

THE AKKX:FN·CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

ISSUE THREE
FEBRUARY 2004



THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

IN THIS ISSUE

GREETINGS	PAGE 2
AN EVENING WITH	PAGE 3-4
IT'S ALL OPTIONAL	PAGE 5-9
ADVENTURING IN	PAGE 10-12
A PC'S SO-CALLED LIFE	PAGE 13-14
FAN FLAVOUR	PAGE 15
ALLIES AND ADVERSARIES	PAGE 16-20
FEATURED CREATURES	PAGE 21
RPG REFERENCE	PAGE 22-24
ERRATA, CRF, FAQ	PAGE 25-36
CALLING ALL GAMERS	PAGE 37
WHAT'S OUT THERE	PAGE 38


CONTACT THE HALL OF FIRE AT:
CODAWEBZINE@HOTMAIL.COM



GREETINGS

GREETINGS, SALUTATIONS... HELLO ALL!

As many of you know by now, after a long pause in the production activity of the RPG, on January 22, 2004, Decipher announced its decision to scale back on its RPG department in Los Angeles, laid off the employees there, and moved the department to the headquarters in Virginia. On the various game message boards, fans expressed their outrage and contempt for Decipher's management decision mostly out of frustration and despair at the lack of product to consume and perceived indifference to their beloved games. Many were also saddened at the loss of valued friends, the designers and developers of the game for both games that Decipher produces, Lord of the Rings and Star Trek. I and the others at The Hall of Fire aren't here to defend nor malign Decipher and their decision, but wish to extend our condolences to those who lost their jobs and hope for them success in their future endeavors. And if any you were wondering what this would mean for this publication, I can tell you simply that we are here to stay for quite awhile regardless of the fate the CODA Lord of the Rings role-playing game as long as you, the fans, read it and participate in its creation.

I would also like to apologize about my laxness in replying to some of your emails, no small matter in my opinion. Hopefully I've now gotten back to most or all of you by now or the latest issue of the webzine has answered your questions. I promise to do much better in the future.

Once again, thank you for interest and happy gaming!

Matthew A. Kearns
aka GandalfOfBorg
Editor

AN EVENING WITH

...DOUG BURKE

Note: This interview took place on January 29, 2004.

Matt: What do you do outside of being a volunteer Decipher Rep on the message boards?

Doug: Well, I'm a computer technician, actually. I do Internet tech support for a company that provides web space, mail servers and dial-up access numbers for about 150 different ISPs. But, more importantly (to me), I'm a father of a developing mini-geek and game as often as possible (currently two weekly games).

Matt: What is the actual job description of you being their volunteer?

Doug: Well, I answer questions through message boards (both Decipher's and the ones at Trek-RPG.Net) as well as through email. I have admin rights on both sets of boards; I got sent to both Gen Con and DecipherCon in 2002 (the latter to actually demo the Trek game)... Being Net Rep also led to my being hired to draw the rough map sketches for the Trek "Worlds" book.



Matt: Cool... Is there anything you can say about Worlds?

Doug: Well, let's see. It's got 70+ worlds in it, each has its own map, story hooks and comments on geography and landmarks. Jesse [Heinig] encouraged me to put as much detail as I wanted to in the sketches, so I had fun... I'm particularly fond of the Boreth map.

Matt: Are the sketches for worlds just of the planets and the surface or does it also include those of native aliens?

Doug: All I did were the maps. Although for Elba II (IIRC), I did do a map of the subterranean asylum.

Matt: What do you like most and least about being Decipher's net rep?

Doug: Most is getting to meet the creators of the lines and meeting other fans like myself. And going to conventions was a LOT of fun. Least, hmmm, I'd have to say Trolls. People like a certain Englishman who will remain nameless really chap my hide. Also the half-cocked attitude a lot of the posters take about any bit of news (or lack thereof). But then, again, I've been there, so I can understand where it comes from. Yeah, it's the trolls that really bug me.

Matt: As they do to the other dedicated posters, myself included.

Doug: Yeah, and it's you guys (you, Ineti, Jason Durall and others) who really have helped to maintain my sanity as Net Rep, believe me. That and having an awesome line developer like Jeff.

Matt: We do what we can and I'm sure his ears are burning... Well as this webzine is concerned with the Lord of the Rings RPG, I'm going to keep the rest of the questions mostly on that... Do you feel the game captures the essence of Middle Earth from what you have read?

Doug: Yes, most definitely. In fact, just a few months ago, I plowed through the trilogy again and was finding myself (like I usually do with books and movies) applying the rules of the game to the books in my head. They seemed to mesh quite well. Although, I'll be honest with you, I am a relative novice when it comes to Tolkien's works. I've only read the books covered under Decipher's license.

Matt: *laughs* I'm glad I'm not the only one. There's plenty of other stuff out there (unfortunately unable to be used), but that's what the 'zine is here for -- to fill those gaps. So, which of the released products do you think has the most Tolkien feel to them?

Doug: Oooh! Tough call! I'd have to say the map sets for one. For actual RPG material, I'd have to say either the movie/book sourcebooks or Moria.

Matt: That's what I'm here for: getting the tough answers to the tough questions. What can you tell the readers about what is to come from the LOTR RPG supplements-wise that we don't already know or can you elaborate on anything we already know about?

Doug: Well, there's not too much in the pipeline that Jeff hasn't talked about. Fields of Battle takes a closer look at Warriors & Barbarians. Complete with Fell Strikes, piecemeal armor, and a tactical combat system. Paths of the Wise expands on magic, Lore and Languages. Helm's Deep, Rohan and Isengard are pretty self-explanatory; Rohan does include expanded rules for horses.

Matt: Are you involved with anything in the LOTR line?

Doug: As for my activity on the LOTR line, well, it's been limited to maintaining the support docs and being another proofreader for the playtest documents.

Matt: What would you, personally, have done differently with the things you don't like about the game if you had been in charge?

Doug: Well, I would have implemented the playtest system as it stands a little earlier. Beyond that, I feel the game expands on the CODA system as presented first in the Star Trek RPG excellently. And, as stated above, I feel the game truly captures the feel of Tolkien's works, as much the spirit of the work as the letters, if you know what I mean.

Matt: Along these same lines... since the RPG department is now been moved to Virginia and the staff laid off, are we to assume that rulings on mechanics and rules inquiries will be on hold until there is a new TPTB?

Doug: Only if they are beyond my knowledge. We have some excellent support documents (if I do say so myself) and working with Jeff really taught me how to use my own intuition without going overboard. You'll notice I've been continuing in that vein on the Decipher boards the past few days.

Matt: Do you play the game and, if so, how often?

Doug: Honestly, I have never played the Lord of the Rings version of CODA. I'd like to some day, but I don't feel I know enough about the setting to Narrate it and do it any kind of justice. I did, however, playtest the Trek game and run a weekly series in it. I am also working on a pet project of mine to make a setting for David Eddings' Belgariad and Mallorean using the LOTR version of CODA as the rules-set. I figure it's only fair, given the Tolkien influence on Eddings' series and the excellence of the game itself. I do know Jeff Tidball does run a weekly LOTR game.

Matt: So if you were to play, what kind of character would you be?

Doug: Most likely a Warrior. Maybe a knight; although the perverse part of my nature yearns to play a Dwarven Minstrel.

Matt: Well the dwarves in The Hobbit gave a pretty good show (though Rankin and Bass couldn't do them justice).

Doug: Good point, but I was thinking something along the lines of a jester: rubber chicken, yo-yo and all... But I'm sure that's just me...

Matt: Well we are down to our last question for the night... what is your opinion on the movies?

Doug: I think they're awesome. An excellent interpretation of Tolkien's vision as seen through Peter Jackson's head, although, to be honest, I haven't seen ROTK, yet.

Matt: I can hear the heckling now

Doug: *laughs* Well, time and financial constraints have prevented it so far. But soon, I'm sure, besides, my son wants to see it, too.

Matt: Ahh quick save at the buzzer. As my time is up, I must end this.... thank you for giving your time for this interview. I'm sure I can speak on behalf of the webzine, its readers, and myself when I say thank you for the great work you've done for the game and us; we really do appreciate it

Doug: Glad to do it, Matt. Drop by to chat any time.

IT'S ALL OPTIONAL



PERILS OF THE NORTH

By Doug Joos

The developers at Decipher gave us a great narrating tool within the Moria boxed set – the Peril System. This wonderful tool allows a narrator to design an adventure as it progresses with a simple roll of some dice. By matching the results of the dice to tables and accompanying charts, a narrator can plan for any dangers and sculpt his story around these results. He or she could also quite easily write their tale and pick and choose from the same charts as they see fit – it is all at their discretion.

The Peril System designed by the developers at Decipher are obviously created for use within Moria, but by taking this great system and making a few changes, it can be evolved into a peril system for any region. I have taken the time to do this for my chronicle running in the north within the territories of Rhudaur, Angmar, and the territories north of Rivendell. Understand, my chronicle is currently set in the Third Age 1636 and all of the Peril Tables below are “stocked” for this period. I bring it to you here within our webzine for your use and further evolution – feel free to alter this system for your own chronicle.

I have provided no map, but a chart that shows the relative threat of a region as a Peril TN. As the characters move through a region, they will need to make an opposed Stealth Test against the Peril TN of that region for every 4-hour period that they are within that region. The character with the weakest skill rank in Stealth is the one who will make the test, as the travelers are only as quiet as their weakest member. If successful, the characters bring no attention to themselves or gain an advantage; if failed, then they have come into a dire

situation – the degree of success or failure will determine their benefits or the danger they have aroused.

TABLE 1.1 – DEGREE OF SUCCESS

Disastrous Failure - The characters cause a noisy disturbance and a powerful group gathers to attack in force from ambush – Use Encounter Table A.

Complete Failure - The characters cause enough noise and an organized group is alerted to their presence but they are unable to prepare an ambush – Use Encounter Table B.

Failure - The characters blunder into a small group that immediately attack – Use Encounter Table C.

Marginal Success - The characters manage to evade detection and travel without encountering any threats.

Complete Success - The characters manage to evade detection and travel without encountering any threats.

Superior Success - The characters not only evade detection, they come across a small band that they may either avoid or attack from ambush – Use Encounter Table D.

Extraordinary Success - Moving in utter silence, the characters come upon an encamped group or a dwelling they may avoid or attack in ambush – they gain a +2 bonus to future Peril Tests in this region – Use Encounter Table E.

Any time the characters fail a Peril test, the narrator may decide whether the enemy is going to attack with the numbers given on Table 1.3 or if they will gather their strength. If they decide to attack, the combat is resolved immediately. If the narrator decides that the enemy will build its strength, the Peril TN of that region is increased by +5 for all future tests until the attack is made. Once resolved, the Peril TN will be restored to its normal level unless there are enough enemies killed to cause it to go down temporarily.

As the characters defeat any enemies, they slowly whittle down the enemy's strength and make the area safer. Table 1.2 gives a point value for each type of creature the characters are likely to encounter. For every 10-point of creatures the characters defeat in a region, reduce the Peril TN by 1. For each two-week period that passes without the character's attacking and slaying in a region, increase its Peril TN by 2, up to its original level.

One note, Table 1.2 gives Threat Value Points for some creatures that may not be listed upon Table 1.3; this is for those narrators that may wish to alter Table 1.3 for their chronicle. A narrator may take one of the more powerful opponents and make them a lord or master of that region – just remember to adjust any Peril TN accordingly.

TABLE 1.2 - THREAT	THREAT VALUE POINTS
Wolf *	¼
Orc-Warrior or Archer / Hill-man Warrior or Archer	½
Orc or Hill-man Champion	1
Warg *	1
Orc or Hill-man War Chief	2
Hill-Troll* / Etten* / Giant Spider*	5
Angmarim Warrior / Shaman	5
Angmarim Captain / Werewolf*	10
Fell-Spirit (Wight)* / Ghost*	30
Vampire*	50
Dragon*	150
Nazgûl*	200

The above listed adversaries are given Threat Value Points based upon their relative threat. I do not have sample adversaries written into this chapter but I will give the following suggestions for creating your aggressors. All threats listed above with an asterisk may be taken directly from the Fell Beasts and Wondrous Magic supplement. The narrator may tweak them if they so feel, but it is not necessary. All other threats are recommended to be created as such:

- Orc Warrior or Archer is a standard 0-1 advancement creature from Fell Beasts and Wondrous Magic
- Hill-Man Warrior or Archer is a standard 0-1 advancement Human
- Orc or Hill-Man Champion is a 3 Advancement adversary
- Orc or Hill-Man War Chief is a 5 Advancement adversary
- Angmarim Warrior or a Shaman is a 3 Advancement adversary
- Angmarim Captain is a 7 Advancement adversary

Each of the following encounters, in Table 1.3, may be adjusted to fit your game and any of the threats listed on Table 1.2 may be added to the encounter. The Narrator does not necessarily need to balance each encounter to the characters traveling through the Peril region; in fact depending on the level of success or failure will determine the relative threat. Still, the narrator must be conscious of the modifications he makes to the encounters below so as to not overstock any of the higher valued threats on Table 1.2. In fact, it is recommended that no more than 2 adversaries be incorporated in a Peril Region for any threat greater than 10 in Threat Value Points, and no more than 1 for any threat over 30. A Peril region stocked with an adversary with a high threat value can make for great side adventures in a chronicle.

TABLE 1.3 - ENCOUNTERS

A	1	Pack of hungry wolves that have been dominated by an alpha male warg and his kin – 8 wolves and 5 wargs
	2	7 Orc warriors and archers mounted on 7 wargs
	3	2 Orc champions and 6 warriors and 6 archers
	4	2 Hill-man champions and 6 warriors and 6 archers
	5	1 Hill-Troll with 2 orc champions and 4 warriors and 4 archers
	6	3 Hill-Trolls
B	1	Pack of hungry wolves that have been dominated by an alpha male warg and his kin – 5 wolves and 3 wargs
	2	5 Orc warriors and archers mounted on 5 wargs
	3	1 Orc champions and 5 warriors and 4 archers
	4	1 Hill-man champions and 5 warriors and 4 archers
	5	1 Hill-Troll with 1 orc champions and 2 warriors and 2 archers
	6	2 Hill-Trolls
C	1	Pack of hungry wargs – 4 wargs
	2	3 Orc warriors and archers mounted on 3 wargs
	3	1 Orc champions and 3 warriors and 2 archers
	4	1 Hill-man champions and 3 warriors and 2 archers
	5	1 Hill-Troll with 1 orc champions and 2 warriors and 1 archers
	6	1 Hill-Trolls

D	1	Pack of hungry wargs – 4 wargs
	2	3 Orc warriors and archers mounted on 3 wargs
	3	1 Orc champions and 3 warriors and 2 archers
	4	1 Hill-man champions and 3 warriors and 2 archers
	5	1 Hill-Troll with 1 orc champions and 2 warriors and 1 archers
	6	1 Hill-Trolls
E	1	Wolf / Warg den
	2	Orc encampment or dwelling
	3	Hill-men encampment or dwelling
	4	Angmarim encampment or dwelling
	5	Troll cave
	6	Barrow

TABLE 1.4 – PERIL TN OF NORTHWEST MIDDLE-EARTH (BARROW-DOWNS NORTH TO ANGMAR)
PERIL TN REGIONS

5	The Shire and its immediate surrounds	
	Bree, Combe, and Archet	
	Rivendell and its immediate surrounds	
	Fornost Erain and its immediate surrounds	
	The stretch of the Greenway from Bree to Fornost	
	Any area the Narrator decides	
	10	All immediate outer lying territories around the above mentioned TN 5 regions
	The Eryn Sûl – all of the Weather Hills	
	The vast unpopulated band of territory that runs parallel to the East-West Road from the Shire to Rivendell (not including the Barrow-Downs) - the narrator may upgrade the Peril TN from 10 to 25 as you move north from the East-West Road to Angmar	
	Annúminas and its immediate surrounds	
	Tharbad and its immediate surrounds	
	Any area of Rhudaur - the narrator may upgrade the Peril TN from 10 to 25 as you move north from Rivendell to Angmar	
	Any area the Narrator decides	
	15	The Midgewater Marshes and its close surrounds; The Old Forest; The Ettenmoors and the immediate surrounds
	Rivendell and its immediate surrounds	
	Fornost Erain and its immediate surrounds	
	The stretch of the Greenway from Bree to Fornost	
	Any area the Narrator decides	
	20	Any Barrow and its close surrounds within the Barrow-Downs; Mount Gundabad
	Immediate surrounds of Carn Dûm and any other settled region of Angmar	
	Any area the Narrator decides	
	25	Carn Dûm and its immediate area
	Any area the Narrator decides	

TRULY HELPFUL HEALING, AND THE FEAR OF INFECTION

By Scottomir

Gwaihir, Lord of Eagles, soars above the Misty Mountains, keeping his vigil over the foul goblins that infest the cloudy crags. Suddenly, an orc-arrow loosed at him from far below strikes his feathery flank, a dangerous wound for the winged raptor. Gwaihir manages to land in the open country of Wilderland, where a chance encounter may save his life. Gandalf the Wandering Wizard is passing through, and he comes to the noble eagle's aid. The orc-arrow did enough damage to the unfortunate eagle-lord to push him to Wounded by 1 point of damage. After calling upon his magic and all his skill as a healer, Gandalf treats Gwaihir's injury and successfully heals him...only 2 points of damage. Gwaihir squawks as he flies away, "Thanks for nothing, Mithrandir! Don't bother asking me for any favors in the future."

At least that's how the scene plays out using the standard healing system in Decipher's *The Lord of the Rings* RPG (p. 247-248). According to the core book, "leechcraft" successfully performed in the field heals all damage in the recipient's current Wound Level, plus one. So, a character with only 1 point of damage in the current level will be healed a grand total of 2 points of damage. Furthermore, whether a character has 1 point of damage or 12 in his current Wound Level makes no difference--either way the character ends up at the same place, 1 Health point remaining in the previous lower Wound Level. There are several other glaring deficiencies in this system, including no variation based on degrees of success and impossible "natural healing" unless the character has unbelievably high Vitality and Stamina. This article will examine these deficiencies in more detail, and then suggest a series of optional revisions that make possible faster and more dynamic natural healing--as well as damage from infection.

STAMINA OF THE GODS?

A chief problem with the standard system in the core rulebook is that natural healing over time, as listed, is useful only for the absolute toughest characters. Tables 9.36 and 9.37 (p. 247) give the same TN for Healing skill tests and Stamina

natural recovery tests. This is very problematic because Stamina is almost always a much lower value than the Healing skill. TN 20 is hard enough (to say nothing of TN 30!) even when you have high skill ranks added to a high Wits modifier, but TN 20 or more is virtually impossible for a Stamina reaction test. A Man character with 12 Vitality might start with Stamina as high as +5, and even if Stamina is his favored attribute it is unlikely to be increased through advancement more than a few times. Stamina of +8 or +9 is very high when compared to most official NPC stats (the Balrog of Moria only has +10), yet that is only enough to give the character a slim chance of passing the test at TN 20—and virtually no chance at making TN 25 or 30. A character would have to possess the Stamina of the gods (or at least the Valar) to make this test!

Furthermore, even if the character manages to pass the overly difficult Stamina test, the pay-off is negligible: he heals a



number of extra Health points equal to his Vitality bonus, regardless of degree of success (not that there's much chance of an extraordinary success at TN 20 or more). In other words, a character must have at least 8 Vitality in order to gain any extra benefit from Stamina damage-recovery tests, and extra successes for high Stamina are irrelevant. This lack of variation based on degree of success is out of character with the rest of the CODA system. What we are left with is a natural-recovery system that basically heals 1 point of damage per day for most characters with very little variation, even for high Stamina characters.

A BETTER WAY TO HEAL

So, what is an alternative that addresses the above shortcomings without adding excessive complexity? The first easy fix is simply to change the wording of "leechcraft" so that it always heals the recipient a number of points of damage equal to his base Health score (just as described under Advanced Treatment on p. 248). In addition, the Narrator should grant extra healing for extra successes on the Healing skill test (3 for an extraordinary success, 2 for a superior success, 1 for a complete success, 0 extra for a marginal success). The TN list in Table 9.36 can be kept, since Healing skill tests use much higher values and, arguably, it should be extremely challenging to treat a mortally wounded victim. Healing damage in the Healthy wound level is not listed but should be trivial (TN 5).

Another necessary fix is to adjust natural recovery over time. Using this revised system, a wounded character still heals 1 point of damage each day (as listed on p. 247). In addition, though, the Narrator should require the character to make a Stamina test at the end of every week. Rather than using the impossibly high TN listed on Table 9.37, the Stamina test is at TN 10--but modified by the injury penalty (e.g., a Wounded character suffers the -5 penalty to the test). If successful, the character heals a number of extra points of damage equal to his Vitality bonus (if any) plus 3 on an extraordinary success, 2 on superior, 1 on complete, and 0 extra on marginal. If the character fails this weekly-required test, however, the Narrator may impose extra damage from infection (see below). Of course, if the character is under the long-term care of a healer, and meets the requirements listed on p. 247, he still gets to make Stamina natural recovery tests (as above) twice per week--except that there should be no negative consequences if the character fails this second bonus test.

A couple of other little fixes round out this adjusted system. First, there should always be a nice benefit to receiving "advanced treatment" in a safe haven (p. 248). Since the above revision shares the listed effect for a Healing test in a haven with "leechcraft" in general, to reinforce the special benefit of recovering in a safe haven the +5 bonus can be applied to the wounded character's Stamina damage-recovery tests in addition to the Healing skill test. Second, the Narrator should consider applying the edge Warrior's Heart to Stamina damage-recovery tests. Warrior's Heart is pretty worthless as written, but it suddenly becomes more useful if the Narrator expands the +4 bonus to apply to all Stamina tests relating to battle, including recovering from wounds. This small improvement of an otherwise feeble edge gives characters a way to boost their chances of recovering from severe injuries without having to jack up their overall Stamina score to ridiculous levels.

A BALANCING FACTOR: INFECTION

It must be pointed out that, so far, this revised healing system is much better than the core book's standard system: "leechcraft" in general is more effective, extra damage is healed on higher degrees of success, and Stamina tests for natural recovery are easier. If all a Narrator wants is to make it easier for the characters to heal then stop here. You don't need to do anything more. However, if a Narrator wants to balance out the system and keep injuries dangerous and unpredictable, then a balancing factor should be incorporated: the fear of infection!

In the above revised system, a wounded character *must* make a Stamina damage-recovery test at the end of every week. If the test is successful, he heals extra damage based on degree of success. However, if the test fails then infection sets in and the character suffers extra damage. On an ordinary failure, the character suffers 1d6 points of damage from infection. This isn't too severe--after a week of natural healing he has already recovered 7 Health points, so at worst the infection damage will be a setback for the week. On a complete failure, the

character suffers 2d6 points of damage from infection. This is more serious--odds are that the infection damage will equal or exceed the 7 Health points he regained over the past week. On a disastrous failure, the character suffers 3d6 points of damage from infection. This is very dangerous--on average he can expect to take 10-11 points of damage, more than the 7 Health points he regained over the past week.

Considering that the only way a character can get a disastrous failure on a TN 10 Stamina test is if he is suffering major penalties, a character who faces 3d6 damage from infection is very likely already Incapacitated or Near Death. A Narrator who wishes for his characters to come face-to-face with the risk of dying but not actually cross over death's door should make sure that his characters have at least a point or two of Courage to spend on the required Stamina test. Additionally, the Narrator should only allow the risk of infection to apply to the first required Stamina damage-recovery test at the end of the week. If a character gets to make bonus Stamina tests because he is under the care of a healer, he should not have to worry about suffering extra damage from infection if he fails the bonus Stamina test.

Lastly, a Narrator who wants to use this revised Healing system but still wants severe wounds to be a grave danger should consider making Near Death more ominous. In the standard rules, Near Death is just another wound level like any other, except that the TN for the Healing and Stamina tests are virtually impossible. So, a character at Near Death is in no particular danger, but he is very likely to spend an extremely long time recovering from his injuries. In this revised system, a character at Near Death loses 1 more Health point every hour due to deterioration and blood loss. This deterioration is stopped after the dying character is successfully treated with "leechcraft" (extremely difficult at TN 30). Given that most characters will never be able to make a TN 30 Healing test in the field, the Narrator should allow an easier Healing test simply to stabilize a dying character (TN 15). No damage is actually healed, but the dying character no longer loses 1 Health point per hour. This gives the hero's friends time to get him to a safe haven, where "advanced treatment" might help him recover from his mortal injuries.

In closing, the nice thing about this revised Healing system is that it makes possible a dramatic dying scene. A character can be reduced to Near Death in a fight, and if his friends are unable to treat or stabilize his serious wounds then he will gradually expire. There is no set time of day at which the required Stamina test must be made or at which infection damage must be applied, so a dying character's final moment can come at a dramatically appropriate time. (If randomness is desired, the final moment can come 4d6 hours after midnight.) Unlike the standard system, this revised system can bring about a scene like Thorin's fate at the end of *The Hobbit*: "If more of us valued food and cheer and song above hoarded gold, it would be a merrier world. But sad or merry, I must leave it now. Farewell!"

ADVENTURING IN

THE HISTORY OF THE ROHIRRIM

By Ron Williams

This is Part I of a three-part article. It covers the history of the Rohirrim from their earliest roots to the War of the Ring. All information is derived from 'The Lord of the Rings' and its appendixes, 'Unfinished Tales', 'The People's of Middle-earth', and writings of Decipher.

Part II will cover the people and culture of Rohan, including their government and military.

Part III will cover places of interest in Rohan, including Fangorn Forest, Helm's Deep, Edoras, and many other locales.

THE NORTH-MEN

The Rohirrim, as they are called by the people of Gondor (*S.* 'People of the Horse') are a branch of North-men with their own cultural identity. The first record of the Rohirrim in Gondorian histories occurs in the 14th century of the Third Age, when King Romendacil II allied with Vidugavia, the 'King of Rhovanion'. Romendacil II made an alliance with the North-men under Vidugavia to act as a buffer between Gondor and the Easterlings of Rhûn.

The waning of the North-men of Rhovanion began with the Great Plague, which appeared in the winter of TA1635. The mortality rate was great in Rhovanion, for though its people lived mostly in the open and had no great cities, the Plague came with a cold winter, when horses and men were driven into shelter and their low wooden houses and stables were thronged; moreover, they were little skilled in the arts of healing and medicine. When the Plague passed it is said that more than half of the folk of Rhovanion had perished, as well as their horses.

THE ÉOTHÉOD

The North-men were slow to recover, but their weakness was not tested for a long time. In TA1851, when the Wainriders began their invasions and involved Gondor in wars that lasted for almost 100 years, the North-men bore the brunt of the first assaults. As for the North-men, a few it is said fled over the River Running and were merged with the folk of Dale (with whom they were akin), some took refuge in Gondor, and others fled through Mirkwood.

Of the folk that Passed through Mirkwood, they then traveled north, between Mirkwood and Anduin. These folk settled in the Vales of the Anduin, between the Carrock and the Gladden Fields. Many other fugitives who came through the Forest

joined them. This was the beginning of the *Éothéod* (*R.* 'People of the Horse'). Most of the remaining North-men were reduced to servitude, and the Wainriders occupied all their former lands.

In TA1944, the *Éothéod* again returned to assist Gondor in its battle with the Easterling hoards. In the Battle of the Camp, the *Éothéod*, along with the armies of Gondor, drove the Easterlings out of Rhovanion.

In TA1977, Frumgar led the *Éothéod* into the northern Vales of the Anduin. The *Éothéod* loved best the plains, and delighted in horses and all feats of horsemanship, but there were many men in the middle vales of the Anduin in those days. Moreover, the shadow of Dol Guldur was lengthening; when therefore they heard of the overthrow of the Witch-king [of Angmar], they sought more room in the North, and drove away the remnants of the people of Angmar on the east side of the Mountains.

The new lands of the *Éothéod* lay north of Mirkwood, between the Misty Mountains westward and the Forest River, eastward. Southward it extended to the confluence of the two short rivers that they named Graylin and Langwell. Greylin flowed down from the Grey Mountains, but Langwell came from the Misty Mountains, and this name it bore because it was the source of the Anduin, which from its junction with the Greylin they called the Langflood.

In about the year 2200 of the Third Age, Fram, descendant of Frumgar, king of the *Éothéod*, slew Scatha, the great Dragon of the Grey Mountains, and the land had peace from the long-worms afterwards. Thus Fram won great wealth, but he was at feud with the Dwarves of Durin's line, who claimed the hoard of Scatha. Fram would not yield them a penny, and sent to them instead the teeth of Scatha made into a necklace, saying "Jewels such as these you will not match in your treasures, for they are hard to come by." Some say that the Dwarves slew Fram for this insult.

THE ROHIRRIM

During the years that they lived in northern Rhovanion, Messengers still passed between Gondor and the *Éothéod* after their departure; but it was some four hundred and fifty miles between the confluence of the Greylin and Langwell (where was their only fortified *burg*) and the inflow of the Limlight into the Anduin, in a direct line as the bird might fly, and in like manner some eight hundred miles to Minas Tirith.

Since the time of the Watchful Peace, the people of *Calenardhon* (the Gondorian province that became Rohan) dwindled. The more vigorous, year by year, went eastward to Gondor; those that remained became rustic and far removed

from the concerns of Minas Tirith. Also during this time, Dunlendings from west of the Isen migrated east into the land. Then in spring of 2509, a great host of wild men from the Northeast swept over Rhovanion, and coming down out of the Brown Lands, crossed the Anduin on rafts. At the same time by chance or design the Orcs made a descent from the Misty Mountains. The invaders overran *Calenardhon* and Cirion, Steward of Gondor, sent north for help.

Three pair of messengers were sent, but it was only one who got through to the *Éothéod*. He came at last after fifteen days, the last two without food; and he was so spent that he could scarce speak his message to Eorl, King of the *Éothéod*.

When he learned of Gondor's plight, Eorl assembled his whole host, and within days, the great *eohere* set out. It is said that Eorl led forth some seven thousand fully armed riders and some hundreds of horsed archers.

As the host passed Dol Guldur, upon Amon Lanc, a mist came from the Forest of Lorien, hiding them from the Tower of Sorcery and gave them speed.

The northern army of Gondor was in peril. Defeated in the Wold, and cut off from the south, it had been driven across the Limlight, and was then suddenly assailed by the Orc-host that pressed it towards the Anduin. All hope was lost when, unlooked for, the Riders of Eorl came out of the North and broke upon the rear of the enemy. Then the fortunes of battle were reversed, and the enemy was driven with slaughter over the Limlight. Eorl led his men in pursuit, and so great was the fear that went before the horsemen of the North that the invaders of the Wold were also thrown in to panic, and the Riders hunted them over the plains of *Calenardhon*.

When the war was over, men wondered in what way the Steward would honor Eorl and reward him, and expected that a great feast would be held in Minas Tirith at which this would be revealed. But Cirion was a man who kept his own counsel. As the diminished army of Gondor made its way south, he was accompanied by Eorl and an *eored* (a small unit of horsemen) of the Riders of the North.

When they came to the Mering Stream, Cirion turned to Eorl and said, "Farewell now, Eorl, son of Leod. I will return to my home, where much needs to be set in order. *Calenardhon* I commit to your care for this time, if you are not in haste to return to your own realm. In three months' time, I will meet you're here again, and then we will take council together."

When they met again Cirion said, "To Eorl I will give in free gift all the great land of *Calenardhon* from Anduin to Isen. There, if he will, he shall be king, and his heirs after him, and his people shall dwell in freedom while the authority of the Stewards endures, until the Great King returns. No bond shall be laid upon them, other than that their own laws and will, save in this only: they shall live in perpetual friendship with Gondor and its enemies shall be their enemies while both

realms endure. But the same bond shall be laid also on the people of Gondor."

In all these regions, Gondor still retained under its own command only the fortress of Angrenost (Isengard), within which was the third Tower of Gondor, the impregnable Orthanc, where was held the fourth of the *palantiri* of the southern realm. It was agreed also that the Great Road which had formerly run through Anorien and *Calenardhon* to the Fords of Isen, and thence northward on its way to Arnor, should be open to all travelers of either people without hindrance in times of peace, and its maintenance should be in the care of the *Eotheod*.

In 2510 of the Third Age, Eorl led his people south through the Anduin vale to *Calenardhon*. Hence, they renamed the land the *Riddermark* (which is the 'Province of the Riders' in their tongue), but the men of Gondor called it Rohan (Sindarin for 'Land of Horses'). Afterwards they called themselves the *Eorlingas* ('People of Eorl'), but they were named the *Rohirrim* in Gondor ('People of the Horse').

The Rohirrim settled in and along the vales of the White Mountains, where they built many small villages, hamlets, and homesteads. Eorl settled his capital in the town of Aldburg, in the Eastfold. 59 years later, his son, Brego, completed the Great Hall of Meduseld, and the new town of Edoras was built around it.

Between the years 2570 and 2645, the Rohirrim increased, and drove out or subdued the last of the Dunlendish people that lingered east of the Isen. Also during this time, many Dunlendings raided often over the Isen. In 2710, the Dunlendings occupied the deserted ring of Isengard and could not be dislodged.

During the realm of King Helm Hammerhand (TA2758), great trouble came to Rohan, and no help could be sent from Gondor, for three fleets of Corairs attacked it and there was war on all its coasts. At the same time Rohan was invaded from the East, and the Dunlendings seeing their chance, again came over the Isen. They were in great force, for they were joined by enemies of Gondor that landed in the mouths of Lefnui and Isen.

The Rohirrim were defeated and their land was overrun; and those who were not slain or enslaved fled to the dales of the mountains. King Helm was driven back with great loss from the Crossings of the Isen and took refuge in the Hornburg and the ravine behind (which was after known as Helm's Deep). There he was besieged.

Soon afterwards the Long Winter began, and Rohan lay under snow for nearly five months. Both the Rohirrim and their foes suffered grievously in the cold, and in the dearth that lasted longer. During this time Helm died from the cold.

Soon after the winter broke, Frelaf, son of Hild, Helm's sister, came down from Dunharrow, to which many had fled, and

with a small company of desperate men, he surprised the Dunlendings of Meduseld (who had taken the capital as their own), and slew them, and regained Edoras. There were great floods after the snows, and the vale of Entwash became a vast fen. At last help came from Gondor, by the roads both east and west of the mountains. Before the year was ended the Dunlendings were driven out, even from Isengard; and then Frealaf became king.

In 2800 of the Third Age, Orcs from the Misty Mountains, fleeing the War of Dwarves and Orcs, settled in the White Mountains. For 65 years, the Rohirrim battled Orc-raids and fought to dislodge the Orcs of the White Mountains.

The Rohirrim were grievously reduced by war and dearth and loss of cattle and horses; and it was well that no great dangers threatened them again for many years, for it was not until the time of King Folcwine (2864 TA) that they recovered their former strength.

It was at the crowning of King Frealaf that Saruman appeared, bringing gifts, and speaking great praise of the valor of the Rohirrim. All thought him a welcome guest. Soon after, he took up his abode in Isengard. For this, Beren, Steward of Gondor, gave him leave, for Gondor still claimed Isengard as a fortress of its realm, and not part of Rohan. Beren also gave into Saruman's keeping the keys of Orthanc. That tower no enemy had been able to harm or enter. Frealaf was glad to have this so, and to know that Isengard was in the hands of a strong friend.

In 2885 of the Third Age, Gondor was attacked by the Haradrim and requested Rohan's aid. Rohan sent Riders and helped to repulse the invaders. King Folcwine's sons, Folcred and Fastred, were killed in battle at Harondor, while aiding Gondor.

After TA2953, Saruman's designs towards Rohan, though he hid them, were evil. He took Isengard for his own and began to make it a place of guarded strength and fear, as though to rival Barad-dur. His friends and servants he drew then from all who hated Gondor and Rohan, whether Men or other creatures more evil.

In 3014 of the Third Age, Saruman was able to corrupt Grima Wormtongue, councilor to King Theoden. Grima was able to weaken Theoden and usurp effective control from the King. Prior to the War of the Ring, Gandalf the White was able to free Theoden from Grima's influence in 3019.

During the War of the Ring, Saruman launched an attack on Rohan, using many thousand Orcs, half-orcs, wargs, and Men of Dunland. The Fortress of Helm's Deep was laid siege to. In the battle, Saruman's forces were defeated and Isengard thrown down. After the Battle of Helm's Deep, King Theoden led the Rohirrim to Gondor, where they helped defend Minas Tirith against Sauron's armies. During the Battle of Pelennor Fields King Theoden was killed, but before he died he named Eomer his heir.



A PC'S SO CALLED LIFE

CHARACTER CREATION, PART III

By Mathew Kearns

At the end of the last section, this was the character sheet I ended up with:

RACE: Dúnadan	RACIAL PACKAGE: None	
ORDER: Rogue	ORDER PACKAGE: Outlaw	
ATTRIBUTES:	REACTIONS:	OTHER:
Bearing: 9 / +1	Stamina: +1	Defence: 12
Nimbleness: 10 / +2	Swiftiness: +2	Health: 6
Perception: 4 / +0	Willpower: +3	Size: M
Strength: 8 / +1	Wisdom: +1	Wound Levels: 6 (1 Healthy)
Vitality: 5 / +0		Courage: 4
Wits: 13 / +3		Renown: 0
		Weariness: Hale
SKILLS:		
Armed Combat: Swords (Longsword, Short Sword) +4, Climb +3, Conceal (Hide Treasure) +2, Games (Darts) +1, Language: Quenya +4, Language: Orkish (Misty Mountains) +4, Language: Sindarin +6, Language: Westron +6, Legerdemain (Prestidigitation) +2, Lore: Group (Rangers of the North) +3, Lore: History (Dúnedain) +4, Lore: Race (Men, Elves, Orcs) +3, Lore: Realm (Rivendell, Bree, Arthedain, The Shire) +4, Observe (Hear, Spot) +4, Ranged Combat: Bows (Longbow) +3, Search +3, Stealth (Hide, Sneak) +2, Survival (Forest) +3		
EDGES:	FLAWS:	
Armour of Heroes (for Keen-eyed)	Battle-fury I	
Dodge	Duty (Protect the Shire)	
Friends (Elves of the Wandering Companies)	Fey	
Furtive		
Quick-draw I (for Hardy)		
Strong-willed I		
ORDER ABILITIES:		
Lurking in Shadows		

With the characteristics defined by the character sheet above, I will finish my character by creating it's description and background history. Many I'm sure would have differing opinions on how to go about this or what I may come up with, but this is just an example of my own creation; you are all free to do as you will. I would like to note that I changed two of the example character's edges as they were unable to be chosen by a character with his attributes and apologize for any confusion.

Physical Description

A physical description of a character is really a subjective thing for most, but it can be made to reflect the proportional nature of its attributes. First, the character's gender is male. His build can be generalized from a relatively high Nimbleness, above average Strength, and low Vitality -- he is a person who is probably tall with a slim to lanky build. This also consistently reflected in his mostly outdoors- and combat-centric skills and traits. His demeanor can also be discerned as well from his very high Wits, above average Bearing, and relatively low Perception -- he is a bright and learned individual with a modicum of confidence and presence but lacks the experience to better apply that knowledge. This is something quite appropriate to a 0-Advancement character.

Here is my character's physical description:

The Dúnadan standing before you is tall and a bit gangly as he grows into his manhood. His hair is black and eyes dark grey. He is a bit overconfident, more due to his age than from making up for a lack of ability. The young man is still naive about many things, but there is a keen intelligence behind the sea-grey eyes that have the potential to see farther than they do now.

Background/History

A character's background should reflect his entire character sheet at creation since he or she is the sum of all the experience that the character garnered up to becoming a 0-Advancement hero (or higher depending on number of advancements allocated at creation). Recalling back to Issue #1, Native and Racial Skills play a part in a character's past before he began making advancements in an order.

For this character, he is a Dúnadan and what his Native and Racial Skills say is that he grew up early in the lands of northern Eriador along with the elders of his people, which I'm sure many did. The Dúnedain or Rangers of the North weren't many by the end of the Third Age and so a child needed to learn about his people and fighting against the Shadow very young, as it was their fate to do so though their numbers dwindled. He learned about fighting, taking care of himself in the wilderness, and learning about his enemies, but mostly he took to his studies about the Dúnedain and the Elves. His optional edge and flaw say that while performing his duties in helping protect the Shire from the dark influences of the Enemy, he, as do most (if not all) of the Rangers, made friends with Gildor Inglorion and his people of the Wandering Companies. From them, the Dúnedain receive intelligence from their travels concerning movements of the Enemy's minions and aid, which usually comes unlooked for.

As his Native and Racial Skills and Traits can influence a character, so can his order and order package. Since he is not all that strong or as hardy as others, he decides his path would be of a scout and takes up the bow as his primary weapon, even though he is slightly more skilled with a sword. He uses his deftness and agility to stalk the enemy through the forest from such things as

Furtive and Lurking in Shadows, setting up ambushes in efforts to harry and waylay, if not destroy, them per his Fey flaw. But seeing as his order is rogue and package is outlaw, more must come into his story such as he is mistaken for a highwayman who has been harassing the inhabitants of the Bree area, or mistakenly kills or indirectly causes the death of a kidnapped innocent, and thus he must leave the area lest he be hung by a mob.

Here is my character's background:

Toradan's childhood was typical of a Dúnedain child in the waning years of the Third Age. Being one of the few remaining descendants, he was always expected to carry on the family line and his people's heritage. So at an early age, he was schooled by both his elders and the Elves in many different aspects of life; from fighting the Enemy to learning ancient lore and history of his people to farm and cultivate crops. As he grew up, he began to take on more adult responsibilities, such as patrolling the lands between The Shire and Angmar for servants of the Enemy. Not the strongest of young men, he is quick and agile, favouring the bow to the sword even though he is more skilled in it. Though he may not seem it at first glance, but Toradan is more than willing to take up any challenge of strength, speed, or foe.

It's barely a year now since Toradan had to flee from the inhabited areas of Men in the North as he is now wanted in Bree-land. A band of raiding orcs and mountain-men raided the outlier settlements nearest the Misty Mountains, taking and destroying all at their wont. He had been in a small group of Rangers who were tracking down the raiding party and when they had finally come across them, a short battle ensued. Unfortunately in the midst of the fighting, a mountain-man grabbed a small girl and began to run off into the woods with her as his protection. Thinking that he was better than he really was, Toradan fired arrows in pursuit. All hit the man but one; it pierced the young girl through the heart. When news of this tragedy came back to the settlements and Bree, the girl's father, in a bitter rage, called for his head. None could persuade him otherwise and no understanding of what truly happened found its way to his head. Ultimately a mob of people decried the awful sentence and now Toradan has had to flee the lands and company of his people to take up a life of wandering. News of this also came to Gildor of the Wandering Companies and he was found them. Given a chance to finally tell his story of the events, they believed him that it was an accident and finding pity upon him, let him join their company as he strives to seek penance, if not from the girl's father, but for himself, at least.

And that's creating a character for the Lord of the Rings RPG in a nutshell... well a very large nutshell. I hope what I have outlined for you has cleared up any problems or misconceptions you've had about creating a character for this game. If you have any further questions, send me an email and I'll do what I can to help you iron out the details of creating that Noldor Loremaster or Dúnadan Warrior that you've been working on.

FAN FLAVOUR

NEW ORDER PACKAGES: CRAFTSMAN

GILDSMAN

ORDER SKILLS:

APPRAISE +2
CRAFT: ANY +3
DEBATE (NEGOTIATE) +2
ANY LORE +2
ANY OTHER LORE +1
OBSERVE +1
PERSUADE (FAST TALK) +2
SMITHCRAFT OR STONECRAFT +2

PICK 5 BONUSES: +1 TO ANY ORDER SKILL

PICK 1 EDGE: CRAFTMASTER, FAVOUR OF FORTUNE, HOARD, HONEY-TONGUED, FRIENDS

ANIMAL WARDEN

ORDER SKILLS:

CONCEAL +2
CRAFT: ANIMAL HANDLING (ANY ANIMAL) +3
DEBATE +2
ANY ONE LANGUAGE +2
LORE: ANIMALS (SAME ANIMAL AS CRAFT) +3
OBSERVE +1
PERSUADE +2

PICK 5 BONUSES: +1 TO ANY ORDER SKILL

PICK 1 EDGE: CRAFTMASTER, DOUGHTY, HARDY, FRIENDS, WISE



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.

ER-MÛRAZÔR: THE WITCH-KING, LORD OF THE NAZGÛL

By Decipher/ICE/MERP, Contributed by Doug Joos

ATTRIBUTES: Bearing 16 (+5), Nimbleness 12 (+3), Perception 13 (+3), Strength 12 (+3)*, Vitality 14 (+4), Wits 14 (+4)*

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

DEFENSE: 13

MOVEMENT: 6

ORDERS: Warrior, magician (sorcerer), captain

ADVANCEMENTS: 52

SKILLS: Armed Combat: Blades (Dagger, Longsword) +10, Armed Combat: Clubs (Mace) +9, Inquire (Interrogate) +11, Inspire +8, Intimidate (Fear) +15, Language: Westron +6, Language: Black Speech +6, Lore: Realm (Angmar, Mordor) +6, Lore: History (Men) +6, Lore: Magic +8, Lore: Servants of the Shadow +8, Lore: Rings of Power +8, Observe (Spot) +11, Ranged Combat: Bows (Longbow) +5, Ride (Hell-hawk, Horse) +10, Siegecraft (Unit Leadership) +9, Stealth (Sneak) +8, Track (Scent) +6

SPELLS: Bane-spell, Bladeshattering (ability), Blinding Flash, Command, Create Light, Display of Power, Dumbness, Enslave Beast, Evoke Fear, Fog-raising, Fog-weaving, Forgetfulness, Holding-spell, Kindle Fire, Lightning, Opening-spell, Quench Fire, Ruin, Sense Power (ability), Shadows and Phantoms, Shutting-spell, Spellbinding, Veil, Veiling Shadow, Victory-spell, Voice of Command, Wizard's Guise, Wizard's Hand, Wizard's Fist, Word of Command

SPECIAL ABILITIES: Black Breath, Bladeshattering, Nazgûl Terror, Not By the Hand of Man, Perceive Rings of Power, Scent of Blood, Senses of the Dead, Undead Stamina, Wraithform

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 17

COURAGE: 6

RENOWN: 40

TN EQUIVALENT: 25



UNIQUE SPECIAL ABILITIES

BLADESHATTERING In addition to the regular effects of the *Bladeshattering* spell upon all blades that strike the Lord of the Nazgûl, the arm of the wielder is struck numb and useless until a Healing-spell is applied.

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.

NOT BY THE HAND OF MAN

Glorfindel prophesied that the Lord of the Nazgûl will not fall by the hand of man. In the War of the Ring, it was thus Éowyn of Rohan, with the aid of Merry Brandybuck, who finally slew the Witch-king. In chronicles prior to the War of the Ring, if the Lord of the Nazgûl is slain by the hand of man – interpreted as the Narrator sees fit – his form disperses only temporarily, to reform in Dol Guldur or Mordor, restored to full health.

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.

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. Er-Mûrazôr is taller than the others and carries himself with a more regal bearing. Upon his wispy brow alone rests an iron crown, for he is the Witch-king of Angmar, Lord of the Nazgûl.

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.

The Númenorean Er-Mûrazôr (A. "Black Prince") was gifted and powerful among the many great Lords of Westernesse. Although only a Prince, his might outshone all but a few of Númenor's Kings and, in the end, he lived longer than any of the Adan sons. Er-Mûrazôr's tale covers over six and a half millennia and is one of Man's greatest tragedies.

The Black Prince was born in the year S.A. 1820 in the port city of Andúnie in the province of Andustar on the island of Númenor. As the second son of King Tar-Ciryatan (Q. "Ship-builder") and the younger brother of (Tar-) Atanamir the Great, he traced his lineage to the first King, Elros Tar-Minyatur. His mother gave him the name Tindomul (Q. "Twilight Son"), for he was born during a solar eclipse and his hair was blacker than any she had ever seen. Those Lords of Tar-Ciryatan's court that favored the use of Adûnaic (signifying their displeasure with the Eldar and the Ban of the Valar) called him Mûrazôr.

Like his brother, the proud and greedy heir to the throne, the Black Prince supported his father's ambition and lobbied for the increased exploitation of Middle-earth. Tar-Ciryatan sought great wealth and sent his huge fleets to Endor in order to exact tribute, and both of his sons embraced the benefits of his often-ruthless policies. Both embodied their father's penchant for material things and power, which was hardly surprising in light of the fact that they witnessed their father force their grandfather from the Númenorean throne.

Atanamir, however, enjoyed the privileges and attention accorded to the heir to the Adan throne, and Tar-Ciryatan showed his prideful love in a way he never exhibited to Mûrazôr. The jealousies inherent in the family character eventually grew to frightening proportions in the Black Prince's heart, fomenting hatred an unbound desire. Always aggressive and fiery, Mûrazôr resolved to leave home and found his own empire in the vulnerable expanse of Middle-earth. He assembled a small fleet as set sail for Endor in the spring of S/A? 1880.

The sixty-year old Prince landed at Vinyalondë (Lond Daer) in Eriador, at the mouth of the Gwathló in Enedhwaith. There, he debarked at the ancient haven amidst little celebration and, within weeks, he engaged in a brief struggle for dominance over the strategic port. His plans to carve out a kingdom in the fertile lands that Sauron's hordes ravaged in the war with the Elves (S.A. 1693-1700) failed, forcing Mûrazôr and his followers to voyage southward. In S.A. 1882, the Black Prince's ship dropped anchor in Umbar, where the Númenorean Lord proclaimed himself "King." Although successful in wresting control from the local colonists, he ruled for only a few months. The Númenorean adventurer's pretensions of rule faced an inevitable and overwhelming challenge from his father, Tar-Ciryatan, who ordered his recalcitrant son to return home to Westernesse. Mûrazôr refused to follow the Adan King's bidding, but he dared not remain in Umbar in defiance of the edict from Armenelos.

The Lord of the Rings perceived the Prince's displeasure and offered him a means to achieve his goals. Sauron realized that both Mûrazôr and his older brother Atanamir sought to hold onto their youth, and that they feared aging more than any corporeal foe. Atanamir showed his terror of death when he later refused to surrender the Sceptre of Númenor until he died. The Black Prince, on the other hand, exhibited this fear by speaking openly of his bitterness toward the immortal Elves to whom he was related (through Elros Halfelven). Ever vigilant and perceptive, the Dark Lord sought to corrupt Mûrazôr by bringing the dissatisfied Númenorean to Mordor.

The Black Prince went to Barad-dûr during the first week of S.A. 1883 and became a pupil of the Lord of the Rings. During the next one hundred and fifteen years, he expanded his knowledge of enchantments and spell casting, becoming an exceedingly powerful sorcerer. Mûrazôr's knowledge of the Black Arts was second only to Sauron's, and he quickly rose to the Evil One's most trusted lieutenant. His lessons learned, he submitted his spirit to his Master, who gave him a Ring of Power in S.A. 1998. The first of the nine Nazgûl, the Black Prince was known

thereafter as the Witch-king or the Lord of Morgul (S. "Dark Sorcery").

The Lord of the Nazgûl

Throughout the rest of the Second Age, the Witch-king stayed in Mordor and served Sauron by coordinating the efforts of the other Úlairi. These years comprised the period of his complete transformation into a hideous wraith possessed of an exceptional command of sorcery. His role as the Lord of the Nazgûl testified to his awesome magical skills. Ironically, Mûrazôr was the only Ringwraith who had not presided over a kingdom of his own for a considerable period prior to accepting his Ring of Power; however, his origins as Prince of the Edain of Númenor provided him with inherent abilities that far exceeded those of his undead peers.

The Lord of the Rings gave the Black Captain all of the trappings of a King for, aside from Sauron himself, the Lord of Morgul was the mightiest servant of Darkness in Mordor's hierarchy. No one, not even Gothmog the Half-troll Warlord (and, later, Lieutenant of Morgul) or the Mouth of Sauron, enjoyed such trust from the Evil One. Their relationship flourished throughout the latter part of the Second Age, as teacher and pupil sought to build an unassailable kingdom and establish dominion over Men.

Unfortunately for the masters of Mordor, the corruption of Westernesse that they sought for so long produced a policy of imperialism. The goals of Númenor's Kings came to mirror, at least in part, those of the Dark Lord. Both powers sought to unite the Secondborn under one absolute monarch. Inevitably, this rivalry between Sauron and the Witch-king's Númenorean brethren erupted into outright war.

Ar-Pharazôn, the strongest of Númenor's later kings, led an armada to Endor in S.A. 3261 in hopes of crushing the forces of Mordor and establishing hegemony over Middle-earth. Landing at Umbar, he marched northward across Near Harad (then contested by Númenor and Mordor's client, Adûnaphel the Nazgûl) and met the Host of Mordor near the River Harnen in early S.A. 3262. The Adan King's army appeared too potent for the Evil One to contest, so Sauron

surrendered and went to Andor as Ar-Pharazôn's prize captive.

The capture of the Dark Lord left the Witch-king briefly in control of the Kingdom of the Shadow, but the omnipresence of the Edain forced the Ringwraiths and Sauron's other minions into hiding. This prevented the Lord of the Nazgûl from waging any significant campaigns in his Master's absence. Although the Black Captain and the other Úlairi contested Númenorean advances in certain regions of Middle-earth, the Witch-king operated very quietly until Sauron's return after the Downfall of Númenor in S.A. 3319.

The Lord of the Ring's reappearance in Mordor in S.A. 3320 sparked a renewal of the wars of conquest against the Free Peoples of Endor and brought the Ringwraiths out of hiding. For the next one hundred and nine years, the forces of the Shadow regrouped, grew, and mobilized under the guidance of the Chieftain of the Nazgûl. Then, in S.A. 3249, the Witch-king led an army into Ithilien and assailed Gondor, the newly founded South Kingdom (which, like Arnor in the North, was one of the Kingdoms in Exile). King Anárion of Gondor (the co-ruler with his brother Isildur) successfully defended the west bank of the Anduin, however, dealing a stalwart blow to the Black Captain's plan to subjugate the South Kingdom before the arrival of any Dúnadan relief force from Arnor.

The ensuing standoff lasted five years, until the Witch-king was forced to retire toward the Morannon in the face of an army from the north led by Gil-galad and Elendil the Tall. Joined by the Dark Lord's main horde, the Witch-king turned on his pursuers in the fields of Dagorlad, before the gates of Mordor. There, the Last Alliance of Men and Elves vanquished the Lord of the Nazgûl's warriors and broke the defense of the Black Land. The Victors chased the shattered remnants of the Sauron's army to Barad-dûr, and then they laid siege to the Dark Tower for seven years. Anárion died under a stone cast from the battlements in S.A. 3440, but his death was avenged the following year. The Last Alliance finally entered the hold of the Lord of the Rings in S.A. 3441, ending both the war and the Age. Sauron slew both Gil-galad and Elendil, but

King Isildur of Gondor cut the Evil One down and sliced the One Ring from his twisted hand. Thus, the Dark Lord and his nine Úlairi servants passed into the Shadows.

The Early Third Age

The Kingdoms in Exile enjoyed great prosperity during the early Third Age, for it was not until T.A. 1000 that Sauron stirred again in Arda. Gondor conquered a vast realm, while Arnor established dominion over most of Eriador. Despite constant wars with Harad and the sundering of the North Kingdom in T.A. 861, the Dúnadain reached great heights of power.

As Gondor reached the apogee of its might in T.A. 1050, however, the Nazgûl returned from the Shadows and began rebuilding their strength in Middle-earth. Their Lord, the Witch-king, went to Dol Guldur in Rhovanion, where Sauron hid under the guise of the Necromancer. The Black Captain remained in the secure refuge; he plotted the destruction of the weaker of the two Dúnadan Kingdoms. The Witch-king understood that care was in order, knowing that the loss of the One Ring at the end of the Second Age significantly weakened the forces of Darkness.

By T.A. 1300, the methodical plan to crush Arnor was complete, and the Lord of the Ringwraiths flew north to the plateau that rises between the two northwestern spurs of the Misty Mountains (Hithaeglir). This cool, high plain overlooked the wilds along the northeastern frontier of the realm the Black Captain planned to destroy. It was there that he founded his own kingdom: Angmar (Q. "Iron Home"), the land of the Witch-king.

The Wars in the North

The Lord of the Nazgûl ruled his new domain from the mountain citadel of Carn Dûm (S. "Red Fort" or "Red Hold"), a giant cavern fortress built into and around the last peak in the northern Hithaeglir. Never revealing his true identity, he gathered two hosts: an army composed of over thirty Orc tribes commanded by the Olog warlord Rogrog; and the Angmarim, a force of over ten thousand Men drawn from the Dark Lord's subject peoples in Eriador, Rhovanion, and Rhûn. These warriors

deployed along the ridges north of the Ettenmoors and the Oiolad (S. "Cool Plain"). Holds like Morkai and Mount Gram threatened the North Kingdom's entire upper frontier, but they initially concentrated near the sparsely populated northeastern border — above the relatively vulnerable and rude realm of Rhudaur (S. "East Wood").

Arnor's breakup in T.A. 861 left three ostensibly allied successor states: Arthedain in the northwest, Cardolan in the south, and Rhudaur in the northeast. Both Arthedain and Rhudaur lay near Angmar, but the latter of the two northern realms was far weaker. Arthedain enjoyed a very large proportion of Dúnadan residents and harbored both of Arnor's capitals and most of the lost kingdoms' major castles. Rhudaur, on the other hand, contained relatively few of the Dúnadain, and most of its often-disgruntled population was scattered in the rugged countryside. It appeared to be a natural target for the Witch-king's hungry armies so, in the first five decades after Angmar's rise, the Black Sorcerer's hordes overwhelmed the East Wood and brought its surviving population under the Shadow. Rhudaur ceased to exist as an independent and free nation by the middle of the fourteenth century, T.A.

The conquest of Cardolan (S. "Land of Red Hills") served as the Morgul-lord's next goal. While much stronger than Rhudaur, it lacked Arthedain's military resources and natural defenses. Its capital and main city, Tharbad, sat on the lowlands along the river Gwathló and much of its border with Rhudaur was composed of a sparsely defended hedge wall. Cardolan's strategic value also invited attack, for Tharbad straddled the road between Arnor and Gondor, and the capture of this vital artery meant the isolation of Arthedain. Just as important, the Witch-king could virtually surround Arthedain's heartland with the taking of its southern neighbor.

These factors led to the subsequent attack on Cardolan. Rhudaur declared war on the Land of Red Hills sometime before T.A. 1350, and fighting raged along the Mitheithel and near Amon Sûl (Weathertop) for the next fifty-nine years. With the help of the Arthadan army, the Dúnadan Princes of Cardolan bested their old allies, however, and the

King of Angmar was eventually forced to commit his own troops. After building his supply routes through Rhudaur, the Witch-king ordered his forces to join the war and directly assault the dike and hedge wall that guarded Cardolan's northeastern bounds. The Angmarim crossed the open Lone Lands and smashed through the Dúnadan defenses south of Weathertop. Surrounding the great Arnorian citadel that housed one of the three Palantiri of the North, the host of Angmar cut the defending forces in half and drove the Prince and his retainers through the Barrow-downs and into the eaves of the Old Forest. The last ruler of Cardolan died as Tharbad fell.

Arthedain's main army barely survived the battle that took place at Weathertop. Withdrawing into the surrounding hills with the Seeing-stone, they yielded the tower of Amon Sûl and retreated home to Fornost. The Angmarim razed the citadel after wiping out its few remaining defenders – brave fighters who fought to cover the retreat of their brethren. Once again, the Lord of the Nazgûl prevailed. Cardolan passed into his fold.

Arthedain survived five hundred and sixty-six years after the collapse of its last sister state. Facing overwhelming odds, the Dúnedain of the last successor kingdom doggedly drove off a number of major attacks along its eastern and northern boundaries. Many of Arthedain's beleaguered people relocated toward the frontier and concentrated in Fornost or in manors and settlements near the kingdom's border-forts, enabling the Edain of the north to react to any significant incursions. (This shift invited the Hobbit migration into Arthedain's Shire in T.A. 1600-40.)

Nature intervened as well, for the build up of Angmar's forces in Cardolan prior to T.A. 1636 ended with the onset of the Great Plague. The pestilence that struck during the winter of 1636-37 devastated Cardolan's remaining residents, but it also decimated the Witch-king's southern army. Angmarim in Rhudaur and Angmar also fared poorly – much more so than the Dúnedain – forcing the Lord of the Nazgûl to rebuild his shattered forces and delaying the final confrontation for another three centuries.

Arthedain's end came in the War of T.A. 1973-75. After nearly a decade of massing on the Arnorian frontier, the Witch-king poised his armies for the killing blow and King Arvedui realized that the Host of Angmar could not be stopped without aid from the South Kingdom. He urgently appealed to Eärnil but, before the Gondorians arrived, the Black Sorcerer initiated his felling strike. Angmar's armies overran Arthedain in T.A. 1974, sending Arvedui into hiding in the Dwarf-mines of Nan-I-Naugrim in the Blue Mountains of Lindon. Arvedui died in the Ice Bay the following year while seeking aid from the Lossoth of the Far North. Both of the Palantiri his retainers had rescued during the slaughter in Arthedain perished with him. Their loss fittingly symbolized the end of the North Kingdom and the completion of the Witch-king's primary goal.

Although the Lord of the Nazgûl crushed Arnor, he faced a much greater foe. Gondor's relief army landed as Arvedui fled northward and marched to challenge the victors. Meeting the Witch-king near the ruins of the ancient Arnorian capital of Annúminas, Eärnur of Gondor and his Eriadorian allies vanquished the Host of Angmar and drove the Black Captain from the field. Er-Mûrazôr's Iron Home fell later the same year, ending the saga of the Northern Wars.

Minas Morgul

Following the fall of Angmar, Sauron sent his exalted Lieutenant to join his eight companions in Mordor. There, the Witch-king gathered the Úlairi and planned the surprise attack against Minas Ithil, the Gondorian capital of Ithilien and the key to the valuable cleft of Cirith Ungol (S. "Spider Pass"). The Ringwraiths quietly assembled an army in Gorgoroth and unleashed its fury in T.A. 2000. Quickly surrounding their prize, they cut the town off from the rest of Gondor and settled into a two-year siege.

In T.A. 2002, the Witch-king entered Minas Ithil and made the white marble city his new home. It remained the Black Captain's abode until his death. The Men of Gondor mourned the loss, renaming the Tower of the Moon Minas Morgul – the "Tower of Dark

Sorcery". From that point onward, the glow of the town's moonlit walls signified evil and shone like a symbol of the Witch-king's terror.

The Palantir housed in Minas Morgul's Tower of the Stone served Sauron well throughout the next millennium. Its presence, coupled with the strategic and emotional value of the city itself, compelled the Dúnedain of the South Kingdom to try to recover the fortress-town. Ever deadly and always wily, the Morgul-lord played upon their desires and desperation, twice challenging Gondor's champions to single combat. The Witch-king slew Prince Aeardur of Lond Ernil (Dol Amroth) – the last of the First Line of Princes in Dor-en-Ernil – in T.A. 2004, and he cut down King Eärnur in a duel in T.A. 2050, ending Gondor's Line of Kings. Both times, the Dúnedain challenger died before the silvery gates of the city. Eärnur's death marked the beginning of the era of Ruling Stewards and signified the end of any pretense surrounding the recapture of Minas Morgul and the western pass into Mordor.

The War of the Ring

Er-Mûrazôr oversaw Mordor until Sauron's return in T.A. 2941. From this point forward he saw to the many tasks of his Master – the most important being the search for a hobbit and the One Ring.

He led the many battles against the Free Peoples in the last War of the Ring up until his death in T.A. 3019. As fated, no man slew Sauron's chief Lieutenant; instead he perished on the Pelennor Field by the hand of a woman of Rohan, as she defend her fallen King, and an ancient sword wielded by a Halfling.

Over the next nine issues of The Hall of Fire, I am going to be expanding upon the known background of each of the nine Ringwraiths and "fleshing" them out. For some of you, parts of this information will be familiar as it was first presented by ICE/MERP in their Lords of Middle-earth Supplement. Understand it is in no way our intention at the Hall of Fire, to turn our webzine into a re-hash of old ICE/MERP material. But our publication is meant, for all purposes, to broaden the sources beyond canon that our readers can turn to or discard if they do not wish to put it in their game.

FEATURED CREATURES

BOG-WIGHT

ATTRIBUTES: Bearing 13 (+3)*, Nimbleness 7 (+0), Perception 10 (+2), Strength 13 (+3)*, Vitality 10 (+2), Wits 9 (+1)

REACTIONS: Stamina +5, Swiftiness +3, Willpower +5*, Wisdom +2

DEFENSE: 10

MOVEMENT: 12

SKILLS: Armed Combat: Clubs (Mace of Swamp-wood) +6, Intimidate (Fear) +6, Language: Understand Westron +3, Language: Black Speech +6, Observe (Spot) +6, Siegecraft (Defense) +4, Stealth (Hide) +8, Unarmed Combat: Brawling (Grab) +6

SPELLS: Bladeshattering, Darkness, Evoke Fear, Holding-spell, Power of the Land, Shadow of Fear, Spellbinding, Veiling Shadow (all may cast as abilities)

SPECIAL ABILITIES: Burning Grasp, Camouflage, Mace of Swamp-wood, Undead Stamina

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

COURAGE: 5

RENOWN: 0

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

BURNING GRASP While the barrow-wight uses death to freeze its victims, the bog wight uses the essence of the marshland it inhabits to sear and maim its victims. With the slightest touch, the bog-wight's burning grasp causes its victim to lose 2 points of any 2 of these attributes: Strength or Nimbleness. If either reaches 0, the victim is paralyzed. If the victim is paralyzed, she will remain in this state for 2d6x10 minutes. The victim regains 1 attribute point for every 10 minutes or regains all fully if a Healing-spell is cast upon her.

DARKNESS This spell-ability nullifies the Create Light spell or shrouds an area in an inky black darkness with a radius of 5 feet per point of Bearing. Light from natural fires, such as torches, is reduced to an area of effect of 5 feet in diameter. This spell has no effect while the sun is up. Full darkness/blindness penalties apply to all within the darkness and nullify the effects of the Night-Eyed Edge.

MACE OF SWAMP-WOOD It looks like nothing more than a large stick out of the swamp, covered in slime, marsh reeds, etc., but in the hands of the bog-wight, it is a formidable weapon. On a superior success or greater, the mace can cause the wight's opponent to be both damage and stunned (Stamina Test to save, TN = mace damage). The Mace of Swamp-wood deals 2d6+2 damage and has a +1 parry bonus vs. other club-like weapons. If picked up by anyone else, the Mace of Swamp-wood loses its powers and is nothing more than a stick of wood.

DESCRIPTION

A bog-wight is a creature of mounding marsh slime and mud with cold off-white eyes.

HISTORY

When the Witch-king overran Minas Ithil and sacked the city, he made the whole of the land into a place most inhospitable. Sending similar evil spirits as the barrow-wights into the bogs and marshlands now pervading the valley, the dark and sinister bog-wights made them their home. Charged with defending the tower of attack, they waylay and destroy all but those under the favour of the Dark Lord.

HABITAT

Bog-wights lurk among swamps, marshes, and bogs of the Morgul Vale. It is further conceivable that they have also been sent into or moved themselves into others throughout the rest of Middle Earth. Few to no animals live in or near the haunts of a bog-wight.

SOCIETY

They are found solitary or in groups performing their evil deeds on their own or commanding lesser creatures to do their bidding.

USAGE

Bog-wights bitterly defend Minas Morgul and terrorize inhabitants who live near their habitats.

RPG REFERENCE

The following reference is an Appendix for The Lord of the Rings Roleplaying Game. It is a listing of all people, creatures, places and items – as well as some rules that are throughout the many books of the RPG. This reference will be updated in future issues as each new supplement from Decipher is issued.

The following acronyms are given for each book and will be displayed beside the appropriate page number of the topic.

Core Rule Book – **CRB**

The Fellowship of the Ring Sourcebook – **FotRS**

Fell-Beasts and Wondrous Magic – **FBnWM**

Moria Boxed Set- **MBS** (# followed by a **d** indicates *The Dwarves of Middle Earth*, # followed by a **k** indicates *Khazad-dûm*)

The Two Towers Sourcebook – **TTTS**

Errata – **ERR**, **FAQ**, or **CRF**

Note: any titles preceded by “The” have been alphabetized by the second word in the title (i.e. *The Argonath* = *Argonath*).

A

Action Allowance	214 CRB
Aegloth Poison	91 TTTS
Aglarond	80 TTTS
Aiglos	58 FotRS
	91 FBnWM
Anduril	196 CRB
	23 FotRS
	23 TTTS
Angerthas	28d MBS
Angmar	19 CRB
Aragorn	22 FotRS
	22 TTTS
Argonath	82 FotRS
Arkenstone	94 FBnWM
Armour of Belegost	29d MBS
Armour of the Elder Days	84 FBnWM
Armour	83 FBnWM
Arnor	12 CRB
Arthedain	13 CRB
Arwen	25 FotRS
Asfaloth	64 FotRS
Athelas	125 CRB
	125 FotRS
Attributes	44-57 CRB

B

Badgers	56 FBnWM
Bag End	95 FotRS
Balin	41k MBS
Balrog of Moria	293 CRB
	80k MBS
Balrog, Greater	12 FBnWM
Balrog, Lesser	10 FBnWM
Balrog, Typical	12 FBnWM
Bandurthoth	19 FBnWM
Barad-dûr	31 CRB
Barliman Butterbur	39 FotRS
Barrow Downs	16 CRB
	88 FotRS
Barrow-Wights	294 CRB
	14 FBnWM
Bats	84k MBS
Bears	56 FBnWM
Belengol	42 CRB
Bilbo Baggins	26 FotRS
Bill the Pony	51 FotRS
Birds	57 FBnWM
Black Arrows	91 FBnWM
Black Gate of Mordor	84 TTTS
Black Horses	15 FBnWM
Bladorthin's Spears	91 FBnWM
Blasting fire	29d MBS

Boars	58 FBnWM
Bob	119 FotRS
Boromir	34 FotRS
Bree	17 CRB
Bree-Land	16 CRB
Brëca Took	41 CRB
Brood of Ungoliant	295 CRB
Brown Lands	26 CRB
Buckleberry Ferry	90 FotRS

C

Caradhras	19FBnWM
	55k MBS
Caras Galadon	104 FotRS
Cardolan	14 CRB
Cats	59 FBnWM
Cave-Wraiths	82k MBS
Celebeth	40 CRB
Celeborn	40 FotRS
Celebrant	103 FotRS
Cerin Amroth	104 FotRS
Chamber of Mazarbul	112 FotRS
Cirith Ungol	87 TTTS
CODA System	210-253 CRB
Cold-Drake	21 FBnWM
Contests of Will	222 CRB

D

Dain's Axe	92 FBnWM
Dale	23 CRB
Damrod	30 TTTS
Dead Marshes	30 CRB
	89 TTTS
Deagol	32 TTTS
Deer	59 FBnWM
Demons	16 FBnWM
Derndingle	101 TTTS
Dindair	18 FBnWM
Dogs	59 FBnWM
Dol Amroth	29 CRB
Dol Guldor	22 CRB
Dolphins	59 FBnWM
Donkeys	60 FBnWM
Dorwinion	33 CRB
Dragon Helm of Belegost	84 FBnWM
Dragon-Fell	29d MBS
Dragons	20 FBnWM
Dragonslayer Spear	30d MBS
Dragonslayer: Elite Order	23d MBS
Druadan Forest	27 CRB
Dunadan Blades	196 CRB
	89 FotRS
	92 FBnWM

Dunlend	18 CRB
Dunlendings	289 CRB
Durin's Bridge	112 FotRS
Durin's Folk	12d MBS
Durin's Tower	126 TTTS
Dwarf Doors	194 CRB
Dwarf Instruments	94 FBnWM
Dwarf Stones	31d MBS
Dwarrowdelf	111 FotRS
	25k MBS
	195 CRB
Dwarven Magical Toys	94 FBnWM
	31d MBS

E

Earth Reader: Elite Order	20d MBS
Edoras	93 TTTS
Elendil	42 FotRS
Elf-Bow of Lorien	73 FotRS
	57 TTTS
Elk	60 FBnWM
Elladan	123 FotRS
Elrohir	123 FotRS
Elrond	44 FotRS
Elven Blooded	72 CRB
Elven Boats	195 CRB
	87 FotRS
Elven Cloaks	195 CRB
	106 FotRS
Elven Food	195 CRB
Elven Gear	195 CRB
Elven Rope	195 CRB
	106 FotRS
Eryn Muil	97 TTTS
Enedwaith	18 CRB
Ent-Draughts	196 CRB
	100 TTTS
Ents	66 CRB
	24 FBnWM
Eomer	33 TTTS
Eorl the Young	35 TTTS
Eowyn	36 TTTS
Erebor	23 CRB
Ered Mithrin	20 CRB
Eregion	18 CRB
Erestor	123 FotRS
Eriador	10 CRB
Erkenbrand	37 TTTS
Erkenbrand's Horn	38 TTTS
Esgaroth	23 CRB
Evil Trees	113 FotRS
Experience	277 CRB
Eyrie of the Hell-Hawks	120 TTTS

F	
Falls of Rauros	85 FotRS
Fangorn Forest	25 CRB
	99 TTTS
Faramir	39 TTTS
Felakmek	31d MBS
FelaroF	34 TTTS
Female Dwarves	27d MBS
Fire of Orthanc	94 FBnWM
Fire-Drake	22 FBnWM
Fireworks	92 FotRS
Forodwaith	19 CRB
Foxes	60 FBnWM
Frodo Baggins	28 FotRS
	25 TTTS

G	
Galadriel	46 FotRS
Gamling	42 TTTS
Gandalf the Grey	52 FotRS
Gandalf the White	43 TTTS
Gandalf's Staff	55 FotRS
	47 TTTS
Ghosts	25 FBnWM
Giant Spider Venom	28 FBnWM
Giant Spider, Large	295 CRB
	27 FBnWM
Giant Spider, Small	295 CRB
	27 FBnWM
Gil-Galad	57 FotRS
Gimli	59 FotRS
	48 TTTS
Glamdring	196 CRB
	54 FotRS
	92 FBnWM
	45 TTTS
Gloin	61 FotRS
Glorfindel	63 FotRS
Goldberry	65 FotRS
Gollum	288 CRB
	66 FotRS
	50 TTTS
Gondor	28 CRB
Grey Havens	12 CRB
Grey Mountains	20 CRB
Grima Wormtongue	289 CRB
	76 TTTS
Grishnakh	52 TTTS
Grond	92 FBnWM
Gror	39 CRB
Gundabad	20 CRB
Guthwine	93 FBnWM
Gwaihir	69 FotRS
Gwendolyn Butterbur	119 FotRS

h	
Haldir	107 FotRS
	53 TTTS
Half-Orc	292 CRB
	29 FBnWM
Halls of the Dwarves	12 CRB
Hamfast Gamgee	98 FotRS
Harad	33 CRB
Heir's Ring	87 FBnWM
Helegrog	17 FBnWM
Hell-Hawk	296 CRB
	30 FBnWM
Helm Hammerhand	55 TTTS
Helm of Dread	84 FBnWM
Helm's Deep	103 TTTS
Henneth Annun	115 TTTS
Heroic Items	194 CRB
Herugrim	92 FBnWM
Hills of Nen Hitoel	85 FotRS
Hobbiton	95 FotRS
Hollin	18 CRB
Horn of Gondor	35 FotRS
	95 FBnWM

Horn of Rohan	95 FBnWM
Hornburg	106 TTTS
Horse, Elven	237 CRB
	62 FBnWM
Horse, Mearas	237 CRB
	61 FBnWM
Horse, Mule	62 FBnWM
Horse, Pony	237 CRB
	60 FBnWM
Horse, Riding	237 CRB
	61 FBnWM
	237 CRB
	61 FBnWM
Horse, War	114 FotRS
	31 FBnWM
House of Tom Bombadil	105 FotRS
Huorns	
Hythe	

I	
Imladris	17 CRB
Iron Hills	22 CRB
Isengard	26 CRB
	99 FotRS
	107 TTTS
Isengard, Breeding Pits	108 TTTS
Isengard, Inner Court	108 TTTS
Isengard, Stone Circle	108 TTTS
Isengard, Valley	108 TTTS
Isildur	70 FotRS
Ithilden	32d MBS
Ithilien	29 CRB
	113 TTTS

K	
Khazad-dûm	25 CRB
	1-96k MBS
Kraken	33 FBnWM

L	
Last Homely House	121 FotRS
Legolas	72 FotRS
	56 TTTS
Lembas	195 CRB
	106 FotRS
Lesser Rings	201 CRB
	85 FBnWM
Lindon	10 CRB
Linnar's Folk	16d MBS
Lobellia Sackville-Baggins	98 FotRS
Lonely Mountain	23 CRB
Lost Realm of Arnor	12 CRB
Lothlorien	24 CRB
	102 FotRS
Lotho Sackville-Baggins	98 FotRS
Lurtz	74 FotRS

⌘	
Mablung	58 TTTS
Magic	158-201 CRB
Map of Argonath	84 FotRS
Map of Bag End	97 FotRS
Map of Balin's Tomb	110 FotRS
	38k MBS
Map of Bree-Hill	89 FotRS
Map of Buckleberry	90 FotRS
Map of Cirith Ungol	88 TTTS
Map of Derndingle	102 TTTS
Map of Durin's Bridge	90k MBS
Map of Durin's Tower	50k MBS
	127 MBS
Map of Edoras	92 TTTS
Map of Eryn Muil	96 TTTS
Map of Fangorn Forest	98 TTTS
Map of Helm's Deep	104 TTTS
Map of Henneth Annun	114 TTTS
Map of Hobbiton	94 FotRS

Map of Isengard	99 FotRS
	107 TTTS
Map of Ithilien	112 TTTS
Map of Lorien	104 FotRS
Map of Meduseld	94 TTTS
Map of Middle Earth	34-35 CRB
Map of Morannon	85 TTTS
Map of Morgul Vale	118 TTTS
Map of Rivendell	122 FotRS
Map of the Barrow Downs	88 FotRS
Map of the Dead Marshes	90 TTTS
Map of the Caves of Aglarond	83 TTTS
Map of the Old Forest	115 FotRS
Map of the Prancing Pony	117 FotRS
Map of the Redhorn Gate	124 FotRS
Map of the Ruins of Osgiliath	123 TTTS
Map of the West Gate	111 FotRS
Map of Tom Bombadil's House	116 FotRS
Map of Weathertop	126 FotRS
Marsh-Wraith	89 TTTS
Meduseld	93 TTTS
Menelcar	38 CRB
Meriadoc Brandybuck	37 FotRS
	29 TTTS
Mightiest of Heroes: CODA Rule	24 TTTS
Minas Morgul	31 CRB
	116 TTTS
Minas Tirith	28 CRB
Miner: Elite Order	30d MBS
Mirkwood	21 CRB
Mirror of Galadriel	103 FotRS
	95 FBnWM
Miruvor	195 CRB
	121 FotRS
	96 FBnWM
Misty Mountains	20 CRB
Mithlond	12 CRB
Morannon	84 TTTS
Mordor	30 CRB
Morgul Bridge	117 TTTS
Morgul City	119 TTTS
Morgul Flowers	117 TTTS
Morgul Knife	197 CRB
	93 FBnWM
Morgul Thorns	117 TTTS
Morgul Vale	117 TTTS
Morgul Waters	119 TTTS
Morgulbloom Poison	117 TTTS
Moria	25 CRB
	107 FotRS
	1-96k MBS
Mount Gram	20 CRB
Mumakil	296 CRB

N	
Narya, Ring of Fire	54 FotRS
	44 TTTS
Nazgul, Black Numenorian	34 FBnWM
Nazgul, Lesser	285 CRB
	35 FBnWM
Nazgul, Lord of	284 CRB
	34 FBnWM
Nenya, Ring of Water	48 FotRS
Nimrodel	103 FotRS
Nine Rings	200 CRB
Nob	119 FotRS

O	
Oin	41k MBS
Old Forest	16 CRB
	113 FotRS
Old Man Willow	114 FotRS
Oliphaunts	296 CRB
	37 FBnWM
Olog-Hai	293 CRB
	47 FBnWM
One Ring	199 CRB
	30 FotRS

Orc Hordes	25-26 TTTS
Orc Liquor	79k MBS
Orc Medicine	96 FBnWM
Orc	290 CRB
	38 FBnWM
Orc, Advanced	40 FBnWM
Orc, Forest-breed	39 FBnWM
Orc, Moria	77k MBS
Orc, Mountain-breed	39 FBnWM
Orc, Standard	38 FBnWM
Orcrist	196 CRB
	93 FBnWM
Orders	74-113 CRB
Orophin	107 FotRS
Orthanc	101 FotRS
	109 TTTS
Osgiliath	29 CRB
	123 TTTS
Oxen	62 FBnWM

P

Palantiri	197 CRB
	100 FotRS
Pelargir	30 CRB
Peregrin Took	80 FotRS
	71 TTTS
Phial of Galadriel	32 FotRS
	28 TTTS
Pipeweed	96 FotRS

Q

Qualities of a Hero	49-50 CRB
Quickbeam	59 TTTS

R

Races of Middle Earth	58-73 CRB
Ranger Garb	30 TTTS
Rats	83k MBS
Rats, Giant	83k MBS
Red Arrow	96 FBnWM
Redhorn Gate	124 FotRS
Renown	280 CRB
Rhovanian	20 CRB
Rhudaur	14 CRB
Rhun	33 CRB
Ring of Barahir	22 TTTS
Rings of Command	86 FBnWM
Rings of Power	198 CRB
Rings of Saruman	111 TTTS
Rings	85 FBnWM
Rivendell	17 CRB
	120 FotRS
Rohan	27 CRB
	124 TTTS
Rumil	107 FotRS

S

Sample Poisons	246 CRB
Samwise Gamgee	49 FotRS
	40 TTTS
Saruman the Many Coloured	61 TTTS
Saruman the White	287 CRB
	75 FotRS
Saruman's Ring	77 FotRS
	62 TTTS
Saruman's Staff	77 FotRS

Sauron	63 TTTS
	282 CRB
	78 FotRS
Scorpions	62 FBnWM
Sea-Kraken	42 FBnWM
Serpents	63 FBnWM
Seven Rings	200 CRB
Shadowfax	46 TTTS
Sharks	63 FBnWM
Sharku	65 TTTS
Shelob	295 CRB
	66 TTTS
	66 TTTS
Shelob's Poison	43FBnWM
Shelob's Spawn Poison	43 FBnWM
Shelob's Spawn	15 CRB
Shire	105 TTTS
Siege Weapons: New	18d MBS
Sindri's Folk	114-139 CRB
Skills	167 CRB
Spellcaster's Skills	64 FBnWM
Spiders	64 FBnWM
Squirrels	88 FBnWM
Staff of Power: Wizard Order Ability	87 FBnWM
Staves	196 CRB
Sting	31 FotRS
	93 FBnWM
	27 TTTS
	57 FBnWM

Swarm of Bees

T

Tarhalion	43 CRB
The Prancing Pony	116 FotRS
Theoden	69 TTTS
Three Rings	201 CRB
Thrukboren Tower	120 TTTS
Thulin's Folk	21d MBS
Timeline: Dwarves	10d MBS
Timeline: Middle Earth	273 CRB
Timeline: Moria	12k MBS
Tom Bombadil	33 FotRS
Traits	140-157 CRB
Travel Matrix	253 CRB
Travel Speed	252 CRB
Treebeard	72 TTTS
Troll, Cave	46 FBnWM
	81k MBS
Troll, Ettens	46 FBnWM
Troll, Hill	44 FBnWM
Troll, Olog-Hai	47 FBnWM
Troll, Snow	45 FBnWM
Trolls	292 CRB
	44 FBnWM
	64 FBnWM
Turtles	

U

Ugluk	75 TTTS
Umbar	32 CRB
Uri's Folk	15d MBS
Uruk-Hai	291 CRB
	48 FBnWM

V

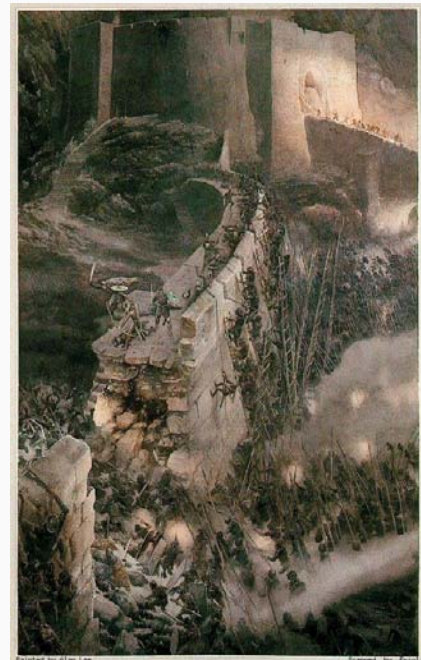
Vales of Anduin	22 CRB
Vampire Bat	50 FBnWM
Vampire	49 FBnWM
Var's Folk	24d MBS
Vigdis's Folk	26d MBS
Vilya, Ring of Air	45 FotRS

W

Warg	297 CRB
	51 FBnWM
Watcher in the Water	109 FotRS
	84k MBS
Water of Mirkwood	96 FBnWM
Weapons and Gear	202-209 CRB
Weathertop	126 FotRS
Wellinghall	101 TTTS
Werewolf	297 CRB
	52 FBnWM
West Gate	111 FotRS
White Mountain Staves	96 FBnWM
White Towers	12 CRB
Wilderland	20 CRB
Winged-Drake	23 FBnWM
Winter Ward	86 FBnWM
Witch King's Mace	93 FBnWM
Witch King's Seal	87 FBnWM
Wizard's Fist: Spell	56 FotRS
Wolf	297 CRB
	65 FBnWM
Wolverines	64 FBnWM
Woodland Realm	21 CRB

Z

Zirakzigil: Durin's Tower	126 TTTS
---------------------------	----------



Helms Deep

ERRATA, CRF, AND FAQ

The following are the updated errata, collected rulings and frequently asked questions provided from Decipher. These items will be updated and kept a part of this webzine in future issues.

LORD OF THE RINGS ROLEPLAYING GAME ERRATA

LAST UPDATED: 01/15/2004

CORE BOOK

Typos and corrections from the *Lord of the Rings RPG* Core Book.

NOTE: Entries marked with a * have been corrected in the second printing of the core book.

Pages 38-43: Each of the archetypes has (Common) listed as a specialty of Language: Westron. "Common" is another name for Westron, not a specialty of that skill, and should be eliminated where it occurs in this context.

***Page 38:** Menelcar's Bearing is listed as 9, it should be 8.

***Page 38:** Menelcar's Armed Combat is listed as +6. It should be +5.

***Page 38:** Substitute Evasion for Swift Strike.

***Page 38:** Drop the Edges Favour of Fortune and Strong-willed.

***Page 39:** Grór's Wits is listed as 7. His Wits should be 4.

***Page 39:** Grór's Nimbleness is listed as 9, it should be 8.

***Page 39:** Grór's Willpower is listed as +0. His Willpower should be +1.

***Page 39:** Grór should have Stout as a Racial Ability.

***Page 41:** Broca Took should have Small Folk as a Racial Ability.

***Page 55, Example:** the skill Lore: Realm (Gondor) is used. The roll is 8, +6 (skill ranks), +1 (wits), +1 (renown), +1 (misc.) = 17. There should also be a +2 specialty bonus included in the calculation. (*Moved from CRF*)

***Chapter Three:** Change any reference to the Craftsman Edge to "Craftmaster".

***Chapter Three:** There is an extra space before the hyphen in "Middle-earth" in the right facing page headers. It should be eliminated.

Chapter Three: The following races should have Unarmed Combat as a Racial Skill: Dwarves, Men.

***Page 61:** Most Dwarves also speak Westron. (And it should be listed under "Speech.") (*Moved from CRF*)

***Page 65:** The 'Sense Of Direction' edge is listed under the Sindar elves' Edges options. This should read 'Travel Sense' and refers to the Edge on p.151. (*Moved from CRF*)

***Page 72:** Table 3.1 lists +1 Savvy as an effect of old age. This should be Wisdom.

***Page 73:** In Table 3.2, the Wild Man 'Youth' age category should read '9-14' not '10-14'.

Chapter Four: The following orders should have Unarmed combat as a Order Skill: Barbarian, Mariner, Rogue, Warrior, Captain, Knight, Ranger, and Spy.

***Chapter Four:** The following skills are considered Order Skills for the Orders noted:

- Loremaster (p.86): Perform
- Minstrel (p.95): Perform, Ranged Combat
- Rogue (p.100): Inquire (*Moved from CRF*)

***Page 81:** Southron Nomad and Losson Tribesman should have access to Travel-Sense instead of Sense of Direction.

***Page 81:** Add Hardy to the Edge list of the Mountain Folk package.

Page 83: The edge list for the Stonemason package is in the wrong font.

***Page 87:** Vala Virtue should refer to Page 163.

***Page 92:** Basic Mariner and Fisherman should have access to Travel-Sense instead of Sense of Direction.

Page 95: Strike the following sentence from the Gladden ability: 'Thus, you must perform for at least one hours for this ability to have any effect.' It is not accurate.

Page 103: The page's penultimate sentence contains a close parenthesis and slash that do not belong.

Page 103: The second sentence under "Favoured Weapon" should read "Choose a combat skill – Armed Combat, Ranged Combat, or Unarmed Combat – and Specialty."

***Page 105:** You must have at least one rank in either Smithcraft or Craft: Bow/Arrows to be able to use the Bowyer Ability. (*Moved from CRF*)

Page 109: Weather-sense should be listed as an order skill for Rangers.

***Page 112:** The character creation example should show that using the Free Picks, Menelcar only raises his Bearing and that Grór only raises his Nimbleness to 8.

***Page 113:** The Free Picks are handled as advancement picks with regard to the cost (and not on a one-to-one basis). The limitations on what can be improved remain the same (Primary Attributes, Skills and Edges). (*Moved from CRF*)

***Chapter Five:** Page headers should read "Ringling Anvils and Rhymes of Lore".

***Page 116:** The first specialty is only free during character creation (includes racial picks and free picks). You can buy a second specialty for a skill during character creation using any pick that would normally give you a Skill Rank. After character creation, you can use advancement picks to get additional specialties for existing or new skills, as per the costs in Table 11.1, p.278. (*Moved from CRF*)

***Page 119:** Games and Survival are not Skill Groups.

Page 122: Armed Combat's 'Special' section should refer to Table 9.14: Combat Actions and Manoeuvres on page 226 (rather than referring generally to pages 227-40). It should also specify that only actions corresponding to the test type 'Armed Combat' can be chosen for this bonus.

***Page 147:** The Effect section of the Hardy trait (p.147), should read "Reduce all injury penalties you suffer by 2. For example, when Incapacitated, you perform tests at a -5 test result penalty instead of the usual -7."

Page 153: The quote at the head of "Arrogant" should be attributed to "Éomer", not "Jomer".

Page 154: The quote at the head of "Craven" should be attributed to "Éomer", not "Jomer".

***Page 163:** Under "The Power of Words," just above the minor heading "heightened courage," the paragraph should read as follows: "Narrators can use any appropriate effect from the following list to simulate the power of words. They can also make up others that seem fitting to them."

***Page 163:** Under "Inspiration", the sentence should read "...for Inspire or Willpower tests to resist Intimidate (Fear) and like effects."

Page 165: The penultimate paragraph includes a page reference to the Foresighted edge. It should be to page 146 rather than page 165.

***Page 172:** The Duration listing for Animal Messenger, as well as the Range and Duration listings for Beast Summoning should be followed by a double asterisk (**).

***Page 172:** The Requisite listing for Fireshaping should read "Kindle Fire".

***Page 172-173:** Remove any leading asterisks in Table 7.1.

***Page 176, first column, second paragraph:** The second and third sentences should be replaced with, "Spending a second pick to improve Blinding Flash's area of effect allows the caster to affect a ten foot radius. Subsequent picks double the radius, so the third pick would allow a 20 foot radius, the fourth a 40 foot radius, and so on."

***Page 177, first column, first paragraph, first sentence:** Is printed in black ink on a black background. This text should read "...words of kindly advice from one offering wise counsel or inspirational speeches..."

Page 178: Remove the slash from the end of the Enslave Beast effect description.

***Page 180, third column, under "Fireshaping":** Requisite listing should read "Kindle Fire".

***Page 186:** In the Shadow of Fear spell description, the text should read, "This dreadful spell extends a caster's ability to control others with terror."

***Page 186, Table 7.4:** Weak Power should read "...with the Woven Words ability..."

***Page 205:** Table 8.2 should be modified to show the following for each weapon's Damage/Parry Bonus: (*Moved from CRF*)

- . Axe, Battle: 2d6+4/+1
- . Axe, Great: 3d6+2/+1
- . Club: 1d6+1/+1
- . Dagger: 1d6+2/-2
- . Dagger, Long Knife: 1d6+3/+0
- . Dagger, Orc: 1d6+3/+0
- . Hammer: 2d6+1/+0
- . Mace: 2d6+1/-1
- . Mattock: 2d6+4/+1
- . Pikestaff: 2d6+1/+0
- . Shield (bash): 1d6+1/+5 or +3
- . Spear: 2d6+3/+1
- . Staff: 1d6+2/+2
- . Sword, Longsword: 2d6+5/+1
- . Sword, Longsword, Orc: 2d6+5/+1
- . Sword, Scimitar: 2d6+3/+1
- . Sword, Short Sword (Eket): 2d6+1/+0
- . Whip: 1d3+Grapple/-3
- . Arrow, regular or Orc: 2d6
- . Dagger, Thrown: 1d6+2
- . Javelin: 2d6+4
- . Spear, Thrown: 2d6+3
- . Stone, Thrown: 1d6

Page 205: The prices listed in Table 8.2 should be modified as follows to conform to the guidelines on prices from page 204:

- . Axe, Battle: 3 SP
- . Axe, Great: 3SP, 2 sp
- . Dagger: 1SP, 2sp
- . Dagger, Long Knife: 1 SP, 3 sp
- . Dagger, Orc: 1 SP, 3 sp
- . Hammer: 2 SP, 1 sp
- . Mace: 2 SP, 1 sp
- . Mattock: 3 SP
- . Pikestaff: 2 SP, 1 sp
- . Spear: 2 SP, 3 sp
- . Sword, Longsword: 3 SP, 1 sp
- . Sword, Longsword, Orc: 3 SP, 1 sp
- . Sword, Scimitar: 2 SP, 3 sp
- . Sword, Short Sword (Eket): 2 SP, 1 sp
- . Whip: 1 SP
- . Dagger, Thrown: 1 SP, 2 sp
- . Javelin: 3 SP
- . Spear, Thrown: 2 SP, 3sp

Page 206: The following text should be added to the whip's description. "If you score a Superior Success or better you manage to grab your opponent with the whip. Each round thereafter you can use the weapon to hold your opponent defenseless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your test result). While held, the opponent is easier to hit; modify attack tests made to hit the opponent by +5." (*Moved from CRF and made a separate entry*)

***Page 206:** Under 'Weapon Size', it says: "Men and Noldorin Elves can use Medium Troll weapons if they have a Strength of 14 or greater." This should be lowered to 12 (which means the penalty for using such a large weapon cancels out their Attribute Modifier).

***Page 208, Table 8.3:** The small shield provides only a -3 penalty to ranged attacks.

***Page 214, Table 9.1:** The effect of Walk should be "Move 3-6 yards." The effect of Jog should be "Move 7-9 yards." The cost of Run should be 2 actions, and the effect should be "Move up to 27 yards." The effect of Sprint should be "Move up to 40 yards." (*Moved from CRF*)

***Page 214:** The descriptions of Walk, Jog, Run, and Sprint should be modified to conform to the modifications to Table 9.1. (*Moved from CRF*)

***Page 223:** The last sentence under "Repeated Attempts" should read "Thus, the first re-try is at - 2 to the roll, the second at -4 to the roll, and so forth."

***Page 226:** Table 9.14 is incorrect on three things:

- . 'Armed Attack, two-weapon' should read 'Armed Attack, two-handed'
- . 'Armed Attack, power' takes up 2 actions, not 1
- . 'Armed Attack, two-handed' takes up 2 actions, not 1

***Page 232, Table 9.18:** Damage Absorbed by Chainmail, mithril should read "+10 to chainmail's value".

***Page 231-232:** Just hitting someone with the flat of your blade or the pommel of your dagger is not going to stun them. You have to hit them in specific locations (head or back of the neck usually) to accomplish the desired effect. A called shot to the head is a +12 TN (according to table 9.18)! That means if you are attacking a target with a Defense of 10, you have to get a test result of 23 to get a complete success, a 28 to get a superior success, or a 33(!) to get an extraordinary success. (*Moved from CRF*)

***Page 232, Table 9.18:** Remove the weight listings for shields and amend the entry for small shields to reflect that a small shield provides only a -3 penalty to ranged attacks.

***Page 233:** The first header in Table 9.19 should refer to the Attacker's Test Result.

***Page 235, Table 9.22:** The effect of Canter should be "Move 24 yards." The cost of Run should be 2 actions. (*Moved from CRF*)

Page 237: The pony should have a Strength of 14 (+4)

Page 237: The horse should have a Strength of 16 (+5)

Page 237: The warhorse should have a Strength of 18 (+6)

Page 237: Mearas should have a Strength of 19 (+6)

Page 237: The Elven-steed should have a Strength of 19 (+6). Also add "Ride (Keep Rider) +6" to the skill list.

***Page 240:** Under Strength (p. 240, 3rd paragraph, 3rd sentence) it should read: "If the unit succeeds with an attack, it inflicts a number of points of damage on the opposing unit equal to the attacker's Strength plus the attacker's Size, less the defender's Toughness." Note that this takes the defender's Size out of the equation. Size contributes directly to the amount of damage a unit can take or dish out, but not how much damage it can absorb without effect. (*Moved from CRF*)

***Page 245:** The headers on Table 9.33 should be "Distance Fallen", "Damage" and "Acrobatics TN" and a line below the table was removed that read "A successful Acrobatics test reduces the damage sustained by half." (*Moved from CRF*)

***Page 246:** The Potency section should read as follows: "This is a measure of the poison's toxicity. It modifies the TN of the Stamina reaction test to resist the poison's effects." (*Moved from CRF*)

***Page 246:** In the sample poisons, all potency and treatment modifiers should be positive modifiers to the TN, not negative modifiers to the Test (as they currently are).

***Page 249, Table 9.39:** Replace Exhaustion's effect with "-10 to all tests, collapse".

***Page 250:** A character who becomes Exhausted collapses immediately into unconsciousness and can take no further action until he regains at least one Weariness Level. To recover to Spent, the collapsed character must make a TN 10 Stamina test (to which the -10 penalty for being Exhausted applies). This test can be attempted once each round in a combat situation, once per minute outside combat, or at dramatically appropriate moments designated by the Narrator. A companion may make a TN 10 Healing test to help an Exhausted character come around. Marginal success on this Healing test reduces the Exhausted character's Stamina test TN by 3, a complete success reduces it by 5, superior success reduces it by 10, and extraordinary success results in the Exhausted character recovering to Spent immediately. (*Moved from CRF*)

***Page 250:** The second sentence of the first paragraph under "Recovering Weariness" should be amended to the following: "Table 9.39 gives you the amount of time needed to recover to the next lower Weariness Level."

Page 252: The final 'l' in the sub-header 'Stealthy Travel' should be a small capital.

***Page 252:** The last line of the first column should read "-1 per -1 test result penalty".

***Page 252:** The third line under Size of Group should read "101-1,000".

Page 253: The distance between Minas Tirith and Pelargir should be 43 leagues, rather than 432 leagues.

***Page 273-274:** The missing paragraph should read as follows: "Dol Guldur and Mirkwood: Even after the White Council drives the Necromancer from Dol Guldur in TA 2941, Mirkwood remains a dark and dangerous place, particularly in the south. Any player characters venturing beneath its boughs are sure to find adventure."

***Page 278:** The 1 point cost for 'Racial' skills in the advancement table (Table 11.1, p.278) only applies to the Native Languages and Lore picks (sidebar, p.60) that the character chooses during character creation, not from the list of 'Racial' picks listed under the Racial descriptions (Skills and Traits, p.62, 65, 69, and 72). (*Moved from CRF*)

Page 278: Remove the apostrophe from 'character's' in the first sentence of the second paragraph under 'The Primary Objective.'

Page 278: The double quotes around the phrase 'get into character' in the first paragraph under 'Exceptional Roleplaying' should be single quotes.

***Page 279:** Change "Episode" to "Chapter".

***Page 287:** The missing line at the very bottom of the page should read: "During his early years in Middle-Earth, he traveled extensive-"

Page 290: The order for the Dunlending described by this write-up should be barbarian rather than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon.'

Page 290: The order for the Orc described by this write-up should be barbarian rather than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon (Scimitar).'

***Page 291:** The Uruk should also have Vitality as a Favoured Attribute.

Page 291: Several skills are missing Specialties. These skills (with Specialties) are: Conceal (Hide Weapon), Inquire (Interrogate), Persuade (Fast Talk), Stealth (Shadow), Survival (specific environment).

Page 292: The order entry for Trolls should read 'Barbarian, Rogue, or Warrior if any (this writeup assumes barbarian).' The order ability should be Preferred Weapon rather than Favoured Weapon.

Page 296: The hell-hawk should have a Strength of 20 (+7)

Page 296: The Oliphaunt should have a Strength of 24 (+9)

Page 297: The Warg should have a Strength of 12 (+3)

***Page 298:** There is a typo on the character sheet. It should say Swiftiness, not Nimbleness modifier as regards Initiative. Initiative is the same as a Swiftiness test.

NARRATOR'S SCREEN

Typos and corrections from the *Lord of the Rings RPG* Narrator's Screen and its materials.

Booklet, Table of Contents: Should read as follows:

The House of Margil 4

Act One: An Unexpected Task 6

Scene One: The Hall of Fire 6

Scene Two: The Journey North 8

Act Two: Margil's House 10

Scene One: The Journey Ends 11

Scene Two: Pursuit! 12

Scene Three: The Orc Camp 13

Act Three: Hunting Margil 15

Scene One: The Chase Begins 15
 Scene Two: The Final Battle 16
 Conclusion 16

FELLOWSHIP OF THE RING SOURCEBOOK

Typos and corrections from the *Lord of the Rings RPG Fellowship of the Rings Sourcebook*.

Frontpiece: The arrangement of the Bree-land towns of Staddle, Archet, and Combe does not match the map on page 89. The page 89 map is the more accurate of the two.

Page 16: Third column, second paragraph, it says that Arwen races ahead of the Black Riders and crosses the Anduin. Unless she crossed the Misty Mountains while the audience wasn't looking, I believe this should rather be the Bruinen.

Page 22: Aragorn should not have Love (Arwen) as a flaw. His skill Lore: Realm (Moria) +2 should be removed, and the specialty Moria added to his existing Lore: Realm skill. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs. His edge Foresighted should be removed (as he does not have either of its requisites). His Adaptable ability should note that it improved his Stamina.

Page 24: Arwen's Wits modifier should be +3.

Page 25: The author still believes that Arwen crosses the Anduin in the film. However, the Anduin is still on the other side of the Misty Mountains. Should be Bruinen, again.

Page 28: Frodo should have edge Rank (Hobbit-gentry). The elaboration about his Corruption should read: "This slowly rises over the course of his quest until he becomes Corrupt at Sammath Naur."

Page 33: The quote concerning Tom Bombadil doesn't originate with Goldberry, but with Tom himself, singing a song about himself.

Page 39: Barliman Butterbur's Perception modifier should be "(+1)". "Hoard" should be listed as an Edge.

Page 42: Elendil has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges. Elendil's entry of "Ranged Combat (Bows, Spears) +15" should read: "Ranged Combat: Bows +15, Ranged Combat: Spears +15." The same applies for "Unarmed Combat (Brawling)," which should be "Unarmed Combat: Brawling." His Adaptable ability should note that it improved his Stamina.

Page 44: Elrond's "Lore: Lore: Magic" skill should just be "Lore: Magic".

Page 47: Galadriel should have the Foresighted edge. The text "Ride +9" should be removed from the Edge list.

Page 49: Sam should have +6 ranks in Craft: Gardening.

Page 52: Gandalf should not have the order ability Wizard's Heart. He should have the order ability Spellcasting 9 (rather than 14) and should have Wizard Spellcasting 5. He should have +4 ranks in the skill Mimicry.

Page 57: Gil-galad's skill Armed Combat: Spears should be Armed Combat: Polearms (Spear). His Ranged Combat (Bows, Spears) should be Ranged Combat: Bows +15 and Ranged Combat: Spears +15. His Unarmed Combat (Brawling) +13 should be Unarmed Combat: Brawling +13. Gil-galad has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges.

Page 59: Gimli should have the Battle Axe specialty in Armed Combat: Axes.

Page 60: Gimli should not have the edges Dodge or Valiant. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs.

Page 61: Gloin should have the Battle Axe specialty in Armed Combat: Axes. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs.

Page 63: Glorfindel has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges. His "Armed Combat: Spears" should be "Armed Combat: Polearms (Spear)." His "Ranged Combat (Bows, Spears) +10" should be "Ranged Combat: Bows +10, Ranged Combat: Spears +10." His "Unarmed Combat (Brawling)" should be "Unarmed Combat: Brawling."

Page 66: Gollum should have the Hobbit racial abilities Small Folk, Soft-footed, Sure at the Mark, and Tough as Old Tree-Roots. His favoured attributes should be Nimbleness and Strength; his favoured reaction should be Swiftness. He should have +5 ranks in the skill Unarmed Combat (Wrestling) and the edge Night-eyed 2. He should have Corruption: Corrupt.

Page 70: Isildur has Hardy and Healing Hands as Order Abilities, these should be Edges. His Adaptable ability should note that it improved his Stamina. His "Ranged Combat (Bows, Spears) +12" should be "Ranged Combat: Bows +12, Ranged Combat: Spears +12." His "Unarmed Combat (Brawling)" should be "Unarmed Combat: Brawling."

Page 72: Legolas should have the order abilities Mighty Shot 2 and Swift Shot 2, the edges Ambidextrous and Two-handed Fighting, and should have +8 ranks of the skill Armed Combat: Blades (Long Knife). Legolas should have the Ranged Combat: Bows specialty (Longbow).

Page 74: Lurtz's "Language: Common" should be "Language: Westron." Lurtz's "Fealty" should not be "to Sauron, Saruman, or other master," but since he is Lurtz, simply "to Saruman."

Page 75: Saruman should have Corruption: Corrupt. He should have the order abilities Spellcasting 7 (rather than 10) and Wizard Spellcasting 3. He should have +4 ranks in Mimicry, +4 ranks in Language: Black Speech, +4 ranks in Language: Orkish (Isengard-dialect), and +7 ranks in Lore: Race (Orcs, Uruk-hai). Language: Grey Elvish should be Language: Sindarin. Saruman should have the Staff of Power order ability. "Wizard's Fist" should be included in Saruman's spell list.

Page 80: "Flaws: Curious" should be "Edges: Curious." Pippin's Wits should be 6.

HERO'S JOURNAL

Typos and corrections from the *Lord of the Rings RPG Hero's Journal*.

* No space is given to indicate favoured attributes and reactions. Place an asterisk after the attribute or reaction that is favoured, or underline it.

FELL BEASTS & WONDROUS MAGIC

Typos and corrections from the *Lord of the Rings RPG Fell Beasts & Wondrous Magic* sourcebook.

Page 10: Lesser Balrogs should have a movement rate of 15.

Page 12: Typical Balrogs should have a movement rate of 15.

Page 12: Greater Balrogs should have a movement rate of 15.

Page 13: The Greater Balrog's special ability 'Invulnerable (fire)' should be listed under Special Abilities rather than Skills.

Page 15: Black Horses should have a Strength of 18 (+6)

Page 17: A Helegrog should have a movement rate of 12.

Page 18: A Dindair should have a movement rate of 9.

Page 19: Caradhras the Cruel should have a movement rate of "Naught".

Page 21: Cold-drakes should have a movement rate of 24.

Page 22: Fire-drakes should have a movement rate of 18.

Page 23: Winged-drakes should have a movement rate of 15 (30 in flight). Winged-drakes should also have 'Flight' as a special ability.

Page 24: Ents should have a movement rate of 24.

Page 27: Lesser Giant Spiders should have a movement rate of 6.

Page 28: Greater Giant Spiders should have a movement rate of 9.

Page 29: Half-orcs should have a movement rate of "As medium-sized characters".

Page 30: Hell-Hawks should have a Strength of 20 (+7) and a movement rate of 6 (18 in flight).

Page 31: Huorn should have a movement rate of Naught (or 24 per "Mostly Immobile" ability).

Page 33: Kraken should have a movement rate of 18 (in water only).

Page 34-35: Nazgûl (all types) should have a movement rate of "As medium-sized characters".

Page 37: Oliphaunts should have a Strength of 24 (+9) and a movement rate of 30.

Page 38-39: Orcs (all types) should have a movement rate of "As medium-sized characters".

Page 42: A Sea Kraken has TN Equivalent: 25 and a movement rate of 27 (in water only).

Page 43: Shelob's Spawn should have Language: Westron +3, because their description discusses how they might make agreements with their prey. Also, they should have a movement rate of 12.

Page 44: The order entry for Hill-trolls should read 'Barbarian.' The order ability should be Preferred Weapon rather than Favoured Weapon. Hill-trolls should have a movement rate of 4.

Page 45: Snow-trolls should have a movement rate of 4.

Page 46: The order entry for Cave-trolls should read 'Barbarian.' The order ability should be Preferred Weapon rather than Favoured Weapon. Cave-trolls should have a movement rate of 6.

Page 46: Etten should have a movement rate of 4.

Page 47: Olog-hai should have a movement rate of 9.

Page 48: Uruk-hai should have a movement rate of "As medium-sized characters".

Page 49: Vampires should have a movement rate of "As medium-sized characters".

Page 51: Wargs should have a Strength of 12 (+3) and a movement rate of 12.

Page 52: Werewolves' Man-form should have a movement rate of "As medium-sized characters"; Warg-form should have a movement rate of 12.

Page 56: Brown Bears should have a movement rate of 6.

Page 57: A swarm of bees should have a movement rate of 4.

Page 57: The favoured reaction of birds of prey is Swiftess. Birds of Prey should have a movement rate of 2 (18 in flight).

Page 57: The favoured reaction of carrion birds is Stamina. Carrion birds should have a movement rate of 2 (12 in flight).

Page 58: Songbirds should have a movement rate of 2 (9 in flight).

Page 59: Cats should have a movement rate of 6.

Page 59: Dogs should have "Movement Rate 6-9 (depending on breed)" rather than "x."

Page 59: The listing of Dolphin special abilities should include Requires Air, which is described under its Unique Special Abilities. Dolphins should have a movement rate of 6 (in water only).

Page 60: Donkeys should have a Strength of 12 (+3)

Page 60: Elk should have a movement rate of 9.

Page 60: Foxes should have a movement rate of 9.

Page 60: Ponies should have a Strength of 14 (+4) and a movement rate of 9.

Page 61: Riding Horses should have a Strength of 16 (+5) and a movement rate of 9.

Page 61: A warhorse has Defence 10 and Movement Rate 12. The favoured attributes of warhorses are Strength and Vitality. Their favoured reaction is Stamina. They should also have a Strength of 18 (+6) and a movement rate of 9.

Page 61: Mearas should have a Strength of 19 (+6)

Page 62: The favoured attributes of Elven Steeds are Strength and Vitality. Their favoured reaction is Stamina. They should also have a Strength of 19 (+6). Also add "Ride (Keep Rider) +6" to the skill list.

Page 62: A mule has Defence 10 and Movement Rate 6. Mules have Willpower +4 (rather than +/-4). They should also have a Strength of 16 (+5) and a movement rate of 9.

Page 62: Oxen should have a Strength of 20 (+7) and a movement rate of 6.

Page 63: Sharks should have 6 Wound Levels (2 Healthy) based on their Size. Sharks should have a movement rate of 6 (in water only).

Page 63: Constrictors should have a movement rate of 4.

Page 64: Vipers should have a movement rate of 4.

Page 64: Squirrels should have Armed Combat: Natural Weapons (Bite) +1 and a movement rate of 3.

Page 64: Turtles should have a movement rate of "1 foot".

Page 65: Wolverines should have a movement rate of 6.

Page 64: Wolves should have a movement rate of 9.

Page 72, Table 3.3: Remove all references to "Deterrent".

Page 74, Table 3.5: The Titanic entry was unintentionally omitted from the table. It should have Strength adjustment +24 and Vitality adjustment +32.

Page 77: Trapbuilder should not appear as a complement to Burrowing. The skill Craft: Traps should appear there instead.

Page 77: The second instance of the phrase "material affected" in the first sentence under Corrosion (Effects) should be struck.

Page 78: Incorporeal should not have Vulnerability as a restriction.

MAPS OF MIDDLE-EARTH, SET 2: CITIES AND STRONGHOLDS

Typos and corrections from the *Lord of the Rings RPG Maps of Middle-earth*, set 2.

Booklet, Page 7: As shown on the map of Isengard, the River Isen flows to the east of Isengard, rather than through its circle as the text states.

Umbar Map: "Abaronloni" should be "Abarloni."

Umbar Map: The English label for "Batark a Gúnon-zaráz," the road leading south from Umbar, should be "Harad Road" rather than "Harondor Road." The Harondor Road begins at "Kúzon Savak (North Gate)."

MORIA

Typos and corrections from the *Lord of the Rings RPG Moria* boxed set.

Khazad-Dum, page 38: To bring the Chamber of Mazarbul map into line with the insert map, its scale should be 4 squares = 1 yard.

Khazad-Dum, page 45: To bring the Typical Workshop map into line with the insert map, its scale should be 6 squares = 1 yard.

THE TWO TOWERS SOURCEBOOK

Typos and corrections from the *Lord of the Rings RPG The Two Towers Sourcebook*.

Page 34: Felaróf should have Strength and Vitality marked as Favoured Attributes and Stamina marked as his Favoured Reaction. He should have Courage 5. His Strength should be 21.

Page 46: Shadowfax should have Defense 12 and Movement Rate 12. His Strength should be 19.

Page 66: Shelob's movement rate should be 12.

Page 72: Treebeard's movement rate should be listed as 24. Also, replace "Quickbeam" with "Treebeard" under "Brew Ent-draught".

Page 76: Grima Wormtongue should have Corruption: Corrupt.

Page 84, under "Password": Replace "King" with "Steward".

QUICK-START ADVENTURE

Typos and corrections from the *Lord of the Rings RPG Quick-start Adventure*.

General: The errata'd weapon damage statistics were not used in the PC and NPC descriptions. They should be used. (See the core rulebook errata.)

Page 6: Weary characters suffer a -4 penalty, rather than the -3 penalty listed.

Page 13: The number of Haradrim appearing should be 1 per PC, plus the leader.

Page 13: The Haradrim Warriors and Haradrim Leader should have the racial ability Dominion of Man.

LORD OF THE RINGS ROLEPLAYING GAME COLLECTED RULINGS FILE

LAST UPDATED: 01/17/2004

CORE BOOK

Collected rulings and clarifications of the material in the *Lord of the Rings RPG* Core Book.

Page 44: Attributes cannot be higher than 12 + Racial Modifiers at any time, except for certain spells which may temporarily increase an Attribute. (NOTE: This ruling is modified by rules in the forthcoming *Two Towers Sourcebook* that allow attribute maximums to be exceeded on favoured attributes.)

Page 84: You must have 8+ skill ranks in the relevant Craft skill when making a masterwork item. Fewer skill ranks are insufficient. For example, a craftsman with the Masterwork order ability and the skills Craft: Tailor +10, Smithcraft +8, and Stonecraft +5 could make masterwork clothing and masterwork arms, but not masterwork fortifications.

Page 103: Swift Strike cannot be used for Ranged Combat actions.

Page 116: The maximum number of ranks for any given skill (which is 6 during creation or 12 after) refers only to actual skill ranks, not to any modifiers from Race, Order, Edges or Flaws.

Page 124: Guise can have specialties. Sample specialties for Guise include Specific Culture (Gondorians, Elves of Mirkwood, etc.) and Specific Profession (Laborers, Learned Folk, etc.).

Page 126: Insight and Inspire can have specialties. Sample specialties for both include Specific Culture (Dwarves of Erebor, Riders of Rohan, etc.) and Specific Profession (Fighting Folk, Craftworkers, etc.).

Page 143: It is possible to improve the edge Ally. Each additional pick provides one additional ally.

Page 162: The ground where Snowmane's body was buried grows lush and green. The place nearby where the Lord of the Nazgul's mount was buried remains black and burned.

Page 169: Spellcasting penalties from having multiple spells in effect expire each day at dawn for spells cast in the previous 24 hours whose durations are longer than one hour per point of Bearing. The exception is that penalties from Sorcery spells with durations longer than one hour per point of Bearing expire at dusk rather than at dawn. For clarity, spells with the duration 'concentration' are not affected by this ruling. Their penalties remain in effect until the spell runs its course.

Page 207, third column, last paragraph: The test penalty for attacking a character bearing a shield applies to ranged attacks only. (The rest bonus to parry/block attempts is not affected by this ruling.)

Page 219: Characters of different sizes do not get the +/- 2 test modifier to Parry combat actions. If they did, the test modifier based on the size difference would essentially be doubled, since it would apply once to the attack test, and again to the parry test.

Page 229: Punch/Kick should do 1d6 + Strength Modifier damage.

Page 235: Once a character gains Corruption equal to his Bearing and becomes a non-player character, his Corruption score is no longer tracked. Rather, his score becomes "Corrupt."

Page 237, under "Fighting From Horseback": Add the following text: "When making a mounted charge, the rider can substitute the horse's Strength for his own for the purposes of determining damage and the TN for the target's check to avoid being knocked prone."

Page 246: On Table 9.35, the fact that stages are random does not mean a poison varies in the number of onset stages it has, but rather means you should choose which type of roll you wish to make and then roll it to determine the number of stages.

Page 278: Like reactions, if your Vitality changes later in the game your health does not automatically change too. You can buy more health using advancement picks.

Page 278: There are limits to how much you can increase a skill with one Advancement. Order Skills: 2 Ranks, Non-Order Skills: 1 Rank. (NOTE: this does not mean you get 2 Ranks for a chosen Order Skill when you spend an Advancement pick on it, merely that you can only improve any given Order Skill by a maximum of 2 Ranks per Advancement).

Page 278: When spending experience for advancements, Attributes cannot be raised higher than 12 + Racial Modifiers. Only certain spells may temporarily increase an Attribute above 12. There are no such limits to Reactions. (NOTE: This ruling is modified by a rule in the forthcoming *Two Towers Sourcebook* that allow attribute maximums to be exceeded on favoured attributes.)

Page 292: The text for the Uruk should be changed to indicate that they, like Orcs, prefer scimitars.

FELL BEASTS & WONDROUS MAGIC

Collected rulings and clarifications of the material from the *Lord of the Rings RPG Fell Beasts & Wondrous Magic* sourcebook.

Page 6: The text says, "Defence is typically equal to the creature's Nimbleness +10." This should technically be "10 + the creature's Nimbleness modifier."

LORD OF THE RINGS ROLEPLAYING GAME FREQUENTLY ASKED QUESTIONS

LAST UPDATED: 01/15/2004

CORE BOOK

Frequently Asked Questions involving the *Lord of the Rings RPG* Core Book.

Page 49: Q: Is there any way to increase your base Defence after character creation?

A: No. The only way to permanently raise your Defence is by increasing your Nimbleness Attribute Modifier.

Chapter 3: Q: Do I have to take the prerequisites for any bonus edges given as Race Abilities?

A: If a racial ability (Abilities, p.60) gives you an Edge, you get the Edge regardless of whether you have the prerequisites or not.

Page 52: Q: Do medium-sized character have five Wound Levels, or six?

A: Medium characters have five different 'wounded' levels and one 'Healthy' level. Unfortunately, throughout the core rulebook and *Fell Beasts and Wondrous Magic*, the 'Healthy' level is sometimes referred to as a Wound Level and sometimes not counted as a Wound Level. In many cases the meaning can be understood by context, but for a complete list of which Wound Levels are possessed by characters and creatures of various sizes, refer to the page 6-7 FAQ entry for *Fell Beasts and Wondrous Magic*.

Page 60: Q: So, when making a character, do I get both the Racial Package AND six Racial Picks?

A: No. One or the other. Not both. See page 60.

Page 65-66: Q: Are elven enchanted items also automatically masterwork items or not?

A: No. As the rules state: "They automatically have the craftsman special ability Enchantment. They only need a Craft skill at 6+ to use it. In other words, they can enchant items without the items being masterwork items. However, if the item is a masterwork item (as it certainly could be if the Elf is a craftsman too), it gains the benefits from being a masterwork item too. Of course, the rules also state: "The Narrator has the final authority on what an Elf can do with this ability."

Page 72: Q: Are the effects listed on table 3.1 cumulative?

A: No. Age Effects are NOT cumulative. They are a set of modifiers applied to your base attributes and such for the entire time you are in that particular age category.

Page 77: Q: Does the limit of +6 in any one skill for starting characters include any bonuses from traits and abilities, or just the ranks?

A: The limitation applies to ranks only. Any bonuses from Edges, Racial Abilities (unless they specify that the character gets free ranks in the skill, like "Six Meals a Day"), or Order Abilities may raise the net total for the skill above +6.

Chapter Four: Q: When an Order Ability has a Requisite Skill (for example, Swift Strike Requires Armed Combat 8+) is this value the total modifier or ranks only?

A: All such Requisite listing is for Ranks only. Thus, a Warrior with a +2 Nimbleness modifier and Armed Combat 6 could not take Swift Strike.

Chapter Four: Q: Can a character of one Order choose the Order Abilities from another Order?

A: No. Only by joining the other Order may he do so. See "Belonging to Multiple Orders," page 79.

Chapter Four: Q: How do I figure out what my Favored Attributes and Reaction are?

A: You choose them, although each order provides you with useful suggestions.

Chapter Four: Q: Do I get ranks automatically in all my Order Skills?

A: No. Order skills are simply less costly to improve. During character creation, each character gets 20 picks from his orders skill list, or you can simply take the skills listed under one of the packages for that order.

Chapters Four and Six: Q: Do Order Abilities and Edges that enhance Courage stack?

A: Yes, they do. For example, a Knight who had both Bold and Horselord would get +7 from each Courage Point spent (+3 base, +2 from Bold, +2 from Horselord) when making Ride tests.

Page 79: Q: If my character has three Orders and wants to advance in the one he dropped, does he have to pay the five Advancement Picks for getting a new Order to do so?

A: Yes. Otherwise he wouldn't have really dropped the Order.

Page 84: Q: What's a Tharni?

A: A Tharni is equivalent to 1 silver penny. It is a Gondorian term. Due to licensing issues, however, Decipher is not allowed to use the Gondorian terms for monetary units.

Page 91: Q: Why does Wizard's Heart have Sanctum as a Requisite and not Spellcasting?

A: Wizard's Heart is supposed to represent a "drawing on your sanctum's power", and thus requires Sanctum. As a side-note, Sanctum *does* require Spellcasting, so in effect, Spellcasting *is* a requisite for Wizard's Heart.

Page 103: Q: How does Favoured Weapon work?

A: When you take Favoured Weapon, you select a single weapon, such as longsword. You advance the Armed Combat skill related to that weapon at one pick for two ranks. You suffer a -4 penalty when using all other weapons governed by that skill. You do not, however, suffer a -4 penalty when using weapons governed by other skills within the Armed Combat skill group. For example, if you had Favoured Weapon: Longsword, you would advance Armed Combat: Blades at one pick for two ranks. You would suffer a -4 penalty when using daggers, shortswords, and other non-longsword weapons governed by Armed Combat: Blades. You would suffer no penalty for using weapons like clubs, spears, whips, and so forth, because they are governed by Armed Combat skills other than Armed Combat: Blades.

Page 104: Q: When I join an Elite Order, do I get an Order Ability for free?

A: No. The sentence on p.104 is correct. When you use an advancement to join an elite order, you do not gain a free pick from that order's special abilities.

Page 143: Q: Does the Ambidextrous edge give you more attacks in a round when you fight with two weapons?

A: No. Ambidextrous only lessens (or removes with two picks) the penalties associated with attacking with your off hand. Two-Handed Fighting (p. 151) gives one free attack action with your off hand, but the attack still incurs the normal penalties unless taken in conjunction with Ambidexterity.

Page 149: Q: Does Quick-draw allow a character to reload a missile weapon as a free action?

A: Yes. Quick-draw lets you "ready any personal weapon as a free action," and to reload is to "ready another arrow" (per Table 9.3 on page 215).

Page 152: Q: Do the effects of Warrior's Heart apply to Weariness tests from spellcasting?

A: Yes, as long as the spellcaster is involved in battle and the spell being cast is related to the battle.

Chapter Seven: Q: Several spells have differences between the Range listed in the stat block and the radius listed in the descriptive text. Why is this?

A: Range is how far away from the caster the effect can be centered, and radius is how far the effect extends from the center. For example, a Magician with a Bearing of 13 could cast *Mist of Speed* centered up to 130 miles away, and having a radius of 1300 feet extending from that point.

Page 174: Explanatory text should be added regarding the "Requisite" column on Table 7.1.

Chapter Eight: Q: What about starting Money?

A: This should really be up to the Narrator and how he wants his game to feel. If a guideline must be given, use 1d6 SP, modified by order (Nobles +2, Barbarians -2, etc.) and location (Gondor +1, Bree -1, etc.).

Page 204: Q: Why are there no flails/crossbows/plate armor/etc. in the Equipment List?

A: More likely than not because they were not mentioned in the novels or shown in the movies. We tried very hard to remain as close to Tolkien's descriptions of Middle-Earth as possible to enhance the overall feel of the game.

Page 205: Q: What does X+S mean on Table 8.2 "Ranged Combat Weapons"?

A: X+S stands for Extreme "+" Step. For Extreme range, the modifier is "+2 per increment past long range" and the weapon ranges list the increment size as the final range category. For example: +30 means that for every 30 yards past the 'L' range, the TN of the Ranged Combat test is increased by a cumulative +2 modifier.

Page 207: Q: Do the shield Parry/Block bonuses and to hit penalties apply at all times?

A: The parry/block bonus only applies when the person with the shield is performing a parry/block action. The ranged attack penalty to hit the person with the shield applies all the time. Note that the rules for the parry/block action prohibit its use against ranged attacks.

Page 207: Q: Would the Armed Combat: Clubs (Shield) skill or the appropriate Armed Combat Skill be used to gain the Parry/Block bonus with a shield?

A: It's the skill for the weapon you're used to using in conjunction with the shield. For example, if you have Armed Combat: Blades (Longsword), you can use a shield effectively with your longsword (receiving the shield bonus and using your sword's skill rank to Parry). If your sword breaks, however, and you pick up an axe to use untrained, you suffer the normal penalties but still receive the bonus provided by the shield.

Page 208: Q: The prices given for armor in Table 8.3 are for corselets only. How much do hauberks cost?

A: Hauberks cost 125% of the price listed for a corselet.

Page 209: Q: Is the price listed for Dwarven Toys in Table 8.4 correct?

A: The price listed is for the lowest of the Dwarven magical toys, the equivalent of Christmas crackers (the British kind, not Saltines). Truly amazing toys could cost 100 or even 1,000 times as much, depending on their intricacy and their longevity. Even so, it is advised to change the cp to sp in the price.

Chapter Nine: Q: If two effects that inflict maximum damage are active at the same time (like an Extraordinary success while casting under Word of Command), do they do additional damage?

A: No. Effects that do not give a specific bonus (+3, +5, -4, etc.) but instead provide a descriptive element (like "maximum damage") do not stack. However, you could use the suggestions for "Extra Successes in Combat" on page 231 of the core book. Just consider that maximum damage is delivered thanks to Word of Command and the Extraordinary Success entitles you to one of the effects described.

Page 216: Q: I understand that actions past the standard allowance (typically 2) incur a penalty to the test. What happens if additional actions don't require tests, such as Aim and Reload?

A: When "no test" actions are taken as additional actions, they require tests where they otherwise would not. Assume a base TN 5 and apply the listed penalties from there.

Page 218-220: Q: Why do some modifiers affect the TN and others the test result?

A: The best rule of thumb when it comes to modifiers is that if it is something originating from the character (like Attribute modifiers), the modifier affects the test result. If it originates from outside the character's influence (distractions, poison potency, etc.), it modifies the TN.

Page 219: Q: Can size modifiers ever be greater than +2 or smaller than -2?

A: Yes. When considering creatures more than one size step away from each other, physical test modifiers based on size are greater than +/- 2. When a Small character attacks a Large character, for example, that character receives a +4 bonus on relevant tests, such as attack tests. Another example: A creature of size Little (which is one size smaller than Small) attacking a creature of size Mammoth (which is one size larger than Large) receives a +8 bonus. (Note that sizes ranging from Miniscule to Beyond Titanic will be introduced in *Fell Beasts and Wondrous Magic*.)

Page 226: Q: Does the winner of initiative take all his actions at once, or do they alternate in initiative order?

A: The character with the highest initiative has to state and execute all his actions (some of them can be delays) before the next character can act.

Page 229: Q: Can you accidentally make yourself easier to hit by dodging?

A: No. Since you only roll a dodge test once your opponent has successfully hit you, and since your dodge test result only replaces the base TN to hit you if it is successful, you can't make yourself easier to hit by rolling poorly on a dodge test.

Page 231: Q: Do I get to roll another die if I get double sixes while rolling damage?

A: When rolling for damage, you do not continue to roll again if you roll double sixes because inflicting damage is not a skill test, nor do you increase damage from a greater than standard combat attack. Rather, it is advised to use the guidelines for 'Extra Successes In Combat' (p.231) for better than standard attacks

Page 232: Q: The test penalty effects caused by stun attacks seem awfully high, considering that these are penalties that apply to characters who *succeed* in their Stamina tests.

A: If you prefer, reduce them to -1, -3, and -5 for complete, superior, and extraordinary success, respectively.

Page 236: Q: Since a horse that is War-Trained gets an additional action each round when ridden, could that action be used in addition to a charge?

A: Charge is explicitly "action cost 2" (p. 228), so those with additional actions may still use them to do other things either before or after charging. The same applies to Swift Strike and other abilities that allow an additional action in combat.

Page 237: Q: What benefit is there to a mounted charge?

A: First off, the "Attacker in advantageous position" modifier, for the full -3 TN (table 9.15, p. 230), would apply for any mounted attacker against an un-mounted defender. Secondly, when making a mounted charge, there are additional bonuses derived from being mounted (See the CRF entry regarding mounted charges for more specific information).

Page 240: Q: How do you track damage in Unit Combat?

A: Damage should be applied to the size characteristic, which is 1/10th the actual size of the unit.

Page 244: Q: In the Dwarf and Hobbit descriptions, it says they each have five and four health levels each. But on the character sheet, there are six. What gives?

A: The five (or four) Wound Levels do not include the Healthy level. So Hobbits would have five levels including Healthy and Dwarves, Elves, and Men would have six. Also note that Hobbits lose the Near Death Wound level, going from Incapacitated to Killed.

Page 244: Q: If Hobbits and other small creatures have fewer Wound Levels, do larger creatures have more?

A: Accurate Sizing rules should be offered in *Fell Beasts & Wondrous Magic*. Until then, it is suggested you use the following modifiers for Wound Levels:

- Small (.51 to 1.5 yds) -1 level
- Medium (1.6 to 2.5 yds) +0 levels
- Large (2.6 to 5 yds) +1 levels (2 Healthy)
- Mammoth (5.1 to 10 yds) +2 levels (3 Healthy)

Page 248: Q: Under "Leechcraft," it states that a character treated by a healer regains all damage in his current wound level plus one. Can multiple tests of this type be performed on a single character?

A: No. You get one stabilization test per character per combat/wound. After that, the character must use the natural healing rules on page 247. Note that if a not -quite fully healed character takes another wound, a new stabilization test *is* allowed.

Page 249: Q: How long must one rest before they can once more use the Base Time for Weariness checks?

A: Of a character rests enough to recover one level of Weariness (for example, 1 hour to rise from Tired to Winded), then the Weariness Rates are reset to the Base Time.

Page 270: Q: Do Orcs and other bad guys also use the Wound Levels system as PCs do?

A: The quick answer is yes and no. Technically yes. But if you read the "Combat Pacing" section on page 270, you will find some guidelines on how to speed combat with a lot of "cannon fodder" NPCs.

Page 278: Q: Can I save Advancement Picks for a later Advancement?

A: No. It's use them or lose them.

Page 278: Q: Can I get a Specialty in a skill I have no ranks in?

A: No. You must have at least one rank in a skill to be eligible for a Specialty.

Page 278: Q: If I raise my Nimbleness (for example) enough to raise the modifier, does my Swiftess Reaction go up?

A: No. When you increase your Attributes later in the game through advancements, your reactions are not automatically adjusted. You must spend Advancement Picks to increase your reactions separately.

Chapter 12: Q: Do the stats shown in Chapter 12 include Attribute Modifiers?

A: No. Attribute modifiers are NOT already figured into the skills listed for characters and creatures in Chapter Twelve (p.282). You should also add in Strength for the purposes of melee damage.

Chapter 12: Q: In Chapter Twelve, many creatures -- Dunlendings and Orcs, for example -- have the Armed Combat skill without any specific skill in the Armed Combat skill group being listed. Does this indicate proficiency in all areas of Armed Combat?

A: No. It indicates that the particular Armed Combat skill possessed will vary depending on the individual. The Narrator is intended to choose a specific Armed Combat skill depending on the specifics and circumstances.

Page 285-286: Q: If a Nazgûl (or other creature with the Terror ability) uses its Intimidate (Fear) skill on a specific opponent, does the Terror ability still function on others?

A: Yes. Even if the creature is Intimidating one character, all other characters within range remain affected by the Terror ability.

Q: What sources can Decipher use for their material?

A: Our license only covers the following books: *The Hobbit*, *Fellowship of the Ring*, *The Two Towers*, *The Return of the King*; and the New Line Cinemas films based off the latter three books. It also covers the prologues to *The Lord of the Rings*, but only the parts of the appendices that are not featured in Tolkien's other writings, notably *The Silmarillion* and *Unfinished Tales*.

FELLOWSHIP OF THE RING SOURCEBOOK

Frequently Asked Questions involving the *Lord of the Rings RPG Fellowship of the Rings Sourcebook*.

Page 40: Q: Why is Celeborn's Health so low compared to his Strength and Vitality?

A: Actually, the value given for Celeborn's Health is correct; his attributes have been improved through advancement. Remember that once you have finished the initial character creation, Health is no longer tied to the attributes that determined its starting value. As a result, when Vitality and Strength are raised, Health remains the same (but can be improved separately).

FELL BEASTS & WONDROUS MAGIC

Frequently Asked Questions involving *Lord of the Rings RPG Fell Beasts & Wondrous Magic* sourcebook.

Pages 6-7: Q: I don't understand which Wound Levels creatures of various sizes have.

A: The following lists, which enumerate the precise Wound Levels possessed by creatures of various sizes, should clarify things.

Miniscule: Healthy, Dazed

Tiny: Healthy, Dazed, Injured

Little: Healthy, Dazed, Injured, Wounded

Small: Healthy, Dazed, Injured, Wounded, Incapacitated

Medium: Healthy, Dazed, Injured, Wounded, Incapacitated, Near Death

Large: Healthy (x2), Dazed, Injured, Wounded, Incapacitated, Near Death

Mammoth: Healthy (x3), Dazed, Injured, Wounded, Incapacitated, Near Death

Huge: Healthy (x4), Dazed, Injured, Wounded, Incapacitated, Near Death

Gigantic: Healthy (x5), Dazed, Injured, Wounded, Incapacitated, Near Death

Titanic: Healthy (x6), Dazed, Injured, Wounded, Incapacitated, Near Death

MORIA

Frequently Asked Questions involving *Lord of the Rings RPG Moria* boxed set.

Dwarves of Middle-Earth, page 26: Q: What does (East of East) mean? Should this be something else?

A: "East of East" means "Really far East."

Foldout map, Twentieth Hall: Q: the map callouts are missing for items J and K (listed in the Moria book on page 36). I see callouts A-I, but no J or K. Were they missed?

A: J and K are on the second floor of location 7-9. They are not depicted on the map, but their descriptions in the Khazad-dûm book specifically state this (page 36) and describe which depicted rooms they are above.

THE TWO TOWERS SOURCEBOOK

Frequently Asked Questions involving the *Lord of the Rings RPG The Two Towers Sourcebook*.

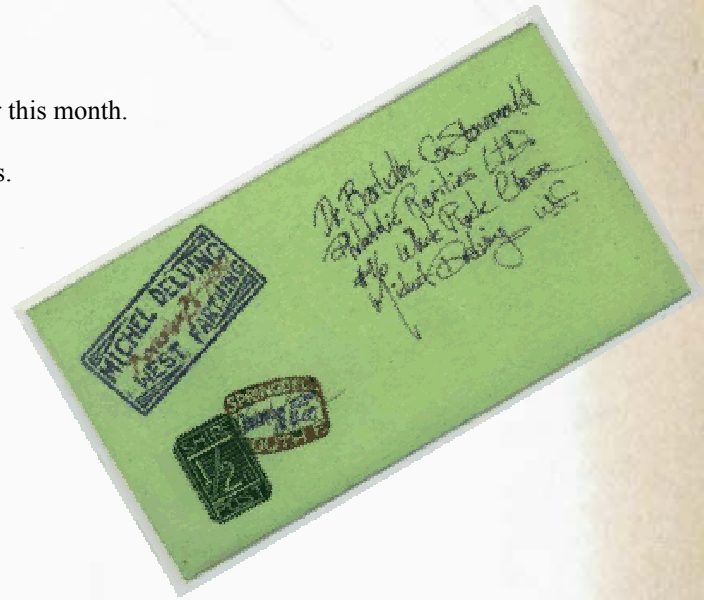
Page 76: Q: Shouldn't Grima Wormtongue's Spellcasting ability be listed as Spellcasting 1?

A: No. If only one instance of an Edge or order ability has been taken, no numerical notation is required.

POSTMASTER

There have been no reader questions or comments to be posted for this month.

We look forward to your comments and questions for future issues.



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"

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-RPG.NET

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

VALINOR

<http://sauron.misled.us>

CREDITS AND CONTACTS

All pictures and graphics were obtained from Decipher and New Line Cinema or from sources on the Internet. No claim of ownership is made through their use here.

CREW

DOUG JOOS (TOMCAT), WRITER, LAYOUT

uvonbek@yahoo.com

JASON DURALL, WRITER, LAYOUT

tangent@shadowbane.com

RON WILLIAMS, GUEST WRITER

ockopper@sbcglobal.net

MATTHEW KEARNS, EDITOR, WRITER, LAYOUT

ultimac@hotmail.com

SCOTTOMIR, WRITER

http://www.geocities.com/scott_metz

scott_metz@yahoo.com

This is an unofficial fan webzine created for players of Decipher's *The Lord of the Rings Roleplaying Game* and the world of Middle-earth created by J.R.R. Tolkien. There is no affiliation between the creators of this webzine and Decipher, Tolkien Enterprises, or any other related corporation. All material is either direct from Tolkien sources, Decipher, opinion, or has been created for the said purpose of roleplaying in the world of Middle-earth. Some images are used herein for the purpose of adding flare to the webzine, but are owned by varied sources mentioned in the Credits on the last page. **THIS DOCUMENT IS NOT FOR RETAIL SALE.**