



THE HALL OF FIRE FAN WEBZINE

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GIANT SIZE ISSUE !

Old Man Willow by Tim Hildebrandt

THE HALL OF FIRE

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IN THIS ISSUE

GREETINGS	PAGE 2
A FIELD GUIDE TO THE CREATURES OF MIDDLE-EARTH	PAGE 3-9
- Dragons, Part III	
A PC'S SO-CALLED LIFE	PAGE 10-12
- Social Tests and Contest of Wills	
THE ROAD GOES EVER ON	PAGE 13-20
- Chapter 1 – A Cold Trek North	
FAN FLAVOUR	PAGE 21-23
- New Items and Equipment: Andúring and Silturma,	
- New Elite Orders: Weaponmaster	
- New Order Abilities: Barbarian-Rage; Craftsman-Deft; Loremaster-Test of Lore;	
Mariner-Corsair; Minstrel-Kindling of the Spirit; Noble-Lordly Presence, Doom;	
Rogue-Escape; Warrior-Lucky Strike, Staunch Defender	
ALLIES AND ADVERSARIES	PAGE 24-36
- Úvatha the Horseman, Pallando- Ithryn Luin, Common Folk: Middle-men	
FEATURED CREATURES	PAGE 36-38
- Stone Giants, Great Eagles	
CALLING ALL GAMERS	PAGE 39
WHAT'S OUT THERE	PAGE 40

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GREETINGS, SALUTATIONS... HELLO ALL!

What an issue we have for you this month... it's the first 'Giant-Sized' issue of *The Hall of Fire*! I intend to keep this short because there is so much for you to look at. This issue includes many things that you have seen before (creatures, allies, abilities, etc.) but more of that content **plus** the first chapter of our first featured adventure written by Tomcat (Doug Joos). Some on the boards may be wondering at the missing item that I had promised, rules for combat on the high seas. Unfortunately the issue had grown to an immense size by the time I had finished the first part and so they had to be cut. Look for the first part of three in the July issue.

As of the time I am writing this, mum remains the word from Decipher in regard to our beloved game and property license, but they have released more adventures, bringing the total to four. As this doesn't satiate our lust for additional supplements such as the promised *Paths of the Wise* and such, at least those who worked hard to create these adventures are able to see the fruits of their labor.

As one last note, I would also like to give notice to those whom are fans of both of Decipher's RPG's that by the time this issue is published, the first issue of *Beyond the Final Frontier*, the unofficial fan-made webzine for the Star Trek RPG has been released and links to access it can be found on the respective Decipher messageboard and forum on Trek-RPG.net.

Thank you one and all for our past and future success and hope you enjoy this issue!

Matthew A. Kearns
aka GandalfOfBorg
Editor

A FIELD GUIDE TO THE CREATURES OF MIDDLE-EARTH

DRAGONS, PART III



"Many are the dragons that Melko has loosed upon the world and some are mightier than others. Now the least mighty – yet were they very great beside the Men of those days – are cold as is the nature of snakes and serpentsbut the mightier are hot...and some belch flame, and fire flickereth beneath their scales..."
-The Book of Lost Tales II

Incorporating Dragons into Your Campaign

With the exception of possibly Balrogs, no other creature existing in Middle-earth instills as much fear and loathing in the Free Peoples as do dragons. They are quick, powerful, intelligent, cunning and deadly. The dragons in this article have been significantly "beefed up" from those in Decipher's *Fell Beasts and Wondrous Magic*, because, in my opinion and to be realistic, adult dragons should be nearly untouchable (unless the circumstances are appropriate). An animal of their size, power, and prowess should almost never miss during an attack. Furthermore, the chances that they will kill an adventurer outright should be incredibly high, while the chances of the dragon being killed outright by adventurers should be incredibly low. Because of this, a Narrator should take extreme caution when considering the introduction of a dragon into their adventure merely as a combat-related sub-plot. This is because even the most able-bodied PCs (or groups of PCs) would have a difficult time defeating them.

However, this does not mean that dragons can never be included in your campaign. On the contrary, they present a very fun challenge for a Narrator: how to include them but still giving your PCs a chance to live? For those of you who are enamored with these incredibly intriguing beasts (as I am) and would still like to include them in your campaign, consider the following:

- Juvenile dragons are much easier to overcome in combat (as are older, weaker individuals) than adults. Juvenile dragons may be a much more realistic opponent for your party members.
- An adult dragon in your campaign does not necessarily have to be used as a plot device for combat. Dragons can be a number of different things to your PCs, which may include: a very untrustworthy, but perhaps necessary advisor, a sleeping obstacle that the PCs must successfully maneuver around without waking, something cool to simply witness without actually engaging it in combat, and so on.
- Perhaps the purpose of your adventure could be pitting your PCs against an agent of the shadow who is attempting to wake a dragon under the orders of the Dark Lord. A dragon would be a powerful ally for Sauron, or even Saruman that

could be devastating to the men of the west. Imagine if Smaug had not been slain by Bard. How long would the battle of Pelennor Fields have lasted with a Fire Drake flying over Minas Tirith, spitting flames down upon the soldiers of Gondor? Was Smaug the last of the great dragons of the Third Age? Only you, as the Narrator, know for sure!

- The presence of an adult dragon should be used as a way to force your PCs to use their brains (rather than their swords) and be creative. After all, did Bilbo run blindly into Smaug's lair, brandishing Sting and yelling: "I'm gonna kill ya!!"? No! He used his intellect and found a way to turn the dragon's pride against it.

Dragons in Game Terms

A. Special Abilities:

Dragons are incredibly powerful beasts whose origins stem from the First Age of Middle Earth. They were creations of the Dark Lord Morgoth, and are therefore imbued with many special powers and abilities. The following Special Abilities apply to *all* adult dragons. Keep in mind that some strains of dragons have abilities that are unique to them (i.e. the ability to fly in winged species, etc.) and the descriptions of those unique abilities are listed with the description of each strain of dragon. Note: the special abilities of Juvenile dragons are different than adults. These differences are detailed in their description below.

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

From which way does he come?: Despite its size, a dragon is incredibly sly and nimble (many hunt by ambushing their prey). In their lairs: If they are already awake and in their lair when intruders arrive,



they are allowed one free attack on two adventurers of their choice (this does not apply if the dragon is asleep in its lair, however, and the dragon must attack one of these PCs with its tail). In the open: If the adventurers are traveling within a 10-mile radius of a dragon's lair (and the beast is awake), the dragon knows the area and is at an advantage. Therefore,

before it attacks, the beast may attempt to make a Stealth test (TN 20), and if an "Extraordinary Success" is the result (Table 9.11: Degree of Success, Pg 220 Core Book), the dragon gets one round of unopposed actions on two PCs of his choice (the dragon must attack one of these PCs with its tail). If the result is a "Superior" or "Complete Success" (determined by the same table) the dragon receives a +10 to their first initiative test of the combat (Wingless Dragons), or a +15 to their first initiative test of the combat (Winged Dragon). If the result is a "Marginal Success" or less, the dragon receives no surprise attack.

"The Shock of My Tail, a Thunderbolt": Any adventurer that sustains damage from a dragon's tail is automatically knocked down for 1d6 rounds. Furthermore, if the adventurer fails a TN 15 Stamina or Swiftiness test (PC's choice), they are knocked unconscious for an additional 1d6 rounds (also see below).

Disarm with Tail: Dragon tails are prehensile. Any adventurer who sustains damage from a dragon's tail, aside from being knocked down and after determining if they have been knocked unconscious, must also succeed in a Stamina or Swiftiness test (PC's choice; TN 15) or be disarmed by the dragon's tail for 1d4 rounds. If they are knocked unconscious as well (see previous), the adventurer must add the number of rounds that they are unconscious (1d6) to the number of rounds before they can retrieve their weapon (1d4). This total represents the number of rounds a player must wait before they can come to, find their weapon and return to the fray.

Burning Blood: Any adventurer who inflicts more than 15 points of damage to a dragon in one attack action must make a successful Swiftiness test (TN 15), or they are hit with a spray of the dragon's acidic blood (2d6 pts damage in the first round after the attack, 1d6 pts damage in second).

Sleep With Half an Eye Open: Dragon's are so obsessed with their treasure that, even if asleep, any attempt to burgle any part of their hoard will cause them to stir. If they are awake and away from their lair, a dragon will return as soon as possible at any hint that their hoard is being ransacked. If the beast is awake and in its lair, the PCs had better not be stupid

enough to try and steal its treasure, or suffer the consequences (most likely, immediate death). Any adventurer attempting to steal part of a dragon's treasure must make a successful Stealth or Nimbleness test (PCs Choice; TN 30) or the following occurs: Superior/Extraordinary Success: the dragon does not awake and you successfully steal the item, Marginal/Complete Success: the dragon does not wake, but you are not able to steal the item, Failure: the dragon wakes but does not see you, Complete Failure: the dragon wakes and immediately sees you, Disastrous Failure: the dragon wakes and in doing so knocks you over with its tail (1d6 Damage, must remain prone for 1d4 rounds).

"All the halls within must be filled with his foul reek"
-Dwalin, *The Hobbit*

The Dragon's Stench: A dragon's stench is so overwhelming that any who comes within 500 feet of the beast's lair must make a successful Stamina test (TN 10). If this test is failed, any skill tests by the adventurer will be at -2, until they enter the dragon's lair (or for 1d6 rounds if the dragon's lair is not entered). Those who enter the beast's lair must make yet another successful Stamina test (TN 20). If this test is failed, the adventurer will be at -5 for any skill or attribute tests for 2d6 rounds (or until leaving the lair). Once the beast's lair is entered, the effects of these two Stamina tests cannot be cumulative. Therefore, if the effects of the first test have not worn off, the result of second test is used instead of the first.

Bewilder: Through its superior intellect, a dragon can confuse any opponent with whom it converses. Every round the dragon speaks, all those able to hear its words must make opposed Wisdom tests against the Dragon's Persuade skill or lose an entire round of actions to their confusion. Furthermore, if the test is failed by 15 or more, the opponent has fallen under the control of the dragon and can take no action for 1d6 rounds.

Instill Fear: The dragon's ability to instill fear is legendary. Therefore, upon first witnessing the dragon, all those that have seen it must make an Opposing Willpower test (against the Dragon's Intimidate (Fear) skill). The test must also be performed at the start of each subsequent encounter with the beast (but *not* at the start of each round of a single encounter).

Indomitable Will: Dragons are completely unaffected by any attempts to control their minds through magic or debate.

Foretellers of Woe: Dragon's have the ability to foresee the future in certain circumstances. For a description, see the section entitled *Clairvoyance* listed previously. In game terms, there is no skill associated with this power and the use of it by the beast is at the Narrator's discretion.

"...these foul beasts love lies and lust after gold and precious things with a great fierceness of desire, albeit they may not use nor enjoy them."

-The Book of Lost Tales II



The Dragon's Booty: A dragon's hoard is its most prized possession. Therefore, considerable wealth is often contained therein. All adult dragons have 3d10 X 200 gold coins in their hoard. They also have 5d6 X 100 precious gems and stones (5 gold pieces in value each). Furthermore, all adult dragons may have 1d6 magical weapons and armor and 1d4 magical items of other use (Narrator's discretion on either of these; but remember the subtle magic of Middle Earth).

Juvenile dragons have not existed long enough to amass significant wealth. In addition, adults of their race will often steal any wealth that they have amassed. Therefore, the size of a juvenile dragon's hoard is significantly less than that of an adult. The hoard of juvenile dragon will contain 1d10 X 50 gold coins and 2d6 X 20 precious gems and stones (5 gold pieces in value each). Furthermore, they will have up to 1d4 magical items of various types (Narrator's discretion on either of these; but remember the subtle magic of Middle Earth).

Ancient dragons are too old and weak to effectively defend their hoards from younger adult dragons. Consequently, their booty is severely limited even when compared to juveniles. The hoard of an Ancient One will contain 1d6 X 20 gold coins and 1d6 X 10 precious gems and stones (5 gold pieces in value each). Furthermore, there is only a 50% (determined with percentile dice; i.e. 2d10) chance that their hoard will contain even a single magical item.

B. Special Weaknesses

Dragons are very powerful, but they still have weaknesses. The following weaknesses are found in *all* strains of dragons (whether adult or juvenile).

Glaurung's Bane: Although a dragon's armor is nearly impenetrable, under certain circumstances weaknesses can be found in their scales. At any given time (i.e. the first round of any encounter with the beasts) older scales in a dragon's hide may have broken off (50% of the time, determined by Narrator with percentile dice; i.e. 2d10). If this bare patch (revealing the newer softer scales beneath) is in the lower neck/upper chest area, where the dragon's ossicles are naturally less protective (5% of the time, determined by Narrator with percentile dice), an adventurer can make a called shot to hit the bare patch (ranged weapon only; TN 50). Because this attack is in the area of vital organs, if successful, the attack is likely to have pierced the beast's heart, lungs, carotid artery, jugular vein, or trachea. This results in the dragon automatically dropping all wound levels from "Healthy" to "Near Death". This wound cannot be healed (by skill nor magic) and the dragon will die within 2d6 rounds. However, arterial spray from the wound will cause anyone within 50 feet of the beast to be doused with its acidic blood and receive 2d6 pts of damage in the first round following the attack, and 1d6 pts of damage in the second round (Note: in this situation, use these results over those described in the *Burning Blood* special ability listed previously). Furthermore, the dragon will not die without a fight, and will continue combat until it's death.

Prideful Ways: Dragons cannot resist being complimented (see the section entitled *Power of Will* listed previously). They will often listen to adventurers who have intruded into their lairs (whom normally would be killed outright), if said adventurers stroke the dragon's ego. Dragons generally know whether or not someone is speaking falsely to them, but love to hear compliments and may pause before killing intruders who play their cards right. Therefore, a Persuade test (TN 15) that yields a "Superior Success" or better will cause the dragon to delay and listen to the PCs honey-tongued words for 2d6 rounds (or until the dragon is attacked). Yet the adventurers must keep in mind that a dragon can NEVER be persuaded to leave intruders to their own devices in its lair. However, distracting the beast may give your party enough time to concoct another plan. Note: this Persuade test is not an opposed test against the dragon's Willpower because the PCs are not persuading nor fooling the dragon into doing anything. Rather, the dragon is allowing the adventurers to continue speaking because it finds them amusing. Therefore, the skill test represents whether or not the dragon is feeling particularly interested in being complimented at that time.

"A great cunning and wisdom have they, so that is has been long said amongst Men that whosoever might taste the heart of a dragon would know all tongues of Gods or Men, of birds or beasts, and his ears would catch whispers of the Valar or of Melko such as never have been heard before."

-The Book of Lost Tales II

The Tongues of Gods and Men: It is said that any who eat the flesh of an adult dragon's heart will consume part of its wise and shrewd essence. By doing so, the individual will have passed down to them the centuries of wonder and mystery that surround the history of Middle Earth, as well as part of the dragon's powerful cunning. Any one who consumes this flesh automatically understands all languages of the free peoples at a +15. These individuals will also be granted the power to understand the languages of all the wild animals in Middle Earth (but not the Fell Beasts) at a +10. Furthermore, because they can now hear the breath of the Vala, the individuals whom have consumed the beast's heart-flesh will automatically receive a +6 when they invoke the name of a Vala and spend one courage point. They also automatically gain a +5 bonus for Inspire and Willpower tests. Note: This flesh, however, must be from an adult dragon killed by the individual eating it, or someone they fought the beast with together, or the power will not work.



C. Species of Dragons and Archetypal Dragons

Juvenile Dragons – Juvenile dragons, in general appearance, look very similar to adults, but are considerably smaller. Furthermore, whether they were born from winged or fire-breathing adults, they cannot use these abilities until they reach adulthood (which can take up to 100 years). This is because the wings are not strong enough in juveniles to provide lift. In addition, the secretions produced by Duvernoy's complexes come about only after sexual maturity is reached and therefore are not found in juveniles.

ATTRIBUTES: Bearing 20 (+7), Nimbleness 18 (+6), Perception 24 (+9), Strength 24 (+9), Vitality 30 (+12), Wits 20 (+7)

REACTIONS: Stamina +23, Swiftiness +9, Willpower +12, Wisdom +12

DEFENCE: 16

MOVEMENT RATES: 75

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +18, Armed Combat: Natural Weapons (Tail) +15, Inquire (Interrogate) +13, Insight +13, Intimidate (Fear) +18, Languages: Sindarin +6, Westron +6, Observe (smell, spot) +18, Persuade +13, Stealth +8

SPELLS: *Beast Speech, Break Binding, Dumbness, Forgetfulness, Misdirection*

SIZE: Mammoth (7 wound levels, 3 of which are Healthy)

HEALTH: 39

COURAGE: 3

RENOVN: 12

TN EQUIVALENT: 20

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+10)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

To read about the rest of the unique powers found in dragons, see the section entitled *Special Abilities* listed previously. However, note that the following Special Ability is not available to juveniles: *Foretellers of Woe*. Also, the killing of a juvenile dragon will not grant one the powers associated with the *Tongues of Gods and Men* weakness because these younger individuals have not lived long enough to contain such powers in their life's essence.

Adult Cold-Drakes (Flightless) – Cold drakes are so named because they have not been blessed with the ability to spit fire. Furthermore, the individuals described here are flightless and have not wings or associated femoralis complexes (flight bones). Flightless dragons are, in general, stockier and less agile than their flying brethren. Despite being less agile, however, flightless dragons are considered much stronger than flying individuals and are more often found to dig their lairs than reside in pre-existing caverns. In overall appearance (aside from the lack of wings) they are very similar to most other strains of dragons, with the only exception being the color of their scales, which are either grey or deep green.

ATTRIBUTES: Bearing 30 (+12), Nimbleness 18 (+6), Perception 24 (+9), Strength 34 (+14), Vitality 50 (+23), Wits 20 (+7)

REACTIONS: Stamina +23, Swiftiness +9, Willpower +12, Wisdom +12

DEFENCE: 16

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +25, Armed Combat: Natural Weapons (Tail) +20, Inquire (Interrogate) +15, Insight +15, Intimidate (Fear) +22, Languages: Sindarin +10, Westron +10, Observe (smell, spot) +23, Persuade +20, Stealth +10

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Misdirection, Reading of the Heart, Voice of Suation*

SIZE: Gigantic (9 wound levels, 5 of which are Healthy)

HEALTH: 64

COURAGE: 5

RENOVN: 30

TN EQUIVALENT: 30

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

To read about the rest of the unique powers found in *all* dragons, see the section entitled *Special Abilities* listed previously.

Adult Cold-Drake (Winged)– Relatively few in number through the ages, winged cold-drakes were an intermediary stage created by Morgoth prior to the creation of the first winged Fire-Drake. In overall appearance, aside from possessing wings, they are very similar to other dragons. While all dragons are agile, winged species are even more so than others. Consequently, they are sleeker in form and possess less strength than their flightless brethren. The only other exception in their appearance is in the color of their scales, which are usually dark blue.

ATTRIBUTES: Bearing 30 (+12), Nimbleness 30 (+12), Perception 26 (+10), Strength 26 (+10), Vitality 46 (+21), Wits 20 (+7)

REACTIONS: Stamina +21, Swiftess +12, Willpower +12, Wisdom +12

DEFENCE: 22

MOVEMENT RATE: 96 (192 when in flight)

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +18, Armed Combat: Natural Weapons (Tail) +15, Inquire (Interrogate) +15, Insight +15, Intimidate (Fear) +22, Languages: Sindarin +10, Westron +10, Observe (smell, spot) +28, Persuade +20, Stealth +15

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Misdirection, Reading of the Heart, Voice of Suasion*

SIZE: Gigantic (9 wound levels, 5 of which are *Healthy*)

HEALTH: 56

COURAGE: 5

RENOWN: 30

TN EQUIVALENT: 30

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

To read about the rest of the unique powers found in *all* dragons, see the section entitled *Special Abilities* listed previously. In addition to those powers, Winged Cold-Drakes also have the following special ability:

“My Wings, a Hurricane”*:: When in the open, a dragon can pump his wings, creating gale force winds that can unbalance even the sturdiest of foes. When a dragon uses its wings in this fashion, anyone within 30 feet of the dragon’s flight path, or within 60 feet if its hovering, must make a successful Strength test (TN 20) or be knocked prone for 1d4 rounds. The ability to fly, also gives these dragons incredibly speed. Therefore, when in flight, their movement rate doubles. (*Note: This ability is only available to winged dragons).

Adult Fire-Drake (Flightless) – Terrestrial Fire-Drakes were the first dragons to ever appear throughout the history of Middle Earth (Glaurung, father of all dragons, fell into this category). In overall appearance, they are very similar to other types of dragons. However, like their cold cousins, these flightless beasts are stockier and stronger, but less agile than their flying brethren. Yet, the presence of their breath weapon makes them all the more formidable. In general, all dragons in this strain have olive-colored scales.

ATTRIBUTES: Bearing 30 (+12), Nimbleness 18 (+6), Perception 24 (+9), Strength 34 (+14), Vitality 50 (+23), Wits 20 (+7)

REACTIONS: Stamina +23, Swiftess +9, Willpower +12, Wisdom +12

DEFENCE: 16

MOVEMENT RATE: 96

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +25, Armed Combat: Natural Weapons (Tail) +20, Inquire (Interrogate) +15, Insight +15, Intimidate (Fear) +22, Languages: Sindarin +10, Westron +10, Observe (smell, spot) +23, Persuade +20, Stealth +10

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Misdirection, Reading of the Heart, Voice of Suasion*

SIZE: Gigantic (9 wound levels, 5 of which are *Healthy*)

HEALTH: 64

COURAGE: 5

RENOWN: 30

TN EQUIVALENT: 30

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

To read about the rest of the unique powers found in *all* dragons, see the section entitled *Special Abilities* listed previously. In addition to those powers, Fire-Drakes also have the following special ability:

Spit Fire*: As a full-round action, a fire-drake can spit a cone of flame up to 50 yards long from its jaws; as wide at any give point as the distance to the dragon. Those caught in the fire suffer 10d6 damage during the first round. If the attack is successful, each player taking damage must make a successful Dodge or Swiftess test (at a -2 for being engulfed in flames) or an article of clothing catches on fire for 3 rounds. During round one an additional 1d8 or damage is received, in round two an additional 1d6 damage is received, and in round three an additional 1d4 damage is received. (*Note: this ability is only available to Fire Drakes.)

Adult Fire-Drake (Winged) – Incredibly strong, quick and agile, winged Fire-Drakes were Morgoth’s supreme creation. Over many generations did he work to perfect this type of dragon, and when he did, the result was the mightiest dragon that has been known throughout the history of Middle Earth: Ancalagon the Black (Smaug the Golden was also a winged fire-drake). These dragons possess the combined unique





attributes of the other species, and are one of the most formidable beasts that a group of adventurers could possibly encounter when in the wilds. The scales of these dragons are black, red, or gold in color. In addition, these are the only dragons that occasionally have eyes that are completely black with no visible pupils. The ecological advantage of this is unknown.

ATTRIBUTES: Bearing 30 (+12), Nimbleness 30 (+12), Perception 26 (+10), Strength 34 (+14), Vitality 50 (+23), Wits 20 (+7)

REACTIONS: Stamina +23, Swiftiness +12, Willpower +12, Wisdom +12

DEFENCE: 22

MOVEMENT RATE: 96 (192 when in flight)

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +25, Armed Combat: Natural Weapons (Tail) +20, Inquire (Interrogate) +15, Insight +15, Intimidate (Fear) +22, Languages: Sindarin +10, Westron +10, Observe (smell, spot) +28, Persuade +20, Stealth +15

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Misdirection, Reading of the Heart, Voice of Suasion*

SIZE: Gigantic (9 wound levels, 5 of which are Healthy)

HEALTH: 64

COURAGE: 5

RENOVN: 30

TN EQUIVALENT: 30

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)

To read about the rest of the unique powers found in all dragons, see the section entitled *Special Abilities* listed previously. In addition to those powers, Winged Fire-Drakes also have the following special abilities:

Spit Fire*: As a full-round action, a fire-drake can spit a cone of flame up to 50 yards long from its jaws; as wide at any give point as the distance to the dragon. Those caught in the fire suffer 10d6 damage during the first round. If the attack is successful, each player taking damage must make a successful Dodge or Swiftiness test (at a -2 for being engulfed in flames) or an article of clothing catches on fire for 3 rounds. During round one an additional 1d8 or damage is received, in round two an additional 1d6 damage is received, and in round three an additional 1d4

damage is received. (*Note: this ability is only available to Fire Drakes.)

“My Wings, a Hurricane”*: When in the open, dragons can pump their wings, creating gale force winds that can unbalance even the sturdiest of foes. When a dragon uses its wings in this fashion, anyone within 30 feet of the dragon’s flight path, or within 60 feet if its hovering, must make a successful Strength test (TN 20) or be knocked prone for 1d4 rounds. The ability to fly, also gives these dragons incredibly speed. Therefore, when in flight, their movement rate doubles. (*Note: This ability is only available to winged dragons).

Ancient Ones – These are individuals who are past their prime. They are incredibly old (many centuries in some cases) and have seen many conflicts in their time. In Ancient Ones who were once winged, the wings are non-functional due to under-use and the beast can no longer fly. Furthermore, their strength and prowess are not what it once was. These individuals, however, have learned to rely more heavily on their wits, which have made cunning their deadliest weapon. They rarely venture from their lairs, as not to attract the attention of younger, more powerful individuals that would most likely kill them on sight. Therefore, they are rarely encountered outside of their lairs and spend most of their days in a deep sleep. These beasts have grown weak with age and can no longer defend their hoards from other dragons. Because of this, Ancient Ones have little along the lines of booty. They do not, however, suffer any lesser being to partake of their hoard, so only a more powerful dragon will not be attacked for thievery.

ATTRIBUTES: Bearing 20 (+7), Nimbleness 18 (+6), Perception 24 (+9), Strength 18 (+6), Vitality 26 (+10), Wits 20 (+7)

REACTIONS: Stamina +10, Swiftiness +9, Willpower +7, Wisdom +9

DEFENCE: 16

MOVEMENT RATE: 30

SKILLS: Armed Combat: Natural Weapons (Maw, Claws) +18, Armed Combat: Natural Weapons (Tail) +15, Inquire (Interrogate) +13, Insight +13, Intimidate (Fear) +18, Languages: Sindarin +20, Westron +20, Observe (smell, spot) +18, Persuade +25, Stealth +8

SPELLS: *Beast Speech, Break Binding, Display of Power, Dumbness, Enslave Beast, Forgetfulness, Misdirection, Reading of the Heart, Voice of Suasion*

SIZE: Gigantic (9 wound levels, 5 of which are Healthy)

HEALTH: 32

COURAGE: 2

RENOVN: 30

TN EQUIVALENT: 20

SPECIAL ABILITIES: Dragons are powerful, creatures whose origins stem from early in the First Age of Middle Earth. Therefore, it is not surprising that they are imbued with a multitude of special abilities and powers. These include:

- *Natural Armor* (+20)
- *Multiple Attacks* (Maw, Claws, Tail)
- *Natural Weapons* (Maw 8d6; Claw 7d6; Tail 10d6)



To read about the rest of the unique powers found in *all* dragons, see the section entitled *Special Abilities* listed previously. It should be noted, however, that Ancient Ones have become too old to effectively perform certain activities. Therefore, the following Special Abilities are either modified or no longer available to them: *From Which Way Did He Come?* (Only applies when the dragon is in his lair), *Disarm with Tail*. In addition to those powers, Winged Fire-Drakes also have the following special abilities:

Spit Fire*: As a full-round action, a fire-drake can spit a cone of flame up to 50 yards long from its jaws; as wide at any give point as the distance to the dragon. Those caught in the fire suffer 10d6 damage during the first round. If the attack is successful, each player taking damage must make a successful Dodge or Swifttest (at a -2 for being engulfed in flames) or an article of clothing catches on fire for 3 rounds. During round one an additional 1d8 or damage is received, in round two an additional 1d6 damage is received, and in round three an additional 1d4 damage is received. (*Note: this ability is only available to Fire Drakes.)

D. Famous Dragon Personalities

"...there came wolves, and wolfriders, and there came Balrogs, and dragons, and Glaurung, father of dragons. The strength and terror of the Great Worm were now great indeed, and Elves and Men withered before him....."

- *The Silmarillion*

Glaurung, The Father of All Dragons: Glaurung was a male dragon born in Angband during the First Age of Middle Earth. Glaurung was the first fire-drake to ever exist, and was of critical importance to Morgoth during his wars with the Elves of Beleriand. Glaurung led the Dark Lord's forces to victory during The Battle Of Sudden Flame, which left Morgoth's army victorious after the siege of Angband. He also led an army of his offspring against a host of Elves and Men during the Fifth Battle of the First Age (the Battle of Unnumbered Tears), but was driven back by the Dwarves of Belegost. Later Glaurung assailed the Elf-city of Nargothrond and slew everyone that dwelt there, but only after controlling the mind of its ruler Turin Turambar and driving him away. Glaurung then placed a spell on Turin's sister, Nienor, and stole her memory. Turin, seeking revenge, tracked the beast to Cabed-en-Aras and drove his mighty sword, Gurthang, deep into the dragon's chest, killing him. The happiness was short-lived, however, for after the beast was dead, his spell on Nienor was lifted. When this happened, her memory returned and the revelation that she had married her brother and was carrying his child came to her. Grief-stricken, Nienor committed suicide and shortly after, her brother, Turin, died from being sprayed with Glaurung's acidic blood.

Ancalagon the Black: Ancalagon, one of Glaurung's offspring, was also a male Fire-Drake. Unlike his father, however, Ancalagon was also winged (the first of his kind) and considerably larger than Glaurung. Legends tell that his wings

darkened the skies with their massive span, and his ire was more terrible than any dragon that has ever lived. His terror, however, was to be short-lived. Shortly after his first appearance during The War of Wrath, in the First Age, he was slain by Eärandil, who killed him with a single bowshot. In death, Ancalagon fell and his massive body shattered the Halls of Thangorodrim.

Scatha the Worm: Scatha, a male Cold-drake of Glaurung's brood, was one of the greatest dragons to survive the destruction of Angband at the end of the First Age. During the Second and Third Ages, he lived in the north among the Grey Mountains, causing the dwarves who dwelt there considerable trouble by killing their kind and stealing their treasure. In TA 2000, Scatha assailed many dwarven civilizations, remembering that the Dwarves of Belegost had defeated his father, and hoping to wipe them from the earth and take their riches. The dwarves plotted for revenge, but before they could take action, Fram, the Éothéod Horselord slew Scatha, and took the dragon's hoard back to his realm. Upon hearing of this, the dwarves demanded it be returned to them, yet Fram refused, giving them only a necklace of Scatha's teeth. In the brief battle that ensued, Fram was slain, causing there always to be animosity between the two peoples.

Smaug the Golden: Smaug, like Scatha, was also one of the greatest male dragons to survive the destruction of Angband. After escaping to the north, he lived in the Grey Mountains (TA 1600). By TA 2770, Smaug heard tales of Dwarven wealth in Erebor (Lonely Mountain) and decided to take their treasure for his own. So Smaug surprised the Dwarves that lived there, killing many of them and forcing the rest from their home. Immediately afterwards, he flew down to the base of the mountain and destroyed the town of Dale. What men that survived the attack on Dale immediately fled and founded Esgaroth (Lake Town) on the Long Lake, which still existed in the shadow of Smaug's new lair. In TA 2941, a Dwarf named Thorin Oakenshield gathered a company of dwarves and, with the aid of a Hobbit named Bilbo Baggins and the Wizard Gandalf the Grey, he attempted to reclaim Erebor and the treasure for Dwarves. It was the Hobbit that disturbed the dragon and saw the bare spot in his armor-like scales. Smaug, thinking Bilbo one of the men from Laketown, then left his lair to destroy Esgaroth to teach the men a lesson for their impudence. Yet, Bilbo sent word about Smaug's weakness to a guardsman of Laketown named Bard. Bard then slew Smaug with a single bowshot, and thus, ending the reign of the mightiest dragon to live during the Third Age of Middle Earth.



A PC's SO CALLED LIFE

by GandalfOfBorg

In last month's issue, Toradan had made it to the homestead in search of help and possibly healing, both of which he received. At the experienced hands and careful ministrations of the homesteader's wife, Toradan's wounds were tended to and he is now on the path to recovery.

Before the household turned in for the night, the homesteader, Warley Thorntree looked in on the newcomer his wife was tending to. Keen to notice the man's garb, old Thorntree knew he was a Ranger and had a vague understanding of their business, often seeing them traveling the wilderness near his fields and further east towards the more dangerous lands inhabited by trolls, orcs, and other foul folk. "Who be this Ranger you are tending, mother?"

Just finished cleaning up the dressing on her charge, she turns to her husband, "I don't know, but he fought bravely against whatever gave him these wounds."

"Aye," agrees old Warley, rubbing his stubbled chin, "that he did, but he looks like someone I've heard of... or maybe seen a picture of while in Bree. The one who killed a child when trying to save her from a band o' raidin' orcs. They have a bounty on his head there, dead or alive for the death of the girl. If'n it is him, we should turn him in to them. It's only right."

"Warley," she remonstrates, "even if it is him, he cannot go anywhere right now, he isn't fit for it." Not wanting to wake the Ranger with their bickering, she gets up and leaves the room. As she passes Warley, she whispers forcefully, "We will not speak anymore of this 'til morning," and heads to their room to bed.

The cock crowed and morning came, but the homestead was already up and moving before then tending to fires, gathering food, and other chores. Business went on as usual for the family, but the talk was mostly of the wounded Ranger. Firiël deflected most of the questions from the children and gave little information when she did. When Toradan woke, it was almost mid-morning and there was a small, yet hearty breakfast next to his bed. Gingerly he reached for it and began to eat. He had just finished when the youngest peeked around the corner. When he espied the little girl, he gave her a wan smile. With a little shriek, she bolted out of sight and soon came Firiël with the youngster in tow, hiding behind her mother's dress.

"I'm glad to see that you have your appetite, sir. That means you're mending well," she says checking the bandages and then picked the remnants of his meal.

"Toradan, madam, not sir. I can't thank you and your family enough for your hospitality," says the Ranger.

"Ah so you are the Dunadan my husband spoke of." At that, the little girl gave another little shriek and ran from the room. "Pay her no mind," she says with a smile. "Hearty your folk may be, but your wounds are many. You will not be able to go anywhere for awhile."

Soon footsteps could be heard stomping on the wooden floorboards and an older man, who walked with a slight limp, appeared in the doorway. "Ariel says he is the Dunadan looked for by those in Bree," he said in a gruff voice. "When will he be ready for travel? I meant what I said, wife, I will be taking him there so he sees just punishment."

SOCIAL TESTS

These tests are made with attributes, reactions, and skills that a character would use for interacting with others, simply trying to influence someone or resisting the influence of another. Many modifiers are associated with these tests such as the interaction stance of the person or people to be influenced, the reputation (Renown) of the person who is trying to influence others, etc. These tests are important because in the world of Middle Earth, how well you carry yourself and handle words is just as important, if not more than, using a sword. The powers of words are mighty indeed as how else could Grima Wormtongue wriggled his way into the favor of King Theoden or Aragorn get the Fellowship into Lothlorien or Bilbo both amuse and confuse his fellow hobbits in his famous good-bye speech on his 111th birthday.

Below I outline the different social tests and their use in the game.

Bearing This attribute governs much of whom others see and perceive the character to be. Through Bearing, a character's true power can be seen, which is why some hide it (see pg. 47 in the CRB) like Aragorn as he plays the part of Strider in the village of Bree. Its modifier is used to augment most of the social skills, and by the aggressor in a Contest of Wills.



Willpower This reaction, initially based upon a character's Bearing or Wits, is used for resisting social influences of others, usually those that are evil or intend a character to do something without choice, such as Fear or Domination. There are abilities, traits, and effects that can modify this test for either of these specific conditions.

Contest of Wills This is a set of opposed tests to determine whose will or authority shall prevail in a given situation.

Debate This skill represents a character's ability to use words when attempting to get what he wants through reason and fact, like in negotiating a treaty, haggling over wares, or discussing a situation and coming to a compromise. This skill's effect isn't considered domination, as the opponent is free to reject the argument as absurd, regardless of the test result.

Inquire This skill represents a character's ability to seek out and acquire information by interacting with people. The better the result, the more genuine you seem or apt to catch people off-guard resulting in more reliable information. It is the information you seek, not necessarily the test result that will determine what is learned, if anything at all.

Insight This skill has similar effect to using the attribute that it is based on; it represents a character's ability to see past the face value of people, information, or a situation. It is used primarily in opposed tests against Persuade (Fast Talk), Guise, or even just Bearing.

Inspire This skill can be used in several ways. Through spirit, will, and powerful deeds a character may encourage friend and follower to act boldly and dispel fear. It can be used to help counteract the effects of intimidation, arouse heroism, increase morale, or reduce Weariness.

Intimidate This skill is essentially the opposite of Inspire where it imposes the will and personal power of a character upon others through fear or power. It can be used to attempt to persuade someone to your view, cow an enemy on the battlefield, or forcibly extract information through torture.

Perform This skill represents a character's ability to entertain by singing, playing an instrument, reciting poetry, etc.

Persuade This skill represents a character's ability to convince others through cunning words and a honeyed tongue. It cannot force a person into action as that can only be done through intimidation, but through the use of charm and guile possibly persuade a person to your point of view on an emotional level. This skill's effect isn't considered domination, as the opponent is free to reject the argument as absurd, regardless of the test result.

Now back the story of Toradan...

"Warley, I will not have you upsetting the poor man in his condition and I don't want to hear further talk of you carting him away to a hangman's noose. What if the little one had been Ariel? Those orcs..."

Firiel has Persuade +4. Persuade - (6+4) + 4 = 14

Warley has Wisdom +2. Wisdom - (6+6+2) + 2 = 16

If purely resolved by dice rolls, Warley would disregard his wife's pleas and would continue to do so.

"What IF it had been Ariel, dear?! Would you not want vengeance? I certainly would!"

Still not able to exert himself too much, Toradan is still able to come to his own defense. "Sir, I beg of you don't do this! Even if I should be guilty of the crime, have I not done right by you and your family?! At the risk of my life and being outnumbered, I placed myself between another party of raiders whose intent was to wreak havoc upon you, your family, and your lands. It could've very well been your daughter today if not for me!"

Having spent all his last remaining will and energy, Toradan fell back against the bed in painful gasps and drenched in sweat from both fear and exertion.



Toradan has Debate -1 and spent his remaining 2 Courage. Debate - $(6+6+1) + 3$ [Wits] + -2 [Untrained] + -5 [Wounded] + 6 [Courage] = 15

Warley has Wisdom +2. Wisdom - $(1+1) + 2 = 4$

Toradan scores an Extraordinary Success on his Debate test, which brings about a bit of shock in old Warley. The Ranger's vehemence and reason are able to sink in where Firiell's attempt to sway his emotions failed. This doesn't mean that Warley necessarily believes him, but he is willing to see reason if the Ranger's statements can be backed up by proof.

Taken aback by the realization of what the Ranger said could be true; Warley bit back a torrid response and turns to look at his wife.

Contest of Wills

Firiell has Initiative +0, Bearing +2, and Willpower +2.

Warley has Initiative +1, Bearing +0, and Willpower +1.

Firiell, Initiative - $(3+3) + 0 = 6$

Warley, Initiative - $(2+1) + 1 = 4$

Firiell, Bearing $(6+6+6+6+5) + 2 = 31$

Warley, Willpower - $(2+1) + 1 = 4$

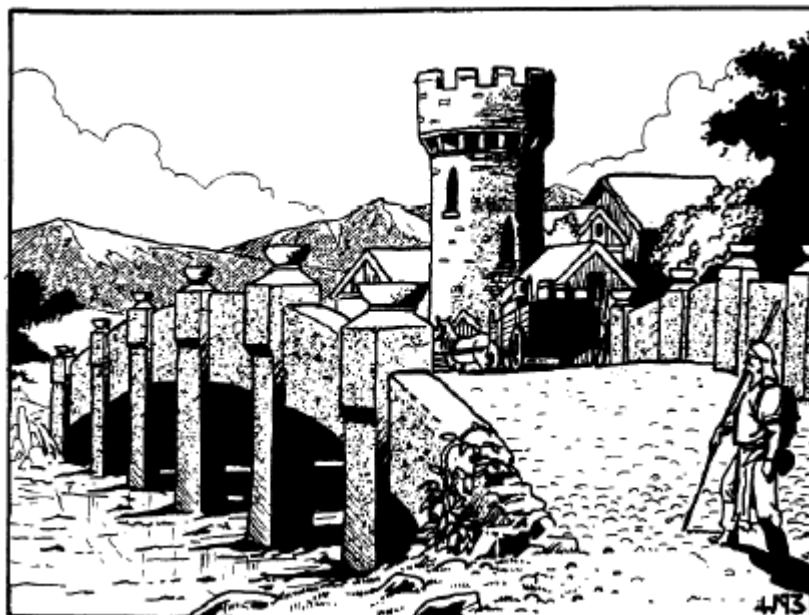
Firiell scores an Extraordinary Success, which is enough to win the contest and forces Warley to acknowledge defeat in some way.

He quickly turned his head away, not able to meet his wife's gaze. After a moment, he speaks, "You say one day's march? Due east?"

"Yes," Toradan gasps.

"I will go confirm what you have said, Ranger. And if you are false, by my word, you won't even make it to Bree."

The old man turned and left, stumping off outside. For the rest of the day and night, not a word was spoken in the house.



THE ROAD GOES EVER ON

Fan-made Adventures...



THE TRIUMPH OF THE WITCH-KING

A stand-alone adventure or chronicle for 4 to 5 characters at starting Advancement levels 0-2.

Brief History of the North –

861 TA - Division of Arnor into Arthedain, Cardolan, Rhudaur

1000 TA - The Istari arrive in Middle-Earth

1300 TA - The Witch-King (Er-Mûrazôr) founds the realm of Angmar

1350 TA - Rhudaur is lost to the Witch-King

1356 TA - Argeleb I of Arthedain is slain in combat with Angmar, seceded by his son Arveleg I

1409 TA - The Witch-King invades Cardolan and drives the Dúnedain from the lands; they take refuge in the Old Forest but the prince of Cardolan is killed. The Tower of Amon Sûl (Weathertop) is destroyed; King Arveleg I of Arthedain is killed; the elves of Rivendell attack the forces of Angmar and fend them off; the Dúnedain return to Cardolan in small-scattered pockets until 1636 TA when the plague kills them off.

1601 TA - The founding of the Shire

1636 TA - The year of the Great Plague and the appearance of the barrow-wights in the Barrow-Downs

1974 TA - The forces of Angmar capture Fornost, the remnant of the north kingdom is destroyed

1975 TA - Eärnur of Gondor brings a fleet to the north, to late to save the north kingdom; he avenges its loss at the Battle of Fornost (with the aid of the elves – Círdan of Lindon and Glorfindel of Rivendell), Angmar is destroyed; Glorfindel makes his prophecy about Er-Mûrazôr. Arvedui, last king of Arthedain, is drowned in the icy water of the Bay of Forochel

1980 TA- The Dwarves of Moria unleash the Balrog; the Nazgûl return to Mordor

1981 TA- The last remaining Dwarves flee from Khazad dûm

Places:

Angmar –

Capital: Carn Dûm

Land: Both sides of the northern Misty Mountains south to the Ettenmoors

People: Orcs (Uruk-Lugat, Uruk-Kosh, Skuthrugra), Trolls, Dragons, Dunlendings and Hillmen, and Easterlings

Castles/Fortifications: Carn Dûm, Barad Morkai, Mindil, Cargash, Barad Eldanar

Towns: Kuska, Litash-Ishi-Durbaz, Ravda

Military: 46,275 Total – 3,500 Horsemen (Mixed Easterling and Dunmen), 10,000 Footmen (Mixed Dunmen, Hillmen, and Easterlings), 2,800 Archers (Mixed Dunmen, Hillmen, and Easterlings), 28,725 Orc Footmen, 1,200 Orc Archers, and 50 Trolls

Cardolan –

Capital: Tharbad

Land: The lands south of the Great East Road between Baranduin and Gwathló-Mitheithel,

People: Dúnedain, Eriedain, Dunmen, Hillmen

Castles/Fortifications: Tharbad, Amon Sûl, The Argond, Minas Girithlin, Thalion

Towns: Balost, Suduri, Minas Girithlin

Military: No standing army; after the sack of Cardolan, wayward Dúnedain have returned to the region and settled primarily around Tharbad but the King in Arthedain has claimed rule.

Arthedain –

Capital: Fornost Erain

Land: The lands between the Lhûn and the Brandywine Rivers and north of the Great East Road, stretching as far east as Amon Sûl.

People: Dúnedain, Eriedain, Dunmen, Hillmen

Castles/Fortifications: Fornost Erain, Amon Sûl

Towns: Tarmabur, Caras Celairnen

Military: 26,402 Total – 7,402 Horsemen, 13,000 Footmen, and 6,000 Archers

Rhudaur –

Capital: Cameth Brin

Land: The lands between the Weather Hills to the Misty Mountains, north to the Ettenmoors.

People: Dúnedain, Eriedain, Dunmen, Hillmen, Orcs, Trolls

Castles/Fortifications: Cameth Brin

Military: 5,942 Total – 942 Horsemen, 3,000 Footmen, and 2,000 Archers (under the command of Angmar)

Antagonists:

Necromancer –

Sauron has not presently announced himself and goes in the guise of the Necromancer of Dol Guldur – his fortress that sits on a volcano in southern Mirkwood. The One Ring has not yet been found by Sméagol and sits in the Anduin River.

Witch-King of Angmar –

The Witch-King of Angmar is actually the Lord of the Nazgûl – Er-Mûrazôr. Following Sauron's instruction,



the Witch-King has made it his objective to destroy the Dúnedain realms of the north.

Plague –

The Great Plague is ravaging the lands of Middle-Earth. Much of the human populace has greatly dwindled and the pyres of the dead light many surrounding towns and villages.

Many folk have abandoned towns to find the safer solitude of the country. People are wary of each other during this time and little is shared; some Inn's remain open but business suffers. Most of Rhudaur has become desolate as well as a great portion of Cardolan. Arthedain and the southern realms remain unified but have been greatly weakened. Even the Witch-King has slowed his advances due to the heavy losses amongst his ranks.

The Plague shows little to no mercy to any of the peoples of Middle-Earth; each **Human** or **Hobbit** character must make a **TN 10** Stamina test each month or come down with the plague, if unsuccessful see below; **Dwarves** must make a **TN 10** Stamina test each month or come down with the plague, if unsuccessful see below; **Elves** are not affected by the plague.

It is to be understood that the characters will need to have exposure to the Plague to catch it, but in their travels there should be many times that they do to qualify the monthly tests.

The Plague has the following effects:

Onset Time – 1d2 days

Symptoms – Chills with fever, coughing as the lungs fill with fluid.

Effects – Reduce Vitality by 1d3 per day of sickness (may make a TN 15 Stamina save per day to negate that days reduction of Vitality). If the character is reduced to 0 Vitality, they expire.

Treatment – the Plague is running rampant because there is little that the healers know to beat it. Once per day, a person may be treated by a Healing (Sickness) TN 15, which if successful, allows the sick character to make an additional TN 15 save to negate that day's loss of Vitality, they may also make a TN 30 Stamina test to defeat the Plague altogether. If the Healing (Sickness) is a complete success they may reduce both stamina test TN's by 2; if it is a superior success, they may reduce both stamina test TN's by 5; if it is an extraordinary success, they may reduce both the stamina test TN's by 10.

Recovery – if a character beats the plague, they will recover 1d4 Vitality a day although they will only recover to a new amount due to a permanent loss of 1d3.

Protagonists:

The protagonists of our story are the player characters. The players have the following options for character race with the following orders. A Narrator may change these options to suit his game if he or she pleases.

Dúnedain –

Son of a landowner named Celephain; resides outside of Tharbad on the north side of the Gwathló; concerned for the mass loss of life due to the plague, Celephain has summoned his son (who has not been affected by the plague and his comrades into the hall to ask him to make a journey to Rivendell to seek aid. **Note: this is the primary character that needs to be created, all others may be of the other following races and orders. There may be other Dúnedain in the Company, but one must be Celephain's son.** Celephain's wife is currently dying from the plague and the household has been greatly thinned out by death. Celephain will bestow upon his son his Longsword, Cerduil. The longsword has been in the family for generations and is a part of its heritage.

Orders – Warrior, Loremaster, Mage (Not Celephain's Son), or Noble

Cerduil – enchanted masterwork longsword

1. +1 to Inspire and Bearing tests when drawn
2. +1 to Armed Combat
3. +2 to Damage

Middle-Man –

Of Eriadorian stock; henchman and friend of the son of Celephain; his family, now all dead from the plague, has long served the Dúnedain lords; he speaks more openly of his thoughts, saying that the plague has come from the Dark Power of Mordor and that the With-King is no other than the Lord of the Nazgûl; he is disregarded in these speculations. There can be an unlimited number of Common Man players.

Orders – Warrior, Rogue, Minstrel, or Loremaster

Dwarf –

There may be a dwarf in the Company if a player wishes to play a dwarf; the dwarf is of Durin's folk out of Khazad-Dûm that was sent by his dwarf king to find out the conditions of the surrounding humans settlements from the plague. The Dwarves have only been slightly affected by the plague within their deep halls. Celephain asks the stout Dwarf to aid his son in seeking Imladris. It is recommended that there be no more than two Dwarves.

Orders – Warrior

Sindarin Elf –

There may be a Sindarin Elf in the Company if a player wishes to play an elf; the Elf is out of Lindon sent by Círdan to find out the status of the lands of Arnor. The plague does not affect the Elves but Círdan is concerned due to the weakening of his allies and the Witch-King to the north. If the Dúnedain kingdoms were lost, the Witch-King would be able to easily attack both Lindon and Imladris. The elf would certainly make a great guide for the Company. It is recommended that there be no more than 1 Elf character.

Orders – Warrior (Archer), Loremaster, Magician, or Minstrel

Hobbits –

There are no story arcs for a Hobbit player in this campaign. If a player wishes to play a Hobbit, the Narrator can adjust his story as needed.

Chapter 1

A Cold Trek North

Time – it is the beginning of October in the year 1636 TA.

Preludes – (The Narrator can paint these quick preludes or leave them out if they wish.)

1. The forested landscape stretches for miles; a lone craggy mountain rises from the green wood and casts an ominous shadow over the land. An eye looks out, searching for a lost treasure that will bring defeat to the Free Peoples of Middle-Earth.
2. Lightning flashes over a dark stone fortification; the barren land surrounding the castle shows hardness of life here; a gaunt figure of immense presence climbs from the saddle of his Fell-Beast. He looks out over the courtyard of his keep to the south and west – “One more”, he whispers, “One more...”

Setting – The Company begins in Celephain’s home in Tharbad.

Narrator Notes –

1. The Angmar forces in eastern Cardolan keep the Dwarves of Khazad-dûm from making a key ally to the folk of Cardolan.
2. Total distance to Rivendell via the highlighted path on the map is as follows: Tharbad to Bree is 301 miles or 100 leagues; Bree to Imladris is 300 miles or 100 leagues; 2 miles per hour, 20 miles per day (barring any ill weather or injury), 15 days travel each leg.
3. The narrator may require the following tests for travel: for each day of travel the characters must perform a Stamina Test TN 10 (narrator may change depending on travel circumstances) for each 2-hour travel period (10 hours of travel, 5 tests). If failed, the character is reduced one Weariness levels. If the character fails three tests consecutively, they must stop for the day being too weary to carry on. Total distance traveled will be relative to the successes of the character’s weariness tests. A restful night’s sleep will restore all Weariness penalties (see next bullet).
4. At the end of each days travel, one character must make a successful Survival test TN 10 (narrator may change depending on terrain and weather) to find a place where the travelers can get some rest. If failed, the characters still regain lost weariness but they now have a –3 penalty to all Stamina tests to resist Weariness.
5. I have set the adventure up to allow for 5 encounters during each leg, *the Narrator may change this to suit their games needs*.
6. All grayed text may be read to players.

7. The characters must start at no more than 0 to 2 Advancement Levels, but will become more experienced as the chronicle is told.

Scene 1

The Court of Celephain

It is the 1st of October in the year 1636 TA. The mighty realm of Arnor has been broken up and now a powerful force out of the northeast - Angmar, land of the Witch-King - is destroying the smaller states!

Along with the onset of winter, a horrible plague has swept over the lands ravaging the human populace and weakening the Dúnedain even more. The plague has claimed many of the remaining people in Rhudaur and Cardolan and even the Witch-King has had to halt his war efforts due to the loss of men. Though this may be a reprieve for the remaining kingdom of Arthedain, the country still reels from the unstoppable sickness. Círdan of Lindon has sent out some of his folk to glean some information about his human allies to the north and east. If this plague should wipe them out, then his land will be all but exposed to the forces of Angmar - a thought that concerns him deeply.

From the east, the dwarves of Khazad-dûm have also sent out emissaries to find out the cause and affects of this plague. The Dwarves have not suffered much from the sickness - their bodies being somewhat more immune and also the fact that their kind live deep in the earth. Still, their concern is great as well for the threat of Angmar and the Orcs of Mount Gundabad are free to roam these once guarded lands of men.

Our tale picks up just outside of the city of Tharbad - in the house of Celephain, a Dúnedain lord of old Cardolan. The city of Tharbad is one of the last remaining congregations of the Dúnedain folk in Cardolan. After it's sack by Angmar in 1409 TA, many of Cardolan's Dúnedain fled to the Tyn Gorthad (the Barrow Downs) and the Old Forest for safety from the roving enemy. It was not long before the Angmarim vacated the lands of Cardolan - their sole purpose of conquest being to simply eradicate the Dúnedain of the north. Though many Dúnedain of Cardolan survived by fleeing, there was no returning to their former glory. Only the few remaining lords (such as Celephain) returned to reclaim what they could and rule it as best as possible. Arthedain went so far as to reclaim the lands of Cardolan, but no relief came from the northern kingdom.

Though poor and unable to do anything but defend their own, the Dúnedain of Cardolan made a life as they could, in relative peace, for over 227 years. In the





year 1636, the Great Plague swept up from the south and brought the already weakened folk to their knees.

The Company is all at the house of Celephain as stated in the Setting above. The home of Celephain is not what it used to be; the once rich villa is now run down by both war and plague. Celephain's wife has taken ill and he grieves deeply for he knows that she will soon be lost despite all of the healing aid his house can administer. Always a good and noble landlord, the people of his house have remained loyal through all times. It is this love and concern for his wife and his people that makes him decide to send his youngest (and healthy) son, north to Imladris to seek aid from Elrond. He knows the journey will be fraught with danger, but the task must be done and his son is the strongest and most capable to see it through. Celephain has spoken to many of the other noble houses that remain in Tharbad but most have lost hope and speak only of doom. He knows that there is hope and his son will find the aid that they need in the House of Elrond!

Coming down from your mother's bedchamber, you enter the diminutive room your father calls his hall. There is a large group gathered within, including the fair folk out of Lindon and the two Dwarves from Khazad-Dûm in the Misty Mountains. These folk had arrived almost at the same time, not four days ago and your father gladly opened his house to them. Also in the room is (Character's name), the quiet man that sees to the defense of the surrounding lands. Many of the other men from the locale have also come by your father's wish. You are concerned by how few there are that nod at you as you enter the room.

"Ahh my son, at last you have joined us. How is your mother this day?" (Celephain)

After the response, he continues, "I am asking of you to take up a journey to the far off lands of Rivendell. There you may seek the council of lord Elrond - said to be the greatest healer in all of Middle-Earth. If there is an answer to this plague, it will be within his house. The rest of you that have gathered in my hall, the fair folk of Lindon, and the sturdy folk of Khazad-dûm, can I request your aid in this... to help my son make his way to Imladris?"

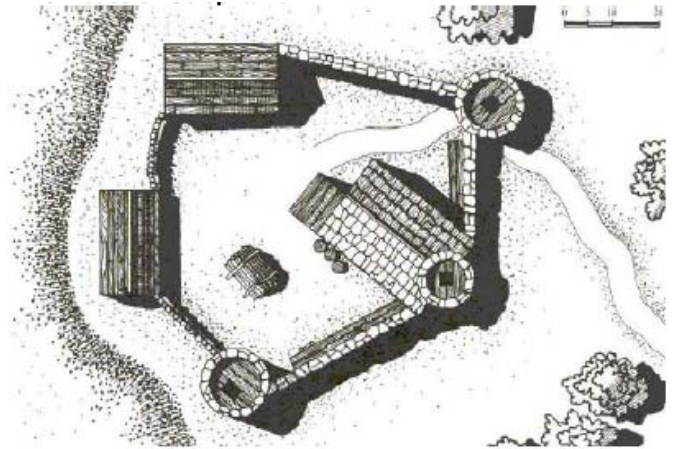
The players may role-play out the scene in getting the company started on the road. When the company sets out, Celephain will supply each with a strong horse with tack and saddle; he will supply food for 15 days, clothes to all the Company if they need it, and a little money to his son.

Due to a strong presence of Angmar forces in the eastern lands of Old Cardolan (En Eredoriath), the

travel is recommended to follow the Greenway west and then north to the great East-West Road. Though this will increase the amount of time to travel, it is necessary for the safety of the company.

There are no threats during this first scene but the Narrator can award up to **15 Experience Points (EP)** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

The House of Celephain:



Main House – the main house is built off the eastern wall. It is a well-built (though not as pleasant as is used to be) two-story structure. There are three bedrooms upstairs and four rooms downstairs. Downstairs is comprised of a study, a kitchen, dining room, and a hall. The hall is not grand by any means and quite diminutive when compared to some of the other castles of Arthedain and even Cardolan. Still, this is the chamber that Celephain greets his guests and sees to his servants and guards.

Stables – the stables are the western structure. The stables can easily accommodate up to 8 horses and has a loft where 3 stable hands sleep. There are currently 6 good horses in the stables.

Quarters – the servants and the small contingent of guards that Celephain employs reside in the northern structure. This meager building has enough room to accommodate at least 25 people, but it is only housing 16 at the moment. There are 4 house servants (cook, 2 maids, and a steward) at this time and 12 guards.

Surrounding lands – the lands that surround the house of Celephain are owned by him and are currently occupied by 17 families. These families farm and herd animals and each must pay a tribute to Celephain for his protection. Though the times have been tough, the people love Celephain as he loves them.

Scene 2

The Road out of Tharbad

Day 1 -

The day breaks on a cold and wet October morning. The company plans to set out even though the weather is forbidding

– the urgency of their quest driving them to go. Even the horses are gloomy as the stable hands saddle and prepare them for the long trip to come. The horses are all stocked with two saddle bags that have stowed within – 15 days of rations each consisting of dried meat, dried fruit, corncakes, and some vegetables for boiling (potatoes, onions, and turnips); two waterskins each; a blanket each; and one horse is stocked with a cooking pot. There is room left on each horse for a change of clothing, and small personal items. Weapons and shields will need to be carried or hung on the horses' flanks. Celephain stands on the porch of his house as you all climb into your saddles.

You salute your father saying, "The Company is prepared my Lord, we will see this quest done for the hope of all the Dúnedain of the north!"

"*Anar caluva tielyanna*" replies Celephain "*Onen i-Estel Edain*" (Language (Sindarin) roll TN 10 for translation), "Farewell my son, Good Luck!"

The company moves out along the road leaving Celephain's land. The *Iaur Men Formen* (aka - the Greenway), which lies not 2 miles away, will be their road north. The cold rain makes everyone pull their cloak closer around their bodies. Only the elves seem to feel no discomfort from the cold wet; but like the rest of the company, their spirits are low. The gray landscape offers no solace – the rolling land of Tharbad shows the many scars of the struggles. The homesteads lie empty across your view, their occupants gone from both war and disease.

Yet, some homes show the twinkle of lights and plumes of smoke rise from the chimneys – and it is this that strengthens your hearts, knowing that your quest will not be in vain. You ride on in silence; each of you going through the thoughts in your minds and the road you are on merges into the Greenway and begins to take you north. The quest has begun.

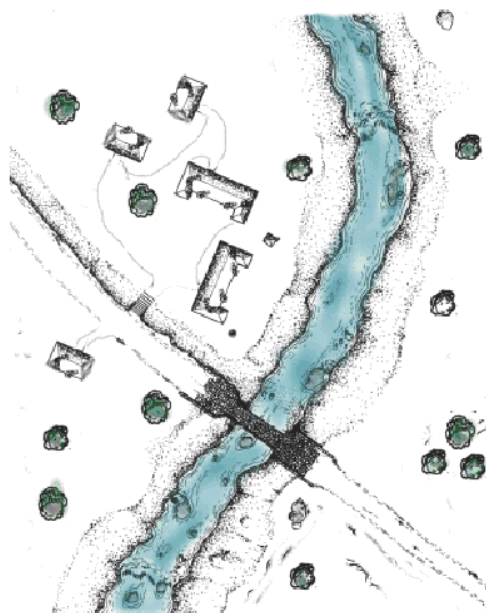
The rains become intermittent throughout your travel but the sun makes no appearance. The wind picks up as you continue north and its temperature drops as it blows into your faces – this seems a foreboding wind to you – a sign of troubles ahead.

Day 2 -

The day is as cold and wet as it was yesterday. The company rides through intermittent rain and strong cold breezes and spirits are low. The horses hang their heads and the company draws their cloaks tightly to themselves. There is little that is dry on any of you and it is very discomforting and clingy. The saddles have begun to chafe some of the riders due to the wet clothing and slippery leather.

The days travel ends upon an elevation of land that overlooks a small river. The river is one of the many tributaries of the great Gwathló (Greyflood) River that runs through Tharbad to the sea. A small bridge of stone crosses over the river and to its north a small village sits.

There is no light or movement within the town; the rain continues to fall; and your company needs to make camp for the night. You decide to ride into the town to seek shelter and any potential hospitality. Once you have entered, you see that there is no hospitality to be offered – only the smell of death greets you at the gates.



The small town is empty of any living inhabitants; the remains of those that did reside here are scattered throughout the homes. The Company may look to find shelter here for rest and may want to fill their waterskins but that is all that will be of any use here. They may wish to take care of the remains as well.

The narrator may use this town to have the Company make their first Stamina tests to resist any infection from the plague (see notes above).

Day 3 -

The Company has traveled for three days through rainy, gray and cold days; they have seen little in the ways of travelers or "living" homesteads. The outlook of the Company is grim as they realize the extensive effect the Plague has had on the lands.

At dusk of the third day, crowning a small hillock, the Company looks down upon the burning ruin of wagon train. Four wagons burn and three other lay turned on their side; the dead litter the ground around them.

Unknown to the players, a group of three Warg outriders are watching the players as they mingle throughout the wagons. The Orcs made an easy kill of the sick and weary refugees and now they intend to make the same of these bothersome travelers. (The orcs do not know the content of the Company, they may

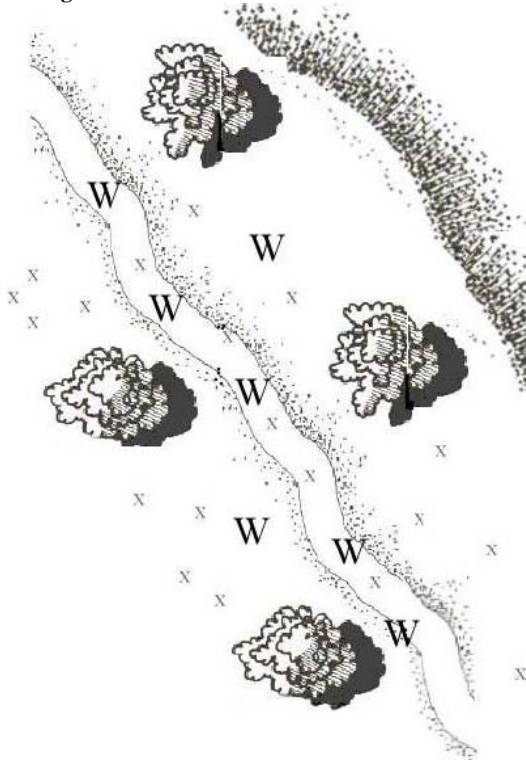


only see the number so even with their fewer numbers, they will still attack; after all only the weak and sick humans have been using these roads!)

The content of the attackers is 3 Orcs (common) and 3 wargs (**Narrator can get statistics from the CR or FBWM books**). The

Orcs have a total of 6 cp amongst them as well as some nasty looking scimitars and 3 smelly leather corselets.

The Wagon Massacre:



*Each **W** is the location of a Wagon; each **X** is the location of a dead body. The Narrator can determine which wagons burn and which do not, as well as age and gender of the slain.

The Narrator can award the respective **EP** for the kills of either Orc or Warg and up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 3 The Touch of Fear

The Company has moved on past the wagons and traveled on for another 2 days; as they ride through the misty rain a sudden panic fills each of them.

This is the 5th day since leaving Tharbad unless the characters have failed their stamina tests to travel – narrator may wish to note the status of food and water.

Circling high above, surveying the lands of southern Arthedain and northern Cardolan, the Witch-King rides his Fell-Beast. He will not make any attacks on

this small Company riding below but he will certainly make a point to remember them.

The players must each make a Willpower Reaction test to oppose the Witch-King's *Terror* roll. The Witch-King's *Terror* modifier is +10 (Bearing plus Intimidate (Fear) skill rank divided by 2) to the 2d6 roll; the Company members may each gain a +5 to their Willpower tests for the distance the Nazgûl is from them. If any character loses the test by an extraordinary failure, someone in the Company must talk them into continuing the journey (Inspire Test versus Willpower), otherwise they turn around and head back to Tharbad.

The Narrator can award up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 4 No Place to Call a Home

After three days of riding, spirits have increased quite a bit for the simple fact that the sun has come out. The lands look less dismal as the fall colors splash across the horizon. Leaves drift on the wind and the smell of the untended apple orchards adds a fragrance to the air.

This is the 8th day since leaving Tharbad unless the characters have failed their stamina tests to travel – narrator may wish to note the status of food and water.

The Company rides into an encampment of refugees. A ragtag group of 47 humans (mostly Eriadorians) are settling in to a temporary encampment. The children and women folk fashion small tents and lean-to's as the men maneuver the wagons and pushcarts into a ring for safety. Livestock and dogs mew and bark throughout the encampment.

The refugees are concerned by the approach of the Company and a Company member must make a successful Persuade roll to gain the groups friendship – TN 8. (If no one in the Company has the appropriate skill, a Bearing test may be done at TN 8). If failed, the people will force the Company along; otherwise they will welcome them in.

The Narrator must have the Company role-play and make some simple TN 5 tests to get the people to open up. The level of role-playing will determine how much these people reveal about themselves; the Narrator must decide on how his group's role-playing qualifies.

If they get them to converse, the refugees tell that they are the last of those that dwelled in the old town of Andrath (now a deserted city). They left 4 days ago heading for the safer lands that surround Tharbad. They speak of orcs roaming the lands and of Fell spirits that have only recently been seen and felt around the Barrows and the lands of Tyn Gorthad (the Barrow Downs).

The Company can stay the night with the refugees, but they will be heading on south in the morning. *At the end of this scene, the characters will need to make their first Stamina roll against the Plague.*

The Narrator can award up to 5 EP to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

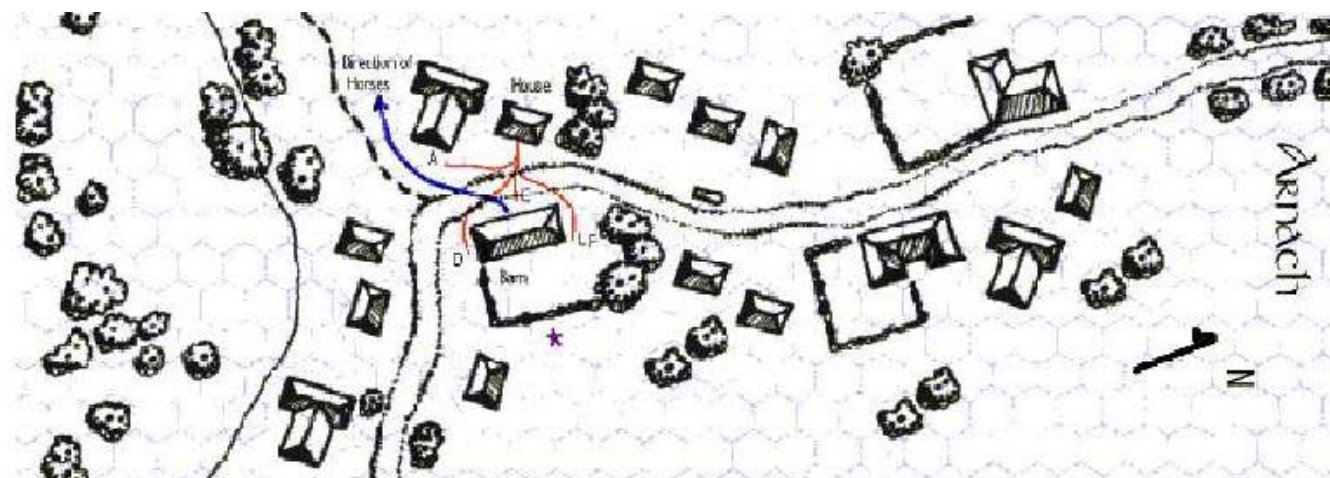
Scene 5

Cold Bones and Heartless Spirits

The Company continues for another 4 days of travel, passing the deserted town of Andrath where the refugees that they met had resided. The Company pushes on further north to the next empty town of Arnach and decides to take refuge here due to a storm that is pressing in on them. Thunder, lightning and freezing rain end the previous four glorious days of sunshine and the Company hopes for better weather with the dawn.

This is the 12th day since leaving Tharbad unless the characters have failed their stamina tests to travel – narrator may wish to note the status of food and water.

The old Village of Arnach:



The Company has no idea that there is a band of brigands that have been watching their approach. With nightfall, the group intends to make away with the Company's horses while they sleep. What both groups are unaware of is that the town is also the haunt of a newly present spirit of the Barrow-Downs.

The brigands will make the first move against the Company by sending one from their group in to release the horses. This individual will be attacked and overcome by the Barrow-Wight. The fear created by the undead will cause the horses to panic and race off into the foggy night. The Company will witness the horses running away and the wight hauling away its prey.

The brigands will return in full to demand of the Company the location of their companion. The confrontation may come to weapons being drawn.

Barrow-Wight (Narrator can get statistics from the CR or FBWM books)- His name, or at least the name of the body he inhabits was Eldanar – once an Arnorian Noble. Buried in the hallowed hills of Tyn Gorthad in 841 TA, the noble was interred with his most valuable treasures. The barrow wight now wears the treasures, or they are scattered upon the barrow floor.



Brigands – use the Dunlending stat page 289-290 of CRB. The narrator may determine the number of brigands based on the character's number and advancement level. Narrator may decide on either combat pacing for their game.

Due to the low level of the Company, it is not recommended that the narrator have the wight attack them directly. If the Company *decides* to pursue the wight back to its barrow, or to help the brigands make a rescue, they find it approximately 250 yards away, atop of the low rising down just northeast of the town. They still have another problem as well; they need to recover their mounts.

The Company may stay as long as they wish in the town of Arnach, but each evening they stay, the barrow-wight will attempt to take one of them as prey.

Eldanar's Barrow

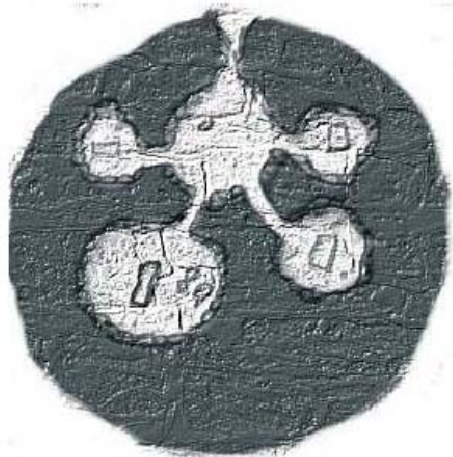
The crypt has a large stone that blocks its entrance that will require a combined Strength of 30 to move. Once opened, a small passage leads back into the darkness into a large center chamber. The dusty smell of death hangs heavy on the air. From the center chamber, four passages extend out:

1. Empty crypt – has the remains of a small child, one of Eldanar's twin children that were stillborn.
2. Empty crypt – has the remains of Eldanar's wife
3. Eldanar's crypt – contained within will be the below mentioned treasures as well as the Barrow-Wight. Any prisoners will be in here in a deep



- arcane sleep or if the wight has been destroyed, the empty chamber just contains the relics.
4. Empty crypt – has the remains of a small child, one of Eldanar's twin children that were stillborn.

Eldanar's Barrow:



The wight wears or the barrow contains 3 ornate rings (15 gp, 10 GP, and 3 GP), 2 necklaces (12 sp, 6 gp), chain hauberk, 3 daggers, and a longsword (Magoelin).

Magoelin – The master craftsman of Westernesse forged this beautiful sword in the days of Númenor's power. The family cherished the blade and it was handed down from father to son through the generations until it came to Eldanar. Due to his twin sons dying at birth, there was no one to pass the sword to and the nobles of Arnor placed it within the barrow. The sword is not magical, but due to its heritage, bestows the following bonuses:

1. +1 to Intimidate and Inspire tests when drawn
2. +1 to Armed Combat (masterwork)
3. +1 to damage (masterwork)

The Narrator can award the respective **EP's** for the following: surviving a wight attack and leaving the next day **5 EP**, driving off the wight **10 EP**, slaying the wight **15 EP**, and up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 6

Perhaps the Pony's Hearth

This is the 15th day since leaving Tharbad unless the characters have failed their stamina tests to travel – narrator may wish to note the status of food and water.

On a cold and rainy afternoon of the 15th day since their departure, the Company arrives in the quaint little town of Bree. Travelers have always known the town for its hospitality, but today the company finds the gates of Bree closed with no admittance.

Someone within the company must make either a Bearing test or a Persuade test **TN 10** to gain entrance into the city. Due to the Plague, the gate warden is being quite unyielding.

Once they gain admittance, the Company can move on to the Prancing Pony. This Inn has been well known by travelers since the foundation of the small crossroad town. Unfortunately, even at the Inn they find it difficult to gain service; someone within the company must make either a Bearing test or a Persuade test **TN 8**.

If they do get service, the company can relax for a day or two and refresh themselves. The rooms at the Pony are quite nice and the ale is flowing even in these hard times.

While they sleep, the entire Company will have the same premonition:

As the Company rests within the warm inn, they are still haunted by visions of barrows and wights! Suddenly, the voice of an old man is heard, filling their minds, "Terror seeks you! You must remain true and continue your road... and heed..."

The voice changes to that of a woman, and she speaks...

The path of an errand run so urgent
The life of thy kin at stake
To choose the destiny of another
The choice that must be made
For noble blood that has been poisoned
Ephania may save - (**pronounced E-fane-E-ul**)
To carry on the line of kings
Far into future days

And as the Company sleeps, the nightmarish Downs fade from their dreams and are replaced by the image of a tall, proud man – a star upon his forehead, and behind him, a white-tiered city.

A cock crows and the Company are awakened into a new day.

The Narrator may create a local need from the Company if they wish to; otherwise, the Company may remain in Bree for as long as their money holds out. **Note: due to hard times, items costs 20% higher than normal.** There are no threats during this scene but the Narrator can award up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

This is the end of the first Chapter of the travels to Imladris in Rivendell. The surviving Company members have seen through hunger, cold and some of the dangerous creatures of Middle-earth. The Narrator may award **1,000 EP** to the surviving characters that made it to the Pony. They have another long road ahead of them and hopefully have learned a thing or two.

FAN FLAVOUR

ANDÚRING LONGSWORD (S. LONG-COLD)

and

SILTURMA LONG KNIFE DAGGER (Q. DAGGER SHIELD)

History: Forged in Nargothrond, in the First Age, by the Noldor Elves. This sword and dagger were created to fight off the Urúloki (Dragons) and were laced with Bane spells for that purpose. The sword was simply named for its long cold steel; the dagger for its effectiveness as a Main Gauche.

After the Dagor Bragollach, Morgoth sent his forces to destroy the Elven fortress of Nargothrond and foolishly Orodreth marched forth to meet them. Orodreth and his ranks were routed and Nargothrond was destroyed. The few who survived the assault sought aid from the Haladin of Brethil and Noldorin weapons were given in trade for the assistance. The Haladin kept these weapons for a very short time, being axe lovers, and they were soon in the hands of other Edain.

Andúring and Silturma made their way to Númenor with the Edain that aided in the wars to overcome Morgoth. They became treasured heirlooms of one of the houses of the Lords of Andunie and were handed down through the generations.

When the Faithful followed Elendil back to Middle-Earth, the weapons were amongst the treasures that were brought. Andúring and Silturma went to war again against the forces of Morgoth, led by Sauron, in the Last Alliance. After the war, the knight of Arnor who possessed them returned back to his estate and they have been handed down through his family for the last 1,500 years. (**Note:** this period of time may be changed relative to the narrator's chronicle and what year it is taking place.)

Borandil was the last to possess the weapons. He was the last of his line, with no children and no siblings. The sword and dagger no longer have a house to bear them.

Bonuses:

Andúring

- 2d6+5 / +1 Parry Bonus
- Bane vs. Minions of the Shadow - +2 to attack Tests / additional +2 to Damage
- Bane vs. Dragons - +5 to attack Tests / additional +10 to Damage
- The sword cuts easily through dragon scale, negating half of the armor's damage reduction.

Silturma

- 1D6+3 / +1 Parry Bonus
- Bane vs. Minions of the Shadow: +3 to attack Tests / additional +3 to Damage
- Grants the effects the Ambidextrous Edge. If the wielder already has Ambidextrous, then he gains the effects of Ambidextrous 2, otherwise no bonus is conferred

When they are used/wielded together:

- +2 bonus Inspire and Intimidate tests
- +4 to Siege-craft: Unit Leadership
- Silturma gains an additional +2 to Parry Bonus when used in the off-hand in concert with another sword as a Main Gauche (does not need to be Andúring).





NEW ELITE ORDER: WEAPONMASTER

You are a jack-of-all-trades when it comes to using and crafting weapons. You don't consider any specific weapon a favorite nor use one exclusively.

PREREQUISITES: Carry more than one kind of weapon; Armed Combat, Ranged Combat, and/or Unarmed 6+ in two skills for at least two skill groups and two specialties for each of those skills; Smithcraft (Weaponsmith) 1+ or Craft: Bows/Arrows 1+; Cannot have Favoured Weapon ability

Note: You can never gain the Favoured Weapon ability if Weaponmaster is an active Order for the purpose of advancement pick purchases.

Order Skills: Armed Combat, Craft, Inspire, Intimidate, Observe, Ranged Combat, Run, Smithcraft, Stealth, Unarmed Combat

ORDER ABILITIES:

BATTLE FOCUS Your focus while in combat is as sharp as your blade. You may ignore a penalty of up to -3 due to the distractions of combat per point of Courage spent.

COMBAT PROWESS As you become more experienced, you become more intuitive in combat, landing deadlier blows. You gain +2 bonus to all Armed Combat, Ranged Combat, and Unarmed Combat skill tests.

Improvement: Yes, gain an additional +2 bonus to all Armed Combat, Ranged Combat, and Unarmed Combat skill tests (maximum +6 total).

ENHANCED CRAFTSMANSHIP You are trained in both the art of combat and creation of weapons. Choose a weapon of which you have a specialty for, by melding knowledge of design with practical application, you are able to create better weapons. Add a +3 bonus to Smithcraft (or Craft for bows and arrows) tests when creating a weapon of the chosen type, regardless if you have the specialty in more than one combat skill.

Prerequisite: Craft 4+ or Smithcraft 4+

Improvement: Yes, select a new weapon specialty.

MASTERWORK This is the same ability as that of the Craftsman Order (see pg. 84 of the CRB).

Prerequisite: Craft 8+ or Smithcraft 8+, Enhanced Craftsmanship

THROWING WEAPONS From much practice of non-traditional techniques, you are able to wield your weapons in a way that would surprise even the most challenging of opponents. Enemies will now think twice about how to approach a warrior who can throw his longsword or great axe with deadly precision. Select an Armed Combat skill. Any weapon classified used in this skill that isn't already listed in the Ranged Combat skill group can be used with the skill Ranged Combat: Thrown. The range increments for Small weapons are 5/10/20/30 +5; for Medium weapons, 2/7/15/25 +2; and for Large weapons, 2/7/15/20 +2. Specialties can also now be purchased for each individual weapon that can be thrown.

Improvement: Select a new Armed Combat skill to use as a thrown weapon.

WEAPON SAVVY Your experience with many different weapons has given you a better understanding in the use of new weapons. Select a weapon that isn't covered by any of your combat skills and gain a +2 bonus in the use of this weapon thus negating the untrained skill penalty. Upon gaining the skill that governs a weapon that is used with this ability, you will lose all bonuses conferred by this ability.

Improvement: Yes, gain an additional +2 bonus to combat skill tests with this weapon or select a new weapon.



NEW ORDER ABILITIES

by Scottomir

The following new Order abilities are designed with a couple specific purposes in mind. First, the goal was to try to even out the basic Orders by making sure that each had seven abilities total. Additionally, an effort was made to ensure that each Order had at least a couple "advanced" abilities that built upon less-powerful abilities, requiring a lesser ability as a requisite. For example, the Mariner's ability Sea-Legs is fairly useless on its own, but it serves as a fair stepping stone for a powerful new ability like Corsair.



BARBARIAN

RAGE When locked in desperate combat, you can fly into a wild rage and shrug off the strain of injury and fatigue. You may spend a point of Courage to fly into a rage, ignoring your Wound and Weariness penalties for a number of rounds equal to your Vitality bonus. You may use this ability only once each battle scene.

Requisite: Hard March, Vitality 8+

Improvement: For an additional pick allotted to this ability, the rage duration is increased by 2 rounds

CRAFTSMAN

DEFT You are deft at making and appraising craft-works. When you spend a point of Courage on any Craft, Smithcraft, Stonecraft, or Appraise test, you receive a +5 bonus instead of the usual +3.

LOREMASTER

TEST OF LORE You possess keen insights into treasures and craft-works of the past. Like Elrond, you could recognize a long-lost sword by the runes upon its blade. You receive a +2 bonus on Lore or Appraise tests made to identify or evaluate an artifact, relic, heirloom, or ancient treasure, and on a superior success or better you discern an additional piece of unique, important information about the item (who created it, how it was made, previous owners, magic powers).

Requisite: Wits 8+

MARINER

CORSAIR You excel at naval combat. You may spend a point of Courage to receive a +2 bonus to all physical skill tests while fighting on a ship, bridge, riverbank, or ford. This bonus lasts for the rest of the battle scene.

Requisite: Sea Legs, Strength 6+

MINSTREL

KINDLING OF THE SPIRIT Your stirring exhortations can renew courage in the hearts of your friends. As a full-round action you may make a Perform test at TN 10. Every ally who can hear your words immediately regains a number of spent Courage points based on degree of success (1 for complete, 2 for superior, 3 for extraordinary). These points only restore spent Courage and cannot exceed the character's maximum. You may use this ability only once each game session.

Requisite: Gladden, Inspiring Performance, Bearing 9+

NOBLE

LORDLY PRESENCE You possess a lordly demeanor that bolsters your friends during times of crisis. During a battle scene all allies who

can see you and hear your voice receive a +2 bonus on all tests to resist fear, terror, and Intimidate.

Requisite: Noble Mien, Bearing 8+, Inspire +6

Improvement: For an additional pick allotted to this ability, the bonus increases to +4.

DOOM You speak with a voice of authority, pronouncing doom upon those who dare stand against you. As a full-round action, you may make an Intimidate test against a specific enemy at a TN equal to that enemy's Bearing. That enemy loses a number of points of Courage based on degree of success (1 for complete, 2 for superior, 3 for extraordinary); if the enemy does not have enough Courage points, he suffers a -3 penalty on all Willpower tests for the rest of the scene. You may use this ability only once each scene.

Requisite: Deference, Bearing 8+, Intimidate +6

ROGUE

ESCAPE You excel at slipping out of sight and hiding from your foes. During a fight, as a full-round action you may move at up to a Run in order to get behind nearby concealment (a dense grove, a dark shadow, behind a wall). As long as you do not move, no enemies can attack you unless one of them first moves toward your location and wins a Search test (at a cost of 1 action) opposed by your Stealth (Hide) test. If you are not discovered, when you stop hiding your foes will not be aware of you and you may strike with surprise or from behind.

Requisite: Lurking in Shadows, Stealth +7

WARRIOR

LUCKY STRIKE Your courageous heart blesses you with good fortune, and sometimes you land a lucky blow that would otherwise be turned aside. When making an Armed Combat, Ranged Combat, or Unarmed Combat attack, you may spend a point of Courage and roll an extra die (3d6 total) for your attack test, keeping the two highest dice. The normal rule of double 6's still applies. If your attack hits, you receive a +3 bonus to the damage dealt by that attack. You may use this ability only once each battle scene.

STAUNCH DEFENDER You are a stalwart fighter adept at defending against many foes. When you take extra actions in combat beyond your normal action allowance and use them to make parry, block, or dodge tests, the penalty to the action test is only -3 cumulative instead of the normal -5 cumulative.

Requisite: Battle-hardened, Nimbleness 6+



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.

ŪVATHA: THE HORSEMAN

By Decipher/ICE/MERP, Contributed by Doug Joos

ATTRIBUTES: Bearing 14 (+4), Nimbleness 10 (+2), Perception 12 (+3), Strength 10 (+2)*, Vitality 12 (+3), Wits 12 (+3)*

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

DEFENCE: 12

MOVEMENT: 6

ORDERS: Warrior, magician (sorcerer)

ORDER ABILITIES: Battle-hardened, Evasion, Spellcasting 5, Spell Specialty (Sorcery), Swift Strike

ADVANCEMENTS: 35

SKILLS: Armed Combat: Blades (Longsword) +10, Inquire (Interrogate) +9, Intimidate (Fear) +12, Language: Westron +6, Language: Black Speech +8, Lore: Realm (Khand, Mordor) +4, Lore: History (Men) +8, Lore: Magic +6, Lore: Servants of the Shadow +8, Lore: Rings of Power +6, Observe (Spot) +9, Ranged Combat: Bows (Longbow) +4, Ride (Hellhawk, Horse) +9, Siegemcraft +6, Stealth (Sneak) +6, Track (Scent) +5

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

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

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

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

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 14

COURAGE: 5

REOWN: 35

TN EQUIVALENT: 20



UNIQUE SPECIAL ABILITIES

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

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

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

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

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

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

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

SENSES OF THE DEAD The Nazgûl do not see the living beings of the world, but instead perceive the shadows they cast.

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

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

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

DESCRIPTION

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

5' 11" and 190 lbs, Ûvatha was large for a Variag, but he was short compared to the other Nazgûl. His reddish brown eyes, light skin, and black hair typified the Variag norm, as it did his garish red and black garb. Ûvatha wore a light red breastplate, black pants, a black shirt, black knee boots, and a dark grey cloak.

HABITAT

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

SOCIETY

The Nazgûl are completely devoted to and dominated by the will of Sauron. While the Lord of the Nazgûl is nominally in command of the other eight, his authority is a dim reflection of Sauron's. When the Nazgûl are within a few miles of one another, they can communicate through piercing wails that torture both the eardrums and the souls of living beings.





USAGE

The Nazgûl are harbingers of doom, sowing fear and reaping terror wherever they may be. Anywhere heroes struggle against the Enemy, his servants may travel to stop them. The Nazgûl are among Sauron's most powerful servants, and a terrible challenge to any but the

most powerful heroes. Those who expect to do anything other than avoid their attention or flee before them are certainly near the end of their chronicle, where peril is greatest and the consequences of failure most dire.

HISTORY

Ûvatha the Horseman, the ninth and most undisciplined of Sauron's Ringwraiths, was born in the Caves of Ôlbamarl as Ûvathar Achef in S.A. 1970. His father, Kîonid Achef was an exiled Variag Prince from Lâorkî in Eastern Khand. The young warrior shared the pain and uncertainty of his family's continual flight, and the nomadic life that he led throughout his early years hardened him for the trials to come. Ûvatha rode a horse earlier than any Variag thought possible, and he killed a man before he reached the age of seven. When he was nearing the age of eighteen in S.A. 1988, he led the light cavalry wing of his father's army at the Battle of Noz Peka (V. "Knife River"), where his gallant charge against the Variag King's Guard decided the war that restored his family to the throne of Upper Khand.

Kîonid Achef died at Knife River, so his brother, Mîonid, took the second most powerful throne amongst the Variags. Kîonid's son, in keeping with Variag tradition, was ordered executed; but young Ûvatha escaped and rode westward into Sturlurtsa Khand, the capital of Lower Khand. There, the Horseman earned his nickname and garnered the support of King Ûrig Ûrpof, the Lord of two thirds of the Variag people. He was appointed Warlord of the main army of Lower Khand in S.A. 1999 and deposed the Ûrpof dynasty the following year. Turning on his uncle's domain, he crushed the horse-warriors of Upper Khand in S.A. 2000, uniting Khand for the first time in recorded history. Two years later, he accepted a ring of power as a gift from the King of Mordor, becoming the ninth of nine Wraith-kings in the service of the Lord of the Rings.

Ûvatha the Nazgûl

Mordor was always an important ally of Khand, and the Dark Lord knew the Variags quite well. His evil influence perverted their already-brutal culture well before the rise of Ûvatha. After the unification of Khand under the Horsemen, though, the harsh Variags became one of Sauron's most useful and most heinous tools of conquest. They assured the security

of Nûrn's open eastern border and decimated the peoples that threatened Adûnaphel's rise in Near Harad. For the next twelve hundred and sixty years, Ûvatha's people preyed on their neighbors and extended the shadow to the south and north of their plateau kingdom. Variags controlled the trade along the Ered Harmal, and vied with the powerful Númenoreans for the hearts of Harad's Merchant-princes.

In S.A. 3529, the Horseman led his main battle army across Relmether and over the Talathrant. For the next two years, the Variags fought beside the Chey warriors of the Ûlair Ren the Unclean, leading to the Chey conquest of the Khargagis Ahar. Ûvatha's warriors received half of the booty exacted from the defeated Ahar and then returned home to Khand. Just as they arrived, however, the first armada of the Númenorean King Ar-Pharazôn arrived at Umbar. Their invasion and the subsequent overwhelming show of Adan arms led to the surrender of Sauron of Mordor a year later (S.A. 3262). As the Lord of the Rings resided as a captive on the island-continent of Númenor, the Variag King hid from the forces of Westernesse in his secretive hold at Ôlbamarl in the mountains of northern Khand.

The Dark Lord resumed his reign in Mordor in S.A. 3319 after the Downfall of Númenor. Ûvatha came out of hiding and went into the Dark Land in order to serve his Evil Master. Acting as Sauron's Messenger, the Horseman participated in the campaigns waged by Sauron's troops in Rhovanion and Ithilien beginning in S.A. 3429. Ûvatha was at the Dark Tower in S.A. 3434 when it was besieged by the Last Alliance of Elves and Men, and he passed into the Shadows when Barad-dûr fell and Sauron lost his Ruling Ring at the end of the Second Age (S.A. 3441).

The Third Age

Ûvatha reappeared in Middle-earth around T.A. 1050 returning to his old abode at Ôlbamarl in the southwestern most spur of the Ephel Duath. Fifty years later, he crowned himself King of the Variags while he stood over the bloody body of his predecessor, Ûonid Irbo. A five hundred and forty year (T.A. 1100-1640) reign of terror followed, as Ûvatha unleashed the unforgiving Variag tribes on the unfortunate lands of the south and north. The empire of the Kingdom of Khand expanded rapidly across northeastern Harad and southern Rhûn, and gradually extended to the western banks of the great river Talathrant and the southern shores of the Sea of Rhûn. Tribute came to the Court of Ûvatha from the Nûriags of Nûrad and the Asdriags of eastern Rhûn, the Variags closest kin. Only the presences of two other Ûlair kingdoms – the domains of Adûnaphel of Near Harad and Ren of Chey Sart – prevented the Lord of Khand from laying claim to all of central Middle-earth.

Ûvatha administered his holdings through a loose but ruthless system of patronage and his departure from Sturlurtsa Khand in T.A. 1640 marked a steady decline in Variag fortunes that lasted until his return in T.A. 1854. While the Variag King joined seven other Ringwraiths and laid the foundations for Sauron's reemergence in Mordor, his own minions began carving out their own fiefs. Peace settled over the Kingdom of Khand and the subject peoples gradually broke away from the Variag yoke.



The erosion of Variag power incensed Ûvatha and worried the Lord of the Rings, so the Horseman rode back to Khand and resumed his rule. This act set the Evil One's plan in motion, for it served as the catalyst that stirred the chain of events resulting in the first major Easterling migration into Rhovanion. Ûvatha quickly reordered his elite retainers, crushed the local Lords who appeared self-serving, reassembled his cavalry army, and began a vicious campaign of reconquest.

The Nûriags became the first victims of his vengeful wrath and, as they retreated northward into Rhûn to escape their more powerful cousins, the relatively brutal tribes of Nûrad drove the peoples they encountered westward. Asdriag groups migrated across the Talath Harroch (S. "South Horse Plain") of southern Rhovanion, while the Sagath and Logath confederations moved west along the shores of the Inland Sea. The latter migrated in great wagons and came to be known by the Northmen and Gondorians as the Wainriders. Pushing into Rhovanion, they battled the Kingdom of Gondor and its Northman allies for forty-three years (T.A. 1856-99) before forcing the Dûnedain across the Anduin. Sauron's plot to destroy Gondor's hold on Rhovanion succeeded brilliantly without betraying the presence of the Lord of the Rings.

Ûvatha returned to Mordor in T.A. 1940, creating turmoil in Khand. Unfortunately for the Variags, his departure from his homeland coincided with the arrival a new threat from the East. A collection of fierce Igath tribes, the easternmost of the Wainrider confederations, pushed through the Gap of Khand in search of new pastures. This set the stage for the rise of Ovathar Achef (Ovatha I). A descendant of Ûvatha, Ovatha laid claim to the Variag throne by solving the dilemma presented by the multitudinous Igath. He rode east and met with Avas III, the High-chieftain of the Wainriders, offering them free passage through Khand in exchange for peace. The Igath balked, citing the difficulties he would encounter if he were forced to face Gondor alone. Ovatha then proposed an alliance between the two nations and the neighboring Haradrim. The Igath, Haradrim, and Variags marched together toward Ithilien in T.A. 1944, hoping to crush the South Kingdom, while the Gondorians faced the threat of another Wainrider army in the north. It was a brilliant plan, but Gondor's Southern Army defeated the undisciplined horde led by Avas and Ovatha. The tactical mastery of Eärnil II prevailed, ending the threat created by Ovatha's diplomacy.

In T.A. 2000, Ûvatha joined the other Nazgûl for the surprise attack on Minas Ithil. The Horseman remained for the two-year siege that followed, but he returned to Khand when the marble fortress city finally fell. His arrival home in T.A. 2003 marked the beginning of his last reign as the King of the Variags.

Threatened by the White Council, Sauron left his fortress at Dol Guldur in T.A. 2941 and slipped back into Mordor. He made his presences known ten years later, when he announced himself as the King of Men and ordered the rebuilding of Barad-dûr. As the stones began rising from the magical foundation of the Dark Tower in T.A. 2951, Ûvatha and two other Ringwraiths (Khamûl and Adûnaphel) flew back to Dol Guldur and reopened the citadel.

The Horseman served as Sauron's best link to the Hill of Sorcery, and he made frequent journeys to both Barad-dûr and Minas Morgul. For the next sixty-seven years, Ûvatha acted as a

tireless courier carrying messages between Khamûl, the Witch-king, and the Lord of the Rings. This permitted the Dark Lord to plan the buildup of the two armies he assembled outside of Gorgoroth (those of Dol Guldur and Minas Morgul). Both of these forces attacked the Free Peoples in mid T.A. 3018, beginning the War of the Ring. Khamûl commanded the forces based in Mirkwood and

gave the Variag King a command in the abortive strike against Thranduil's Elven realm in northern Mirkwood.

Following his defeat, Ûvatha rode with Khamûl and Adûnaphel south during their search for the One Ring. The Black Riders traveled into the Nan Anduin, where they joined the Witch-king and the other five Ûlairi on the quest to find the Shire. First they looked near the Gladden Fields, but then they turned south, skirted Lorien, and rode through Rohan and past Isengard into Eriador. Their sojourn carried them through Tharbad on the Gwathló and into old Cardolan. Splitting at the junction with the road to the land of the Hobbits, three Nazgûl (Hoarmûrath, Adûnaphel, and Khamûl) rode toward the Stone Ford; the Witch-king and the other Riders went north through Andrath and on to Bree. Ûvatha traveled with the main group, but broke away near Bree in order to deliver the Black Captain's orders to Khamûl and the other two Nazgûl that chased the Hobbits east through the Green Hill Country and Buckland.

After the Variag King rendezvoused with the Easterling's party on the Great East Road beyond Bree, he rode with the three Ringwraiths to En Eredoriath (S. "The Lone Lands"), where they met their five brethren. Riding the Hobbits down at the Bruinen Ford near Rivendell, the nine Wraith-kings found themselves engulfed in the magical floodwaters that Elrond summoned to safeguard the Hobbit's flight. Ûvatha, the fastest and most impetuous of the Nine, was almost to the east bank when he was swept away in the torrent.

Ûvatha returned to Dol Guldur after the embarrassing defeat at the Bruinen Ford. There, he mounted a Fell Beast and resumed his role as the Evil One's messenger. His subsequent flights insured the coordination of the Nazgûl's search for the Ring and the simultaneous mobilization of Sauron's three principal armies. Ûvatha flew south to Mordor for the last time as Khamûl and Adûnaphel led their two columns out of Dol Guldur, beneath the dark canopy of Mirkwood.

The Horseman arrived at the Dark Tower as the Witch-king began the assault on Minas Tirith, and he remained with Sauron until the opening of the Battle of Morannon. He then flew as one of the eight Nazgûl that fought the Great Eagles above the parched battle plain where the vast Host of Mordor engulfed the Army of the Free Peoples. His fate was not decided at Morannon, however, for Ûvatha and the other Ringwraiths broke off the engagement in order to stop Frodo and Sam from destroying the One Ring in the fires of Mount Doom. Flying south toward Orodruin when the One Ring was unmade, the Variag King perished with his compatriots in the epic cataclysm that ended Sauron's presence in Eä.



PALLANDO, ITHRYN LUIN

"What success [Alatar and Pallando] had I do not know; but I fear they failed, as Saruman did, though doubtless in different ways; and I suspect they were the founders or beginners of secret cults and 'magic' traditions that outlasted the fall of Sauron."

- J.R.R. Tolkien

RACE: From across the Sea

RACIAL ABILITIES: Agelessness

ATTRIBUTES: Bearing 12 (+3), Nimbleness 10 (+2), Perception 13 (+3)*, Strength 9 (+1), Vitality 8 (+1), Wits 12 (+3)*

REACTIONS: Stamina +3, Swiftiness +3, Willpower +4, Wisdom +5*

ORDERS: Magician, Wizard

ORDER ABILITIES: Final Strike, Imposing, Mastery of Magic, Sense Power, Spellcasting 3, Spellcasting Method (Runes), Staff, Staff of Power, Wizardly Power, Wizard Spellcasting 4, Wizard's Heart

ADVANCEMENTS: 38

SPELLS: Bane-spell, Blinding Flash 3, Calling, Create Light 3, Display of Power, Evoke Awe, Farseeing, Farspeaking, Healing-spell, Lightning, Mind-speech, Mist of Speed, Opening-spell, Shutting-spell, Slumber, Spoken Thoughts, Veil, Voice of Command, Voice of Suasion, Wizard's Guise, Wizard's Fist, Wizard's Hand, Word of Command

SKILLS: Armed Combat: Club (Staff) +4, Debate (Negotiate, Parley) +5, Healing (Treat Wounds, Treat Illness) +8, Inquire (Converse) +6, Insight +8, Inspire +5, Intimidate (Majesty) +5, Language: Black Speech +4, Language: Quenya +8, Language: Sindarin +6, Language: Westron +6, Lore: Group (Order of Wizards) +4, Lore: History (Men, Elves) +10, Lore: Race (Men, Elves) +4, Observe (Hear, Spot, Sense Power) +8, Persuade (Charm) +6, Search +6, Survival (Forests, Plains) +4, Weather-sense +6

EDGES: Ally (Alatar), Armour of Heroes, Curious, Eloquent, Fair, Favour of Fortune 2, Healing Hands, Honey-tongued, Stern, Strong-willed 2, Tireless 2, Wise 3

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

HEALTH: 10

COURAGE: 6

RENOWN: 10

GEAR: Robes, staff of power

STAFF OF POWER

Like each of the others in the Order of Wizards, Pallando has fashioned a Staff of Power to act as a focus of his magical might. It is uniquely attuned to Pallando, and it can be fully wielded only by him. His staff is made from a twisted and gnarled oak, stained in a dark color.

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

Smiting - With his staff, Pallando can scratch a sign, which looks to be something indecipherable unless it is read by anyone he designates.

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

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

HISTORY

Pallando, one of the Ithryn Luin (S. "Blue Wizard"), came from across the Sea in the company of his friend, Alatar, the other Ithryn Luin. He is of the same guise as the others: an elderly man with white hair and very tall. Quieter and perhaps a bit more brooding than his friend, he is generally good-natured and has a wise, fatherly feel about him.

Once he arrived at the Grey Havens, he journeyed into the East with Alatar and with Saruman soon following. Pallando's fate is unknown, but Tolkien surmised that he didn't complete his assigned task and succumbed to the lures of temptation, as he didn't return to Valinor. Even with that being said, there could be many twists in his fate, Pallando may have:

- Sought dominion over Man in the East and vied for power against or joined Sauron
- Been captured and unable to continue in his quest
- Perished, but was denied return to Valinor
- Refused to participate and so remained in the East and establishing his own dark cult in secret, away from the watchful eye of the Shadow and his brethren

IN THE GAME

Pallando is unlikely to be encountered by adventurers unless they travel into the East. Only with the knowledge that there were more than three Wizards in Middle Earth would they even think that he was one. Pallando would likely be found traveling in the wild, accompanying Alatar on a hunt, or in a city delving into unknown secrets. He may also seek like-minded adventurers who would be up to the task to search for some secret tome or artifact or maybe even a crusade of some sort against the Shadow or (if he has fallen) a rival.

COMMON FOLK...

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

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





MEN (MIDDLE-MEN)

LOCALES

Dale, Rhovanion,
Gondor, Dunland, North
Misty Mountains,
Rohan, Eriador,

Northern Wastes, Arnor,
Arthedain, Cardolan, Rhudaur,
Isengard, Bree, Staddle, Combe

NAMES

FAMILY NAMES OF BREE:

Appledore, Birchdown,
Blackthorn, Butterbur,
Buttercup, Dogwood, Ferny,
Goatleaf, Gooseberry, Harebell,
Heathertoos, Honeystalk,
Mawseed, Milkflower,
Pickthorn, Rushlight,
Thistlewool, Whistletree,
Whitebeam, Whortleberry.

MALE NAMES OF BREE:

Al (Alden/Alvin), Alf (Alfred),
Andy (Andrew), Archie
(Archibald), Arnie (Arnold),
Art/Artie (Arthur), Ash
(Ashley), Bail (Bailey),
Barliman, Barnie (Bernard),
Bernie (Bernard), Bert/Bertie
(Albert / Egbert / Herbert /
Osbert), Bill / Billy (William),
Bob/Bobby (Robert), Bran
(Brandon), Charlie (Charles),
Cliff (Clifford), Cris (Crispin),
Dale (Dale), Del (Delbert),
Ed/Eddy (Edgar / Edmund /
Edward / Edwin), Ernie
(Ernest), Fred / Freddy
(Frederick), Harry (Harold),
Herb/Herbie (Herbert), Howie
(Howard), Kip (Kipling), Larry
(Lawrence), Len/ Lenny/Leo
(Leonard), Mat / Matty
(Matthew), Morty (Morton),
Nick/Nicky (Nicolas), Oz/Ozzie
(Osborn / Osbert / Osmond/
Oswald / Oswin), Perry
(Peregrin), Ray (Raymond),
Rich (Richard), Rob / Robbie /
Robin (Robert), Rod/Roddy
(Roderick/Rodney), Rowlie
(Rowland), Sage (Sage), Sid
(Sidney), Spike (Spike), Stan
(Stanley), Stew (Stewart),

Ted/Teddy (Edward), Terry (Terence),
Theo (Theobald / Theodore), Toby
(Tobias), Tod (Todd), Tom/Tommy
(ðDomas), Wally/Walt (Walter), Wes
(Wesley), Wil / Willy (Wilbur / Wilfred /
Willard / William), Win / Winny
(Winfred), Woody (Woodrow).

FEMALE NAMES OF BREE:

Ada/Adel (Adela), Aggy (Agnes), Ash (Ashleigh),
Aud (Audrey), Avi (Avis), Babs/Barb
(Barbara), Bell/Bindy (Belinda), Berni
(Bernice), Berti (Bertha), Bev (Beverly),
Daisy (Daisy), Darla (Darlene), Dawn
(Dawn), Dee (Deena), Dora/Dot/Dotty
(Dorothy), Edi (Edith), Emmy (Emily),
Fay (Faye), Fern (Fern), Flo (Flora),
Gertie (Gertrude), Hattie (Harriet),
Hayley (Hayley), Hazel (Hazel), Hettie
(Henrietta), Holly (Holly), Ivy (Ivy), Joy
(Joy), Lily (Lillian), Lindy (Belinda),
Marge (Margaret), Milly (Emily/Mildred),
Minnie (Wilhelmina), Myrtie (Myrtle),
Poppy (Poppy), Robyn (Robyn), Rosa
(Rosalin / Rosalind / Rosamund),
Rose/Rosie (Rose), Sage (Sage), Tilly
(Matilda), Trudie (Gertrude), Violet
(Violet), Wilma (Wilhelmina), Winnie
(Winifred).

MALE NAMES OF DALE:

Alwis (All Wise), Asabiarn (Divine Bear), Bard
(Battle Axe), Biarn (Bear), Bondi
(Peasant Farmer), Booth (Shelter), Brand
(Flaming Torch), Brander (Fiery Sword),
Dag (Day), Delling (Shining One), Einar
(Lone Warrior), Eric (Honorable Ruler),
Erland (Stranger), Farman (Traveller),
Gus (Staff), Gustaw (Lord's Rod), Hakon
(Of Noble Birth), Hallam (dweller at the
Rocks), Halstein (Rock), Halward
(Defender of the Rock), Hamar
(Hammer), Harald (High-Old), Holgeir
(Spear-Like), Ingemar (Famous Son),
Ingar (Son's Army), Iwar (Battle Archer),
Kell (From the Well or Spring), Knut
(Knot), Lif (Beloved), Lunt (From the
Sacred Wood), Odell (Wealthy), Olaf
(Ancestor), Ranulf (Wolf-Like Advice),
Ric (Honourable Ruler), Roald (Famous
Ruler), Rutland (From the Stump Land),
Sigurd (Victorious Guardian), Skip
(Ship), Stig (Wanderer), Storr (Great
Man), Sutherland (From the Southern
Land), Swain (Youthful), Tate (Jolly),
Thor (Thunder), Thorald (Thunder-

Ruler), Thorburn (Thunder Warrior),
Tor (Thunder), Tore (Thunder), Torwald
(Thunder-Ruler).

FEMALE NAMES OF DALE:

Asta (Star), Astrid (Divine Strength), Brenda
(Flaming Sword), Dagmar (Day Maiden),
Dagna (New Day), Erica (Powerful
Ruler), Gerda (Protected One), Gudrun
(Divine Wisdom), Gunnhild (Maiden of
Battle), Helga (Prosperous), Hulda
(Loveable), Inga (Hero's Daughter),
Ingaberg (Hero's Daughter), Ingaborg
(Hero's Daughter), Inge (Hero's
Daughter), Inger (Hero's Daughter),
Ingrid (Hero's Daughter), Kelda
(Fountain), Liw (Protection), Raghild
(Battle-Wise), Ronalda (Powerful), Run
(Secret Lore), Signy (New Victory),
Sigrid (Beautiful Victory), Sigrun (Secret
Victory), Solweig (From the Strong
House), Thora (Thunder), Thorberta
(Brilliance of Thunder), Thordis (Spirit
of Thunder), Walda (Spirited Warrior).

MALE NAMES OF THE DUNLENDINGS:

Brac (Free), Cadarn (Strong), Cadoc
(Battle-Sharp), Cant (White), Caradoc
(Beloved), Garnoc (Dweller-by-the-
Alder-Tree-River), Geth (Dark),
Gormadoc (Over-Fortunate), Gorsad
(From-the-Mound), Madoc (Fortunate),
Melmidoc (Servant-Fortunate), Marroc
(Striving-Rule), Sadoc (Battle), Saradoc
(Amiable).

FEMALE NAMES OF THE DUNLENDINGS:

Berthoc (Wealthy), Cadi (Pure), Dera
(Wild Spirit), Dicra (Slow), Heled
(Good-Wound), Modron (Mother), Sath
(Arrow), Sarf (Snake).

MALE NAMES OF ROHAN:

Aldor (Old One), Baldor (Bold One), Baldred (Bold-
Counsel), Bregdan (Braided), Brego
(Lord), Brytta (Bestower), Ceorl
(Peasant/Freeman), Déor (Brave),
Déorbrand (Brave-Brand), Déorgar
(Brave-Spear), Déorhelm (Brave-
Protection), Déorthain (Brave-Servant),
Déorwine (Brave-Friend), Dernfara
(Secret-Traveller), Derngar (Secret-
Spear), Dernhelm (Secret-Protection),
Dernwine (Secret-Friend), Dúnhere
(Hill-Host), Elfhelm (Elf-Protection),
Elfwine (Elf-Friend), Éadig (Blessed),

Éadmód (Humble), Éoblod (Horse-Blood), Éogar (Horse-Spear), Éohere (Horse-Host), Éoheart (Horse-Heart), Éomer (Horse-Famous), Éomód (Horse-Spirit), Éomund (Horse-Protection), Éorl (Nobleman), Éoman (Horse-Man), Éorcanstan (Jewel), Éored (Horse-Counsel), Éothain (Horse-Servant), Éowine (Horse-Friend), Erkenbrand (Noble-Brand), Fasthelm (Firm-Protection), Fastred (Firm-Counsel), Fengel (Embracer), Folca (Of the People), Folcred (People-Counsel), Folcwine (People-Friend), Fram (Firm), Fréa (Lord), Fréaláf (Lord-Remnant), Fréawine (Lord-Friend), Freca (Hero), Frumgar (First-Spear), Fulgar (Foul-Spear), Fulgrim (Foul-Fierce), Fulor (Foul-One), Fulthain (Foul-Servant), Gálmód (Licentious), Gamling (Old Man), Gárbald (Spear-Bold), Gárulf (Spear-Wolf), Gárwine (Spear-Friend), Gléobeam (Harp), Gléomer (Music-Famous), Gléothain (Music-Servant), Gléowine (Music-Friend), Goldwine (Gold-Friend), Gram (Fierce), Gríma (Mask), Grimbald (Fierce-Bold), Guthbrand (War-Brand), Guthláf (War-Remnant), Guthmer (War-Famous), Guthred (War-Counsel), Haleth (Hero), Háma (Home-One), Helm (Protection), Héostor (Darkness), Herefara (Host-Wanderer), Herubrand (Sword-Brand), Herumer (Sword-Famous), Heruthain (Sword-Servant), Heruwine (Sword-Friend), Holdred (Loyal-Counsel), Holdwine (Loyal-Friend), Horn (Horn), Léod (Prince), Léofa (Beloved), Léofara (Beloved-Traveller), Léofred (Beloved-Counsel), Léofwine (Beloved-Friend), Léonere (Scholar), Thengel (Embracer), Théoden (People-Ruler), Théodred (People-Counsel), Walda (Wielder), Wídfara (Far-Traveller), Wulf (Wolf).

FEMALE NAMES OF ROHAN: Déorhild (Brave-Battle), Déorwyn (Brave-Joy), Dernhild (Secret-Battle), Dernwyn (Secret-Joy), Elfhild (Elf-Battle), Elfwyn (Elf-Joy), Éohild (Horse-Battle), Éowyn (Horse-Joy), Gléowyn (Music-joy), Guthwyn (War-Joy), Holdwyn (Loyal-Joy), Heruwyn (Sword-Joy), Hild (Battle), Léofwyn (Beloved-Joy), Théodwyn (People-Joy).

MALE NAMES OF THE WOODMAN OF MIRKWOOD: Acbald (Oak-Bold), Acbeorn (Oak-Warrior), Acgár (Oak-

Spear), Acgrím (Oak-Fierce), Actreo (Oak-Tree), Aldgrim (Old-Fierce), Aldraeg (Old-Moss), Aldtree (Old-Tree), Baldac (Bold-Oak), Barac (Boar-Oak), Barald (Boar-Old), Barfara (Boar-Traveller), Bargár (Boar-Spear), Bargrim (Boar-Fierce), Barhelm (Boar-Protection), Barhere (Boar-Host), Barhyrde (Boar-Keeper), Barmód (Boar-Spirit), Barmund (Boar-Hand), Barwine (Boar-Friend), Bearugrim (Grove-Fierce), Bermod (Briar-Spirit), Grimbar (Fierce-Boar), Heorot (Stag), Iwald (Yew-Old), Iwgár (Yew-Spear), Iwtreo (Yew-Tree), Raegac (Moss-Oak), Raegwine (Moss-Friend), Sceotan (Archer), Treomód (Tree-Spirit), Treowine (Tree-Friend).

FEMALE NAMES OF THE WOODMEN OF MIRKWOOD: Acwyn (Oak-Joy), Barhild (Boar-Battle), Barwyn (Boar-Joy), Bearuwyn (Grove-Joy), Berwyn (Briar-Joy), Raegwyn (Moss-Joy), Treowyn (Tree-Joy)

COOK / BARMAID

NAME: Sara Townsend

RACE: Middle-man, Eriadorian

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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

DEFENCE: 10

ORDERS: Craftsman (Cook/Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

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

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 4

RENOWN: 1

GEAR: By trade

DESCRIPTION

Sara is the large bosomed barmaid that carries two steins in each hand. Always on her feet at the local tavern, her hair is unkempt and her clothes show the stains of the many meals she has served that day.

USAGE

Sara can be used in any town or community in northwest Eriador. She is not the proprietor of any business, merely their most prominent worker.

MERCHANT (ANY)

NAME: Conner Abelman

RACE: Middle-man, Eriadorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 7 (+0), Perception 10 (+2)*, Strength 8 (+1), Vitality 8 (+1), Wits 9 (+1)

REACTIONS: Stamina +1, Swiftiness +2, Willpower +3, Wisdom +2*

DEFENCE: 11

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +5, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +6, Lore: History (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None





SIZE: Medium (6 Wound Levels, 1 Healthy)
HEALTH: 9
COURAGE: 4
REOWN: 3
GEAR: By trade

DESCRIPTION

Conner is the pleasant merchant that you run into at the local stores across any Man settlements. He is tall and lean from running about his place of business. Always trying to get the best price from his buyers, he can be shrewd to those he does not know. Those that are regulars will get his best bargains.

USAGE

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

CRAFTSMAN (BLACKSMITH)

NAME: Garulf

RACE: Middle-man, Rohirrim
GENDER: Male
RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man
ATTRIBUTES: Bearing 9 (+1), Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2)*, Vitality 10 (+2), Wits 7 (+0)
REACTIONS: Stamina +4*, Swifttness +2, Willpower +1, Wisdom +1
DEFENCE: 12
ORDERS: Craftsman (Blacksmith)
ORDER ABILITIES: Place of Trade
ADVANCEMENTS: 1
SKILLS: Appraise (Weapon) +4, Armed Combat +3, Craft (Woodcarving) +3, Debate (Bargain) +3, Insight +1,

Language (Westron) +6, Lore: Realm (Rohan) +5, Lore: Metals +5, Lore: Race (Rohirrim) +5, Observe (Spot) +2, Persuade +2, Ride +2, Smithcraft +8, Stonecraft +4
EDGES: Craftmaster, Doughty
FLAWS: Stiff-necked
SPELLS: None
SIZE: Medium (6 Wound Levels, 1 Healthy)
HEALTH: 12
COURAGE: 4
REOWN: 2
GEAR: By trade

DESCRIPTION

Garulf is the gruff blacksmith that the children run from his glare but the town-folk turn to in times of danger. He is good at his trade and his products are worth the prices he charges.

USAGE

Garulf can be used in any town or village within the realm of Rohan. Narrators could change his name and origin of birth and place Garulf where they please.

SOLDIER / GUARD

NAME: Ohtar

RACE: Middle-man, Gondorian
GENDER: Male
RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man
ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2), Wits 7 (+0)
REACTIONS: Stamina +4*, Swifttness +2, Willpower +1, Wisdom +1
DEFENCE: 12
ORDERS: Warrior (Sentinel)
ORDER ABILITIES: Evasion, Swift Strike
ADVANCEMENTS: 3
SKILLS: Armed Combat: Blades (Longsword) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Gondor) +5, Lore: Race (Gondor) +4, Lore: Group (Gondorian Army) +6, Observe (Spot) +3, Ranged Combat: Bows (Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3
EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (Steward of Gondor)
SPELLS: None
SIZE: Medium (6 Wound Levels, 1 Healthy)
HEALTH: 12
COURAGE: 4
REOWN: 4
GEAR: Longsword, Shortbow, Quiver, Chain armor, Small Shield, other by trade

DESCRIPTION

Ohtar's vigilance keeps the walls of Minas Tirith safe. His duty to his Steward – to maintain the walls and watch of the white city. He is quiet and efficient in his duties and always able to help in times of need.

USAGE

Ohtar can be used in any city, town or village within the realm of Gondor. Narrators could change his name and origin of birth and place Ohtar where they please.

FARMER

NAME: Cadarn

RACE: Middle-man, Dunlending
GENDER: Male
RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man
ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2), Wits 7 (+0)
REACTIONS: Stamina +4*, Swifttness +2, Willpower +1, Wisdom +1
DEFENCE: 12
ORDERS: Craftsman (Farmer)
ORDER ABILITIES: Place of Trade
ADVANCEMENTS: 0
SKILLS: Appraise (Choose one*) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Perform +2, Persuade +2
EDGES: Craftmaster
FLAWS: None
SPELLS: None
SIZE: Medium (6 Wound Levels, 1 Healthy)
HEALTH: 12
COURAGE: 4

RENOWN: 0
GEAR: By trade

DESCRIPTION

Cadarn is a simple Dunlending farmer that works very hard on tilling the rocky ground of his fields. Resentful of the Rohirrim and their green pastures, Cadarn is quite bitter.

USAGE

Cadarn can be used outside any city, town or village around the southern Mist Mountains. Narrators could change his name and origin of birth and place Cadarn where they please.

RAIDER / HIGHWAYMAN

NAME: Eddy Blackthorn

RACE: Middle-man, Bree

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

REACTIONS: Stamina +3, Swiftiness +1*, Willpower +0, Wisdom +1

DEFENCE: 11

ORDERS: Rogue

ORDER ABILITIES: Sanctuary

ADVANCEMENTS: 0

SKILLS: Armed Combat: Clubs (Mace) +4, Climb +3, Conceal (Hide Treasure) +2, Craft: Cooking +1, Jump +1, Language: Westron +4, Legerdemain (Pick-pocket) +1, Lore: History (Men) +4, Lore: Race (Men) +4, Lore: Realm (Eriador) +6, Observe (Hear) +2, Ranged Combat: Thrown Objects (Dagger) +3, Run +2, Search +1, Stealth (Hide) +3, Survival (Hills) +3

EDGES: Furtive, Wary

FLAWS: Reckless

SPELLS: None

HEALTH: 10

COURAGE: 4

RENOWN: 0

GEAR: Mace, Daggers, other by trade

DESCRIPTION

Eddy Blackthorn is an outlaw in every sense of the word. From an early age, the people of his hometown of Bree shunned him for his radical ideas. Nearly every prank in the village was the work of his imaginative mind. He was finally banished after he was caught firing a home.

He did admirably on his own in the wild, surviving on his wits and athletic ability. For the first time in his life, he thought seriously of everything he had done and what he was heading towards, and arrived at the decision that he would go back with a change of heart.

But the doors of Bree were shut tight behind him; the town officials would never let him return. With a heavy heart he set back out for the hills.

The next several years he spent building both a lair and a gang to inhabit it. All over the countryside, 'Eddy and the Muggers' were cursed and spoken of in angry tones. But in reality, the band never killed unless they needed to (by order of Eddy), and for the most part stole only what they required, and that usually from travelers as opposed to locals.

For this reason, no posse ever set out on an earnest manhunt for the brigands. Even if they had, success would have been doubtful, as the bandits' hideout was concealed extremely well.

USAGE

Eddy and the criminals that accompany him still roam the land, and it is not entirely clear whether this is a definite unpleasantness; for although travelers are certainly laid up now and then, it is also possible that enemies attempting to invade Eriador might find that they have a sizable and well-trained guerilla force on their hands.

INNKEEPER

NAME: Creak the Innkeeper

RACE: Middle-man, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0), Nimbleness 5 (+0), Perception 8 (+1)*, Strength 6 (+0), Vitality 10 (+2), Wits 8 (+1)*

REACTIONS: Stamina +2*, Swiftiness +1, Willpower +3, Wisdom +1

DEFENCE: 10

ORDERS: Craftsman (Innkeeper)

ORDER ABILITIES: Place of Trade (Inn or tavern)

ADVANCEMENTS: 0

SKILLS: Appraise (Food) +2, Craft: Innkeeping +6, Craft: Brewing +4, Craft: Baking +3, Debate (Bargain) +3, Games (Riddles) +1, Language: Westron +4, Lore: History +2, Lore: Local Gossip +2, Lore: Race +2, Lore: Realm +4, Observe (Hear) +1, Perform (Tell Stories) +2, Persuade (Fast Talk) +2, Run +1

EDGES: Hoard (inn's contents), Friends (town folk), Wakefulness

FLAWS: Rival (another innkeeper)

SPELLS: None

HEALTH: 10

COURAGE: 4

RENOWN: 0

GEAR: Dagger, other by trade

DESCRIPTION

This innkeeper, who goes by the name of Creak, is a weather-beaten man, his looks worn beyond his years. He operates an inn within the fifth circle of Minas Tirith.

Half the teeth in the left side of his mouth are missing or broken, and this makes his speech rather distorted (it does not really affect the ease at which others may understand him, but it is definitely quite noticeable).

A scar runs down his right forearm; this has





led to many rumors that he once fought for the King in times long gone past, but he has never told anyone of it's meaning. The truth behind it is that he once was part of a smuggling

gang, and this was it's mark; but settled down later in life, slightly prosperous from his many adventures and close scrapes, and now runs this inn.

Outwardly stolid, he never shows much emotion. But he has a habit that others may subconsciously notice, of scratching his scarred arm when he is angered.

USAGE

It might be wondered by some as to why he runs an inn if he has already accumulated a sizable fortune in life. Perhaps the answer lies in the swarthy strangers who sometimes visit him...

RAIDER / HIGHWAYMAN

NAME: Toby

Birchdown

RACE: Middle-man, Bree

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

REACTIONS: Stamina +0, Swiftiness +1, Willpower +3*, Wisdom +1

DEFENCE: 11

ORDERS: Barbarian, rogue

ORDER ABILITIES: Brew Poison 2 (sleeping drought), Lockpicking

ADVANCEMENTS: 3

SKILLS: Appraise (Silver) +2, Conceal (Hide Treasure) +2, Craft: Brewing +4, Debate (Bargain) +2, Guise +2,

Language: Westron +4, Legerdemain (Open Lock) +5, Lore: Herbs +4, Lore: History (Men) +2, Lore: Race (Men) +4, Lore: Realm (Bree) +4, Observe (Spot) +1, Perform (Tell Story) +2, Persuade (Fast Talk) +4, Search +1, Stealth (Sneak) +4

EDGES: Furtive, Honey-tongued, Wary

FLAWS: Craven

SPELLS: None

HEALTH: 7

COURAGE: 4

RENOVN: 0

GEAR: Staff, other by trade

DESCRIPTION

Traversing the hills around Bree, Toby Birchdown makes shady deals with unwary clients, conniving their valuables out of them.

Calling himself Truthful Toby (a name that is far from the truth), the crook entices travelers to sample his goods – homemade beer, secretly drugged – and then robs silly the inactive customers. More knowledgeable folk have deemed him not Truthful by Shifty, and the name is much more common.

A natural actor, Shifty appears in all guises and personalities, never seeming like the same man. He adapts his habits and look to each new role in splendid fashion.

USAGE

The law has, as yet, not caught up with Shady; somehow he slips out of every net. He is both pathetically weak and a thorough coward, and so is obviously in extreme fear of open combat. If they ever do seize him, not only will he not have the ability or gut to put up much of a fight, they will also surely hang him.

Sleeping Drought: Type: Ingested; Onset: 20 minutes; Potency: +0; Treatment: +0; Effect: Victim sleeps for an hour; Secondary Effect: Victim sleeps for half an hour; Stages: 1

LOREMASTER / HEALER

NAME: Inger

RACE: Middle-man, Rhovanion

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2), Perception 9 (+1)*, Strength 7 (+0), Vitality 8 (+1), Wits 11 (+2)

REACTIONS: Stamina +1, Swiftiness +2, Willpower +4, Wisdom +1*

DEFENCE: 12

ORDERS: Loremaster (Healer)

ORDER ABILITIES: Vala Virtue (Estë), Expertise, Spellcasting (1)

ADVANCEMENTS: 2

SKILLS: Craft (Sew)+1, Debate +2, Healing (Treat Wounds) +6, Inquire +1, Insight +2, Language (Westron) +6, Language (Sindarin) +4, Lore: Plants (Medicinal) +8, Lore (Choose one*) +5, Lore (Choose one*) +6, Lore (Choose one*) +6, Lore (Choose one*) +3, Lore (Choose one*) +3, Observe (Spot) +4, Search (Plants) +3, Persuade +1, Weather-sense +2

EDGES: Healing Hands, Wise, Favour of Fortune

FLAWS: Crippling Wound (Lame)

SPELLS: Create Light, Healing-spell

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 4

GEAR: By trade

DESCRIPTION

Inger is the local wise-woman of the town. Early in life she was injured in the fields and was unable to walk right from that point on. This crippling injury made it so that she was unable to perform the duties that were needed so instead she turned her skills to the mind and knowledge. Now in her later years, many come to her for healing, aid, advice, and information. She is a staunch enemy of the Dark Lord and helps in any way she can in his undoing.

USAGE

Inger can be used within any city, town or village on the eastern side of the Misty Mountains. Narrators could change her name and origin of birth and place Inger where they please.

LESSER NOBLE

NAME: Brander

RACE: Middle-man, Dale

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 8 (+1), Perception 9 (+1)*, Strength 7 (+0), Vitality 8 (+1), Wits 11 (+2)

REACTIONS: Stamina +2, Swiftiness +1, Willpower +5*, Wisdom +2

DEFENCE: 11

ORDERS: Noble (Ambassador)

ORDER ABILITIES: Courtier, Deference

ADVANCEMENTS: 2

SKILLS: Appraise +2, Armed Combat +4, Climb +1, Conceal +2, Debate +2, Healing +1, Inquire +1, Inspire +3, Intimidate +2, Jump +1, Language (Westron) +6, Language (Sindarin) +6, Lore: Realm (Dale) +6, Lore: Realm (Mirkwood) +6, Lore: Race (Elves of Mirkwood) +5, Lore: History (Dale) +5, Observe +3, Persuade +3, Ride +3, Run +1

EDGES: Rank, Command

FLAWS: Arrogant

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 8

GEAR: By trade

DESCRIPTION

Brander is a lesser noble, cousin to the King of Dale. By his blood, he commands much respect from the townsfolk and is an emissary for his King to Thranduil's Elven Kingdom in Mirkwood. The only problem with Brander is his arrogance in dealing with all those that show him deference.

USAGE

Brander can be used within any city, town or village on the either side of the Misty Mountains. Narrators could change his name and origin of birth and place Brander where they please.

MAGICIAN

NAME: Geth

RACE: Middle-man, Dunlending

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 10 (+2)*, Nimbleness 8 (+1), Perception 9 (+1)*, Strength 6 (+0), Vitality 9 (+1), Wits 11 (+2)

REACTIONS: Stamina +4*, Swiftiness +1, Willpower +2, Wisdom +2

DEFENCE: 11

ORDERS: Magician (Shaman)

ORDER ABILITIES: Spellcasting 1, Sanctum

ADVANCEMENTS: 1

SKILLS: Armed Combat +5, Climb +1, Conceal +1, Healing +3, Insight +2, Intimidate +3, Language (Westron) +6, Language (Sindarin) +4, Language (Black Speech) +1, Lore: Magic +6, Lore: Realm (Southern Misty Mountains) +6, Lore: Race (Dunlendings) +6, Lore: History (Dunlending) +5, Observe +4, Persuade +4, Weather-sense +3

EDGES: Wise

FLAWS: None

SPELLS: Bane-spell, Beast Speech, Create Light, Fog-raising, Kindle Fire

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 2

CORRUPTION: 2

GEAR: By trade

DESCRIPTION

Geth is a Dunlending Shaman of no small power. He helps his clan in protecting their lands and taking what they need from the other clans around them and from their hated enemy – the Rohirrim. Geth has yet to be completely corrupted by the dark powers of sorcery but there have been many times that he has dabbled in the dark arts.

USAGE

Geth can be used within any city, town or village on the either side of the Misty Mountains. Narrators could change his

name and origin of birth and place Geth where they please.

MARINER

NAME: Dervorin

RACE: Middle-man, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

REACTIONS: Stamina +3*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Mariner

ORDER ABILITIES: Sea Legs, Ship

ADVANCEMENTS: 2

SKILLS: Acrobatics +3, Armed Combat +4, Climb +3, Craft (Choose one*) +2, Games +1, Jump +4, Language (Westron) +6, Language (Haradrim) +2, Language (Sindarin) +2, Lore: Realm Bay of Belfalas +6, Lore: Realm (Umbar) +5, Lore: (Weather Patterns)+3, Lore: (Tides) +3, Observe +1, Ranged Combat +2, Sea-craft +7, Swim +3, Weather-sense +2

EDGES: Sense of Direction, Ambidextrous

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 1

GEAR: By trade

DESCRIPTION

Dervorin and his ship plies the waters of the Bay of Belfalas carrying merchant trade goods to far off shores. Many a time has he and his crew had to stave off pirates and the Corsairs of Umbar, protecting both ship and the treasures she carries.





Dervorin has also performed many raiding actions himself against these same enemies in the name of his Steward of Gondor.

USAGE

Dervorin can be used on any ocean or any great waterway as a merchant, raider or marine. He could be on land at any port-of-call that the narrator wishes to place him. The narrator may feel free to change his name or culture and make him a villain or ally.

MINSTREL

NAME: Crispin
Dallier

RACE: Middle-man, Eriadorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

REACTIONS: Stamina +3*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 11

ORDERS: Minstrel

ORDER ABILITIES: Natural Talent, Gladden

ADVANCEMENTS: 1

SKILLS: Acrobatics +3, Armed Combat +2, Conceal +1, Games +4, Guise +2, Insight +1, Jump +1, Language (Westron) +6, Language (Sindarin) +3, Legerdemain +3, Lore: Realm (Eriador) +6, Lore: Music (Songs) +6, Lore: History (Arnor) +3, Lore: Race (Men) +3, Mimicry +2, Perform +4, Persuade +2, Ranged Combat +3, Stealth +1

EDGES: Favour of Fortune

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOUN: 4

GEAR: By trade

DESCRIPTION

With his fair voice and lute, Crispin traverses across Eriador looking to make a coin or two and enjoy a fine ale. He is well known in the towns that he travels – to some he is a charlatan, while others look forward to his arrival. He entertains in both court and inn, to common man and noble, and his stories are rich with history of elves and men. Though he is a minstrel, being so well traveled has taught Crispin to protect what he owns. On his side he carries his trusted longsword and he is not afraid to make use of it in times of need.

USAGE

Crispin can be used within any city, town or village on either side of the Misty Mountains. Narrators could change his name and origin of birth and place Crispin where they please.



FEATURED CREATURES

STONE-GIANTS

*'[Bilbo] saw that across the valley the stone-giants were out, and were hurling rocks at one another...'
- The Hobbit*

ATTRIBUTES: Bearing (+0), Nimbleness (-1), Perception (+0), Strength 18 (+6)*, Vitality 14 (+4)*, Wits (-1)

REACTIONS: Stamina +8*, Swiftiness +1, Willpower +1, Wisdom +0

DEFENCE: 9

MOVEMENT RATE: 24

SKILLS: Climb +6, Intimidate (Fear) +5, Jump +6, Language: Giant-speech +6, Ranged Combat: Thrown (Rocks) +8, Run +4, Stealth (Hide) +2, Survival (Mountains) +10, Unarmed Combat (any) +6, Weather-sense +4

EDGES: Doughty, Hammerhand, Hardy

FLAWS: Battle-fury

SPECIAL ABILITIES: Armour (6, rock-hard skin), Powerful Fists, Rock-throwing

SIZE: Huge (4 Healthy levels)

HEALTH: 20

TN EQUIVALENT: 15

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

UNIQUE SPECIAL ABILITIES

Powerful Fists: The fists of a stone-giant are powerful weapons that hit as hard as rock. When the giant makes an Unarmed Combat brawling attack, he applies his Strength bonus to the attack test instead of Nimbleness. If the punch attack hits, the giant inflicts 2d6 damage plus his Strength bonus (multiplied by two because of the Hammerhand edge). Smaller opponents should have a penalty to block or parry a giant's punch (+2 TN for each size level smaller is recommended).

Rock-throwing: Stone-giants are adept at hurling boulders, either in sport or in battle. If the rocky side of a mountain is within reach, as a full-round action a giant can tear loose a boulder and hurl it at a foe (if a boulder is already free-standing, hurling the rock has a cost of 2 actions). The giant makes a Ranged Combat test modified for range (5/20/40/60/+10). Up to two adjacent man-sized foes (or three adjacent small-sized foes) can be targeted by one boulder, though the test suffers a -1 penalty times the number of targets. A hurled boulder can only be avoided by a successful Dodge action. A hurled boulder inflicts 4d6 damage plus the giant's

Strength bonus, and armor generally provides no protection against the crushing weight of the rock.

DESCRIPTION

Stone-giants are towering humanoids of uncertain origins. Some say giants are like to normal Men as normal Men are like to Hobbits. Others say that giants are not akin to Men at all, but rather that they are the created beings of rock and mountain as Ents are the created beings of wood and forest. A giant stands dozens of feet in height, as tall as the tallest tree or Ent. Giants are brutish, combative, and dangerous, but they are not inherently evil (in *The Hobbit* Gandalf spoke of finding a "more or less decent giant" to help block a goblin tunnel). Giants may sometimes gather hoards of goods they find (or take) in the mountains, but they themselves can craft nothing beyond crude furs to cover themselves and rarely make use of tools or weapons.

HABITAT

Stone-giants are known to dwell in the high valleys of the Misty Mountains, above the low passes used by travelers. Presumably, giants could be found dwelling in the inaccessible heights of any of the old mountains of Middle-earth. By the end of the Third Age they are few in number and very reclusive. Giants seem to live in small societies spread out across their mountain homes, and at times they gather together to hurl mountain boulders at each in some kind of violent contest.



GREAT EAGLES

'There came Gwaihir the Windlord, and Landroval his brother, greatest of all the Eagles of the North... Behind them in long swift lines came all their vassals from the northern mountains, speeding on a gathering wind.'

- The Return of the King

ATTRIBUTES: Bearing 8 (+1)*, Nimbleness 10 (+2), Perception 12 (+3)*, Strength 10 (+2), Vitality 8 (+1), Wits (+0)

REACTIONS: Stamina +2, Swiftiness +3*, Willpower +1, Wisdom +3

DEFENCE: 12

MOVEMENT RATE: 6 (crawling)/48 (flying)

SKILLS: Natural Weapons (Beak, Talons) +6, Debate (Parley) +2, Intimidate (Majesty) +4, Language: Westron/Sindarin +6, Observe (Spot) +12, Ride (Keep Rider) +2, Search +8, Stealth (Surveil) +4, Survival (Mountains) +6

EDGES: Dodge, Tireless

SPECIAL ABILITIES: Flight (see Movement Rate), Mount: Steady, Mount: War-trained, Natural Weapon: Beak, Talons (1d6+2 plus Strength bonus), Swoop

SIZE: Mammoth (3 Healthy levels)

HEALTH: 10

TN EQUIVALENT: 10



UNIQUE SPECIAL ABILITIES

Mount: The Great Eagles are large and strong enough to bear a rider. An eagle may bear one man-sized rider or two small-sized riders on his back, or he may carry one passenger man-sized or smaller in his talons. The eagle cannot use the Mount: War-trained ability while carrying a passenger in his talons.

Swoop: An eagle's most effective attack is to swoop down upon a target, grasp it in his talons, carry it upwards, and then drop it to the ground below. Attempting a swoop is a full-round action. The eagle must move at least 6 yards before reaching his target, and the total distance he may move in the round (both before and after attacking) is equal to his flying speed. Upon reaching the target the eagle makes an Armed Combat: Natural Weapons (Talons) test. If the attack hits, the target takes damage from the talons and is grabbed; the eagle and the target must immediately make opposed Strength tests (as free actions), and if the target wins he breaks free from the grab. If the target does not break free, the eagle carries him upward a number of yards equal to half the remaining distance he can move for the round and drops him to the ground below, inflicting additional falling damage (see CRB p. 245). For example, an eagle that moved 12 yards before making the attack test could drop his victim from up to 18 yards in the air, inflicting $4d6+12$ points of falling damage. The target must be man-sized or smaller, and a swoop attack cannot be made against another flying creature.

DESCRIPTION

The Great Eagles are the mightiest and noblest birds of Middle-earth, the descendents of the Eagles of Manwë from the Elder Days. They are large enough to carry a man and possess wingspans of well over twenty feet. Despite their great size and strength, they are swift flyers capable of soaring 65 miles in an hour at best speed. Great Eagles are generally helpful, but at times they can be somewhat petulant—they resent having to bear riders and will do so only to help friends in need and only for the shortest possible distance. Sworn enemies of Orcs, the Great Eagles watch over their movements and often join in the most desperate battles against them.

HABITAT

The Great Eagles dwell in high eyries among the tall mountain peaks of northern Middle-earth. Their chief eyrie is located in the eastern side of the Misty Mountains opposite Carrock on the Anduin River, though there are many lesser eyries to be found elsewhere in the Misty Mountains and Grey Mountains. There may also be lesser eyries in the Blue Mountains of the West or the White Mountains of the South.

The listings above refer to a common Great Eagle. An Eagle-lord like Gwaihir or Landroval should have Bearing 12 (+3), Vitality 10 (+2), and Wits 8 (+1), Willpower +3, Health 12, +4 ranks in Armed Combat, Debate, and Intimidate, and at least 4 points of Courage. An Eagle-vassal ruling another eyrie should have Bearing 10 (+2) and Wits 8 (+1), Willpower +2, +2 ranks in Armed Combat, Debate, and Intimidate, and at least 2 points of Courage.



CALLING ALL GAMERS!

Interested in submitting...

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- 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.

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2004 DECIPHER CONVENTION CALENDAR

Updated 3-1-04

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

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

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

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

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





CREDITS AND CONTACTS

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WHAT'S OUT THERE

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

DECIPHER'S LORD OF THE RINGS RPG
HOME

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

DECIPHER'S LOTR RPG BOARD

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

DECIPHER'S LOTR RPG SUPPORT
DOCS

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

THE HALL OF FIRE WEBZINE SITE

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

FAN MODULES FOR MIDDLE-EARTH

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

THE MAD IRISHMAN

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

RPG TOOLS FOR DECIPHER'S CODA GAMES

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

THE SLAVE PITTS OF BARAD-DUR

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

THE STEWARD AND THE KING

<http://www.stewardandking.net>

THE TOWER HILLS

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

TREK-RPGNET

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

VALINOR

<http://sauron.misled.us>

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