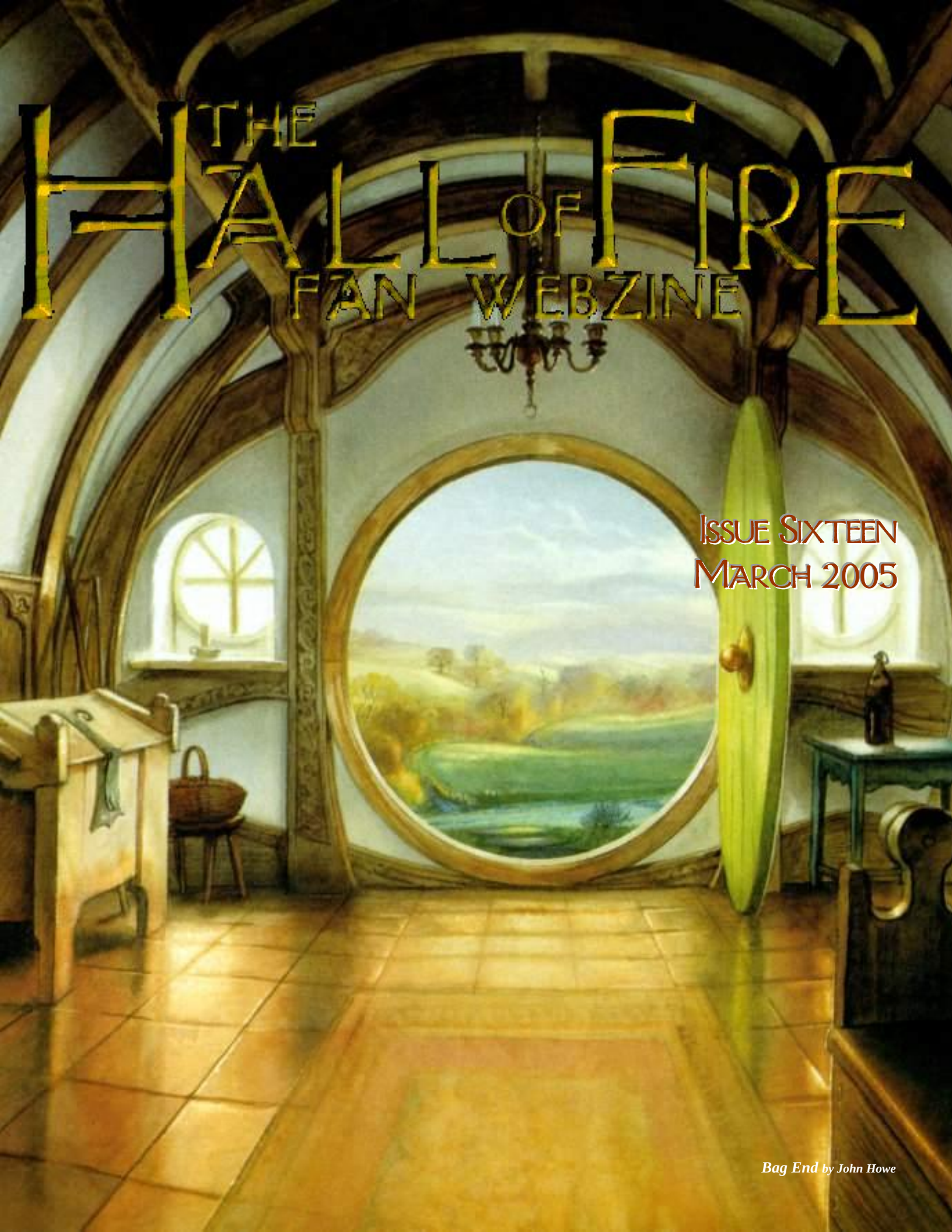


THE HALL OF FIRE FAN WEBZINE



ISSUE SIXTEEN
MARCH 2005



GREETINGS,

SALUTATIONS... HELLO ALL!

Hello everyone, it is a pleasure to get the chance to talk to you again as Guest Editor. Well, we have just rounded the first quarter of our second year of 'publication' and it is great to see that our readership and committed writers are still going strong! That means just one thing; the *Lord of the Rings Roleplaying Game* is still going strong!

With the recent announcements made by Decipher regarding the release of some long awaited books, it is sure to create even more opportunities for the *Hall of Fire Fanzine* to take advantage of. Even now I can imagine the new house rules, characters, chronicles, etc. that will be contributed by our many readers. I look forward to them as much as I do the new books due out in the coming months, starting with the *Paths of the Wise - Loremaster and Magician Sourcebook*, and *Helms Deep*.

Well... on to this issue that you are holding in your hands or reading on your computer screen - in this issue we are proud to see the return of Josh 'ReptileJK' Kafer and his ecology studies of the creatures of Middle-earth. This month he starts a closer look at Mûmaks and their kin.

There is an in depth look at the Drúedain; more info on how to convert D&D monsters; and much, much more.

Enjoy the issue and thanks for being a part of our readership!

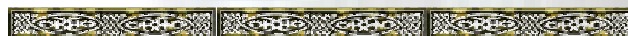
Doug Joos
aka Tomcat
Staff Writer and Layout

THE MRKX:FN:CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

IN THIS ISSUE

GREETINGS	1
ADVENTURING IN...	2
▪ Peoples of Middle-earth: The Woses	
IT'S ALL OPTIONAL...	7
▪ Legendary Skills, Mechanics for First and Second Age Chronicles,	
ANCIENT SCRIPTS...	9
▪ Converting D&D Monsters to Lord of the Rings - Part Two	
FAN FLAVOUR...	18
▪ New Order Abilities: Tactical Advantage, New Attack Manoeuvres: Jump Attack, The Effective Barbarian	
ALLIES AND ADVERSARIES	21
▪ Dougal - Outlaw of the Mark	
A FIELD GUIDE TO THE CREATURES OF MIDDLE-EARTH...	23
▪ Mûmaks, Part I	
POSTMASTER...	26
CALLING ALL GAMERS...	28
WHAT'S OUT THERE...	29



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

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



ADVENTURING IN

THE PEOPLES OF MIDDLE-EARTH: THE WOSES

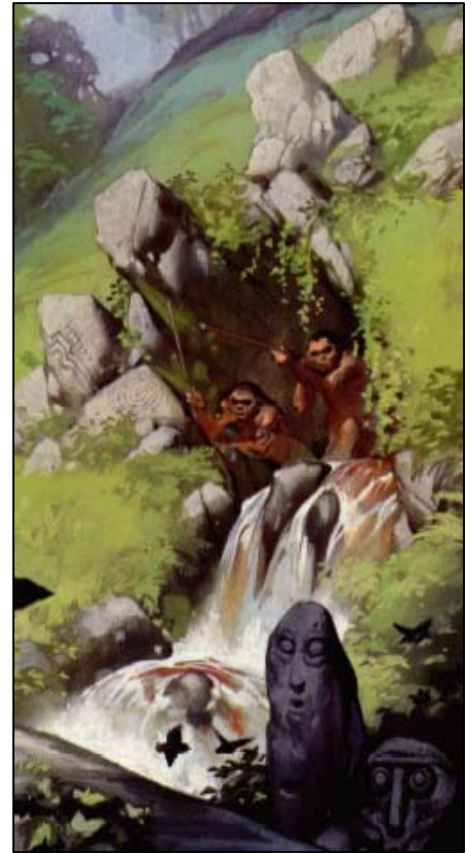
“Yet to no heart in all the host came any fear that the Wild Men were unfaithful, strange and unlovely though they might appear.”

- The Return of the King

The least numerous but most strange of the Free Peoples in all of western Middle-earth, the Woses (or Drughu in their own tongue) can only be found in the Drúadan Forest at the eastern end of the White Mountains (or Ered Nimrais – “White Horn Mountains” - in Sindarin) fifteen leagues northwest of Minas Tirith. However, rumors among the coastal people of Anfalas suggest that a small remnant still survived in the wilderness Old Púkel-land (Drúwaith Iaur in Sindarin) between the rivers Isen and Adorn.

Taller than Hobbits and of a heavier and stronger build, Woses might appear more akin to Dwarves than Men. Like Dwarves, Woses have a legendary reputation for endurance, grimness, and stonecarving that borders upon the magical. As also with Dwarves, female Woses prefer to remain solitary rather than accept a husband they do not love. Yet unlike Dwarves, Woses are unceasingly frugal, short-lived even compared to other men,

Generally these people are four feet in height and hairless below the eyebrows except for an occasional scraggly tail of black hair upon their chin. Most other peoples find little attraction in their sparse and wispy hair, heavy brows, deep-set eyes, flat noses and deep guttural voices, not to mention their stumpy limbs and preponderant posterior. But the startling noise of their innocent laughter, rich and gurgling, never fails to spark merriment in elf or man alike. Unlike other peoples, Woses do not sing or make music whether in joy or sorrow. Instead, when others might sing or whistle, such as at work or in play, they laugh freely and often. But in war they fight in silence and do not even visibly exult in their triumphs. Only the intensity of their black-hued eyes reveals the fire blazing in their hearts.



“At each turn of the road there were great standing stones that had been carved in the likeness of men, huge and clumsy-limbed, squatting cross-legged with their stumpy arms folded on fat bellies.”

- The Return of the King

NATURE: Regardless of famine or plenty, Woses eat only what they need, and drink only water. In warm weather, males wear little more than a grass skirt about the waist. When traveling amidst thorns or rocks they also wear high buskins laced tight. But as need arises, Woses have no difficulty acquiring animal skins for greater protection. Keen of eyes and nose, their tracking skill of all that moves and their knowledge of all that grows almost equals that of the Elves, although the Woses were not taught their lore. Even in strange lands, Woses are uncannily quick to name all new plants and to correctly discern which are edible or poisonous.

Among the people of Rohan an undeserved fear of the poison-craft of the Woses has long endured, though not completely without cause. Among the enemies of the Shadow no greater skill in poison can be found than by the Woses, yet ever have they strictly bound themselves never, even if wronged a thousand times, to poison any living thing except for Orcs (“gorgun”



in their tongue). The only exception to this rule is the Orcs, with whom the Woses have a bitter enmity. Woses learn well how to treat with herbs and leechcraft the poisoned wounds inflicted by orkish blades.

The Woses themselves use no blades in battle, but instead fight with fell fists and deadly darts. What metal blades and such they possess they normally use only for crafts and the carving of toys, ornaments and figures in wood or stone. They delight in the painting or carving of images of man or beast, whether lifelike or fantastic, and with dark humor they often set statues of Orcs at the edge of their lands depicted as if fleeing in utter terror. Likewise, at the start or turns of any important wilderness path they will place a "watch-stone," which is a grim statue, life-sized or larger, showing the sculptor sitting weightily atop of a dead orc. Orcs will turn back at the sight of even a single watch-stone for they believe the sculptures share in some way the powers and the enmity of their maker. Yet despite such skill carving stone, Woses have little interest in stonemasonry and make no homes sturdier than simple tents or shelters built lightly around the trunks of large trees.

Perhaps the most notable talent of the Woses is their capacity for utter silence and stillness while sitting cross-legged, eyes closed or staring at the ground, for great lengths of time, even days. This they do not only when mourning or planning, but even at times simply for the pleasure of deep contemplation. Humorous tales tell of careless passersby who mistook a Wose in such a state for a lifeless watch-stone.

This gift for motionless quiet shows itself most commonly when Woses keep vigilant watch hidden in the shadows. Despite their seemingly blank gaze or shut eyes, not a creature passes near them without being observed. So intense is their vigilance that many hostile intruders, sensing an unseen menace, hastily retreat. If any evil creature does succeed in passing a Wose thus on guard it will soon hear from somewhere behind a shrill whistle penetrating the woods and alerting even distant allies to the approaching danger.

*"Remnants of an older time they be, living few and secretly, wild and wary as the beasts."
- Elfhelm the Marshal, The Return of the King*

LORE: According to the learned loremasters of Gondor, the Woses were among the first Men to migrate into the lands of the west. They did so seeking to escape harassment from the other clans of Men in the East. They settled on both sides of the White Mountains -- nevermore to depart as a people. Yet a small portion developed such a strong love for their Amazon-like neighbors, the Folk of Haleth (known also as the Haladin in the tongue of the Men of the First Age), that they followed when the Haladin migrated further west into Beleriand near the end of the First Age.

When Elves first encountered Woses in Beleriand late in the First Age, they called them "Dru" in imitation of the term Woses used for themselves in their own tongue. But when they learned of their fierce opposition to Morgoth the Dark Lord, then the Elves loved them and reckoned them among the houses of Men as the Drúedain (or Ruatani in Quenya).

The battles of the Woses against the Shadow were no less deadly because the Woses rarely ventured beyond their chosen lands. In the White Mountains their numbers had diminished considerably by the beginning of the Second Age, and in Beleriand only a few families of Woses and Haladin survived the victories of Morgoth against the strongholds and kingdoms of Men and Elves. These refugees, mostly women and children, found a safe haven at the Mouths of Sirion. When, after the defeat of Morgoth, the three faithful houses of Men were rewarded by the Valar for their steadfastness, these few refugees also were rewarded. They too migrated to the island of Númenor in the sea west of Middle-earth. This they did despite the mortal fear of water-borne travel that all Woses share.

Upon Númenor the Woses flourished as never before and never again. There they dwelled for generations and took part in war no more because of their dread of the sea. Yet strangely the tale of their return to Middle-earth is one of the few to survive the downfall of Númenor. Ever gifted with odd foresight, the Woses in the household of King Aldarion the Mariner became ill at ease with his voyages and begged him to desist lest great evil befall. Unsuccessful with their pleas, they departed, and restlessness fell upon all the Woses of Númenor. So strongly were they disturbed that gradually in the long years afterwards all the Woses overcame their fear and, begging passage upon one ship or another, returned to Middle-earth. By the time of Elendil and the Faithful, no Woses lived any longer on doomed Númenor, but back in Middle-earth their population steadily shrank once more.

Throughout the Third Age until the ride of the Rohirrim to the Battle of the Pelennor Fields, the Rohirrim and the middle men of the east ever feared and hunted the Wild Men of the Woods, whom they viewed as little more than dangerous



beasts. Dark rumor abounded that Orcs were originally bred from such stock as the Woses, and accordingly the people of Rohan pejoratively named them Púkel-men, which in Rohirric meant “goblin men”. Only during the reign of King Elessar in the Fourth Age did the Woses receive the Drúadan Forest as a protected enclave and their persecution by other men abated.

*“Wild men are wild, free, but not children.”
- Ghân-buri-Ghân, The Return of the King*

ADJUSTMENTS: +1 Nimbleness, +1 Perception, +1 Strength, +1 Vitality

LANDS: Drúadan Forest (First through Fourth Age), Drúwaith Iaur (First through Fourth Age), Beleriand (First Age), Númenor (Second Age)

SPEECH: Their unique racial tongue is not taught to outsiders, and even its name is unknown. But it is known that the Woses who lived among the Haladin in the First Age fluently spoke Sindarin as a second language so as to be able to speak with their neighbors. In the Second Age, some of the Woses who flourished for generations on the isle of Númenor also learned a third language, Adûnaic. However, in the Third Age, few Woses learned more than a few words of Westron, which was the common tongue of their persecutors.

WOSES OF RENOWN: In the First Age, Aghan the Leech developed a deep friendship with the family of Barach, who was a forester of the People of Haleth. Departing on a journey to heal his orc-wounded brother, Aghan laid his hands on a watch-stone he lent to Barach and assured Barach that he had shared his powers with the watch-stone. During a night attack in Aghan’s absence, the watch-stone became animated, alerted Barach with a shrill whistle, single-handedly fended off a pair of orcs and stamped out an orkish fire they had set to Barach’s home. However, when Aghan returned, Barach learned that Aghan’s feet were fire-damaged also. By sharing his powers with the watch-stone, Aghan in turn had shared its hurts.

In the Third Age, the great headman Ghân-buri-Ghân and his hunters protected and guided the Riders of Rohan down the Stonewain Valley towards Minas Tirith.

FAVOURED ORDERS/ADVENTURERS: Barbarian. But they excel at tracking, herbalism, leechcraft, painting, and the carving of figures in wood or stone. Thus Craftsman, Loremaster, and Ranger are all suitable orders as well. Woses may never begin in the Mariner order.

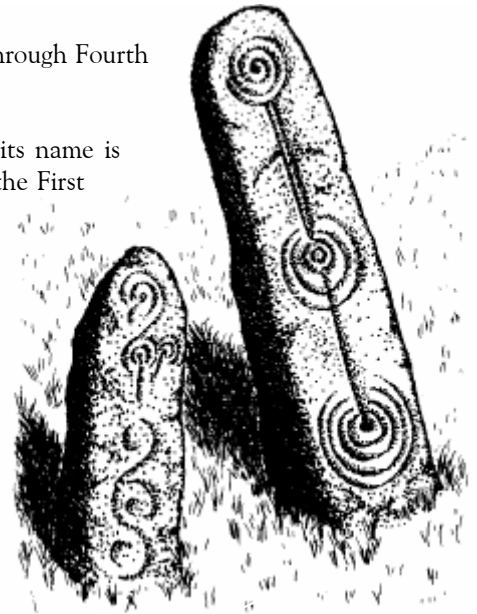
SKILLS AND TRAITS: For a Wose player character, make six picks from the following skills and traits lists to begin the game. You can choose additional traits by selecting one of the listed flaws too.

Skills: Climb, Conceal, Craft, Insight, Language, Lore, Observe, Ranged Combat (Darts), Search, Stealth, Stonecarving, Survival, Track, Unarmed Combat (Brawling), Weather-sense, Woodcarving.

Requisite: All Woses must have at least two levels in one of these wilderness-based skills: Survival, Track and Weather-Sense. These come from your picks normally and are not free.

Edges: Accurate, Ambidextrous, Armour of Heroes, Craftmaster, Dodge, Faithful, Fell-handed, Foresight, Furtive, Hammerhand, Hardy, Honour’s Insight, Stern, Tireless, Travel-sense, Valour, Wakefulness, Warrior’s Heart

Flaws: Arrogant, Battle-Fury, Code of Honour (May only poison orcs), Dull-eared, Duty, Slow Recovery, Stiff-necked



WOSE DARTS

Plain Wose darts cause 1d3 damage plus the character’s Nimbleness modifier.

Barbed Wose darts cause 1d6 damage plus the character’s Nimbleness modifier, but cannot be recovered after successful use.

One deadly Wose poison used by some for darts against Orcs takes effect upon injury with an onset time of six seconds (1 round), a potency of +0, a modifier of -10 to any attempts at treatment using the Healing skill, an effect of 2d6+2 damage or a secondary effect (should a Stamina save succeed) of 1d6+1 damage, and only 1 stage. For more information on the making and effects of poisons, see page 81 and 246 of the Core Book.



ABILITIES: Woses have the following abilities:

Feud of the Oghor-Hai: Except for on the isle of Númenor during the Second Age, the number of Woses has always been small. This has been mostly because of the heavy casualties they suffer from their perpetual war with the Orcs, who in turn delight in torturing any Wose (or Oghor-hai in Orc dialect) they can capture.

All Woses have the flaw Enemy (all Orcs). However, Woses also receive a +2 bonus when making Track or Observe tests versus Orcs or when making a Healing test against Orc-inflicted wounds.

Gnarled as an Old Stone: Woses are strangely unlovely to look upon and they take no joy in music. Nor do they talk freely with those who are not kin or good friends. Woses receive a -4 bonus to Persuade (Charm) and Perform tests with those who are not Woses.

Hardness of Body: Woses receive a +2 bonus to Stamina rolls to resist losing Weariness Levels.

Sea Dread: Woses have a deathly fear of traveling over large bodies of water. They must make a Willpower test with a -4 penalty to temporarily master this fear.

Small Folk: Woses are considered Small. They have only four Wound Levels.

Uncanny Vigilance: If a Wose remains unobserved while maintaining a silent and motionless watch for intruders, any unfriendly or corrupted passersby observed by the Wose must make a Willpower test versus the Wose's Bearing +5 once every round or suffer the effects of Fear (see page 233 of the Core Book).

If a Wose is seen by a friendly and uncorrupted passerby while keeping such a watch, the passerby must make an Observe test (normally Target Number 10). Failure means the passerby mistakes the Wose for a mere watch-stone and acts accordingly.

Unlettered: Woses are unwilling to learn to read or write, although they do have a small set of symbols which they use with each other to share basic information, mark trails or warn of danger.

Wary as the Beasts: All Woses have the Wary, Keen-eyed and Keen-nosed edges. In addition, they may apply their Wits modifier as a bonus to Surprise tests.

Woodcrafty beyond Compare: Woses receive a +4 bonus to Survival, Stealth, Track, and other wilderness tests when in the wild of their native land, and a +2 bonus to Survival, Stealth, Track, and other wilderness tests when in a wilderness elsewhere.

"They go not to war with Gondor or the Mark; but now they are troubled by the darkness and the coming of the orcs."

- Elfhelm the Marshal, The Return of the King

BARBARIAN PACKAGE

DRUADAN TRIBESMAN (Revision): In the Core Book package, replace the Ranged Combat +2 skill with Ranged Combat (Darts) +2 and the Armed Combat +1 skill with Unarmed Combat +1.

CRAFTSMAN PACKAGE

DRUADAN CARVER: Talented with eye and hand, your carvings astonish with their lifelike appearance, whether fearful or amusing.

Order Skills: Craft (Dart-making) +2, Craft (Sculpture) +3, Craft (Stonecarving) +3, Craft (Toymaking) +2, Craft (Woodcarving) +2, Lore: Race (Orcs) +1, Observe +2

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Accurate, Ambidextrous, Charmed Life, Craftmaster, Favour of Fortune

ABILITY: Your character may also pick the following special ability or any of the other Craftsman special abilities in the Core Book.

Shared Powers: This ability allows you to share your natural powers with one masterwork watch-stone which you have carved and lent to someone you wish to be protected. By laying your hands on the sculpture the watch-stone gains a sense of sight equal to yours and the ability to make a shrill whistle of warning audible only to the person to whom you lent the watch-stone. However you do not gain any awareness of the activities of the watch-stone in your absence and any damage the watch-stone suffers until your return is split between you and the watch-stone. You may only have one empowered watch-stone at a time.

A life-sized watch-stone has a 4 Protection and a 6 Structure. A larger-than-life watch-stone has a 6 Protection and 9 Structure. The watch-stone is immune to attacks that would not normally affect it, such as poison or fear, and is vulnerable to any attacks that would affect stone, such as the Sundering spell. If the Structure of the watch-stone reaches 0 then, after



you receive half damage from the final attack against it, it is ruined and the sharing of powers and injury ends. When you return to it or the person it is protecting dies, the watch-stone likewise returns to normal and the sharing of powers and injury ends.

Requisite: Masterwork, the Craft skill of Stonecarving +8.

Improvement 1: A watch-stone that you create gains a sense of smell equal to yours.

Improvement 2: A watch-stone that you create a sense of hearing equal to yours.

Improvement 3: A watch-stone that you create gains the ability to move like you, but only for the sake of Stealth, Unarmed Combat, and physical actions in response to an observed danger to the one it is protecting. A watch-stone acts with a skill level equal to yours at the time of your departure, but because its hands are stone it is also eligible to inflict grave critical strikes with unarmed attacks. When danger seems past -- perhaps after concealing itself first if future attacks seem likely -- it will cease to move again.

Improvement 4: You suffer a -2 modifier to any Perception tests you make while away from your empowered watch-stone. But while awake you gain a vague awareness of the current actions and observations of your watch-stone, and while asleep you gain a clear awareness of the same. The watch-stone itself suffers no penalties to its Perception tests.

LOREMASTER PACKAGE

DRUADAN LEECH: Studying not scrolls but the plants and creatures of the forest, you understand much about the easing of pain and the healing of wounds.

Order Skills: Any one Craft +2, Healing +3, Insight +1, Lore: Herbs +3, Lore: Poison +1, Lore: Race +1, Observe +2, Weather-sense +2

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Curious, Healing Hands, Incorruptible, Resolute, Wise

ABILITY: Your character may also pick the following special abilities or any of the Loremaster special abilities in the Core Book, except for Ancient Scripts and Scroll Hoard, at the normal cost. The Ancient Scripts and Scroll Hoard abilities may not be chosen.

Brew Poison: Your knowledge of plant-life and animals allows you to brew poisons as well as any barbarian (see "Brew Poison" ability on page 81 of the Core Book).

Lore of Yavanna: You need no other teachers than that which moves or grows in the wild when you wish to deepen your understanding of wilderness or healing lore. When you have the opportunity and time to explore in a wilderness while seeking an answer to some question, you receive a +2 bonus to any corresponding Lore skill test. At the narrator's discretion, you may also learn new wilderness Lore or Healing skills (at the regular cost) without the aid of a teacher so long as time is spent studying in the wilderness.

NOBLE PACKAGE

DRUADAN HEADMAN: A great leader and warrior among the Woses, you receive the undying loyalty of those under your care.

Order Skills: Inspire +2, Intimidate +2, any one Lore skill +1, Observe +2, Persuade +1, Ranged Combat (Darts) +2, Run +2, Unarmed Combat +3

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Armour of Heroes, Command, Hammerhand, Rank, Stern

WARRIOR PACKAGE

DRUADAN WATCHMAN: Trained by your people to guard against all foes, you're a well-trusted sentinel in the wilderness.

Order Skills: Conceal +2, Craft (Stonecarving) +1, Healing +1, Observe +3, Ranged Combat (Darts) +2, Run +1, Stealth +3, Unarmed Combat +3

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Accurate, Armour of Heroes, Keen-eared, Night-eyed, Wakefulness

Bibliography:

"Return of the King," J.R.R. Tolkien

"Unfinished Tales," J.R.R. Tolkien

"The Silmarillion," J.R.R. Tolkien

"The Lord of the Rings Roleplaying Game Core Book"

"The Complete Guide to Middle-Earth," Robert Foster

IT'S ALL OPTIONAL

LEGENDARY SKILLS



There are those who are good at firing a bow or wielding a sword and there are those who are great, but out of all those, there are the select few who are legendary in their skill by hitting a bird in the eye with an arrow at 1,000 yards or the master artist who creates works of art unparalleled and has no peer. Such able-bodied people are considered legends in their ability and have such a high number in skill ranks to prove it.

For a character to attain such incredible status, deeds must be done, challenges overcome, and Advancement Picks must be spent. Follow the same rules as described for Legendary Attributes along with these guidelines:

1. The skill must be an Order Skill and its associated attribute must be a favoured attribute.
2. The number of additional ranks allowed to be achieved in as Legendary Skill ranks cannot exceed the associated attribute's modifier.
3. The Advancement Pick cost is 3 picks.
4. The entire process must be repeated for each attempt to gain an additional rank.
5. If the Narrator deems an attempt to be unsuccessful, the additional rank isn't gained *and* the character may never attempt to further increase the skill in Legendary status.

MECHANICS FOR FIRST AND SECOND AGE CHRONICLES

Although the rules in the CRB work well for characters born during the Third Age, they aren't exactly geared towards playing in chronicles set in the First and Second Ages. Characters in the earlier ages of Arda were capable of feats far above and beyond anything witnessed in the Third Age. The Elves walked with the Valar, bandied with the Maiar, and battled Balrogs, dragons, and other nameless horrors so incredible that when they fell, they shattered mountains. Dwarves dug mines larger and deeper than anyone else in Middle-earth and constructed unassailable fortresses. Men rose mighty empires, explored the unknown world with fervour, and forged legendary alliances with the Firstborn and — to the detriment of all — even grew so bold as to challenge the Valar themselves.

Narrators can use the simple suggestions below to expand on the current mechanics to accommodate First and Second Age characters without having to practically rewrite them. These guidelines don't allow for characters of near-godlike powers, but they can be used to generate characters that are, on average, stronger, faster, and more capable than characters made using the CRB in line with the great heroes of bygone ages (Galadriel, Elendil, Helm Hammerhand, etc.).

FIRST AGE CHRONICLES

Figures from this time were mythic in stature, power, and deed. During this time, Fëanor created the Silmarils and palantíri, and then Morgoth stole the Silmarils, thrusting the Noldor into a war against the Vala for thousands of years, and ending with the destruction of Beleriand and creation of Númenor.

CREATING CHARACTERS

Dwarves: During this time, Dwarves had great powers and skill in crafting and, in some ways, equaling or bettering Elves. They gain *The Art* ability.

Elves: All Elf PC's and NPC's that are created for a First Age campaign are viable as written in later ages, but are required to adhere to the particular rules of their original age concerning skill rank caps and advancement requirements. There are no changes required to those listed and the Vanyar do not need a racial description as their only appearance in Middle-earth was for the final battle of the age as they were a part of the great host from Valinor.

Hobbits: Hobbits do not enter the tales of Middle-earth during this period of time so they are not allowed as PC's or NPC's during this Age.



Dúnedain: During this Age, there were no Dúnedain per se, but the highest of the Secondborn had come from the Three Houses of Men: Beor, Haleth, and Hador. Being from any one of these great houses grants you these modifiers (they replace those used in the CRB): +1 Bearing, +1 Strength, +1 Vitality.

Men of Darkness: Even during this early age, these men were under the sway of The Great Enemy. There is no difference between these men and their descendants.

Middle Men: At this time, these peoples wandered in the areas around the Anduin Vale, Greenwood the Great, and beyond. Though you aren't of those noble houses that stood with the Eldar against Morgoth, you and your people still have much honour and pride in their toils of living. Being born of this line of Men grants you these modifiers (they replace those used in the CRB): +1 Strength, +2 Vitality.

Wild Men: Very different from any of the other Secondborn, the Drúedain were known to have inhabited the lands about the White Mountains very early in recorded history and are known even to the Elves to most secretive and odd. There is no difference between these men and their descendants.

Attributes: Epic stories require epic stature of its characters. Roll 2d6+4 9 times for Attributes and keep the highest 6 totals or distribute 12 points to 10, 9, 7, 7, 5, 4. Then apply Racial modifiers.

Courage: With mighty deeds to be done, much courage is needed to face the darkness. Add a number of points equal to the character's Vitality modifier + Bearing modifier to standard Courage total.

Racial Picks: Lives were typically lived much longer and the young were needed to grow up much faster during these bitterly embattled times. Increase the number of picks allowed during the Race Phase to 12.

SYSTEM MECHANICS

Skill Caps: Maximum ranks at creation is 9. Maximum ranks total is 18.

Test Type TN's: To help keep the increased power of characters relative to one another, increase the TN values of the different test types by +10 TN. For example, a Routine test would be TN 15 instead of TN 5.

Earning XP & Advancement: In this age, the fell creatures are more powerful, the deeds more difficult, and lives are long. There is the potential for characters to earn XP more quickly than in subsequent ages, so increase amount of XP required for advancement to 2000.

SECOND AGE CHARACTERS

During this time the Dúnedain of Númenor came to be "civilized" under the guidance of the Elves, achieving the pinnacle of their knowledge and craft, while Elves and Dwarves began to diminish in their numbers and power from wars with Sauron and raiding dragons from the North. The time ended with the destruction of Númenor and the Last Alliance of Men and Elves against Sauron.

Dwarves: With the loss of Belegost and Nogrod, the Dwarves lost many of their people and much of their ancient lore, but still had great power within them that they even forged a great friendship with the Noldor of Eregion. They gain The Art racial ability.

Elves: All Elf PC's and NPC's that are created for a First Age campaign are viable as written in later ages, but are required to adhere to the particular rules of their original age concerning skill rank caps and advancement requirements.

Hobbits: Hobbits do not enter the tales of Middle-earth during this period of time so they are not allowed as PC's or NPC's during this Age.

Dúnedain: This was the Age of Númenor, the Dúnedain. They increased their knowledge, craft, and lore many times from the influence of the Elves and their great penchant for exploration of the world. As one of this bloodline, you are granted these modifiers (they replace those used in the CRB): +1 Bearing, +1 Strength, +1 Wits.



Men of Darkness: Men from the lands in the East and South continue to be held by the power of the Enemy. There is no difference between these men and their descendants.

Middle Men: At this time, these peoples wandered in the areas around the Anduin Vale, Greenwood the Great, and beyond. Eventually, the greatest people from this line of Men, the Eorlingas as they were called, rode from the north to the aid of the Dúnedain as Mordor and raids by evil men besieged them. Being born of this line of Men grants you these modifiers (they replace those used in the CRB): +1 Strength, +2 Vitality.

Wild Men: Very different from any of the other Secondborn, the Drúedain were known to have inhabited the lands about the White Mountains very early in recorded history and are known even to the Elves to most secretive and odd. There is no difference between these men and their descendants.

Attributes: Even though the Dúnedain grew in worldly power, the other races were diminished in power. Roll 2d6+2 for Attributes 9 times, keep highest 6 or distribute 10 points to 10, 9, 7, 7, 5, 4. Then apply Racial modifiers.

Courage: While deeds accomplished were no less great in this age than the First, the mythic status of people during this time were greatly reduced or lost. Add a number of points equal to the character's Bearing modifier to standard Courage total.

Racial Picks: Times weren't so dire in this age as they were in the First, so increase the number of picks allowed during the Race Phase to 9.

SYSTEM MECHANICS

Skill Caps: Maximum ranks at creation is 7. Maximum ranks total is 15.

Test Type TN's: To help keep the increased power of characters relative to one another, increase the TN values of the different test types by +5 TN. For example, a Routine test would be TN 10 instead of TN 5.

Earning XP & Advancement: In this age, the fell creatures are more powerful, the deeds more difficult, and lives are long. There is the potential for characters to earn XP more quickly than in subsequent ages, so increase amount of XP required for advancement to 1500.

ANCIENT SCRIPTS

CONVERTING D&D MONSTERS TO LORD OF THE RINGS, PART II

by Erica 'Camdin' Balsley

This is a continuation of the *Dungeons and Dragons* (DnD) monster conversion article I started in the last issue. In this part, I will go through the *Dungeons and Dragons* monster entry line-by-line and discuss ways that you can incorporate the concepts of a given monster into the *Lord of the Rings* (LOTR) RPG. I use ideas and abilities described in *Fell Beasts & Wondrous Magic* (FB&WM), so get the most use from this article you should have that book.

Like my previous article on converting characters from MERP and Rolemaster, I won't be offering any direct, 100% mathematically accurate, nit-picking conversion from one system to the next. I am a firm believer that in cases like these it's often best to recreate a monster or character using the new rules rather than to try to use a formula to force things to fit. That being said let's go on.

The Aboleth

For this article, I want to convert the aboleth from the *Dungeons and Dragons Monster Manual*. It is a big, slime-draped, fish-like creature, and I plan to re-interpret it as a horror from the First Age living in the partially flooded caverns on the shore of Lake Evendim in the ruins of Annúminas.

**Aboleth****Huge Aberration (Aquatic)****Hit Dice:** 8d8+40 (76 hp)**Initiative:** +1**Speed:** 10 ft. (2 squares), swim 60 ft.**Armour Class:** 16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15**Base Attack/Grapple:** +6/+22**Attack:** Tentacle +12 melee (1d6+8 plus slime)**Full Attack:** 4 tentacles +12 melee (1d6+8 plus slime)**Space/Reach:** 15 ft./10 ft.**Special Attacks:** Enslave, psionics, slime**Special Qualities:** Aquatic subtype, darkvision 60 ft., mucus cloud**Saves:** Fort +7, Ref +3, Will +11**Abilities:** Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17**Skills:** Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8**Feats:** Alertness, Combat Casting, Iron Will**Environment** Underground**Organization:** Solitary, brood (2–4), or slaver brood (1d3+1 plus 7–12 skum)**Challenge Rating:** 7**Treasure:** Double standard**Alignment:** Usually lawful evil**Advancement:** 9–16 HD (Huge); 17–24 HD (Gargantuan)**Level Adjustment:** —

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete grey slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths speak their own language, as well as Undercommon and Aquan.

Combat

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent*

image (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armour bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**The Dungeons and Dragons Monster Entry**

The DnD monster statistics block consists of 22 entries that define the monster's ability to attack, how it can attack, its special powers, its ability scores and other aspects of how it lives and grows. I will step through each of these entries and explain how each works in terms of DnD itself, and how they could work in the LOTR RPG.

Size and Type

This line of the DnD stat block is fairly self-explanatory. Size is how big the thing is using one of 9 size categories, and Type is

used to fit the monster into one of 15 basic monster types. The monster Type in DnD is used to determine its Hit Die type and how to calculate its base attack bonus and saving throws.

Table 1a: Size, below, provides the conversion from DnD size to FB&WM size.

Table 1a: Size	
Dungeons and Dragons Size	Fell Beast & Wondrous Magic Size
Fine	Miniscule to Tiny
Diminutive	Tiny to Little
Tiny	Little to Small
Small	Small
Medium	Medium
Large	Large
Huge	Mammoth
Gargantuan	Huge
Colossal	Gigantic to Titanic

The DnD monster Type is, really, irrelevant as far as converting to the LOTR RPG is concerned. In many cases, the monster's Type has a direct correlation to a creature role described in FB&WM; this is mostly common sense. A DnD Plant converts into the Plant role from the LOTR RPG, a DnD Magical Beast is in the Magical Beast role in the LOTR RPG, and so on. **Table 1b: Type** provides some suggestions as to how to interpret monster types as monster roles.

Table 1b: Type	
Dungeons and Dragons Type	Fell Beast & Wondrous Magic Role
Aberration	Beast (Magical)
Animal	Beast (Monstrous) or Beast (Natural)
Construct	None. It is not possible for anyone or anything in Middle-earth to create new life.
Dragon	Magical Beast
Elemental	Spirit (Natural)
Fey	Spirit (Natural)
Giant	Civilized Creature (Any)
Humanoid	Civilized Creature (Any)
Magical Beast	Beast (Magical) or Beast (Monstrous)
Monstrous Humanoid	Civilized Creature (Any)
Ooze	None. No creature of this type is found in Middle-earth.
Outsider	Spirit (Corrupt) or Spirit (Natural)
Plant	Plant (Any)
Undead	Spirit (Corrupt) or Spirit (Restless)
Vermin	Beast (Monstrous) or Beast (Magical)

Aboleth: Huge Aberration. Its size of Huge converts to Mammoth. Being an Aberration makes its role Beast (Magical), and its strange appearance and powers lead me to decide that it is a First Age horror. It is something that was unleashed on the world by Morgoth in the ancient past.

Hit Dice

In DnD, the monster's Hit Dice are a measure of its overall toughness. Hit Dice determine hit points, attack proficiency and saving throws, and is a key component of determining the potency of its special attacks and spells.

There is no need to do anything with Hit Dice in a conversion to the LOTR RPG. The primary use of Hit Dice, determining hit points, is superseded by Health and Wound Levels, a calculation we will perform as per normal the LOTR RPG monsters. What interests us more in a conversion is the base attack bonus, which I will cover later.

Aboleth: $8d8 + 40$ (76 hp). I can ignore the Hit Dice and hit points. Once I know its Vitality and Strength (see below), I calculate that its Health is 18. Since it is Mammoth, it has 7 wound levels (3 Healthy).

Initiative

The monster's Initiative is a factor when determining when the monster acts in a combat round. LOTR RPG has Initiative as well, and it has its own method of calculation. We can ignore the DnD Initiative as we will be using the LOTR RPG calculation instead.

Aboleth: Initiative +1. I can just ignore the Initiative bonus as calculated for DnD. Once I know its Swiftess reaction (see below), I determine its initiative to be +2.

Speed

In DnD, Speed is measured two ways. The first is a measure of how many feet the monster can move in a round, measured in 5-foot increments. The second is a measure of how many squares the monster can move on a standard 5-foot grid. The latter is simply $1/5$ of the former: a monster with 30 feet of movement can move 6 squares on a battle map. That being said, there are three ways you can handle converting the monster's Speed.

First, you could do a direct conversion. That simply entails dividing the feet of movement by 3 to arrive at the yards of movement utilised by LOTR RPG. That can pose a problem, however, since according to the LOTR RPG a Medium creature has a movement of 6 yards. Most Medium creatures in DnD have a movement of 30 feet, which converts to 10 yards per round. That is a serious discrepancy that could give converted DnD monsters a decided edge when it comes to movement.

Second, you could simply use the squares of movement as its yards of movement. This keeps a





Medium creature with a Speed of 30 feet moving at 6 yards per round.

The last way to convert Speed is to ignore the DnD measurement and just use the table on page 75 FB&WM to determine the monster's movement.

Aboleth: 10 ft. (2 squares), swim 60 ft. The aboleth is basically a big slimy fish, and I have no need to let it move on land. I'll give it 2 yards of land movement, and just give it 24 yards of water movement, as shown in page 75 of FB&WM.

Armour Class

In DnD, Armour Class is simply a measure of how difficult it is to hit a given monster. If your total roll is above its AC, you hit it. If your total roll is below its AC, you either missed entirely or the attack was deflected or absorbed by its armour.

This "hit-or-miss" concept is not used in LOTR RPG, and that system has its own means of determining the monster's Defence and ability to parry or dodge. There are two things about Armour Class, however, that we can make use of: armour bonus from worn armour, and natural armour bonus from thick skin.

If the monster wears manufactured armour, simply use the equivalent armour from the LOTR RPG. If the monster wears plate mail, just give it chain mail with plates, the next closest armour type available.

Luckily, the armour bonuses DnD are roughly equivalent to armour of the same type in LOTR RPG, so if the monster has natural armour, you can use the armour class bonus as the amount of damage absorbed by the armour.

Aboleth: 16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15. The only thing that interests me on this line is its +7 natural armour bonus. I give it the Armour special ability with 7 points.

Base Attack/Grapple

The base attack and grapple bonuses for DnD monster are determined by its Hit Dice. They represent the monster's innate combat ability; base attack is used to determine its bonuses when attacking with weapons, and the grapple bonus is — obviously enough — used in grappling. We can ignore the grapple bonus for the purposes of conversion. What concerns us more in this instance is the base attack bonus.

We can use the base attack bonus (often abbreviated in DnD as the "BAB") for the same purpose in LOTR RPG. I'd suggest just using the BAB as the basis for all the monster's relevant Armed, Ranged and Unarmed Combat tests. Therefore, if a monster has a +4 BAB, we can just give it 4 ranks in any appropriate combat skills. You can figure out what weapon groups and specialties to give the monster in the next step.

Aboleth: Base Attack/Grapple +6/+22. The aboleth has a BAB of +6, so I decide to give it 6 ranks in its relevant combat skills when I get to that point.

Attack and Full Attack

The Attack and Full Attack lines are used in combat — they are the total bonus added to the roll of d20 and incorporates ability scores, bonuses from feats and magic items, and so on.

The only things we need the Attack and Full Attack lines for in a conversion are the types of attacks the monster uses. In this manner, we can decide which weapon groups and specialties to give the monster. This is just common sense: if a monster attacks with a bite and a claw then give it Armed Combat: Natural Weapons (Bite, Claw), and if it fights with a longsword give it Armed Combat: Blades (Longsword), and so on. If a monster has multiple natural attacks as a Full Attack (like 2 claws or 4 tentacles or whatever), you can give it the Multiple Attacks special ability from FB&WM if you feel that fits the monster.

Aboleth: Attack Tentacle +12 melee (1d6+8 plus slime), Full Attack 4 tentacles +12 melee (1d6+8 plus slime). I note that it can attack with 4 tentacles in a round if it wants to, so I start to think about whether or not I want to give it Multiple Attacks or maybe even the Writhe of Tentacles special ability FB&WM. Right now, though, all I need to do is give it weapon groups and specialties. I give it the special ability Natural Weapons (Tentacles) and Armed Combat: Natural Weapons (Tentacles) +6.

Space/Reach

Space and Reach are used on a combat grid to determine how many squares the monster covers and how far it can reach with its attacks.

Although concepts such as these aren't used in the LOTR RPG, they could easily be adopted if you wanted to use them. Just convert the feet to yards and round down.

Aboleth: Space/Reach 15 ft./10 ft. Just for my own information, I note that when converted to yards, the aboleth takes up a space 5 yards across and it can reach up to 3 yards with its attacks.

Special Attacks and Special Qualities

The Special Attacks and Special Qualities lines list the various special powers the monster possesses. Only the names of the abilities are given here; greater detail is given in the monster's description.

I could probably spend pages and pages of this periodical describing ways you could convert a monster's special abilities from DnD to the LOTR RPG. But as with my article on converting characters from the I.C.E. games, the purpose of this article is to provide reasonable guidelines to recreate the monster rather than to find some possibly unattainable "exact conversion." I provide a few examples of how to convert some of the more common special abilities, but mostly you should just rely on common sense and your own knowledge of the

games to find the conversion method that works best for your chronicle.

- *Ability Drain*: Drain (from FB&WM) of the appropriate equivalent attribute
- *Darkvision*: Night-eyed 2
- *Detect Magic, See Invisible, etc.*: Extraordinary Sense (Sense Power)
- *Fast Healing, Regeneration*: Regenerate (by round).
- *Immunity to Cold Fire, Poison, etc.*: Invulnerable
- *Improved Grab*: Unarmed Combat (Grapple)
- *Low-Light Vision*: Night-eyed
- *Poison*: Poison
- *Spell-Like Ability*: Spellcasting, using spells roughly equivalent to those mentioned in the description of the ability
- *Supernatural Ability*: Try to find an Edge, Special Ability or Spell that best duplicates the effect. If none really fit, look at what the power or spell-effect is and try to come up with appropriate rules to duplicate that effect in the LOTR RPG
- *Swallow Whole*: Swallow (from the Old Man Willow entry in the *Fellowship of the Ring Sourcebook*)

As for the saving throw DCs, convert them to reaction TNs by rounding them down to the next nearest multiple of 5. (See **Table 2: DC to TN**).

Table 2: DC to TN	
DC	TN
5-9	5
10-14	10
15-19	15
20-24	20
25-29	25
30-34	30

Aboleth: Special Attacks: Enslave, psionics, slime. Special Qualities: Aquatic subtype, darkvision 60 ft., mucus cloud.

Aquatic subtype: This just means the aboleth needs water to breathe. There is nothing to convert there.

Darkvision 60 ft.: I give the aboleth Night-eyed 2. It can see perfectly in total darkness.

Enslave: In short, this ability lets the aboleth dominate another creature and bend it to its will. I give the aboleth the ability to cast the *Command* and *Enslave Beast* spells.

Mucus cloud and *Slime*: there aren't any spells or abilities that duplicate these powers, so I make them up. I keep the same description, but change the save DCs to reaction TNs. I change the "1d4+1" transformation time and "1d12" damage from its Slim ability to 1d6 and 2d6, since d4s and d12s aren't used in the LOTR RPG.

Psionics: the psionics powers of the aboleth are all illusions of some sort or another. The closest spell in the LOTR RPG is *Shadows and Phantoms*, so I give it the ability to cast that spell. I

note that one psionic ability is *hypnotic pattern*. In DnD, that spell fascinates those who see it and renders them temporarily incapable of action. In light of that, I also give the aboleth the *Holding-spell*.



Saves

There are three saving throws in DnD: Fortitude, Reflexes and Will. These are used to resist attacks against the body and mind that don't come from any kind of weapon. You use saves to fight off poison and disease, evade certain spells and magical attacks and stave off mind control.

Interestingly enough, the DnD saves have identical counterparts — at least conceptually — in the LOTR RPG: Reactions. The Fortitude save is basically like a Stamina test. The Reflex save is used for the same thing as a Swiftess test. There is even a Willpower reaction that fills the same roll as the Will save. The Wisdom reaction also does the same thing as a Will save.

Although the correlations are interesting from a game system standpoint, we don't need to use the Saves in a conversion. The LOTR RPG system has its own means of calculating the reaction bonuses.

You could, if you wanted, take the base value for the saves and use those totals for the reaction bonus in order to reflect an advanced monster. That is perfectly okay and works seamlessly with the LOTR RPG system. Just account for those advancements in the monster's the LOTR RPG statistics sheet. The base value for a saving throw bonus does not include the relevant ability score bonus or any bonuses derived from feats, special qualities, or class abilities (if any) possessed by the monster.

Remember to select one favoured reaction for the monster.

Aboleth: Fort +7, Ref +3, Will +11. I'm not going to make this an advanced monster, so I'll ignore the aboleth's DnD save values in favour of determining its reaction bonuses from its attribute scores. After I determine those values, I find the aboleth has the following reactions: Stamina +5, Swiftess +2, Willpower +2*, Wisdom +2. Taking into account its special abilities, I select Willpower as its favoured reaction.

Abilities

There are 6 ability scores in DnD, which reflect a creature's physical and mental capabilities. Like the reactions, the ability scores in DnD have almost identical counterparts in the LOTR RPG. See **Table 3a: Abilities to Attributes**, below.

**Table 3a: Abilities to Attributes**

<i>Dungeons and Dragons</i> Ability	<i>Lord of the Rings</i> RPG Attribute
Strength (Str)	Strength
Dexterity (Dex)	Nimbleness
Constitution (Con)	Vitality
Intelligence (Int)	Wits
Wisdom (Wis)	Perception
Charisma (Cha)	Bearing

Divide the DnD ability score by 1.5 and round down to arrive at the *Lord of the Rings* RPG attribute value (see **Table 3b: Abilities to Attributes**).

Table 3b: Abilities to Attributes

<i>Dungeons and Dragons</i> Ability Score Value	<i>Lord of the Rings</i> RPG Attribute Value
1-2	1
3-4	2
5	3
6-7	4
8	5
9-10	6
11	7
12-13	8
14	9
15-16	10
17	11
18-19	12
20	13
21	14
22-23	15
24	16
25-26	17
27-28	18
29	19
30	20

Now that you have put values to attributes, you can start to fill in some of the blanks. Use the normal rules in the *LOTR* RPG to figure out the monster's reactions, Initiative, Defence and Health. Pick two attributes to be the monster's favoured attributes.

Aboleth: Abilities Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17. Using the calculation above, this gives the aboleth the following attributes: Brg 11 (+2)*, Nim 8 (+1), Per 11 (+2)*, Str 17 (+5), Vit 13 (+3), Wit 10 (+2). Taking into account its special abilities, I select Bearing and Perception as its favoured attributes.

Skills and Feats

Skills and feats in DnD fill the same roles as skills and edges in the *LOTR* RPG. Skills determine what the monster can do and how well it can do it, and Feats are specialised talents that make the monster better at select skills, spellcasting or combat.

The first thing to do when converting skills and feats to skills and edges is to decide which ones to convert and which ones not to.

Most skills have direct counterparts between the two systems, so not much need be said about how to convert them other than to use your better judgment. Go with what makes the most sense. If the monster has the Hide and/or Move Silently skills, give it the Stealth skill with appropriate specialties.

To convert skill bonuses to skill ranks divide the skill bonus itself by 2. If you want to be more exact divide only the base skill rank by 2 and round up. The base skill ranks are determined by subtracting the monster's ability score modifier, any bonuses from feats, and other relevant modifiers such as the size bonus or penalty to the Hide skill. Since the maximum ranks for skills for player-characters in DnD is 23 and the maximum in *LOTR* RPG is 12, this works out just fine. Monsters can have ranks above 12, so it's ok if your results seem a little high.

Either way, don't worry about trying to figure out the *exact* skill bonus — remember the goal here isn't a pinpoint conversion. We want to make a monster that's playable in the *LOTR* RPG game, and doesn't require nit-picking every minute detail. To make it really easy on yourself you could just as easily forget all that "base skill ranks" stuff and divide the total skill bonus by 2. Depending on your knowledge of DnD and where all the skill bonuses come from (ability, feat, synergy, etc.), you can be as exact or as inexact as you want in this regard. You can even give the monster the *LOTR* RPG skills that it didn't have in DnD.

As for feats, see **Table 4: Feats to Edges** for a list of common feats and some suggestions as to how best to convert them to the *LOTR* RPG edges.

Table 4: Feats to Edges

<i>Dungeons and Dragons</i> Feat	<i>Lord of the Rings</i> RPG Edge
Alertness	Keen-eyed, Keen-eared
Deceitful	Furtive
Dodge	Dodge
Endurance	Tireless
Great Fortitude	Bold, Resolute
Improved Initiative	Wary
Improved Unarmed Strike	Hammerhands
Investigator	Curious
Iron Will	Strong-Willed
Leadership	Command
Negotiator	Eloquent
Persuasive	Eloquent
Quick Draw	Quick Draw
Stealthy	Furtive
Toughness	Armour of Heroes, Lionhearted, Swift Recovery
Track	The Track skill
Two-Weapon Fighting	Ambidexterity and Two-Weapon Fighting
Weapon Focus	Accurate, Warwise, Weapon Mastery

You may find other ways to convert feats to edges, ways that better suit your interpretation of the monster you want to convert. As always, the important thing about converting from system to system is your vision as the Narrator.



Aboleth: Skills: Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8, Feats: Alertness, Combat Casting, Iron Will. LOTR RPG doesn't require the Concentration skill, so I ignore that. For its one Knowledge skill, I give it Lore: History (First Age) +6. It has Listen and Spot at +16 each, so I give it Observe (Hear, Spot) +8. Finally, I give it the Swim skill (it is a fish, after all) at +8. Since it is a fish I decide not to divide its Swim skill bonus at all. Lore, Observe and Swim are a meagre skill set, even when you add in its Armed Combat: Natural Weapons (Tentacles) skill. I round out its skill set with Intimidate (Fear) +6, Language (Black Speech) +7, Language (Ancient Westron) +4, and Survival (Underground) +6. For its edges, I give it Keen-eyed and Keen-eared (for its Alertness feat), and Strong-willed (for its Iron Will feat). I also note that its Darkvision ability also gave it Night-eyed 2.

Environment

Environment in DnD gives a two-word description of the climate and terrain of the monster's preferred habitat. In the case of Elementals, Outsiders, and monsters with the Extraplanar subtype, Environment lists the monster's home plane.

We can use the Environment entry to get a good idea of where to place the converted monster. Nearly every natural environment exists in Middle-earth, so this shouldn't pose a problem. Of course, you shouldn't feel bound by the environment given in the DnD statistics block. If you want a monster that's "supposed" to live in temperate forests to be a desert creature in Middle-earth, then so be it. Even in DnD the Environment line is just a suggestion.

Aboleth: Environment: Underground. This fits in perfectly with what I want to use this monster for in the LOTR RPG. I see no need to change this.

Organisation

Organisation is just a brief descriptor of how monsters of this species gather in groups and in many cases how they organise with other monsters.

As with Environment, you can use the Organisation line to get an idea of how many of this type of monster might be encountered. Remember that the strangest of creatures in Middle-earth are almost always unique, and in those cases the Organisation line can be ignored. Other monsters might be met in small groups of 2 to 4, but rarely do monsters ever congregate in large numbers in Middle-earth.

Aboleth: Solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum). My concept for the encounter with the aboleth doesn't require more than one, so really this entry is meaningless to me. Perhaps later in a chronicle where the characters have more advancements I might have them meet more than one aboleth, but not now. I also note that the aboleth might be encountered with another type of monster called the Skum. These are frog-like humanoids that are the slaves of the aboleths. I feel that Middle-earth needs no more humanoid races, so I won't be including the Skum in my chronicle.

Challenge Rating

Challenge Rating is just an abstract measure of how tough the monster is. In theory, a group of 4 properly equipped characters with levels equal to the monster's Challenge Rating should be able to defeat the monster without suffering major losses. There is a lot of debate surrounding Challenge Rating, its accuracy, and how best to determine it in the DnD community.

Fortunately, we don't need it at all. It has no use to us in a LOTR RPG conversion, and we can ignore it and the controversies that surround it. You can instead give the monster a TN Equivalent. You can use the guidelines in FB&WM for that.

Treasure

In the *Dungeon Master's Guide* there are several tables you can use to randomly determine how much treasure a monster has in its lair. This has several typical modifications, such as "double" or "triple," which makes for wealthier and wealthier monsters.

At its heart, the LOTR RPG isn't about hacking and looting. Most monsters in Middle-earth don't even bother with treasure hoards. In many ways, this makes perfect sense: why on earth would a monster need treasure? Notable exceptions are, of course, evil Men, villainous Sorcerers, Trolls, Orcs and Dragons.

Whether or not you want to give your converted monster any treasure is up to you. Most treasure should have a specific reason for being in the monster's lair. A hideous beastie might have some gold coins or swords in its lair, but only because it killed and ate lost travellers that were carrying those items, not because it covets wealth or has a need for money. If you think a monster should have a significant cache of treasure, you can give it the Hoard edge. If you want it to be *really* wealthy, give it multiple instances of the Hoard edge — a monster with "double standard" treasure could have Hoard 2, for example.

Aboleth: Double standard. Aboleths have great treasure. They are twice as wealthy as many other creatures with the same number of Hit Dice. The aboleth I have in mind is one that has been lurking in submerged corridors for thousands of years and would have little use for treasure. Wealth would avail it not. For my purposes, the aboleth needs no treasure.

Alignment

DnD has nine alignments, which give broad descriptions of viewpoints on ethics and morality. Alignments combine law and chaos, good and evil, and neutrality. As far as monsters are concerned, alignment is basically a tool for the DM to get a



grasp of how the monster might act. There are deeper meanings to alignment, of course, but this isn't a dissertation on the alignment system so there isn't a need to go into that here.

Technically in Middle-earth there are only two "alignments": Free and Corrupt. You either have free will or you are a servant of Shadow. We don't need alignment in a conversion, but can maintain the basic meaning of its alignment as a guideline for how to run the monster.

Aboleth: Usually lawful evil. Most aboleths are evil and selfish things, but they have a twisted concept of honour and have respect for order. That sounds like an interesting monster to me, so I keep that concept in mind when I decide how the aboleth will act during its encounter with the characters.

Advancement

Advancement is just a description of how big a monster might grow if allowed to live out its normal lifespan, and how that change in size affects its Hit Dice.

Since we don't bother with Hit Dice, we don't need to bother with Advancement either. FB&WM already has rules for changing the size of creatures anyway. If you want to make a bigger version of the monster you're converting, just convert it normally and then apply those rules. You can also give creatures Orders and/or Advancement picks to spend (in 5 point blocks) to further augment the creature.

Aboleth: 9-16 HD (Huge); 17-24 HD (Gargantuan). The aboleth is as big as I need it to be, so I won't bother making any larger.

Level Adjustment

Level adjustment is just a measure used when adding class levels to a monster for use as a player-character. Most of the weirdest monsters in the *Monster Manual* have no Level Adjustment, which means that they are not at all suitable for player-characters.

No monster should ever be allowed as a player-character or PC in the LOTR RPG. Like so much of the last half of the DnD statistics block, we can ignore Level Adjustment. In Middle-earth, most creatures that are not counted among the Free People are under the domination of Sauron. Others, such as animals, aren't intelligent enough to be adventurers.

Aboleth: —. (None) The aboleth has no level adjustment, which means it shouldn't be available as a player-character race. Frankly, I agree, and I certainly agree as regards the aboleth in Middle-earth.

ABOLETH

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 8 (+1), Perception 11 (+2)*, Strength 17 (+5), Vitality 13 (+3), Wits 10 (+2)

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

DEFENCE: 11

MOVEMENT RATE: 2 yards ground, 24 yards water

SKILLS: Armed Combat: Natural Weapons (Tentacles) +6, Intimidate (Fear) +6, Language (Ancient Westron) +4, Language (Black Speech) +7, Lore: History (First Age) +7, Observe (Hear, Spot) +8, Swim +8, Survival (Underground) +6.

EDGES: Night-eyed 2, Keen-eyed, Keen-eared, Strong-willed.

SPECIAL ABILITIES: Armour 7, Multiple Attacks, Mucus Cloud, Natural Weapon: Tentacle, Slime

SPELLCASTING: Command, Enslave Beast, Holding-spell, Shadows and Phantoms

SIZE: Mammoth

HEALTH: 18 (7 wound levels, 3 Healthy)

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

Slime: A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a TN 15 Stamina test or begin to transform over the next 1d6 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 2d6 points of damage every 10 minutes. The slime reduces the creature's natural armour bonus by 1 (but never to less than 0).

A *Healing-spell* cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *Healing-spell* enhanced by a *Word of Command* can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a TN 15 Stamina test or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Stamina test continues the effect for another 3 hours.

DESCRIPTION: The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete grey slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

HISTORY, HABITAT, SOCIETY, USAGE: These are all parts of the description of a monster in FB&W. This article is long enough without me filling them in. When you convert your own monsters, however, you can fill these in as you see fit, making them as sparse or as detailed as you want.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE

of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity.

You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The aboleth is from the *Monster Manual*.





FAN FLAVOUR

NEW ORDER ABILITIES

TACTICAL ADVANTAGE

Possible Orders: Warrior, Captain, Knight, Ranger

Prerequisites: Siegecraft 4+

A character anticipates the attack of an opponent. Make a TN 10 Insight test with an affinity from Lore: Race (specific race) to be better prepared against future attacks from the opponent for the rest of combat. The success of the result would give the character a +1 bonus to parry/block or dodge attempts per level of success against the opponent for the rest of combat.

NEW ATTACK MANOEUVRES

JUMP ATTACK

Actions: 2

A TN 10 Jump test and Attack test are required. The attack test is a called shot (to the torso or other specific location, if there is a separate TN modifier for the location). If the Jump fails, the attack test is not made. If a Run and then a Jump Attack forward is performed, treat effect of the attack as a Charge maneuver instead.

THE EFFECTIVE BARBARIAN

Within the world of Middle-earth, the Barbarian lives true to his name, but the definition of “barbarian” is in the eye of the beholder. Our ancient history even spells this out -- the Romans called all who were not civilized by their standards barbarians and so likewise those in the East thought of the ones of the West they encountered. The same is true of those “barbarians” in Tolkien’s world.

The Dunlendings, Lossoth, Southrons, and Easterlings are all considered barbarians as they have not the technology nor share the same belief system and aesthetics as those in the West, most notably the Dúnedain (though Elves may see the Men of the West as still uncivilized in some ways), and are portrayed as such. They are seen as wild, unkempt, uncouth individuals who still linger in the hunter-gatherer ways of existence or abiding by horrific and amoral or “pagan” religious and sociological beliefs. But they are still men with the potential to better themselves making truly the real barbarians in this world the orcs, trolls, and other life twisted to the will of the Enemy who do not have this potential.

Decipher’s The Lord of the Rings Roleplaying Game allows for both those characters of the typical stereotype or those of cultures misunderstood by the West. This article outlines some suggestions for creating and playing characters of this ilk, whether as a Lossoth tribesman PC helping the West against the increasing Shadow or an NPC Easterling wainrider chieftain in the armies standing against the tall men with bright eyes.

BACKGROUND

The CODA system and the game almost beckons that you create your character’s concept and background before you roll your dice and select skills. Regardless of the Age your game is set, Barbarian is a viable Order that can be used at almost any time. Think about where he comes from, his motivation in life, and sketch out where you think your character will be going as he matures. Work with your Narrator to come up with something suitable for the game you will be playing.



RACE

Though the Core Rulebook says that Dwarves, Elves, Dúnedain, and Hobbits cannot be of this Order, this is really an Age-dependent concept. Men of the Three Houses who helped the Noldor in the war with Morgoth (those they eventually became the Dúnedain) were not much more than barbarians at the time. Dwarves in the very early days and even those into the Third and Fourth Ages could be barbarians depending on what clan they are from or circumstances that they find themselves in. Hobbits lived a very rustic and nature-oriented life in their early beginnings during the time of Sméagol and Deagol and could be considered barbarians as well. Like the Dwarves, Elves in their very early beginnings were wandering for time uncounted, living in the wilds near the lake they were born at and these primitive trappings have hardly worn away when a large group of them were absorbed by their Sindarin kin of the Woodland-realm; there may yet still be wild elves still roaming in the unknown East of the world.

ATTRIBUTES

A Barbarian's primary needs and function are to survive -- day to day, year to year -- and support his family and those of his clan. Strength and Vitality are marks of the able-bodied who can withstand harshest winters or track a deer to the ends of land without tiring. Nimbleness is useful for those fleet of foot and quick in combat. Perception is the hallmark of a barbarian's ability to read the world's subtle ways around him. Wits refer to a barbarian's ability to learn and then pass that lore onto future generations. Bearing, probably the least coveted by a Barbarian, is important for leading a clan or his hunting party into battle against other barbarian clans, raiding orcs, or the oppressive men from the sea.

REACTIONS

Most Barbarians are likely to choose for their favoured reactions Swiftiness for its usefulness in combat or Stamina, as it reflects the Barbarian's ability to shrug off the effects of Weariness, resist poison or the ill effects of temperature, etc. Willpower is also useful to counter the effects of another's attempt at intimidation or staving of the corruption from evil sources. Wisdom allows a Barbarian to see through the cunning words of wizards or see the truth in the words of a comrade.

SKILLS

As a Barbarian you are expected to be competent in two fields: combat and survival. First selected are the Native Skills where the pool of points comes from the character's Wits score x3. These picks can be spent on Language and Lore skill ranks and specialties. Language skills are special to Barbarians as they are illiterate and cannot write without gaining the Marking Signs ability. It is still wise to allocate picks to this skill so that you can speak and understand your native tongue and maybe other languages. Lore skills referring to plants and animals, etc. are useful along with especially the History skill as most Barbarian clans and tribes have a revered oral history that is passed on to the next generation.

Racial skills are chosen next and can be used to either gain ranks in skills that are not included in the list for your Order or allow you to free picks for later on during the Order Phase. Intimidate and/or Inspire aren't Order skills, but are worthy skills to obtain as their effects can be quite potent.

Fortunately, the skills a Barbarian would most use are reflected in the list of skills associated with this Order. Any of the Combat skills -- Armed, Ranged, or Unarmed -- are perfectly acceptable depending on the kind of fighter you want him to be. Observe, Survival, Track, and Weather-sense are all skills that very useful to Barbarians in the wild, whether they are hunting or a part of a group on a mission to gather information about orc patrols.

EDGES

Many edges that would benefit a Warrior also benefit a Barbarian; those that influence combat skills and situations are staples for this Order: Accurate, Dodge, Doughty, Fell-handed, Lion-hearted, Quick-draw, Wary, and Weapon Mastery. Other edges that would enhance the character's flavour and roleplaying aspects would be Ally, Armour of Heroes, Bold, Friends, Hardy, Honour's Insight, Keen-eared, Keen-eyed, Keen-nosed, Night-eyed, Strong-willed, Tireless, Travel-sense, and Woodcrafty.

FLAWS

With the pros of being a Barbarian, there are always cons -- the flaws -- that reflect their base nature: Battle-fury, Crippling Wound, Enemy, Fey, Proud, Reckless, Rival, and Stiff-necked.



ABILITIES

Brew Poison - You are of the Drúedain or other such people that uses poison on their blades and arrow-points. This may be considered dishonourable by others, especially if your character practices this and is around other Men like Dúnedain or Rohirrim, but it is your way of life.

Champion - Though it cannot be taken by a 0-level character, this is a very potent ability where combat is concerned.

Hard March - This ability can be formidable when traveling with others with this ability but unless your Narrator uses rules for movement and travel, it may not bode a good choice unless it is a prerequisite for another ability.

Marking Signs - This is an ability that lends itself really more towards roleplaying than rolling and would only be good to acquire if your character is a “fish out of water” in city-based chronicle or spends much time around “civilized” folk.

Preferred Weapon - Though not as powerful as Favoured Weapon, it still is a good choice for characters who considered themselves more fighters than wanderers.

Walk Without Trace - A nice ability to have, but its scope is limited to only those that may be tracking you.

MULTIPLE ORDERS

Since a Barbarian's listed of Order skills and really useful abilities is limited, acquiring another Order can help plug the holes of your character's weaknesses.

Craftsman: While a Barbarian has Craft as an Order ability, his works are typically only of the quality to get by as needed and very limited in art and decoration. He may want to be a keeper of animals like hunting dogs and would want to acquire the Train Animal and Awaken Animal abilities (see The Hall of Fire, Issue 6).

Loremaster: This Order quite useful by expanding a Barbarian's skill list, especially with Lore, most notable of tribal elders. The Order abilities may not help much, but Spellcasting is a must for medicine men and witch doctors.

Magician: Effects the same as the Loremaster Order.

Mariner: This Order doesn't do much for a Barbarian character, unless his tribe or clan lives near the water.

Minstrel: Along with the elders, Barbarians who acquire this Order are keepers of the tribe's or clan's history and lore.

Noble: Those that lead the clan or tribe would have a few advancements in this Order, though they may not have “traditional” nobility.

Rogue: Acquiring advancements in this Order wouldn't help a Barbarian character out a whole lot as there is much overlap, though the Fleet-footed, Scoundrel's Fortune, and Treacherous Blow may come in handy.

Warrior: Like the Rogue Order, there a lot of overlap, but a few key combat-related skills are Order skills and a combination of Favoured Weapon and Preferred Weapon with Swift Strike is quite deadly.

Archer: This Order would only be applicable if your character wanted to heavily focus on his Ranged Combat skills.

Captain: Those who lead raiding parties, hunting parties, or the defense of the village would be considered a part of this Order and can further enhance the character's combat prowess.

Knight: This Order may or may not be applicable to Barbarians and would be highly suggested that consultation with your Narrator is had before taking this Order.

Ranger: Barbarians are very similar to Rangers and isn't really suggested that a Barbarian take this Order.

Spy: Barbarians have many of the required skills and abilities that would behoove a Spy. A hired Barbarian/Spy would be extremely potent in performing his required duties.

Wizard: This is another highly unlikely Order for a Barbarian to join, but could make for a very powerful corrupted foe.

SPELLS

If you decide to add advancements of a spellcaster Order and acquire the Spellcasting ability, there are many spells that would be useful to Barbarians: Animal Messenger, Bane-spell, Beast-summoning, Change Hue, Victory-spell.

ALLIES AND ADVERSARIES

DOUGAL, OUTLAW OF THE MARK



Now, sixteen years later, Dougal and a harsh band of compatriots haunt the Eastern Emnet – between Fangorn and the Wold – robbing both friend and stranger, and brutally hunting any orc or orc band. From a small sanctuary that he has made on the Wold, Dougal ranges the Emnet.

BEFORE ADVANCEMENTS

RACE: Middle-man (Man of Rohan)

RACIAL ABILITIES: Adaptable, Skilled, Dominion of Man

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

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

DEFENCE: 12

ORDERS: Rogue (Outlaw)

ORDER ABILITIES: Sanctuary

ADVANCEMENTS: 8

SKILLS: Acrobatics (Balance) +1, Appraise +1, Armed Combat: Blades (Longsword) +3, Climb +2, Conceal (Hide Treasure) +2, Guise +1, Healing +1, Inquire +1, Insight +1, Inspire +1, Language: Westron +6, Language: Rohirric +4, Legerdemain +1, Lore: History (Rohan) +3, Lore: Horses +4, Lore: Realm (Rohan) +4, Observe (Spot) +2, Persuade (Charm) +1, Ranged Combat: Bows (Shortbow) +2, Ride (Horse) +3, Run +1, Search +1, Stealth (Sneak) +3, Survival (Fields) +1, Track +1, Unarmed Combat +1, Weather-sense +1

SPELLS: None

EDGES: Tireless, Dodge

FLAWS: Oath

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 10

COURAGE: 4

RENOWN: 0

GEAR: Longsword, Leather armor, Horse, clothes, backpack, short bow, quiver with 20 arrows

Advancement 1:

+1 Inspire (2)
+1 Intimidate (2)
Open Lock (1)

Advancement 2:

+1 Armed Combat (1)
+2 Ranged Combat (2)
Charmed Life 1 (2)

Advancement 3:

Accurate: Shortbow (2)
+1 Acrobatics (1)
+1 Guise (1)
+1 Jump (1)

Advancement 4:

+1 Legerdemain (1)
+1 Observe (1)
+1 Armed Combat (1)
+1 Run
+1 Search

Advancement 5:

+1 Appraise (1)
+1 Inspire (2)
+1 Armed Combat (1)
+1 Survival (1)

Advancement 6:

Warrior Order (5)

Advancement 7:

+1 Wits (4)
+1 Track (1)

Advancement 8:

+2 Armed Combat (2)
Swift Strike 1 (3)

Maneuver Bonus: Charge
+1

CHARACTER SHEET COMPLETED WITH ALL ADVANCEMENTS AT THE END OF THIS ISSUE:



DESCRIPTION: Dougal, son of Dermot, stands at 5' 11" and weighs 198 lbs. His eyes are blue and his blonde hair hangs at neck length though he is quite shaggy. Dougal's face usually only has stubbly growth as he tries to keep it clean-shaven as often as he can. He can be short of temper and carries a heavy weight on his shoulder – most people think him moody and introspective.

I have presented the character here from creation to his 8th advancement. Narrators may feel free to use the character at any point in his development as would apply to their chronicle.

HISTORY: Dougal, son of Dermot, was born on the northern pasture of the East Emnet along the banks of the Entwash in 2962 T.A. The clan to which he was born traveled with the herds of horses that ranged the great plains between the Wold and the Fangorn Forest. He grew to be a great horseman and rider and learned from his father the ways of the squire. Dermot always told him that at times, the King in Meduseld would call and it was the obligation of every Rohirrim to answer the summons. Dougal, wanting to honor his father, worked diligently in his martial studies, as well, so he might be the capable Rider of Rohan of which his father spoke.

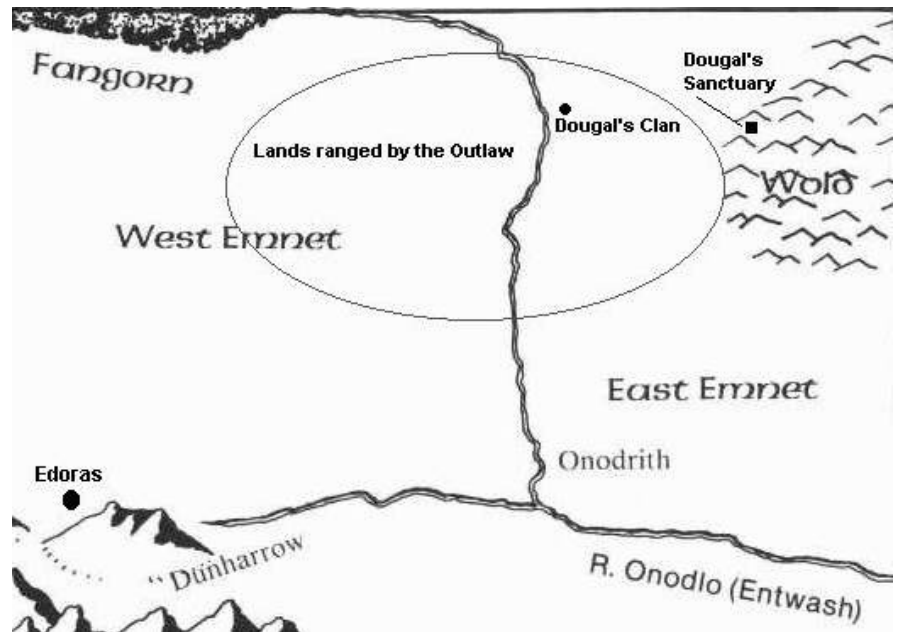
When into his late teens, Dougal met Marda, a beautiful flaxen haired girl from a neighboring clan that was also coming of age. She would often come amongst Dougal's folk with a few of her own family and as the men would make trade, Dougal and Marda would walk the fields around their enclave and speak of love and commitment. The two young lovers made a pact that with the next spring, Dougal would make his intentions clear to Marda's father and ask for her hand in marriage – he would be 20 years old. Unfortunately, that day would never come...

When the trades were done, during that fall season, Marda and her father, along with ten others of their clan mounted to head back over the Entwash and south onto the West Emnet. They would never make it. The group of Rohirrim was set upon by a ranging band of orcs out of the Misty Mountains (truthfully out of Isengard) and all were slain. When they never arrived, their clansmen sent out people to search for them and some of these individuals came back to Dougal's clan. It was here that he learned of his lover's disappearance and took up the search for her and her father. Dougal, along with others from both his and Marda's clan finally found the bodies of their kin. They had all been slain, stripped and left to rot under the sun. The decay of the bodies and the impact of carrion feeding upon them horrified the young Dougal and he became shadowed. His heart, he felt, had been torn out and left to die with the woman that he loved.

Amongst the dead, the orcs had also left traces of themselves, thus revealing the culprits of the horrific act. As he laid her body upon the pyre, in his heart, Dougal swore the most awful pact that he could muster – an Oath to his love that he would bring death upon the orcs (and any that followed or allied with them), a life for a life, one for every moment of time that they stole from him and his beloved Marda.

After the burning of the dead, the winter that followed was cold and cruel to Dougal's folk. The young Rohirrim began to slack on his duties to his people. He became roguish and in the following spring, when the King in Meduseld called for warriors to muster, he turned his back to the call. Thus it was that Dougal, son of Dermot, became an outlaw in his own land.

Now, sixteen years later, Dougal and a harsh band of compatriots haunt the Eastern Emnet – between Fangorn and the Wold – robbing both friend and stranger, and brutally hunting any orc or orc band. From a small sanctuary that he has made on the Wold, Dougal ranges the Emnet.



A FIELD GUIDE TO THE CREATURES OF MIDDLE-EARTH...

MÛMAKS (OLIPHANTS) AND OTHER PROBOSCIDEANS, PART I



*“Ware! Ware!” cried Damrod to his companion. ‘May the Valar turn him aside! Mumak! Mumak!’”
-The Two Towers*

I: Overview

Mûmaks (a.k.a. Oliphaunts). Their massive bodies and stump-like feet wreak havoc against an enemy's front lines. Their large, ivory tusks, sweeping across a field of cavalry instills dread in the heart of even the most stalwart warrior. An army that contains Mûmaks is nearly invulnerable to attack from infantry, regardless of their number. Such armies are also more capable of laying siege to cities with high walls. Yet, Mûmaks are not the only members of this group of large grazing mammals, they are merely those that have long ago been twisted by the hand of the Dark Lord.

Physical Appearance – Mûmaks and true Elephants are beasts whose size is the talk of legends. They tower above all other animals native to Middle Earth, except possibly dragons, standing upon sturdy legs the width of tree trunks. As adults, true Elephants are reported to reach 4 meters at the shoulder, weighing nearly 7 tons, which is impressive. However, even true Elephants are dwarfed by Mûmaks, who reach an astonishing 15-17 meters and 18 tons! Both have massive heads, adorned with large flat ears and long curved tusks of ivory, which protrude from their mouths, with subtle difference. While Elephants have, without exception, only two tusks per individual, Mûmaks may have four, and in rare cases, six. Yet, the most unique feature, which is possessed by both Mûmaks and true Elephants, is a long prehensile nose-like appendage called a proboscis (or trunk), protruding from the front of their heads. Mûmaks and Elephants both have a thick, calloused hide that is wrinkled and almost hairless. In Mûmaks, this hide is so thick that it helps make them resistant to weapons of steel. While this is less true in Elephants, their hide is thick, nonetheless.

History and Taxonomic Position in the Animal Kingdom – Mûmaks and their relatives have existed in the south-eastern portions of Middle Earth for many, many years. Because they hail from a land that has been traveled in only sparingly by the Free Peoples, little is known about them. In fact, due to this, as well as their rarity and aggressive natures, virtually nothing is known about Mûmaks by those living in Western Middle Earth, and much information about their habits has been extrapolated from what little has been witnessed in true Elephants. All known information regarding these animals comes from only two published sources: one from The Royal Academy of Science, Minas Tirith entitled “Mammals Native to Middle Earth's Arid Regions”, written by the renowned Loremaster Dallon Turagon of Gondor, and a second from the Royal Academy entitled “Creatures of Southern Middle Earth” by Elat Nebellur of Umbar. In both of these sources, the authors suggest that, while some Proboscideans (for example, true Elephants) are natural creatures, untouched by evil, the mammoth beasts used as mounts by the Haradrim (i.e. Mûmaks) are creatures that have been tainted by the hand of the Dark Lord. Early in their evolutionary development, during the First Age of Middle Earth, Mûmaks were not unlike true Elephants in appearance, size and demeanor. It is believed that it was during this time that the Dark Lord heard tales of them and sought them out. No one can be certain as to what his plan was for these beasts, but it seems obvious that he was hoping to create a race of creatures that could even the playing field when his armies laid siege to cities with high protective walls. Therefore, it is believed that he took some, tainted them with his Will and bred them selectively. Over time, he released them back into the wild and allowed them to develop as a species. From that point onward, little speculation can be made about the evolutionary history of Mûmaks. Most believe that they are related to Elephants, but some consider them not to be a true species because the Dark Lord altered their natural development. Whatever the case, the truth about their origins may never be known.

Interestingly, it is reported that Mûmaks and Elephants have existed in southeastern Middle Earth for ages. This is due to the fact that scholars who study the Pantheon of Middle Earth's southern human races have found that Elephants and Mûmaks are often revered as minor (and even major) deities. Ancient Haradrim, for example, worshipped a God whose appearance was that of a man with the head of a Mûmak, called Yagga Osha. He is said to carry the world on his shoulders and control the rising of the sun with his mighty trunk.



Mûmaks are members of the taxonomic Class Mammalia, being warm-blooded animals with females that have mammary glands, and the taxonomic Order Proboscidea. Included in this Order are other animals with elongated nose-like appendages (proboscises), such as the Southern and Haradric Elephants.

II. Anatomy and Physiology

“...his great legs like trees, enormous sail-like ears spread out, long snout upraised like a huge serpent about to strike, his small red eyes raging. His upturned hornlike tusks were bound with bands of gold and dripped with blood.”

-The Two Towers

UNIQUE MORPHOLOGICAL CHARACTERISTICS

The Hide –The hide of true Elephants is thick (25 mm) and gray. This is even truer of Mûmaks, whose hide is so thick (nearly 100 mm), that it is said to be nearly impervious to edged weapons. This is, of course, an exaggeration, but the skin of these animals is very deep and can offer added protection. Despite the protection it gives from steel, however, the main purpose of the hide is to protect these beasts from the thorny, scrubby trees and bushes that they feed on in the savannahs where they exist. Its thick, calloused nature also offers Elephants and Mûmaks added protection from the sun.

Although appearing virtually hairless, Mûmaks and true Elephants do have a sparse covering of rigid, bristle-like hair, which is especially congregated along the head and back of the beasts. It gives no insulation and does not aid in heat retention, as the hair of most mammals does (something that is unnecessary considering the warm clime in which Elephants and Mûmaks exist).

The Proboscis (i.e. Trunk)– The proboscis is the most defining characteristic of these animals. It is a long, muscular appendage that has no bone associated with it whatsoever. This trunk is very sensitive and Mûmaks have been witnessed using them to lift riders off of mounts, and even opening door latches. Primarily, it is a structure that is used during feeding and drinking and by males during mating rituals. It can strip leaves from high branches and bring them down to the mouth for mastication (i.e. chewing). It can peel bark away from tree trunks to allow access to the softer pulp beneath, and it can hold an estimated 5-9 gallons of water (depending on species).

Trunks also seem to be sensitive enough that the beasts use them in a tactile fashion to identify individuals. A female Elephant, for example, was once witnessed running her trunk along the back of numerous juveniles until finally touching one that it pulled near and allowed to suckle. It was believed by the observer that she recognized it, by touch, as her own. This has not yet been verified by other such observations.

Aside from length, the trunks of true Elephants are nearly identical to Mûmaks (Mûmak trunks can exceed 15 m in total length, while Elephants rarely exceed 2.5 meters). The main difference in their basic structure is that Mûmaks have a thick, horny layer on the underside of their trunks that Elephants lack. This layer is so thick that, if used carefully, it even allows the beasts to grapple away swords and spears from approaching cavalry during combat.

The Ears– Although they are very obviously used to aid in hearing, the large, flat ears of these animals have a more subtle function: body heat-control. Because they come from very hot environments, Mûmaks and Elephants must have structures that help keep their massive bodies cool. The large surface area of the ears allows heat to escape the body more readily. Furthermore, the ears are covered with comparably thin skin (less than 5 mm) and filled with many tiny veins and capillaries. Thus, hotter blood in the core of the animal's body is pumped through the ears, where the thin nature of the skin allows the heat from the blood to easily pass through the skin of the ear and dissipate into the atmosphere. It is this loss of heat that allows the beasts to keep from over-heating in their incredibly warm native lands.

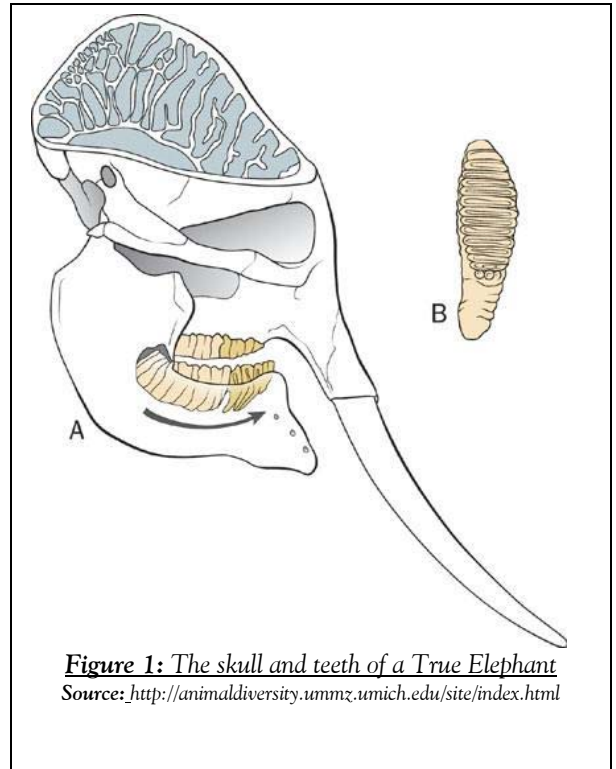


Figure 1: The skull and teeth of a True Elephant

Source: <http://animaldiversity.umnz.umnich.edu/site/index.html>



The Tusks and Other Teeth- The tusks of these animals are actually elongated incisors that arise from the upper jaw in true Elephants (Fig 1, A), as well as the upper and lower jaws in Mûmaks. The main differences being that true Elephants have only two elongated incisors (in the upper jaw), while Mûmaks typically have four on the upper jaw and, in rare occurrences, an additional two in the lower jaw. Just as in other mammals, Elephants and Mûmaks have two sets of teeth (and, thus, tusks) throughout their lives: a set of juvenile tusks (or “baby teeth”) that are lost and the onset of adulthood, and a set of permanent tusks that are not replaced, even if broken, during the remainder of the animal’s life. Tusks grow continually (at a rate of 17 cm per year in both species) throughout the life of the animal because they receive constant use and wear down quickly.

Although they superficially appear to be offensive weapons, the tusks are, in fact, structures that evolved to aid the animal during feeding. Tusks are used to dig up the earth in search of water and roots, for example. They are also used to gain leverage when knocking down trees to reach the soft leaves at the top. Like the trunk, tusks may be used by males during mating bouts.

The cheek teeth (i.e. molars) are broad and flat, the grinding surfaces of which are covered with many ridges (See Fig. 1, B). The purpose of these other teeth and their shape is to effectively grind down vegetation. The ability to consume vegetation is legendary among these animals. Reports exist of herds of them stripping scrub forests bare in hours and true Elephants have been witnessed consuming over 400kg of food per day, and one can only imagine what this amount would be in Mûmaks. This is due to a combination of their specifically designed teeth, their trunk, and their massive size and metabolisms. Because of this appetite, however, keeping them in captivity is a daunting task at best and armies that have them among their ranks probably must employ individuals to care for them nearly night and day.

UNIQUE SKELETAL STRUCTURES

The information presented here is based on only one recorded dissection of a freshly killed Elephant. Any information regarding the anatomy of Mûmaks is speculation. Yet it is believed that Mûmaks and Elephants, in general, have large dense bones. These are mostly for the purposes of muscle attachment and rigidity to support their massive bulk. The skull, for example, is uniquely designed to bear great weight and for attachment of the large muscles needed to grind hard vegetation and push down trees while feeding. It is because of their dense bone structure and large muscles that Mûmaks, in particular, make excellent siege engines. Throngs of 3 or 4 Mûmaks, working in coordination, have been witnessed pushing down a locked city gate up to three feet thick.

Skeletal Elements in the Legs and Feet- Despite their incredible size and weight, in a skeletal sense, these creatures walk nearly on tiptoe. The bones of the feet, if viewed from the side, are at an angle towards the ground, with only the toe bones touching the earth. This is made possible by a thick, dense layer of fibrous fatty tissue present in the heel region, which acts as a cushion and support for the animal’s tremendous weight. Enclosing this fatty heel and toe bones is a hoof-like layer comprised mostly of keratin (the same substance that bull horns are comprised of), which protects the bottom of the animal’s foot from the abrasive terrain that they often traverse. It is the combination of all of these factors that cause Elephant and Mûmak feet to resemble over-turned tree stumps in life.

To further aid in the support of their weight, the legs of these animals are in an almost vertical position below their body, like the legs of a table. The orientation of the pelvis and shoulder bones is also unique, allowing the legs to point straight downward from the body. This is in contrast with the legs of felines and canines, for example, whose legs are at an angle to the body, to allow better pouncing and running ability.

“Big as a house, much bigger than a house, it looked to him, a grey-clad moving hill. Fear and wonder, maybe, enlarged the Hobbit’s eyes, but the Mûmak of Harad was indeed a beast of vast bulk and the like of him does not walk now in Middle Earth; his kin that live still in latter days are but memories of his girth and majesty”

-The Two Towers

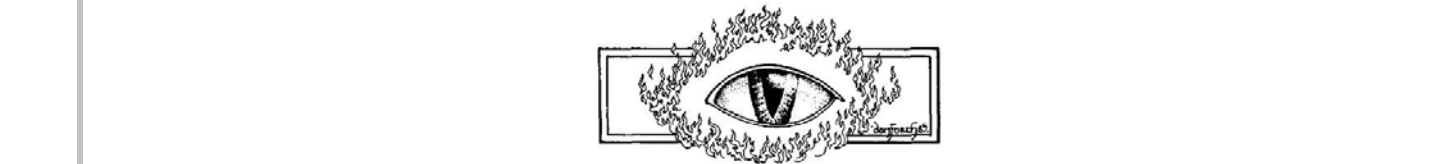
UNIQUE INTERNAL ANATOMICAL ELEMENTS

The Brain – Due to their incredible size, it is not surprising that these animals have proportionally large brains. However, the size of the brain in an Elephant or Mûmak is actually larger than one would expect, even for a mammal of that size. This is because, among members of the Animal Kingdom, Elephants and Mûmaks are reported to be amazingly intelligent. In the one recorded instance where a scholar was able to view the freshly killed carcass of an Elephant, he estimated that the brain alone weighed over 5 kg, and one can only extrapolate the weight of the brain in Mûmaks. It was noted by this scholar that, what are believed to be, the memory centers and coordination controlling portions of the brain were large and convoluted. Thus, they probably have the ability to learn by remembering and also possess amazing coordination. The few reports from individuals who actually handle these animals give the impression that they are very gentle with their handlers, even recognizing them and showing them affection frequently.

UNIQUE PHYSIOLOGICAL CHARACTERISTICS

Metabolism- Because they are mammals, Elephants and Mûmaks are warm-blooded. This means that they create their own body heat internally through metabolic processes, rather than absorbing heat from the sun as in cold-blooded animals. Because of this, they are not restricted in their periods of activity by ambient air temperature, like reptiles and fish are. The downside to this type of metabolism, however, is that these animals must eat constantly to provide fuel for this internal furnace. It has already been mentioned that an adult Elephant will consume over 400 kg of food per day. One might imagine that the amount of food consumed by Mûmaks per day can be at least tripled. Despite eating large amounts, it has been estimated that these animals actually only digest 44% of their total food intake, the rest consisting of fibrous vegetation that is not easily breakdown in their rather simple digestive system.

Where do they live? When are they active? How on earth can I avoid them?! Be prepared! We will delve into such necessary details in next month's issue!



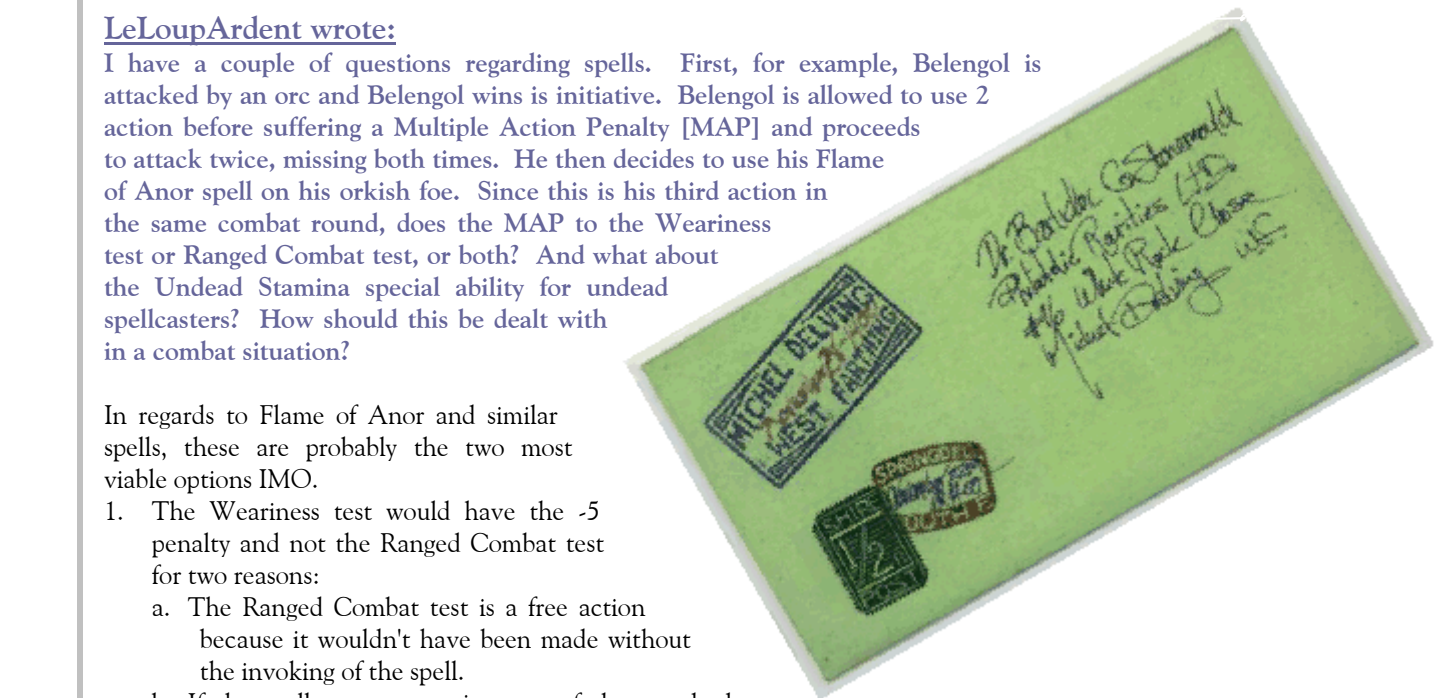
POSTMASTER

LeLoupArdent wrote:

I have a couple of questions regarding spells. First, for example, Belengol is attacked by an orc and Belengol wins initiative. Belengol is allowed to use 2 action before suffering a Multiple Action Penalty [MAP] and proceeds to attack twice, missing both times. He then decides to use his Flame of Anor spell on his orkish foe. Since this is his third action in the same combat round, does the MAP to the Weariness test or Ranged Combat test, or both? And what about the Undead Stamina special ability for undead spellcasters? How should this be dealt with in a combat situation?

In regards to Flame of Anor and similar spells, these are probably the two most viable options IMO.

1. The Weariness test would have the -5 penalty and not the Ranged Combat test for two reasons:
 - a. The Ranged Combat test is a free action because it wouldn't have been made without the invoking of the spell.
 - b. If the spell were cast using one of the standard actions with no penalty, the Ranged Combat test wouldn't use up one of the character's actions.
2. Both the Weariness and Ranged Combat tests would have the -5 penalty as they both come during the same action so both are subject to the same penalty even though the Ranged Combat test is "free."





Personally, I can't make up my mind which is better because they are both reasonable answers to the problem, but **Option A** would be the most prudent so as to avoid a possible argument that Swift Shot/Swift Strike could be used to cast the spell without penalty because there is an Armed/Ranged/Unarmed Combat test associated with its effects.

When it comes to Undead Stamina, there are a couple house rules I know of:

1. Limit undead to 2 actions total, or
2. Undead only cast spells with their 2 standard actions and all other tests can be made by invoking multiple action penalties (MAP).

My personal opinion leans towards the latter.

LORD OF THE RINGS RPG CONTEST

The Hall of Fire webzine would like to present a new contest for all those readers of the webzine and fans of The Lord of the Rings RPG by Decipher. As has been so generously donated by Brandir, we have three LOTR RPG items up for your chance to win: Fell Beasts & Wondrous Magic, Narrator's Screen, and The Fellowship of the Ring Sourcebook. Below are the rules for each contest item -- PLEASE read the rules carefully and in their entirety.

Fell Beasts & Wondrous Magic

- Create an entirely new Creature
- Use layout as seen in DEC publications and HOF
- Please make the creature as faithful to Tolkien's works as possible
- Original art, hand-drawn or computer-generated (*.jpg), is optional
- Word Limit: 500 words not including the stat block
- Deadline: Midnight March 11, 2005

Narrator's Screen

- Create a Hostile Haunt
 - Description of the setting
 - An original map, hand-drawn or computer-generated (*.jpg)
- Other original art is optional
- Refer to articles in previous issues for examples.
- Unique items, creatures, or subtle magical effects of the land should have write-ups consistent with DEC publications
- Word Limit: 750-1000 words, use the Creature guidelines above for unique creatures or important NPC's, 250 words for unique items or magical effects
- Deadline: Midnight April 16, 2005 (don't want to screw with getting taxes done if in the US)

Fellowship of the Ring SB

- Create an adventure set in the lands of the North during the 3rd Age or a parallel adventure to the FOTR set during the War of the Ring
- Use the format and include things like those seen in the free adventure downloads from DEC:
 - Full write-ups for important NPC's and/or unique creatures
 - Plot summary, storyline, planned events, etc.
 - Random encounters*
 - Unique items*
 - Subtle magical effects of the land*
- Please denote the best place(s) to break it into pieces for publication in multiple issues
- Word Limit: 3000-3500 words, use the Creature guidelines above for unique creatures or important NPC's, 250 words for unique items or magical effects
- Deadline: Midnight May 13, 2005

* *Optional*

- Each submission must be an original creation.
 - It cannot be featured as a part of another submission, such as a creature in a Hostile Haunt or adventure.



- It cannot have been something an author has had featured in a previous issue of The Hall of Fire or any other publication.
- It cannot be something copied, tweaked, or converted from this RPG, Middle-earth RPG by ICE, or any other copyrighted property.
- One submission per author per major prize. There may be multiple authors to one submission, but it counts as each of the listed author's one submission for the particular contest.

- Editing of a submission for content and layout may be required for publication, but will not be done without prior approval of the author.

MAKING A SUBMISSION: Files are to be *.txt or *.doc files for text and *.jpg files for maps, pictures, and other artwork. In the subject line of the email, write "<item> Contest", where "<item>" is either Fell Beasts & Wondrous Magic, Narrator's Screen, or Fellowship of the Ring SB.

ELIGIBILITY: The staff of the HOF (GandalfOfBorg, Tomcat, Camdin, Ineti, and ReptileJK) will be reviewing the submissions and are thus ineligible to the contest.

PRIZES: Aside from the major prizes, the winners along with 1st and 2nd runners-up will also receive an HOF Year 1 CD. The winning submissions would be published in the following month's issue. The submissions from the 1st and 2nd runners-up would be published in subsequent issues. All other submissions would be available for download the month after the issue that contained the winning submission (May for Fell Beasts, June for Hostile Haunts, and July for adventures) at the HOF website and would also appear on the Year 2 CD. If a winning submission has multiple authors, it is their responsibility to decide the outcome of the prize(s) received. The winning submissions will be contacted via email for the mailing addresses for sending the prizes after the specific issue has been released.

DISCLAIMER: This contest is in no way sanctioned or sponsored by Decipher, Inc. or its affiliates. By making a submission to this contest, you acknowledge that you have read and understood the rules above as they are written.

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://forums.decipher.com/viewforum.php?f=44>

DECIPHER'S LOTR RPG SUPPORT DOCS

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

THE HALL OF FIRE WEBZINE SITE

<http://halloffire.inspiring.us>

FAN MODULES FOR MIDDLE-EARTH

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

THE MAD IRISHMAN

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

STARBASE CODA

<http://www.starbase-coda.com>

ENCYCLOPEDIA OF ARDA

<http://www.glyphweb.com/arda/default.htm>

RPG TOOLS FOR DECIPHER'S CODA GAMES

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

THE SLAVE PITS 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>

VALINOR

<http://sauron.misled.us>

TREK-RPG.NET

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

CODA WEBZINE REPOSITORY

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

TOLKIEN ONLINE

<http://www.tolkienonline.com/>

CALLING ALL GAMERS!

Interested in submitting...

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

If so, write to us for details on submission at: codawebzine@hotmail.com with "Fan Content" in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

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

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

If so, write to us at codawebzine@hotmail.com with "Writer" in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG or Star Trek RPG by Decipher

Write to us at codawebzine@hotmail.com with "Ad" in the subject line along with your advertisement. The advertisement is to be less than 100 words and a graphic to go with it no more than 1" x 1"



CREDITS AND CONTACTS

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

CREW

MATTHEW KEARNS, EDITOR, WRITER

ultimac@hotmail.com

DOUG JOOS (TOMCAT), WRITER, LAYOUT

uvonbek@yahoo.com

JOSH KAPFER (REPTILEJK), WRITER

jmkapfer@uwm.edu

JIM JOHNSON (INETI), WRITER

james_w_johnson@hotmail.com

ERICA BALSLEY (CAMDIN), WRITER

countrygrrlhere@aol.com



Lord of the Rings Roleplaying Game

ATTRIBUTES

	Die Roll	Racial Modifiers	Total	Aculture Modifiers
Bearing ■	8		8	+1
Nimbleness □	10		10	+2
Perception □	9		9	+1
Strength □	9	+1	10	+2
Vitality □	7	+1	8	+1
Wits ■	8		8	+1

REACTIONS

Character Name: Dougal
Player Name: Tomcat Creation Date: 08/14/04
Race: Middle-man Nationality: Rohan
Orders: Rogue / Warrior Advances
Elite Orders:

8

	Aculture Modifiers	Disc. Modifiers	Total
Stamina □	+2		+2
Swiftness ■	+2	+2	+4
Willpower □	+1		+1
Wisdom □	+1		+1
Defense 10+	+2		12

	Swiftness Modifiers	Disc. Modifiers	Total
Initiative	+4		+4
		Disc. Modifiers	Total
Corruption			0
		Renown Modifiers	Total
Renown			0

	Penalty	Total Health	health
healthy	0	10	■■■■■ ■■■■■
DAZED	-1	10	■■■■■ ■■■■■
INJURED	-3	10	■■■■■ ■■■■■
WOUNDED	-5	10	■■■■■ ■■■■■
INCAPACITATED	-7	10	■■■■■ ■■■■■
NEAR DEATH	-9	10	■■■■■ ■■■■■

	Penalty (20%+Sc)
WEARINESS	
HALE (fully rested)	0
WINDED	-1
TIREO	-2
WEARY	-4
SPENT	-8
EXHAUSTED	-10

ARMOR & SHIELD			
Type Worn	Leather		
Hauberk?	N	Plates?	N
Damage Absorbed	2	Nimbleness Penalty	--
Shield Carried	None		
Parry Bonus	--	Ranged Attack Mod	--
Dodge Swiftness Mod	+7	Offhand Penalty	-8

SKILLS

Skill Name	TYPE	CAT	ATT	MOD	LEVEL	MISC	TOTAL	Skill Name	TYPE	CAT	ATT	MOD	LEVEL	MISC	TOTAL
Acrobatics	Balance	O	P	Nim	+2	+2	+4	Lox ■	Realm: Rohan	R	A	Wit	+1	+4	+5
Appraise ■		O	A	Wit	+1	+2	+3		History: Rohan	R	A	Wit	+1	+3	+4
Armed Combat	Blades: L sword	O	P	Nim	+2	+8	+10		Horses	R	A	Wit	+1	+4	+5
			P	Nim				Clintocky ■		N	P	Brg			
Climb		O	P	Str	+2	+2	+4	Observe	Spot	O	P	Per	+1	+3	+4
Conceal	Hide Treasure	O	P	Wit	+1	+2	+3	Perform		N	S	Brg	+1	-2	-1
Craft ■		O	P	Nim				Persuade		O	S	Brg	+1	+1	+2
			P	Nim				Ranged Combat	Bows: Shortbow	O	P	Nim	+2	+4	+3
			P	Nim							P	Nim			
Debate		N	S	Wit	+1		-1	Ride	Horse	O	P	Brg	+1	+3	+4
Games		O	P	Nim	+2		+0	Run		O	P	Str	+2	+2	+4
Guise ■		O	A	Wit	+1	+2	+3	Sea-craft ■		N	P	Wit			
Healing ■		O	P	Wit	+1	+1	+2	Search		O	P	Per	+1	+2	+3
Inquire		N	S	Brg	+1	+1	+2	Siege-craft ■		O	P	Wit			
Insight		N	S	Per	+1	+1	+2	Smith-craft ■		N	P	Str			
Inspire		O	S	Brg	+1	+2	+3	Stealth	Sneak	O	P	Nim	+2	+3	+5
Intimidate		O	S	Brg	+1	+1	+2	Stone-craft ■		N	P	Str			
Jump		O	P	Str	+2	+2	+4	Survival	Fields	O	P	Per	+1	+2	+3
Language ■	Westron	R	A	Wit	+1	+6	+7	Swim		N	P	Str	+2		-2
	Rohirric	R	A	Wit	+1	+4	+5	Teamwork		N	P	Str	+2		-2
			A	Wit				Track ■		O	P	Wit	+1	+2	+3
Legendmain ■	Open Lock	O	P	Nim	+2	+2	+4	Unarmed Combat		O	P	Nim	+2	+1	+3
								Weather-sense ■		N	P	Per	+1	+1	+2

- any skill marked with ■ requires the character be trained in the particular skill to make any attempt, non-trained characters may not use the skill.

RACIAL ABILITIES

Name	CDod	Effect	Name	CDod	Effect
Skilled	+2	To any skill, or +1 to any two			
Adaptable	+2	To Swiftness			
Dominion of Man	+1	Courage			

ORDER ABILITIES and ELITE ORDER ABILITIES

[illegible]

EDGES and FLAWS

Name	Mod	Effect	# Imp	Name	Mod	Effect	# Imp
Tireless	+4	To resist Weariness					
Dodge	+3	To Dodge					
Charmed Life		May avoid damage 1x per game					
Accurate	+3	To Ranged Combat: Shortbow					
				Oath		To kill orcs and their allies	

WEAPONS

Weapon	Type	Damage plus STR MOD	Parry Bonus	Size	Weight	Ranges pb/s/md/l/x+s	Description/Special
Longsword							
Shortbow							

[illegible]

	Disc. Coefficient	Total	Minimum Weight Capacity
Courage	+1	4	100 Lbs.

□ □ □ □ □ □ □ □

MONEY	
Copper Pennies (cp)	
Silver Pennies (sp) = 100 cp	
Silver Pieces (SP) = 4 sp	
Gold Pennies (gp) = 1 SP	
Gold Pieces (GP) = 4 gp	

Equipment and Gear	weight
Longsword	
Leather Armor	
Horse	
Clothes	
Backpack	
Shortbow	
Quiver (holds 20 arrows)	

Spells Casting Time

Current ep

Age:	37
Gender:	Male
Hair:	Blonde
Eyes:	Blue
Size:	Medium
Weight:	198 lbs.
Height:	5' 11"

NOTES: Bonus Maneuver: Charge (+1)

AREA MAP

This map is included to clarify the boundaries of the color maps, and to aid the GM in getting a feel of the relative locations of significant places on the map. The area within the heavy black rectangle is the lands mapped by the color insert. The lighter, dotted line shows the approximate boundary of the corner of the Southern Mirkwood map (found in the module of that name).

