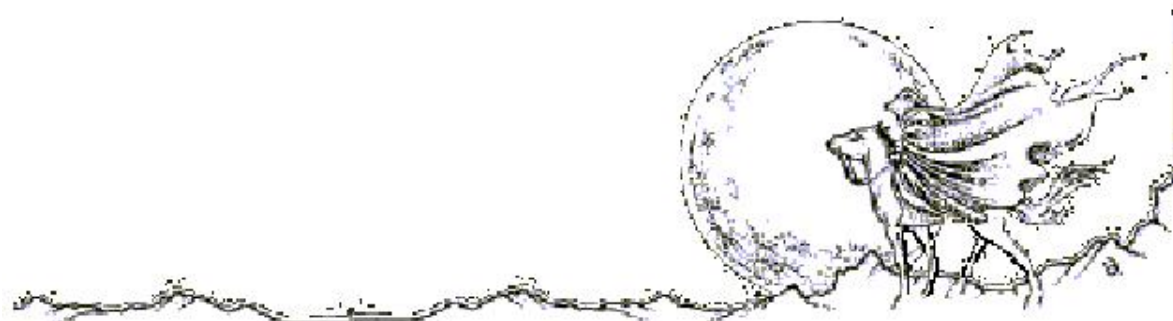
as the link between the two Úlairi and their Lord in Mordor. Adûnaphel's return to Dol Guldur in T.A. 2951 marked her last permanent move, for she resided at the Tower of Sorcery until her demise.

In T.A. 3018, the fallen Lady rode into the Anduin Valley, Rohan, and then Eriador during the Black Rider's search for the Shire and the One Ring. Her journey took her past Isengard and through Tharbad across the Stone Ford, and into the land of the Hobbits. Riding with Khamûl and Hoarmûrath of Dir, she was in the Green Hill Country when the Easterling nearly discovered Frodo and company on the level road to Woody End. She later accompanied Khamûl and Hoarmûrath into the Bolger enclave at Crickhollow, only to be turned to flight by the horns of the Bucklanders. Joining Ûvatha on the road to the east of Bree, the group rejoined their brethren (who had assailed the Company on Weathertop) in the Lone Lands beyond the Weather Hills. The Rider's pursuit culminated at the Ford of Bruinen, where Elven magic and the valor of Glorfindel enabled the wounded Ringbearer to escape. The skirmish by the riverside ended when the floodwaters claimed the Nazgûl's horses. Like those of her brethren, Adûnaphel's steed perished in the foam summoned by Elrond.

During the months that followed, the Quiet Wraith resumed her residence at Dol Guldur and prepared for the attacks against the Elven Kingdoms in Lorien and northern Mirkwood. Adûnaphel led part of the army of Orcs that assailed Galadriel's realm across the Anduin, but her assault proved futile. Her retreating horde fled south into the Wold, where Ents destroyed them. The Nazgûl went north, joining Khamûl's host and the onslaught of Thranduil's woodland domain. Once again, the forces of Darkness lost the day, compelling Adûnaphel to retire. Events at the Pelennor Fields and in North Ithilien forced her recall to Mordor.

The Witch-king died before the gates of Minas Tirith, so only eight of the Nazgûl

engaged the Army of the Free Peoples at the Battle of Morannon. Attacking atop Fell Beasts only ten days after Adûnaphel's return, the Ringwraith dueled the Great Eagles above the raging battle before the Gates of Mordor. Their melee invoked images of the great skyborn warriors of the Eldar Days, but the fight was short. As Frodo, Sam, and Gollum stood upon Mount Doom and threatened the destruction of the Ruling Ring, the Dark Lord sent his Nazgûl into a wild flight southward, hoping that they could stay the loss of the One Ring. The Úlairi failed, and Adûnaphel passed out of Eä.





ALATAR, ITHRYN LUIN

Alatar was a Maia appointed as one of the Istari by Oromë. He took his friend Pallando and with Curumo journeyed into the East. Curumo returned and dwelt at Angrenost, but the Ithryn Luin (the Blue Wizards) were not heard of again. They may have been ensnared and corrupted by Sauron, or perhaps forgot their errand and became great lords among the men of the East.

- Unknown Source

RACE: From across the Sea

RACIAL ABILITIES: Agelessness

ATTRIBUTES: Bearing 12 (+3), Nimbleness 15 (+4)*, Perception 10 (+2), Strength 12 (+3), Vitality 12 (+3)*, Wits 10 (+2)

REACTIONS: Stamina +4, Swiftiness +6*, Willpower +4, Wisdom +2

ORDERS: Magician, Archer, Ranger, Wizard

ORDER ABILITIES: Deadly Shot, Dwimmer-crafty (Bane-spell, +2 bonus to test), Final Strike, Hard March, Mighty Shot, Far Shot, Swift Shot, Spellcasting 3, Staff, Staff of Power, Walk Without Trace, Wizardly Power, Wizard Spellcasting 2

ADVANCEMENTS: 38

SPELLS: Bane-spell, Beast Speech, Break Binding, Calling, Change Hue, Create Light, Display of Power, Evoke Awe, Finding and Returning, Guarding-spell, Spellbinding, Sundering, Veil, Victory-spell, Wizard's Guise, Wizard's Fist, Wizard's Hand, Word of Command

SKILLS: Armed Combat: Polearms (Spear) +8, Armed Combat: Club (Staff) +5, Debate (Negotiate, Parley) +4, Guise +5, Healing (Herbal Remedies, Treat Wounds) +5, Insight +5, Intimidate (Power) +8, Language: Quenya +6, Language: Sindarin +8, Language: Westron +6, Lore: History (Elves, Men) +6, Lore: Magic +6, Lore: Rings of Power +2, Lore: Plants and Animals +8, Mimicry +8, Observe (Listen, Spot, Smell) +7, Persuade (Charm, Oratory) +6, Ranged Combat: Bows (Bow of Alatar) +12, Ranged Combat: Polearms (Spear) +6, Ride (Horse) +8, Search +6, Stealth (Hide, Sneak) +8, Survival (Forests, Mountains, Plains) +8, Track +8, Weather-sense +4

EDGES: Accurate (Bow: Bow of Alatar), Ally (Pallando), Fair, Hardy, Keen-eared, Keen-eyed, Keen-nosed, Travel-sense, Warrior's Heart, Valiant, Weapon Mastery (Polearm: Spear), Woodcrafty 3

FLAWS: Oath (to perform his mission for the Valar, foresworn), Proud

HEALTH: 14

COURAGE: 8

RENOWN: 10

GEAR: Robes, staff of power, mear, Bow of Alatar, spear

STAFF OF POWER

Like each of the others in the Order of Wizards, Alatar has fashioned a Staff of Power to act as a focus of his magical might. It is uniquely attuned to Alatar, and it can be fully wielded only by him. His is made from the wood of a mallorn tree, highly polished and unadorned.

Defense - In combat, Alatar's staff counts as a large shield, except against ranged attacks. Being very light, he also is granted one free parry attempt per round with it.

Smiting - When Alatar makes an Extraordinary Success on an attack with his staff it ignores 2 points of armour and deals an extra 2d6+4 damage. If anyone else uses it, it ignores 1 point of armour.



Strength of the Staff - When recovering Weariness Levels, Alatar reduces the time needed by half. He can use his staff to recover a total of three Weariness Levels in this manner per day.

Wizard's Endurance - Once per day, Alatar may lean on his staff and ignore the effects of his Weariness Levels for one action. Any additional levels he incurs due to his action immediately add to his current level of fatigue after he completes his action.

HISTORY

Alatar, one of the Ithryn Luin (S. "*Blue Wizard*"), came from across the Sea in the company of his friend, Pallando, the other Ithryn Luin. He is of the same guise as the others: an elderly man with white hair and very tall. Though appearing old, he is quite fair in much the same way as Saruman. He has a proud and jovial, at times blustery, demeanor, loving challenges and the hunt.

Once he arrived with his friend at the Grey Havens, knowing the East better than the others, he took Pallando in that direction on their mission; Saruman, soon followed. Alatar's fate is unknown, but Tolkien surmised that he didn't complete his assigned task and succumbed to the lures of temptation, as he didn't return to Valinor. Even with that being said, there could be may twists in his fate, Alatar may have:

- Sought dominion over Man in the East and vied for power against or joined Sauron
- Been captured and unable to continue in his quest
- Perished, but was denied return to Valinor
- Refused to participate and so remained in the East, roaming the lands on the Hunt as he did with Orome in the early days of the world

IN THE GAME

Alatar is unlikely to be encountered by adventurers unless they travel into the East. Only with the knowledge that there were more than three Wizards in Middle Earth would they even think that he was one. Alatar would likely be found traveling in the wild hunting, riding his horse, or possibly coming to the aid of unlucky travelers. He would more than likely also be in the company of Pallando as well or would know where he is. He may also seek other like-minded adventurers who would be up to the task to help hunt down some evil creature plaguing the land.

COMMON FOLK...

Listed herein is an assortment of common folk that would be met on any day, in any Age, in any town in Middle-earth. Each issue we will be a offering a particular race and the characters listed are made as flexible as can be for a narrator to adjust them to their stories as needed. Feel free to change the attribute, skill ranks and traits as you please. You may also add advancements to any character if they need to be a little more detailed in your story. Some skill specialties are listed as *Choose one** - this is required by the narrator when the NPC is being used; make sure you pick appropriate specialties by trade.

Each section has first a list of locales that these common folk may be found. Second is a list of names that the narrator may choose from if they need to make a change – these names are courtesy of Colin Chapman and his fantastic *Names of Middle-earth*. This month, we present...



HOBBITS

LOCALES

The Shire, Bree, Staddle, Combe, Anduin Vale

NAMES

HOBBIT FAMILY NAMES: Baggins, Banks, Boffin, Bolger, Bracegirdle, Brandybuck, Brockhouse, Brown, Brownlock, Bunce, Burrows, Butcher, Chubb, Chubb-Baggins, Cotton, Gamgee, Gardner, Goldworthy, Goodbody, Goodchild, Goold, Greenhand, Grubb, Hayward, Headstrong, Hogg, Hornblower, Longholes, Maggot, Mugwort, Noakes, Pott, Proudfoot, Puddifoot, Roper, Rumble, Sackville, Sackville-Baggins, Sandheaver, Sandyman, Smallburrow, Took, Tunnely, Twofoot, Underhill, Whitfoot.

MALE HOBBIT NAMES: Adalgrim, Adelard, Andwise, Anson, Balbo, Bandobras, Bergil, Bilbo, Bingo, Blanco, Bodo, Bowman, Bucca, Bungo, Carl, Cotman, Cottar, Dindonas, Doderic, Dodinas, Drogo, Dudo, Erling, Falco, Fastolph, Fastred, Ferdibrand, Ferdinand, Ferumbras, Filibert, Flambard, Folco, Fortinbras, Fosco, Fredegard, Frodo, Gerontius, Gorbado, Gorbulas, Gorhendad, Gormadoc, Griffio, Gundabald, Halfast, Halfred, Hamfast, Hamson, Harding, Hending, Hildibrand, Hildifons, Hildigard, Hildigrim, Hob, Hobson, Holfoot, Holman, Hugo, Ilberic, Isembard, Isembold, Isengar, Isemgrim, Isumbras, Largo, Longo, Lotho, Madoc, Marcho, Marmadas, Marmadoc, Marroc, Meriadoc, Merimac, Merimas, Milo, Minto, Moro, Mosco, Mungo, Nob, Odo, Odovacar, Olo, Orgolas, Otho, Paladin, Peregrin, Polo, Ponto, Porto, Posco, Reginard, Rendigar, Robin, Rorimac, Rudigar, Rufus, Sadoc, Samwise, Sancho, Saradas, Saradoc, Seredic, Sigismond, Tobold, Togo, Tolma, Tolman, Wilcome, Wilibald, Will, Wiseman.

FEMALE HOBBIT NAMES: Adaldrida, Adamanta, Amaranth, Angelica, Asphodel, Belba, Bell, Belladonna, Berylla, Camellia, Celandine, Chica, Daisy, Diamond, Donnamira, Dora, Eglantine, Elanor, Esmerelda, Fern, Gilly,

Goldilocks, Hanna, Heather, Hilda, Lily, Linda, Lobelia, Malva, Marigold, May, Melilot, Menegilda, Mentha, Mimosa, Mirabella, Myrtle, Pansy, Pearl, Peony, Pervinca, Pimpernel, Poppy, Primrose, Primula, Prisca, Rosamunda, Rosa, Rose, Ruby, Salvia, Tanta, Violet

COOK / BARMAN

NAME: Jasmine Underbrush

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Female

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

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

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

DEFENCE: 10

ORDERS: Craftsman (Cook/Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Cooking) +6, Craft (Sewing) +3, Debate (Bargain) +3, Games +1, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Recipes +6, Lore: Clothes Patterns +3, Lore: Herbs +4, Inquire +2, Observe (Spot) +3, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 3

RENOUN: 1

GEAR: By trade

DESCRIPTION

Jasmine is a local cook and barmaid at the Roosters Comb – a local bar and eatery – and is well known for her fine dinners.

USAGE

Jasmine can be used in any town or community that has Hobbits as residents. She is not the proprietor of any business, merely their most prominent worker.

MERCHANT

(ANY)

NAME: Baret

Bracegirdle

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Male

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

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

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

DEFENCE: 10

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Choose one*) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 6

COURAGE: 3

RENOUN: 2

GEAR: By trade

DESCRIPTION

Baret is the pleasant little merchant that you run into at the local Shire store. He is stout and his cheeks and nose are a bit red from the occasional pull on the keg. He usually has his pipe in mouth





and talks with clenched teeth. All around friendly old hobbit but usually nosing into other's business.

USAGE

Baret can be used in any hobbit town or village. He is the cobbler, the baker or the candlestick maker. Narrators may feel free to change his skills and add the Craft specialty as needed to cover the business that he runs.

FARMER

NAME: Tobe Cotton

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Male

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

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

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

DEFENCE: 10

ORDERS: Craftsman (Farmer)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Choose one*) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 3

RENOVN: 3

GEAR: By trade

DESCRIPTION

Tobe works his fields and grows some of the best vegetables and smoking tobacco in all of the South Farthing. He and his wife are hospitable to all hobbits although he keeps an eye out for the young squibs running about and stealing his tomatoes.

USAGE

Tobe can be used in any hobbit town or village.

INNKEEPER

NAME: Arto Fleecewether

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Male

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

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

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

DEFENCE: 10

ORDERS: Craftsman (Innkeeper)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Choose one*) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 3

RENOVN: 3

GEAR: By trade

DESCRIPTION

Arto is the proprietor of the Rooster's Comb and is well known for his kitchen and ale. The inn is able to accommodate

both little and big folk, although it is limited for the latter. He and his wife run a good establishment and it serves many local and traveling folk.

USAGE

Arto can be used in any hobbit town or village.

SHIRRIFF

NAME: Marcho Hardback

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Male

RACIAL ABILITIES: Six Meals A Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

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

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

DEFENCE: 12

ORDERS: Warrior (Shirriff)

ORDER ABILITIES: Evasion

ADVANCEMENTS: 0

SKILLS: Armed Combat: Clubs (Staff) +2, Climb +1, Craft: Cooking +3, Craft: Woodcarving +1, Debate (Negotiate) +1, Games (Chess) +1, Inquire (Interrogation) +1, Intimidate (Power) +1, Language: Westron +4, Lore: Groups (Shirriffs) +5, Lore: History (Shire) +5, Lore: Race (Hobbits) +4, Lore: Realm (Shire) +6, Jump +1, Observe (Spot) +4, Ranged Combat: Thrown Items (Stones) +4, Run +2, Stealth (Shadow) +4

EDGES: Furtive, Keen-eyed

FLAWS: Dullard

SPELLS: None

HEALTH: 8

COURAGE: 3

RENOVN: 0

GEAR: Staff, other by trade

DESCRIPTION

With a jaunty feather in his cap and a hefty quarterstaff in his hand, Marcho Hardback is truly a typical shirriff of the Shire.

Though not renowned among Hobbits for either muscle or intellect, he is still

distinguished as both perceptive and agile, and can hold his own in a fight.

What he is notorious for is his habit of collecting and smoking dozens of pipes. Wherever he goes, he can be seen with a pipe (usually a different one then the time before). He loves to collect new pipes at any time; and will do nearly anything for an unusual specimen.

Marcho is not a heavy drinker. All the same, he accepts any challenges to a drinking contest (in fact, he accepts almost any challenge), and most often he emerges victorious.

USAGE

The general view is that Marcho Hardback tends to fall asleep whenever he's in a comfortable position. This is, in fact, not quite true; it is a fairly clever ploy by Marcho, as many may try to take advantage of his napping, but he watches them beneath half-closed eyelids.

All in all, this Hobbit is fairly efficient, and with luck will easily hold his job until he retires at a late age.

MAYOR

NAME: Anson Headstrong

RACE: Hobbit, Stoor or Harfoot; if Fallohide then Bearing is +1

GENDER: Male

RACIAL ABILITIES: Six Meals A Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

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

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

DEFENCE: 11

ORDERS: Noble (Leader of Folk - Mayor)

ORDER ABILITIES: Domain, Noble Mien

ADVANCEMENTS: 3

SKILLS: Armed Combat: Clubs (Staff) +6, Climb +1, Craft: Woodcarving +1, Debate (Negotiate) +5, Games (Chess) +1, Inquire (Interrogation) +1, Inspire +6, Intimidate (Power) +2, Language: Westron +4, Lore: Realm (Choose one*) +5, Lore: History (Choose one*) +6, Lore: Race (Hobbits) +6, Lore: Realm (Choose one*) +6, Jump +1, Observe (Spot) +2, Persuade +5, Ranged Combat: Thrown Items (Stones) +4, Run +2

EDGES: Keen-eyed, Hoard 2, Honey-tongued

FLAWS: None

SPELLS: None

HEALTH: 6

COURAGE: 3

RENOWN: 8

GEAR: Staff, other by trade

DESCRIPTION

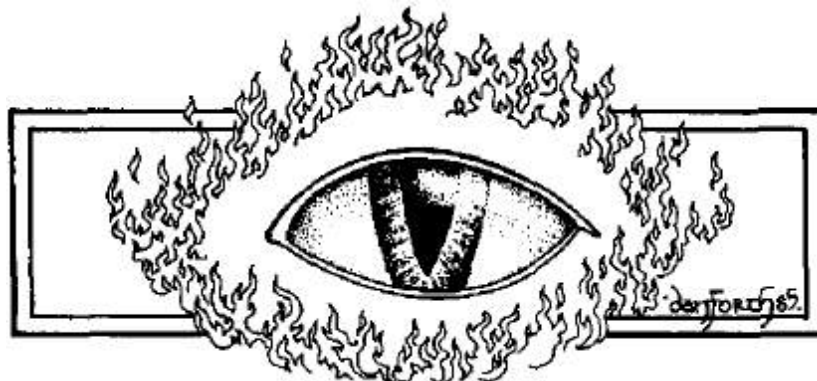
Anson is the proverbial politician walking through the town, smiling and making promises that no one expects him to keep. Still, the town has been quiet since he took over as Mayor and he did have that big fair in celebration for his win! There were plenty of full bellies that day – and that is something for Hobbits.

Anson started his career in public service as the Shirriff of the town and gained plenty of skills in the art of defense and would be a capable leader in times of need. From this earlier job, he made all of the right friends that helped secure his position as Mayor – the tough thing is, none let him forget it.

Anson visits the local inns and taverns where he is always making new friends – over a pint and mutton! After which he will kick his feet up and smoke his pipe spinning the yarn about his days as Shirriff – and all of the things he got done then.

USAGE

Anson can be used in any hobbit town or village. Though social, he is quite thorough at his job and the town truly is a better under his care. Narrators may feel free to change his skills and add any specialty as needed to cover their games needs.





FEATURED CREATURES

HUMMERHORN

*"There were also abominable creatures haunting the reeds and tussocks."
- The Fellowship of the Ring*

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

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

DEFENCE: 14

MOVEMENT RATE: 3 (crawling)/24 (flying)

SKILLS: Armed Combat: Natural Weapon (Bite) +4, Observe (Scent) +5, Search +3, Survival (Swamps) +4, Track (Blood) +8

SPECIAL ABILITIES: Flight (see Movement Rate), Natural Weapon: Bite (1d6), Drain (Vitality)

SIZE: Small

HEALTH: 4

TN EQUIVALENT: 5

Note: Since many players have voiced concern about the 4-7-attribute range in the standard rules, the statistics below in many cases list only attribute modifiers (rather than presenting scores below 8 aligned with either the standard rules or the common revision). If an attribute score is actually needed, the Narrator can choose whichever number below 8 he prefers that fits with the given modifier. Vitality, since it determines Health, is assigned a score and, if 8 or above, a modifier; for scores below 8, the Narrator can choose whichever modifier he prefers.

UNIQUE SPECIAL ABILITIES

Drain - A hummerhorn's bite is actually a long piercing beak that penetrates its victim's body and sucks out blood. A successful bite attack inflicts 1d6 damage and drains the victim of 1 point of Vitality. The hummerhorn may also attach itself to its victim and continue to drain 1 point of Vitality on each subsequent round (at the cost of a full-round action). The victim can try to break free by making an opposed Strength test as a full-round action. A victim whose Vitality is reduced to 0 dies from blood loss; if he is not killed, lost points return normally as described on p. 247 of the core rulebook.

DESCRIPTION

Hummerhorns are a fantastic kind of insect described in old Hobbit rhymes. They are a giant mosquito-like fly, weighing over five pounds and possessing a wingspan of more than two feet. Hummerhorns gather in clusters as they fly about in search of blood, though they feed singly and are incapable of planning or collective action. Though not as tough as dumbledors, hummerhorns are incessantly ravenous and very aggressive. In the Hobbit rhyme they even attacked an armored knight! They are most recognizable by the loud whining buzz of their wings.

HABITAT

Hummerhorns are not magical, though they may be mythical. If any still exist (or ever existed) in Middle-earth, they probably dwell in isolated swamps or bogs far away from the settlements of Men. Given that they are principally remembered in Hobbit lore, hummerhorn habitat is likely the marshy gullies of the upper Anduin from whence the Hobbits themselves originated.



DESERT-DRAKE

ATTRIBUTES: Bearing 19 (+6), Nimbleness 17 (+5)*, Perception 15 (+4), Strength 24 (+9)*, Vitality 16 (+5), Wits 18 (+6)

REACTIONS: Stamina +9, Swiftiness +10*, Willpower +10, Wisdom +6

DEFENSE: 15

MOVEMENT: 108

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +17, Insight +15, Intimidate (Fear) +27, Language: Sindarin +8, Language: Westron +8, Observe (Smell, Spot) +18, Survival (Desert) +9

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast; Some Desert-drakes know additional spells such as Fog-raising, Misdirection, and Power of the Land.*

SPECIAL ABILITIES: Armour (12), Multiple Attacks (claw, maw, tail), Natural Weapon (claws, 4d6), Natural Weapon (maw, 7d6), Natural Weapon (tail, 6d6), Slow Healing, Sweep of Tail, Terror

SIZE: Huge (8 Wound Levels, 4 Healthy)

HEALTH: 31

COURAGE: 3

RENOWN: 12

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

Slow Healing - Desert-drakes have an extremely slow rate of natural healing. After 10 years of rest, a Were-Worm regains 2 Health point per year.

Sweep of Tail - Any creature that sustains damage from a Desert-drake's tail attack and fails a TN 15 Strength or Nimbleness test (target's choice) is knocked down.

DESCRIPTION

Desert-drakes are smaller than the other dragons, no larger than 70 feet in length, as well as much more lithe and agile. They are covered in rustic brown and yellow scales to help in their desert camouflage.

HISTORY

Similar to Cold-drakes, the Desert-drake has little to no recorded history. Believed to be another of Morgoth's failed spawning attempt to create Winged-drakes. Whether Morgoth abandoned the Desert-drakes or they couldn't adapt to survive in the deadly colds of the North where his kingdom lie is unknown. In any case, they were never used by Morgoth or Sauron and at the breaking of Thangorodrim, they were among those in the mass exodus of evil creatures fleeing the destruction of their master's domain and subsequent imprisonment. Finding most of the climes of western Middle Earth too cool for their blood, they fled to the far reaches of Mordor or further into the unknown deserts of the East and South.

HABITAT

Desert-drakes are found in deserts and arid plains, such as remote Mordor, Khand, and beyond.

SOCIETY

Unlike other dragons, Desert-drakes keep no lairs, preferring a roaming and solitary life.

USAGE

As these dragons are so far away from the lands of Gondor, Rohan, and such, Desert-drakes would only be encountered if a party was exploring the far-reaching and unknown-to-be charted regions of Middle Earth of remote Mordor, the Far East, and the South. Due to their nomadic lifestyle, they would be more than likely found in a random encounter in any of these regions where they are found.

Desert-drakes bear no allegiance to Sauron, probably due to that even he has forgotten about them. They are also occasioned to be pressed into service by Were-worms or, more likely, hunted by them. If they were captured or bewitched into service by a sorcerer or Were-Worm, it would be quite powerful indeed and would employ it in similar effect as Morgoth did so long ago.



POSTMASTER

To MERP or not to MERP (Copied from the Decipher LOTR RPG messageboard)

I would like it if the webzine did not include these references. I did read the part at the bottom of the article that says you can ignore them etc, but its difficult to do that when it is so intertwined with the [canon] material. Please keep consider not utilizing the MERP stuff.

- Sandbagging

I also had misgivings about allowing the submission of articles and items that tied to the Middle Earth Roleplaying Game, but after taking awhile to think about it, I gave in because there are a lot of people out there who played the game and have requested help in converting their characters and other gaming aids to the CODA system. We here at *The Hall of Fire* are all about supporting DEC's version of Middle Earth, but we also can't ignore the crossover players either. Not to minimize or disregard your opinion and those of others who probably share your sentiment, but we don't think it's worth the trouble to delineate between Tolkien canon and all other info past the inclusion of our disclaimer.

- Matt



2004 DECIPHER CONVENTION CALENDAR

Updated 3-1-04

Spring is almost here, and that means convention season is upon us! Check out the shows listed below that Decipher will be attending, and make your plans to join us at one or more for demos, tournaments, special guests, the Decipher Convention Store, and of course, DecipherCon at Gen Con Indy.

We'll add more information on each convention as it becomes available. Check back often for updates on what's happening on the Decipher convention front!

| Dates | Convention | Location |
|---------------------|--|-------------------------|
| June 24-27 | Origins International Game Fair | Columbus, OH |
| July 21-25 | Comic-Con International | San Diego, CA |
| August 13-15 | Wizard World Chicago | Chicago, IL |
| August 19-22 | Gen Con Indy / DecipherCon 2004 | Indianapolis, IN |
| October 21-24 | Spiel '04 / World Cup (Oct 20-23) | Essen, Germany |

In addition, look for Decipher and the .hack//ENEMY TCG at the Bandai booth at these anime shows:

| Dates | Anime Show | Location |
|------------------|-----------------------|-----------------|
| May 28-31 | Fanime | Santa Clara, CA |
| June 4-6 | Project A-kon | Dallas, TX |
| July 2-5 | Anime Expo | Long Beach, CA |
| July 30-August 1 | Otakon | Baltimore, MD |
| September 24-26 | Anime Weekend Atlanta | Atlanta, GA |



CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- Racial/Personal Development or Order/Professional Development packages?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- NPC's?
- Weapons, equipment, or magical items?
- Fan Art?

If so, write to us for details on submission at: codawebzine@hotmail.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.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing. Please do not directly submit your items to us without prior approval.

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

If so, write to us at codawebzine@hotmail.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 *Lord of the Rings* RPG or Star Trek RPG by Decipher

Write to us at codawebzine@hotmail.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"

CREDITS AND CONTACTS

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WHAT'S OUT THERE

This is a list of websites along with Decipher's official websites. We have found they supply useful information to *Lord of the Rings* gamers.

DECIPHER'S LORD OF THE RINGS RPG HOME

<http://decipher.com/lordoftherings/rpg/index.html>

DECIPHER'S LOTR RPG BOARD

<http://calder.decipher.com/cgi-bin/msgbd?lotr-rpg>

DECIPHER'S LOTR RPG SUPPORT DOCS

<http://decipher.com/lordoftherings/rpg/support/index.html>

THE HALL OF FIRE WEBZINE SITE

<http://home.bellsouth.net/p/pwp-lotrwebzine>

FAN MODULES FOR MIDDLE-EARTH

<http://groups.yahoo.com/group/fan-modules>

THE LORD OF THE RINGS CODA RPG GROUP

http://groups.yahoo.com/group/lotrrpg_coda

THE MAD IRISHMAN

<http://www.mad-irishman.net>

RPG TOOLS FOR DECIPHER'S CODA GAMES

<http://groups.yahoo.com/group/rpgtools/>

THE SLAVE PITTS OF BARAD-DUR

<http://www3.sympatico.ca/smaugrob/lotrmain.html>

THE STEWARD AND THE KING

<http://www.stewardandking.net>

THE TOWER HILLS

<http://homepage.mac.com/jeremybaker/towerhills>

TREK-RPGNET

<http://forum.trek-rpg.net>

VALINOR

<http://sauron.misled.us>

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