

THE HALL OF FIRE FAN WEBZINE

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Glorfindel and the Balrog by John Howe



GREETINGS,

SALUTATIONS... HELLO ALL!

Here we are again with another (in my opinion) great issue for one and all. This is our 18th issue I'm proud to say and you know, almost every time we come up to write a new issue, I always wonder if this is going to end soon -- have we written about everything that there is to write for, are there any new ideas left to be had? Well surprisingly enough, the answer always turns out to be 'Yes, there is!' That's good too since Decipher has yet again seen fit to postpone another release date for additional official material for the game. Here's to hoping it gets published!

Now on to the meat (or for you vegetarians, tofu) and potatoes of what's in this issue. We've got the second part of the Arnor overview, more optional rules about dragons and the Lore Skill Group, an article on the ancient Northmen of Middle-earth, Tomcat's great last-minute Hostile Haunt addition, and, per our usual, a whole lot more!

Enjoy the issue and happy gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor

THE MIDDLE-EARTH HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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

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ADVENTURING IN

THE LOST REALM OF ARNOR – PART II by Ron Williams

'At its greatest Arnor included all Eriador, except the regions beyond the Lune, and the lands east of the Greyflood and Loudwater, in which lay Rivendell and Hollin.'

- Appendices, The Return of the King

THE PEOPLE OF ARNOR

The Dúnedain of the North

Dúnedain of the North

Skills: Armed Combat +2, Ranged Combat +1, Ride +1, Survival +1, Track +1

Languages: Sindarin, Westron

The Dúnedain of the North are the remnants of the nobility of Arthedain. The Rangers of the North patrol Eriador, protecting the inhabitants from Bandits, Orcs, Trolls, and other fell things.

The Dúnedain are the descendants of the first men that crossed the Blue Mountains into Beleriand during the First Age. Called the Edain by the Elves, they fought against the forces of Morgoth alongside them.

After the War of Wrath, when Beleriand was sunk beneath the waves, the Edain were given the Island of Númenor by the Valar.

Because of their closeness to the Undying Lands of the Uttermost West, the Númenoreans (as they were now called) grew in stature, mind, lifespan and spirit. They became much like the Elves in thought and deeds. Their kings, in fact, were descendants of Elros Halfelven, brother of Elrond.

Throughout the Second Age, the Númenoreans sailed to Middle-earth, building havens and colonizing it. They assisted the Elven king Gil-galad in the War of Elves and Sauron, in SA1700. Near the End of the Second Age, the Númenoreans actually assaulted Sauron, in what is now Umbar, and forced him to surrender.

Sauron soon corrupted many of the Númenoreans, however, creating a schism between the Faithful (those with allegiance to the Valar and Elves) and the Kings Men (those who sought to rival the Valar, under Sauron). Most of the faithful fled to Middle-earth, to the havens of Pelargir, Belfalas, and Tharbad. Umbar, and the havens south, were loyal to the Kings Men. At the end of the Second Age, the

Númenorean king led an armada to assault Valinor. The backlash was terrible. Númenor was sunk by the Valar in their wrath, killing all on the island. Only Elendil, with his sons Isildur and Anarion, and nine ships of Faithful, survived.

After the fall of Númenor, the remaining Faithful Númenoreans were called the Dúnedain (Men of the West).

Like their Gondorian cousins, the Dúnedain of the North are tall, with most men averaging 6'4". They have dark hair and grey or light eyes.

Once, the Men of Númenor lived lives three times longer than other Men of Middle-earth, and the kings of Númenor lived five times longer. Now, however, after millennia of being sundered from the West, the Dúnedain are lucky to live 120 years. A Dúnedain man will remain strong of body and mind until about his 105th year. At that time, before his mind and body fails, he will chose to die.

Most of the men of the Dúnedain of the North become Rangers of the North. These Men patrol their former kingdom, waiting for the day they might reclaim it. The Rangers are secretive with outsiders. Few, if any, of the Middle Men of Bree-land or Minhiriath realize that these wanderers are the descendants of the Sea-kings of old. Other than themselves, only the Elves, and the very wise, know their heritage.

The Dúnedain of the North maintain their women, children, and elderly in farmsteads, and fortified villages throughout the Angle of Rhudaur. Some Dúnedain live further north, in the Trollshaws, and others even reside elsewhere in Eriador.

The Men of Minhiriath

Men of Minhiriath

Skills: Craft +2, Debate +1, Observe +1, Sea-craft (River boats) +1, Swim +1

Languages: Dunlending, Westron

The Men of Minhiriath ('Southrons' to Bree-folk) are a mix of Edainic blood. The Men of Minhiriath live along the Greyflood River, as well as in several villages along the Greenway.

Men of Minhiriath share a resemblance to the Bree-men. They tend to be shorter, with men averaging 5'8" tall, with darker complexions, and darker hair and eyes.

The Men of Minhiriath live in small villages, surrounded by ditches and hedges. There is no single unifying force in Minhiriath, and the villages are scattered and leaderless. The Men of Minhiriath have little contact with the outside world, preferring to live their lives in peace.

Drúedain of Eryn Vorn

Drúedain of Eryn Vorn (Wild Men)
Skills: Ranged Combat +1, Stealth +1, Survival +1, Track +1
Edges: Night-eyed, Woodcrafty
Languages: Drúedain

The Wild men of Eryn Vorn are akin to the Drúedain of the White Mountains. They are a primitive fisher folk, shunning all others.

The Drúedain are short and stocky, with ungainly features. They are stumpy (some four foot high) but very broad, with heavy buttocks and short, thick legs; their wide faces have deep-set eyes with heavy brows, and flat noses, and grew no hair below their eyebrows, except in a few men (who were proud of that distinction) who grew a small tail of black hair from their chin.

Their features are usually impassive, the most mobile being their wide mouths; and the movement of their wary eyes could not be observed, save from close at hand, for they were so black that the pupils could not be distinguished.

In anger, their eyes glowed red. Their voices are deep and guttural, but their laughter is a surprise; it is rich and rolling.

In peace they often laugh at work or play, when other Men might sing. They can be relentless enemies, however, and once aroused their red wrath is slow to cool. They fight in silence, and do not exalt in victory, not even over Orcs, the only creatures for whom their hatred is implacable.

The Wandering Companies

Wandering Companies (Noldo Elves)
Skills: Language +1, Lore +2, Perform +1, Ranged Combat +1, Run +1
Languages: Quenya, Sindarin, Westron

The Wandering Companies of Elves are some of the last Noldor Elves in Eriador. Unlike their brethren in Lindon or Rivendell, these noble Eldar wander the woods, plains and dells of the Shire, Minhiriath, Rivendell, and even occasionally northern Eriador.

Once part of Gil-galad's kingdom, they drifted apart after his kingdom ended, at the end of the Second Age. Unwilling to sail to the West, these Elves travel the hidden paths that cross the lands that once belonged to Elves and later the Dúnedain.

Like the Dúnedain Rangers, they seek to hold back the encroaching evils of the Shadow. It is unclear how many Wandering Companies there are, or the number of Elves in such companies. What is clear, however, is that these remnants are some of the most powerful beings left in Middle-earth, some being old enough to remember the Wars of Beleriand, or the

War of the Last Alliance. These party's strengths are not measured in numbers, but rather the power they wield.

Virtually all of the Noldor of the Wandering Companies will have at least 20 advancements, and most will be between 20 and 40 advancements. The greatest of these Noldo can have 50 to 80 advancements.



ECONOMY

TRADE

Very little trade occurs in Arnor, there are just too few settlements, and what few there are do not produce much more than they need to survive.

In Minhiriath, a small barter economy exists. The Men of Minhiriath, farmsteads will trade amongst themselves for their surplus, and they hold quarterly fairs for such goods. Some innovative merchants will brave the Greenway north, passed the Barrow Downs, to trade with the Men of Bree, and even occasionally with the Dunlending tribes across the river.

The Drúedain of Eryn Vorn do not trade with outsiders. They are a closed community, with little contact even between villages. What little contact there is between Drúedain villages, it is usually of religious or symbolic importance.

The Dúnedain of the North are too small and secretive of a society to have any large scale trade. The Dúnedain have a symbiotic relationship with the Wandering Companies and the Elves of Rivendell, but no true trade exists.

FARMING, FISHING, HERDING AND HUNTING

The Men of Minhiriath farm along the riverbanks of the Greyflood, as well as fish. Many villages further north of the town have extensive herds of sheep, which graze the empty plains.

The Drúedain hunt the animals of their forest for food, and also use the bones, sinew and hides for tools, weapons, and shelter. The Drúedain do not farm.

The Dúnedain of the North do not live in Eriador proper, they live in The Angle of Rhudaur. No large scale food production is carried out by the Dúnedain in Arnor.

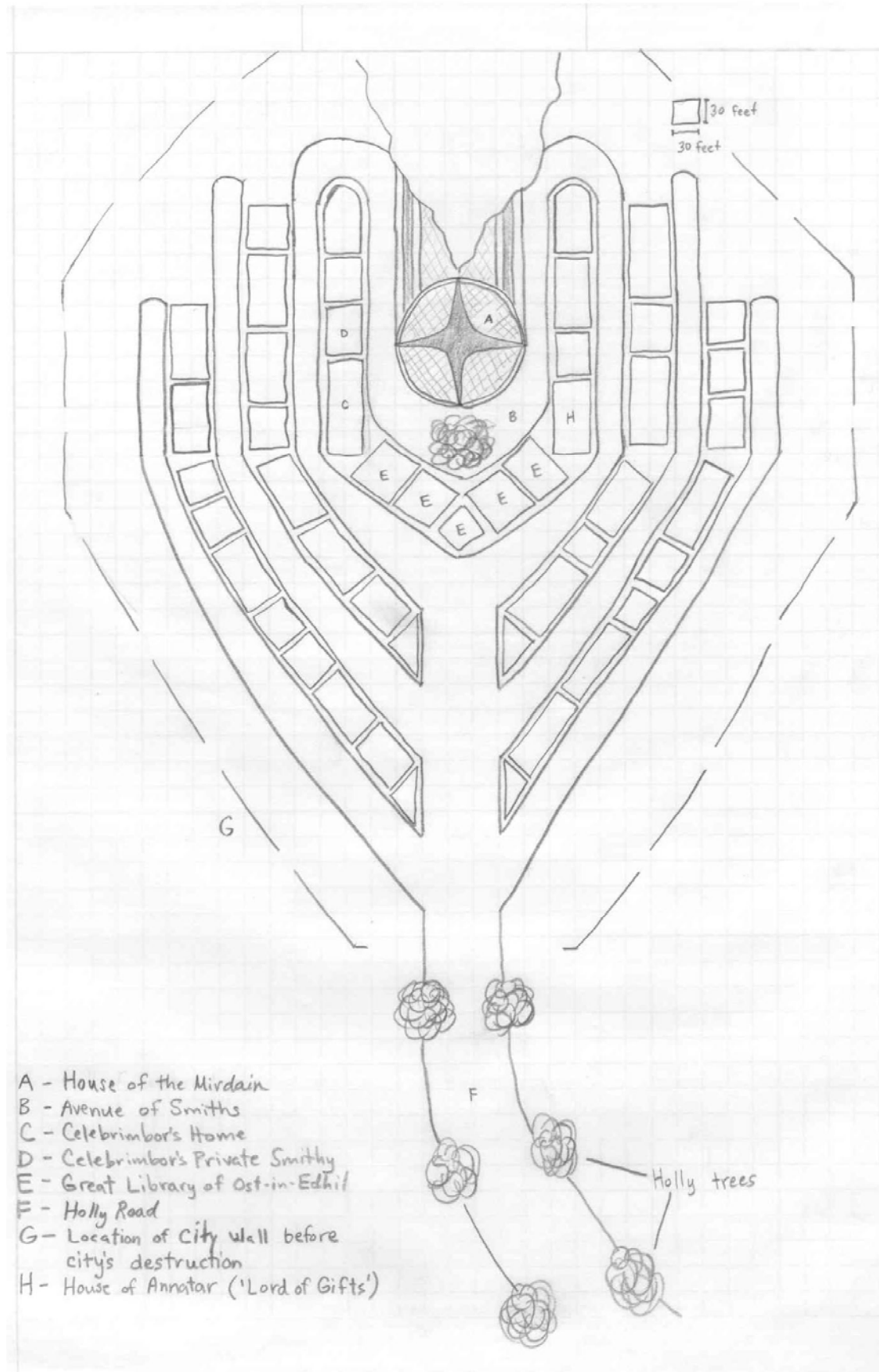
The Rangers of the North, while on patrols through Eriador, live off the land. Rangers will eat herbs and roots they find, kill game, and even fish.

MINING

No mining is done in the ancestral lands of Arnor. The hills and downs of the region are mineral poor.



THE RUINS OF OST-IN-EDHIL by Matthew Kearns



HISTORY

Founding

After the loss of the lands of Beleriand, many of the great elven smiths and loremasters wanted a quiet place where they could study and work their craft in relative peace. So came about the founding of the realm of Eregion, where Ost-in-Edhil became its chief city and capitol, lasting nigh a thousand years. The City of the Elves was small and not heavily populated throughout its life, as is typical of elvish cities. Initially under the oversight of Lord Celeborn and Lady Galadriel, who then moved on to Edhellond and Laureldorenan (Lothlorien), the 'City of the People (Elves)' came to the care of the greatest craftsman after Feanor Curufinwe, Celebrimbor, his grandson. Soon the city's development and direction was guided by his vision of peace and cooperation with the dwarves of Khazad-dûm and his attempt regain his people's former glory before the sundering of the seas.



Craft and Knowledge

This was also where the great Mirdain -- the jewel- and ring-smiths -- resided, crafting their great works. It was here in this city where Celebrimbor crafted the Three Rings for the elf-lords, while the other great Rings of Power were sullied by the instruction and hand of Annatar, Sauron the Deceiver. While many had their own libraries and workshops, a great hall and smithy was built at the highest point in the city where all could come to work, learn, and share lore known as The House of the Mirdain. Below it were a series of buildings that held vast libraries of scrolls and tomes rescued from the cataclysm of historical records, poetry, crafting lore, and much more that anyone could access at anytime.

The Greatest Friendship

Not just the home of crafts and knowledge, the city was also the center upon which the Noldor and Dwarves of Khazad-dûm helped kindle the greatest friendship between their two peoples in all the ages. It was upon this relationship that the great Holly Road and Door of Durin were built upon to facilitate travel between the two great kingdoms.

Downfall

In the year 1693 of the Second Age, Sauron, with the One Ring on his hand and Barad-dur completed, openly made war again upon the Elves. In 1697, his force laid siege to the beautiful city of Ost-in-Edhil and destroying it, ending upon the death of Celebrimbor at the doors of his sacred hall. A precious few escaped with what they could from the city before it was completely sacked due in no small part to a vision of Elrond. They escaped to the north, into the wild lands to the far east of Eriador at the base of the Misty Mountains where he founded Imladris (Rivendell) as a haven for travelers and stronghold against the forces of the Shadow.

SITES

House of the Mirdain

This great hall was the center of attention and most notable feature of the city. Even from a distance when nothing else of the city could be seen, the great dome of the House of the Mirdain could be seen glinting in the day or giving off a subtle glow at night as a beacon to the wayward regardless of the weather. It was in this place that the last conclave of the great Noldor smiths plied their craft, exchanged ideas, bettered their techniques, and came to their greatest folly upon extending friendship to and exchanging knowledge with Sauron.

Avenue of the Smiths

This is the wide road at the top of the hill that Ost-in-Edhil sat upon that ran in front of the House of the Mirdain. During the day traffic was usually light as most were in their shops, smithies, or the great hall. During the night, it was packed with the hustle and bustle of smiths, loremasters, and the like chatting, traveling between work and home, or just gazing upon the stars.

Celebrimbor's Home

This house was probably not the most ostentatious, but it certainly was the greatest that was in the city. Celebrimbor designed it along with one of his sons, who was a stonewright of great skill himself. Like his grandfather before him, he kept his great creations -- intricate jewels and gems, objet d'art, and lesser essays of his ring-craft -- within a vault that led deep into the mountain under the House of the Mirdain. Access and all knowledge of the vault died with destruction of the city. The vault door was made from a single piece of mithril, a work he secretly commissioned from his friends in Khazad-dûm. It stands ten feet high and ten abreast and may only be opened through extraordinary cunning, great power, or as one of the bloodline of Feanor.



Celebrimbor's Private Smithy

This place was more of a home to Celebrimbor than his actual house. Here is the place where he smithied in secret. The Three -- Narya, Nenya, and Vilya -- and bequeathed them to the great elf-lords of the day: Círdan, Galadriel, and Gil-galad, respectively. Long he labored here discovering the secrets of the world through shaping and manipulating the living elements of its form.

Great Library of Ost-in-Edhil

There was no greater place of learning or knowledge in Middle-earth when Ost-in-Edhil was at its zenith. Craftsman, loremasters, minstrels and others of all kinds came to the city to share their wealth and gain it back tenfold. In the city there was no greater testament to this concept than the Great Library. Before its destruction, this collection of buildings held many secrets and long lost knowledge that even its tenders didn't fully realize. It was here that the beginnings of Elrond's great library got its start and may have been from these ruins that Saruman gained his knowledge of ring-crafting.

Holly Road

An eventual extension of the Avenue of Smiths, the Holly Road is the great thoroughfare by which the Dwarves of Khazad-dûm and Elves of Eregion used to travel between their kingdoms. From the entrance to Ost-in-Edhil to Durin's Door, the road is lined with giant holly trees. When Eregion was overrun, all the trees were burned or cut down, but their stumps could never be removed by the hand of Sauron's minions. Even after the long decay of Eregion, the road can still be found by following the stumps of these once-great trees.

ADVENTURE HOOKS

Information – You are sent on an errand for loremaster or wizard to research and retrieve information concerning a specific topic (a creature, bit of historical lore, magical knowledge, etc.).

Guidance – As a smith, you are drawn to the city to learn what few secrets the elves and maybe dwarves would impart to you.

End of Days – You have been living or just in the city for awhile when word comes that Sauron has massed a great army and it is headed in the direction of the city. What do you do – run, fight, help others to escape?

PEOPLES OF MIDDLE-EARTH – THE FORODRIM

‘They were friendly with the Elves, though they held them in awe and close friendships between them were rare. Also they feared the sea and would not look upon it.’ (Peoples of Middle-earth p.313)

Forodrim (S. North Men)

Forodrim (Middle-Man)

Armed Combat +1, Ranged Combat +1, Survival (Forest or Mountains) +1, Climb +1; Stern, Resolute

History

With the collapse of the power of the shadow after the War of Wrath in the First Age a great period of migration of all races occurred after such geographical turmoil and war. The weakness of the last High King of the Noldor was deep indeed after the death of so many and the departure into the west of many more. The loyalty and continued friendship of the men that remained in Middle-earth lessened this greatly. Lindon was founded as the realm of the High King, the elves wishing to remain for a time on the last remains of fair Beleriand, close to the sea and the road west.

Of the Edain many were lost in the sinking of Beleriand and though the Vala offered them the land of gift in return many, like the elves desired to stay in Middle-earth and enjoy the land they had loved and labored so long to defend against the darkness. Friendships and bonds were still strong between these peoples and the elves and land was granted them in central Eriador to forge kingdoms and lordships of their own under the allegiance to Gil-galad. The remaining folk of Bëor and Hador settled in the north from the Eryn Uial in the east through the Tyrn Formen and out over the Oiold, becoming the Forodrim.



For many generations of the men of Eriador peace was long and the skill at arms so needed in the past faded, as did lore and friendship with the elves. While the Númenoreans grew in greatness and lore, the peoples of Middle-earth spread, populating the open and fertile places of Eriador.

The first arrival of the Númenoreans in 600 S.A. ushered in for the Eriadorian a golden age. Their society and learning made great strides forward through what they could learn from the Men of Westeros. Long sunned though they were and less blessed the Númenoreans remembered their distant kinship and were alike in speech, which due to common linguistic roots they named them Middle-Men. The long-lived Númenoreans traveled widely upon the seas of Middle-earth and had dealings with the Middle-Men and after 600 years of wandering began to establish havens and settlements on the coasts of Middle-earth.

The awakening of Sauron, the Lieutenant of the Dark Powers of Angband, and the pressure that he would bring to bear would effectively end the long peace. This peace would end with The War between the Elves and Sauron, which began, in S.A. 1693, which serves to displace a great part of the Forodrim population. Eregion is laid waste and Eriador falls under the dominion of Sauron for a time. Enslaved or driven from their homes many Forodrim perish, finally in 1700 with the aid of a great fleet of Númenoreans, the host of Gil-galad and the remaining Eriadorian Sauron is defeated.

The 15th King of Númenor Tar-Telemmaitë coveted silver above all else and caused much warfare in Eriador in the quest to find newer and richer mines. This second war lasts 126 years and by its end many for the Forodrim are driven to move east crossing the Hithaegir and settle in the vales of the Anduin and Rhovanion. A large portion of the Forodrim still remain in the north and the timely death of the King, allowed peace to be restored. The Elf Friend Númenoreans who dwelled in Eriador at the time were instrumental in the peace and gained the trust of those remaining Forodrim.

The sinking of Númenor in 3319 leads to the establishment of two Dúnedain kingdoms in Middle-Earth, Arnor in the north and Gondor in the south. Under immediate and constant attack by Sauron these successor kingdoms raised powerful armies and allied by the elves set out to finally defeat this threat. The Forodrim would join the army of Elendil and fight in the War of the Last Alliance of Men and Elves ending the Second Age. The foundation of the Kingdom of Arnor placed the Forodrim under the lordship of the Dúnedain and would consist of the bulk of the common peoples of northwestern Arnor.

The Kingdom of Arnor ruled by the line of Isildur would last 861 years into the Third Age before it was broken and divided by its tenth King, Eärendur into three separate kingdoms, Arthedain, Cardolan, and Rhudaur, for his three sons. The Forodrim now found themselves the subjects of Arthedain and would remain so until the ruin of that kingdom in 1974 Third Age. When the Witch King of Angmar overthrew the last of the Dúnedain kingdoms, the remnant of the people fled west over the river Lhûn to escape the slaughter where they have dwelled until the time of the War of the Ring.

Lands

The people of Bëor and Hador left in Eriador live in loose groups and villages in Numeriador between the Lhûn River and the Ered Luin. Also in small numbers north of Rivendell and pocketed among the vales of the Hithaegir and the forests of the Trollshaws they may also still be found. Most are pure blooded but some have distant ties with the blood of the Dúnedain. They live in tribes among themselves and form nobility in some regions for the lower Rhudaur commoners.

Physical Information

The people of Bëor and Hador have mingled greatly through the many long years of kinship. All now appear tall and crowned with golden hair and blue grey eyes. All are fair of skin and in appearance greatly resemble the Dúnedain. Their dress is simple and suited to their rolls of farmers, herders, and fishermen.

Social Information and Economics

Though culturally they are one people they are far from a unified force in Numeriador. No towns or centers of trade exist as the people are divided and ordered by families and tribes. Most tribes consist of multiple family holdings and homesteads that consist of the immediate family and associated persons. The tribes are usually led by a chieftain who dwells in a hall in or near a defensible area. Here he dwells with his family, retainers, and advisors. Most Chieftains have small bands of men bonded to them to enforce their will and protect the hold and person of the chieftain. In case of war the people of a tribe are called to the service of their chieftain as an irregular militia. Most often this is to repulse some common danger or threat. While warfare between tribes is not unheard of it is rare and though rarely exhibited the ferocity and skill at warfare that has long insured the survival of its people is still evident. Those dwelling further east dwell in holds consisting of several families for common defense where the Forodrim can be found dwelling amongst themselves or as the noble class and leadership of lesser men.

Little contact is kept between the Forodrim and the Elves or the Dúnedain. Some tribes have had contact with the Wandering Companies but for the most part they are a people who keep to themselves and go about their lives. The primary living of most of the Forodrim is in cattle, the rocky vales of the Ered Luin are suitable for sheep and hardy animals while the flat lands and grassy flood plains of the Lhûn are suitable for larger animals like cows and horses. Those who dwell near the river are not particular to boats or bear a keen fondness for the water. The river has passed into their consciousness as a barrier against the desolate and unfriendly east.

Craftsmen are usually found in the service of a tribal chieftain where barter is the primary source of trade. Little that the Forodrim need is not produced locally in the tribe.



IT'S ALL OPTIONAL

DRAGONS

by Scottomir

"I laid low the warriors of old and their like is not in the world today. Then I was but young and tender. Now I am old and strong, strong, strong... My armour is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!"

– Smaug the Golden, *The Hobbit*

"I have always understood," said Bilbo in a frightened squeak, "that dragons were softer underneath..."

– Bilbo Baggins, *The Hobbit*

Decipher's *Fell Beasts and Wondrous Magic* provides one possible though problematic take on dragons in Tolkien's Middle-earth. Dragons are supposed to be strong and deadly, among the most powerful beasts in Middle-earth, but they are not invincible. Smaug was the mightiest dragon alive at the end of the Third Age, yet he was defeated by Bard the Bowman. Scatha was among the greatest dragons ever to live, but apparently he was defeated single-handedly by Fram Frumgar's son. Decipher's dragons, by contrast, are virtually invulnerable to any attack reasonable heroic characters could possess. Though the Dragon section in *Fell Beasts and Wondrous Magic* is beautifully written and well-researched, it exaggerates the physical prowess that Tolkien's dragons should possess, gives them a wizardly spellcasting ability Tolkien never even hinted at, and provides only vague mechanics for a number of the dragon's special abilities. Furthermore, the book chooses to present three kinds of dragons each equally powerful and insurmountable by virtually any reasonable heroic character. It would have been more useful to present dragons as Tolkien described them—in a hierarchy of power from lesser drakes to the great long-worms. This article aims to redress these weaknesses, providing an alternative version of dragons that are grounded in a fuller reading of Tolkien's works and that are frightening, challenging, but ultimately manageable for advanced heroic characters.

DRAGONS, COLD-DRAKES

'Now the least mighty [dragons] – yet they were very great beside the Men of those days – are cold as in the nature of snakes and serpents, and of them a many having wings go with the uttermost noise and speed...'

– Turambar and the Foalókë in *The History of Middle-earth Vol. II, The Book of Lost Tales 2*

WINGLESS COLD-DRAKE

Attributes: Bearing 12 (+3), Nimbleness 14 (+4), Perception 14 (+4), Strength 20 (+7)*, Vitality 16 (+5), Wits 10 (+2)*

Reactions: Stamina +7, Swiftiness +7, Willpower +5*, Wisdom +4

Defence: 14

Movement Rate: 24

Skills: Armed Combat: Natural Weapons (claw, maw, tail) +12, Debate +5, Inquire (Interrogate) +6, Insight +7, Intimidate (Fear) +11, Observe (Smell, Spot) +16, Persuade +6, Track (Scent) +8;

Languages: Northern Mannish, Sindarin, Westron

Special Abilities: Armour (8), Multiple Attack (maw), Natural Weapon (claws, 2d6 plus Strength bonus), Dragon-senses, Dragon-spell, Maw-bite (3d6 plus Strength bonus), Slow-healing, Softer Underneath, Tail-shock (2d6 plus Strength bonus), Young and Tender (optional)

Size: Mammoth

Health: 23 (3 Healthy levels)

Courage: 2

TN Equivalent: 20

WINGED COLD-DRAKE

Attributes: Bearing 14 (+4), Nimbleness 16 (+5), Perception 14 (+4), Strength 22 (+8)*, Vitality 18 (+6), Wits 10 (+2)*

Reactions: Stamina +8, Swiftiness +8, Willpower +6*, Wisdom +4

Defence: 15

Movement Rate: 24 / 48 (flying)



Skills: Armed Combat: Natural Weapons (claw, maw, tail) +13, Debate +5, Inquire (Interrogate) +7, Insight +7, Intimidate (Fear) +12, Observe (Smell, Spot) +16, Persuade +7, Track (Scent) +8;

Languages: Northern Mannish, Sindarin, Westron

Special Abilities: Armour (8), Multiple Attack (maw), Natural Weapon (claws, 3d6 plus Strength bonus), Dragon-senses, Dragon-spell, Maw-bite (4d6 plus Strength bonus), Slow-healing, Softer Underneath, Tail-shock (3d6 plus Strength bonus), Wing-gale, Young and Tender (optional)

Size: Huge

Health: 26 (4 Healthy levels)

Courage: 3

TN Equivalent: 25

DESCRIPTION

Cold-drakes are the least mighty dragons, smaller in length but nimbler than Fire-drakes. Their size is nonetheless enormous compared to Men, with a length from maw to tail stretching several scores of feet. The least cold-drakes are wingless beasts like oversized monitor lizards, but many cold-drakes are huge winged predators. They are cold-blooded like a serpent, though, and are loath to move about too much unless provoked or hungry. Yet, they are extremely territorial and will viciously devour intruders who threaten their domain.

HISTORY

Little is known of the history of the cold-drakes, for no tale has been passed down of their creation. They seem to be most similar to Glaurung, the first dragon created by Morgoth in the Elder Days, and it is likely that they are the distant descendents of this original wingless, fireless drake. In the thousands of years since the fall of Morgoth, the cold-drakes grew wild and independent. Indeed, there is no evidence that Sauron ever brought them under his control, even at the height of his power during the War of the Ring. Nonetheless, cold-drakes are wicked and evil creatures even when not commanded by the Shadow. Most famously, a cold-drake slew King Dáin I and his son Frór in TA 2589, and thereafter Durin's Folk were driven from the Grey Mountains. In the centuries after TA 2500, cold-drakes multiplied in number and became a threat to anyone daring to travel the mountains, hills, and wastes of northern Middle-earth.

HABITAT

Cold-drakes are found only in the Withered Heath and the Northern Wastes beyond the Grey Mountains, though surely more than a few of them remained in the Grey Mountains even after the Orcs multiplied there. Furthermore, it is likely that cold-drakes from time-to-time wander down from the Withered Heath to the Iron Hills or even the meadowlands beyond in search of a quick meal before returning to their desolate homeland.

SOCIETY

Little is known of the ways of cold-drakes, except that they are viciously solitary and territorial. Cold-drakes readily quarrel even with other dragons over territory and treasure.

USAGE

A cold-drake should be pitted against only very skilled heroes. Even though they do not breathe fire, the fangs and claws of a cold-drake are more than the equal of swords and spears. A wingless cold-drake might be found guarding a cavern or pass in the mountains of the far north, or perhaps on the prowl looking for a meal. A winged cold-drake could be encountered flying about anywhere between the Northern Waste and the Grey Mountains, on the hunt or perhaps looking to make a new home in some mountain stronghold.

DRAGONS, FIRE-DRAKES (URULÓKI)

'...but the mightier [dragons] are hot and very heavy and slow-going, and some belch flame, and fire flickereth beneath their scales...'

– Turambar and the Foalókë in The History of Middle-earth Vol. II, The Book of Lost Tales 2

LESSER LONG-WORM

Attributes: Bearing 16 (+5), Nimbleness 10 (+2), Perception 16 (+5), Strength 24 (+9)*, Vitality 18 (+6), Wits 14 (+4)*

Reactions: Stamina +9, Swiftiness +6, Willpower +8*, Wisdom +6

Defence: 12

Movement Rate: 12 (crawl) / 36 (flying)

Skills: Armed Combat: Natural Weapons (claw, maw, tail) +12, Debate +8, Inquire (Interrogate) +9, Insight +9, Intimidate (Fear) +13, Observe (Smell, Spot) +17, Persuade +9, Track (Scent) +10;

Languages: Northern Mannish, Sindarin, Westron

10



Special Abilities: Armour (8), Multiple Attack (maw), Natural Weapon (claws, 2d6 plus Strength bonus), Dragon-senses, Dragon-spell, Fire-breath (8d6), Invulnerable (fire), Maw-bite (4d6 plus Strength bonus), Slow-healing, Softer Underneath, Tail-shock (3d6 plus Strength bonus), Wing-gale, Young and Tender (optional)

Size: Huge

Health: 27 (4 Healthy levels)

Courage: 3

TN Equivalent: 25

GREAT LONG-WORM

Attributes: Bearing 18 (+6), Nimbleness 8 (+1), Perception 16 (+5), Strength 26 (+10)*, Vitality 20 (+8), Wits 16 (+5)*

Reactions: Stamina +10, Swiftiness +6, Willpower +10*, Wisdom +8

Defence: 11

Movement Rate: 24 (crawl) / 36 (flying)

Skills: Armed Combat: Natural Weapons (claw, maw, tail) +13, Debate +9, Inquire (Interrogate) +10, Insight +9, Intimidate (Fear) +14, Observe (Smell, Spot) +17, Persuade +10, Track (Scent) +11;

Languages: Northern Mannish, Sindarin, Westron

Special Abilities: Armour (10), Multiple Attack (maw), Natural Weapon (claws, 3d6 plus Strength bonus), Dragon-senses, Dragon-spell, Fire-breath (10d6), Invulnerable (fire), Maw-bite (5d6 plus Strength bonus), Slow-healing, Softer Underneath, Tail-shock (4d6 plus Strength bonus), Wing-gale, Young and Tender (optional)

Size: Gigantic

Health: 30 (5 Healthy levels)

Courage: 4

TN Equivalent: 30

DESCRIPTION

Fire-drakes are the mightiest dragons, longer and heavier than the cold-drakes. They are extremely sinuous and serpentine despite their bulk, and 'long-worm' is another name given to them by the unfortunate peoples who had to live in their wake. Their length from maw to tail stretches many scores of feet. All fire-drakes possess enormous bat-like wings with long, wicked claws attached to them. Fire-drakes are renowned for the foul reek their bodies exude. Most dreadfully, a hot fire burns within their bodies, and they can belch forth a withering stream of flames from their maws. Great long-worms like Smaug and Scatha could destroy entire towns or fortresses and were among the most powerful creatures in Middle-earth. Even the lesser long-worms, whose fire is less hot and bulk less massive, are still a very dangerous foe to cross.

HISTORY

The fire-drakes (or *urulóki* in the Quenya tongue of the High-elves) were created by Morgoth in the First Age during his war against the Elves of Beleriand. It is likely that they were developed as an improved strain from the 'father of dragons' Glaurung. They were secretly held in reserve by Morgoth until his most desperate moment in the last battle of the First Age, at which time he unleashed a dragon-army led by the greatest of all dragons, Ancalagon the Black. Ancalagon and most of the *urulóki* were destroyed in the battle, but some few survived and fled into the recesses of their Northern Waste, where they slowly nursed their wounds over the centuries and bred in number. In the Third Age fire-drakes reappeared in the Grey Mountains and Withered Heath. In the centuries after TA 2500, fire-drakes multiplied number and became a threat to any rich settlement in the far north of Middle-earth. The fire-drakes of the Third Age had grown willful and independent, and Sauron never brought any under his mastery—though their wicked nature assured that they would cause evil and destruction on their own accord. The mightiest of warriors in the Third Age set out to hunt and slay the long-worms, lured by a desire for glory or treasure. Though most of them failed and perished, apparently some warriors were successful and exterminated most of the fire-drakes by the end of the Third Age. It is known that no great fire-drake equal to Scatha or Smaug existed in Middle-earth during the War of the Ring. Yet, undoubtedly some lesser fire-drakes lived on into the Fourth Age and beyond, hidden in their deep lairs in the Withered Heath or Northern Waste.

HABITAT

Fire-drakes were found in the Grey Mountains in the second half of the Third Age. Smaug was thought to be the last great long-worm in the Middle-earth when he was slain in TA 2941. Lesser long-worms could be found in the Withered Heath and Northern Waste, and it is likely that from time-to-time some of them ravaged the Grey Mountains or even the Iron Hills. Fire-drakes were always somewhat secretive, and they typically did not venture far from their lairs unless they had a purpose.

SOCIETY

Little is known of the ways of fire-drakes, except that they are viciously solitary and territorial. Fire-drakes readily quarrel even with other dragons over territory and treasure.

USAGE

A fire-drake should be pitted against only the most powerful heroes, and certainly only those with a mighty warrior among their company. A lesser long-worm might be encountered at any time throughout the Third Age or Fourth Age in the Withered

Heath, Northern Waste, or working some mischief in the fringes of the Grey Mountains or Iron Hills. A great long-worm could serve as the ultimate challenge for a fellowship of mighty heroes during the era of dragon-hunting from around TA 2000 to TA 2941.



UNIQUE SPECIAL ABILITIES

Dragon-senses: Dragons possess a tremendous sense of smell, ability to feel the air around them, and acute vision. As a result, their Observe skill ratings are extremely high. Furthermore, they are entitled to make Observe tests to find an opponent who is totally concealed or even invisible (though the test should be suffer at least a +6 TN penalty). Additionally, dragons possess the uncanny ability to keep an alert eye open when sleeping. As a result, a dragon may make an Observe test (again suffering at least a +6 TN penalty) to sense an intruder even when asleep.

Dragon-spell: Talking at length with a dragon, especially a great old worm, can be exceedingly dangerous. Dragons were ready linguists in all the Ages of Middle-earth and learned much of the speech and habits of Men and Dwarves—all the better to deceive and confuse them. A dragon can confuse any opponent with whom it converses at length. If a character converses with a dragon for at least one full round, thereafter the dragon may try to bewilder listeners as a full-round action. The listening characters must make opposed Wisdom tests against the dragon. If the character wins the opposed Wisdom test, he or she resists the dragon-spell for the moment, but the dragon may continue to attempt to beguile the character after another 2 full rounds of conversation. Every character who loses the opposed test suffers an effect chosen by the dragon. The dragon-spell can *bewilder* a victim, reducing his action allowance per round by 1 for the rest of the scene. Alternatively, the dragon-spell can mimic the effect of any of the following magic spells: *Break Binding*, *Dumbness*, *Forgetfulness*, *Reading the Heart*, *Voice of Command*, *Voice of Suasion*. A dragon never has to make Weariness tests for its dragon-spell effects.

Fire-breath: As a full-round action, a fire-breathing dragon can expel a cone of flames from its maw a number of yards long equal to twice its Strength and a number of yards wide at the far end equal to half its Strength (round down). Those caught in the conflagration suffer the listed damage. However, a victim can spend 1 action to *dodge* some of the flames. The character makes a Swifttest test (TN 10), and avoids 25% of the damage on a complete success, 50% of the damage on a superior success, and 75% of the damage on an extraordinary success. A dragon can breathe fire only once every three rounds.

Maw-bite: Like every other creature, dragons get a normal action allowance per round of 2, which is used to move, dodge, block, and attack with its tail or claws. However, the Multiple Attack: Maw ability gives them 1 extra action that can only be used to make a maw-bite attack. A dragon can only attempt a maw-bite once in a round.

Slow-healing: Dragons are long-lived beasts, for whom a passing year is but a blink. Created by the power of the Shadow, their innate life force is dark, cold, and slow. Dragons are difficult to hurt, but their natural recovery is extremely slow and they are likely to nurse a wound for a very long time. Whereas most creatures naturally recover 1 Health point each day and get to make a Stamina test to recover more at the end of each week, dragons naturally recover 1 Health point each year and never get to make Stamina tests to recover more.

Softer Underneath: Most dragons are softer underneath, since their bellies are not armored with heavy scales. Attacking a dragon's vulnerable underside requires a Called Shot, increasing the TN of the attack test by +6. However, some dragon's accrue enough treasure to cover their bellies with a coat of gems, jewels, and metal plates, increasing the difficulty of the Called Shot to +9 TN or even +12 TN (depending on the coverage of the coating). If a character hits the dragon's underside with a Called Shot using a slashing or piercing weapon, the dragon's Armour rating is ignored and the damage result is multiplied by 1.5 (increased by +50%). Of course, a dragon rarely exposes its underside to attack. The Called Shot can only be attempted if the dragon is flying, if the attacker somehow tricks the dragon into showing its belly, or if the attacker first moves underneath the dragon (which puts the dragon in an extremely advantageous position against that character, applying a -3 TN modifier to its own attacks against him).

Tail-shock: A dragon's tail is like the shock of a thunderbolt. At a cost of 1 action, it can lash an opponent with its tail. However, since the tail is at the rear of the beast far away from its eyes, it normally suffers -2 on its Armed Combat: Natural Weapons (Tail) test. If the tail attack hits, the victim suffers damage from the tail attack and also must make a Strength or Swifttest test (victim's choice) to avoid being knocked prone; the TN is 10 +2 for each size category the victim is smaller than the dragon. A dragon may combine its tail-shock with the *sweep* combat maneuver to strike at multiple adjacent targets.

Wing-gale: The beating wings of a dragon are like a hurricane. Any creature smaller than the dragon caught underneath its flight path, or within a range of 2 feet per point of the dragon's Strength if it is hovering, must make a Strength test to remain standing or to get back up if knocked prone; the TN is 10 +2 for each size category the creature is smaller than the dragon. Creating a wing-gale without taking flying movement is a full-round action for the dragon.

Young and Tender: Dragons aren't born tough and enormous. It takes many centuries for a worm to grow to its full size and power. Heroes may be fortunate enough to run across a dragon when it is still young and tender. A younger dragon is 1 Size category smaller than its full-grown version, its Strength and Vitality are 3 lower, and its Bearing and Wits are 2 lower. As a result of these reduced attributes, the younger dragon's Health rating is 4 lower (and it has one less extra Healthy level), its Stamina and Willpower are both 1 lower, and its social and academic skills are reduced by 1. Additionally, its Armour rating is only half the amount of the full-grown version. Finally, all its attack inflict only $\frac{3}{4}$ the damage of the full-grown version; if a younger dragon has the fire-breath ability, the damage is reduced by 2d6. The TN equivalent of a younger dragon is 5 less than normal.



LORE SKILL GROUPS by Mathew Kearns (GandalfofBorg)

Lore skills are among the most hotly contested and difficult skill mechanics when creating characters or for a Narrator to deal with when determining what knowledge is actually known for a particular lore skill. In the rules set forth by Decipher, they have the Lore skill group with these basic skills: Group, History, Race, and Realm. The problem with doing it this way, a character could have both the Rohan and Gondor specialties for the Lore: Realm skill and thus have a slightly better chance at having knowledge of any other realm the character rolls a test for, making characters a little too powerful in these areas. There are a couple ways to overcome this: the Narrator could limit characters making Lore tests to only those areas that they have specialties in and/or increase the basic TN for areas outside of this scope, OR restructure how Lore skills are set up by reversing what are the skills and what are the specialties, which I will detail below.

GROUPS

This skill refers to organizations or special groups of people like The White Council or Line of Elendil. My suggestion is to remove this skill entirely and make each individual group their own skill with maybe some specialties like History, Organization, Locale, etc.

HISTORY

This skill refers to the background of events pertaining to a specific item, people, location, etc. My suggestion is to remove this as a skill and make it solely a specialty of individual Lore skills pertaining to specific items, people, locations, etc.

RACE

This skill refers to knowledge pertaining to specific races like Dwarves and Elves. My suggestion is to cut remove this skill and refer to specific races as skills with possibly some specialties like Anatomy, Domain, Heraldry, History, etc.

REALM

This skill refers to knowledge pertaining to the lands of Middle-earth and each specialty is a specific realm like The Shire or Lothlórien. My suggestion is to remove this skill and make each specific realm or prominent feature a skill. Another slight complication to this particular skill is that Middle-earth has also larger regions that encompass large swaths of land that include many realms and prominent features. So another mechanism for the Lore skill group is to have regions as skills and specific realms and prominent features as specialties. Knowledge gained from tests made for region skills are less informative than if the test were made for a skill for the specific realm or feature.

A possible correlation between region results and realm/prominent feature results (as listed in the CRB) could be as depicted in Table 1. Rolling tests for any of these listed for example, I would expect a character to know/get more information when making a Lore: Fornost test than Lore: Arthedain (Fornost) test. This option would guarantee (and limit) characters with skills in broad categories would/could never have more specific information than shown in the table, unless they have or acquire the more focused skill.

Table 1: Results Based on Success for Gradations of Lore

	<u>M*</u>	<u>C</u>	<u>S</u>	<u>E</u>
Lore: Region	M	M	M	C
Lore: Realm/Feature	M	M	C	S
Lore: Aspect	M	C	S	E

* - Per the suggested result as listed in the CRB for the Lore skill group (M - Marginal, C - Complete, S - Superior, E - Extraordinary).



- An example of a region is Eriador. They would have specialties comprised of realms and prominent features.
- An example of a Realm/Feature is The Shire. They would have specialties comprised of specific aspects.
- An example of an Aspect is Hobbiton. They would have specialties comprised of components such as Geography, Politics, Economy, History, etc.



Another way to determine TN's and results for region skill tests is to start with the TN for Lore: Aspect as the base and increase it by a minimum of +5 TN for each level up in Table 1 you go. Making the tests more difficult represents that the character has only limited knowledge of specific things in broad topics. For example a Lore: Aspect has is a TN 10 test. To use Lore: Region (where the Aspect is located) and get the same information, the TN would be 20. This option would allow characters with knowledge of broad topics to have a chance of possibly knowing information about more focused topics within them.

Below is a list of major regions in Middle-earth, brief descriptions of them, and a list of realms and prominent features contained within them.

Regions of Middle-earth

Eriador

Northwestern part of Middle-earth, ancient home of the exiled Dúnedain and Elves. Bounded by Belegaer to the west, Forod and Forochel to the north, Misty Mountains to the east and south, and the White Mountains to the south.

Realms or Prominent Features therein:

Arnor (beginning of the Third Age), Lindon (beginning of the Third Age), Angmar, Arthedain, Blue Mountains, Bree, Cardolan, Dunland, Dwarf-holds within the Blue Mountains, Enedwaith, Eregion, Forlindon, Harlindon, Minhiriath, Rhodaur, Rivendell, The Shire.

Forodwaith

The desolate and frozen north-lands. Bounded by Belegaer to the west, and Eriador, Rhovanion, and Rhûn to the south.

Realms or Prominent Features therein:

Forochel

Gondor

Lands held by the exiled and last remnants of the Dúnedain of Númenor. Bounded by Belegaer to the west, Eriador and Rhovanion to the north, Mordor to the east, and Harad to the South.

Realms or Prominent Features therein:

Calenardhon (beginning of Third Age), Gondor, Rohan, White Mountains.

Haradwaith

Southern portion of the continent of Middle-earth filled with jungles and the savages that inhabit them. Bounded by Belegaer to the west, the southern border of Gondor and the Mountains of Shadow to the north, and Rhûn to the east.

Realms or Prominent Features therein:

Far Harad, Khand, Near Harad, Umbar, other barbaric kingdoms.

Mordor

The hellish and forsaken land of the Enemy. Bounded by Gondor to the west, Rhovanion to the north, Rhûn to the East, and Harad to the south.

Realms or Prominent Features therein:

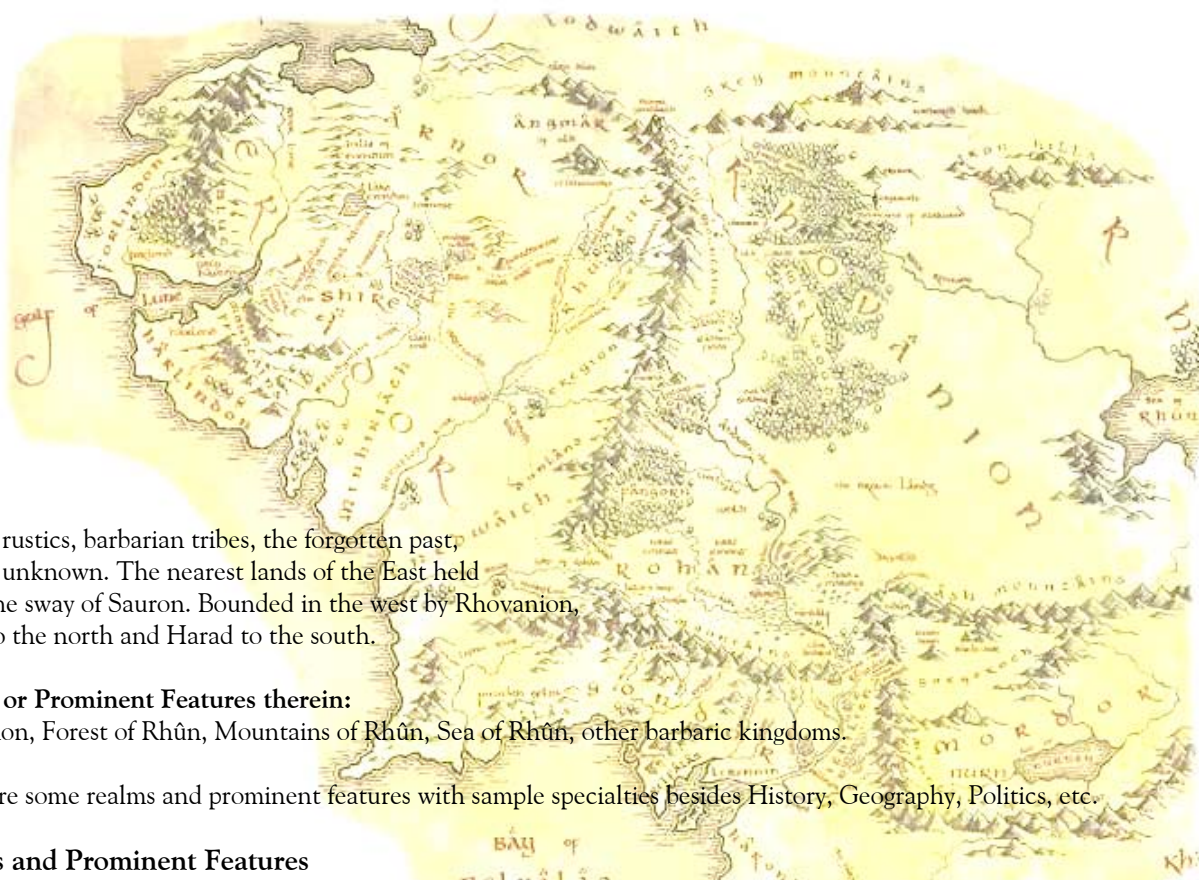
Ash Mountains, Gorgoroth, Mountains of Shadow, Nurn, Udûn.

Rhovanion

Also known as Wilderland due to that during the Third Age there isn't much in the way of highly "civilized" domains of Man. Bounded by the Misty Mountains to the west, the Grey Mountains and Iron Hills to the north, the grassland plains and fertile vineyard vales of Rhûn to the east, and the northern border of Gondor and the Ash Mountains in the south.

Realms or Divisions therein:

Anduin Vales, Beorn's estate, Brown Lands, Dagorlad, Dale, Dead Marshes, Dol Guldur, Eryn Muil, Erebor, Esgaroth, Fangorn, Gladden Fields, Grey Mountains, Gundabad, Iron Hills, Lothlórien, Mirkwood, Misty Mountains, Moria, Realm of the Wood-elves, Rhosgobel, Withered Heath.



Rhûn

Land of rustics, barbarian tribes, the forgotten past, and the unknown. The nearest lands of the East held under the sway of Sauron. Bounded in the west by Rhovanion, Forod to the north and Harad to the south.

Realms or Prominent Features therein:

Dorwinion, Forest of Rhûn, Mountains of Rhûn, Sea of Rhûn, other barbaric kingdoms.

Below are some realms and prominent features with sample specialties besides History, Geography, Politics, etc.

Realms and Prominent Features

Arnor	▪ Anything that works for The Shire, Arthedain, Rhudaur, and Cardolan
Calenhardon	▪ Anything that works for Rohan
Lindon	▪ Anything that works for Forlindon, Harlindon, Mithlond, and the Blue Mountains (except Dwarf-holds)
Angmar	▪ Carn Dûm
Arthedain	▪ Annúminas, Fornost, Lake Evendim, Hills of Evendim
Beorn's Estate	▪ Carrock
Blue Mountains	▪ Nameless dwarf-holds
Cardolan	▪ Tharbad, Old Forest, Barrow-downs, Weather Hills, Weathertop
Eregion	▪ Ost-in-Edhil
Fangorn	▪ Derndingle, Wellinghall
Forlindon	▪ Forlond
Gondor	▪ Anfalas, Argonath, Belfalas, Dol Amroth, Harondor, Isengard, Ithilien, Lebennin, Minas Anor/Tirith, Nen Hithoel, Osgiliath, Pelargir, Pinnath Gelin, Tol Brandir
Gorogroth	▪ Barad-dûr, Mount Doom
Grey Mountains	▪ Dwarf-holds, nameless orc-cities
Harlindon	▪ Harlond
Iron Hills	▪ Nameless dwarf-holds
Lothlórien	▪ Caras Galadhon, The Naith
Misty Mountains	▪ Nameless orc-cities
Mithlond	▪ Eryn Beraid, The Havens, Towers of Elostirion
Mountains of Shadow	▪ Minas Ithil, Cirith Ungol
Rhudaur	▪ Ettenmoors, Trollshaws
Rohan	▪ East Emnet, Edoras, Entwash, Helm's Deep, Isengard, The Wold, West Emnet
The Shire	▪ Buckland, The Smials, Hobbiton, Michel Delving, Westmarch
Udûn	▪ Morannon
Umbar	▪ Umbar
White Mountains	▪ Lands of the Woses, Dunharrow, Paths of the Dead

HOSTILE HAUNTS

GHOST LIGHT ON HIGHTOWER

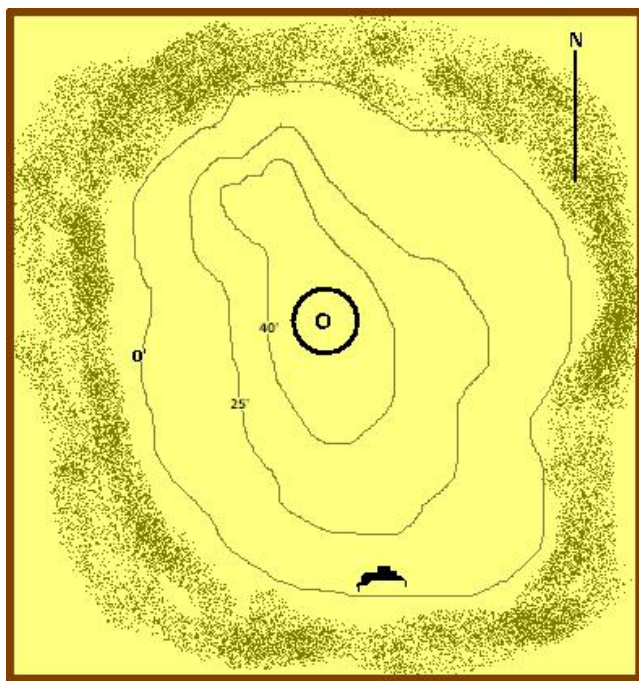
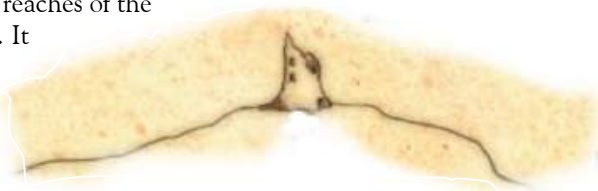
by Doug Joos

Hightower stood for many decades along the southern reaches of the Dead Marshes and the northernmost territories of Ithilien. It

had been the eyes of the Kings of Gondor for the many years of the watch on the Lands of Mordor, but slowly it fell into decline, just like the country it served. When Eärnur, the last king of Gondor, rode to face the Witch-king and was lost, the defense of Hightower fell completely into ruin - its roof caving in. Now the tor is a lonely, unvisited place, isolated by the marshes that have slowly leached their way around. But some who travel north into the lands of Dorwinion, passing by the old tower, say that at times the windows are aglow with a ghostly light.

Only the hapless few know of the old fortress's new inhabitant, and they never live to tell of the evil being who now watches the lands to the south for his master. His name is Guinfirin (S. *Living-dead*), although the body he has possessed for the past nine years had another name - one which he has forgotten. He had found the Man in the white city to the south... the body was strong and healthy and it has served him well for many years now. But it is dying and Guinfirin knows it is time to claim another - and that means leaving the safety of his home below the shattered tower. If he is to serve his master properly, then it is something he must do.

His servants will keep his home safe while he hunts along the roads that run north and south to claim a new body.



ADVENTURE HOOKS

DANGEROUS TREK (Short) The adventurers are traveling the north road, along the Nindalf, with a merchant caravan. They are heading to Dorwinion to deliver their wares as well as to purchase some of the fine wines that those folk produce. The merchant train wishes to push quickly past the Dead Marshes, but man and beast can only travel for so long before weariness takes over. Or is it a sorcerous slumber that besets them as they pass the haunted Tor of Hightower?

LOVE LOST (Medium) The adventurers are hired to solve a mystery. A Gondorian woman, wife of a prominent soldier of the white city, tasks the adventurers with finding out what happened to her husband who simply disappeared during an evening that he had duty. They must follow the clues to find out whether the man is dead or alive, and who is really controlling his form.

NORTHERN WATCH (Long) The fence overlooking the lands controlled by Sauron has declined in its capacity to protect or even to warn of an impending attack by the Dark Lord. The Stewards of Gondor have long known that without

the right information, Sauron could muster his forces wherever and whenever he wished. The old maps of the Gondorian realm show the ancient towers built when both Anarion and Isildur still reigned, and the ruling steward would like to see this fence mended. The adventurers are to see about the re-occupation and repair of the fortress called Hightower. They, along with others, will restore these fortifications and strengthen Gondor's position both for today and for the future.

HIGHTOWER

1. The old fortress atop the tor is a broken ruin; its walls still stand but the roof has caved in and the gates have long ago rotted away. On some nights, the ghostly spirits that lie within the Dead Marshes will move about the old ruin and light it from within. Travelers along the road tell eerie tales of ghostly lights and candles moving within the ancient ruin of Hightower. There is little threat during the day within the broken ruin, but if any approach at night, they may become victim to Guinfirin, his servants, or even the marsh wraiths that lie within the fetid waters.



2. The earthen wall of the hill broke open, revealing the chamber within. What used to be a large storage room for the tower guard is now nothing but an empty room. The room is damp and musty, and cobwebs hang throughout. There are also large desiccated corpses of deer and other wildlife that had foolishly wandered in. Unfortunately for any would-be explorers, Guinfirin has allowed a Greater Giant Spider to take up residence within the musty chamber. The giant arachnid has no interest in the lifeless and bloodless wights that reside with the vampire; nor does it have any desire to vie against Guinfirin himself. Though the creature does not serve the dark master of the keep, the living arrangements are still quite acceptable. Statistics for the Greater Giant Spider are listed on page 27 of *Fell Beasts and Wondrous Magic*. The Narrator can seed the ruin with treasure as he or she pleases, but the location would certainly have a few Dúnedain Blades within, and perhaps some even more exotic treasures.
3. The marshlands surrounding the tor are a part of the Dead Marshes - lands where the Last Alliance defeated the Dark Lord and the masses of slain were slowly consumed by the marshy terrain. The spirits that haunt the marshes also serve in protecting Guinfirin. Would-be explorers may be set upon by any number of marsh wraiths that the Narrator sees fit based upon the Advancement level of his or her players. Statistics for marsh wraiths may be found in the *Two Towers Sourcebook* on page 89.
4. Enjoying the defenses his servants provide but not giving them all of the treats, Guinfirin will occasionally take a victim of his own. He uses this chamber to house them and terrify them. He thrives on their fear as much as their blood and nothing pleases him more than to fill them with despair as they cower in the dark and dank room. The chamber is furnished with a couple of the old cots that the Gondorian guard of the watchtower used to sleep on; the mottled old beddings now stink of mold and death. In the ceiling is a shaft that runs the length of the hill to the tower above. The shaft lets in fresh air, but the rain and snows that also come down keep the chamber (and its furnishings) from ever drying out and the molds grow rampant. Trapped within the chamber is a young woman that Guinfirin took four days ago. She lies in the corner, her tattered garments filthy from her surroundings. If she is rescued, her father may offer a handsome reward.
5. Chambers 5, 6 and 7 are all relatively the same in their makeup (although 7 contains a broken statue of a once proud king of Gondor) and occupants. Within these rooms are the fell spirits that Guinfirin has drawn to him to serve in both protecting and terrorizing the surrounding lands. Like most wights, these have taken residence within the dead bodies of warriors, and they garb themselves in the ancient trinkets and treasures of old. The undead will only come forth from their respective chambers if summoned by Guinfirin, but they will attack any that enter within their sanctums.
6. See chamber #5 above.
7. See chamber #5 above.
8. The resting chamber of Guinfirin is not pleasant, but it suits his needs. The vampire has dressed the chamber with old tabards and rugs that had been in the tower above. The room stinks of death and disease. If any should enter, Guinfirin will attack while summoning his servants to aid him. See the *Allies and Adversaries* section of this issue for Guinfirin's statistics. One important thing to note is that Guinfirin is in need of a new body; the one he inhabits has decayed over the last 9 years and soon will perish.



FAN FLAVOUR

REVISED VAMPIRE ABILITIES by Doug Joos



Although vampires are mentioned only a few times by Tolkien, the greatest living during the First Age, they make formidable foes and a Narrator has a great opportunity with these Fell-spirits.

The vampire can be the arch nemesis or a minor/major foe within a chronicle. The problem I faced was the vague descriptions of how the vampire's special abilities could be used and the relative weakness of the spirits compared to higher advanced characters.

So, you will find below some revisions to the vampire and his special abilities. I have also added a bit of flavour from Bram Stokers vampires - powers that we may all be more familiar with. Any unlisted abilities are unchanged from how they are presented in the book *Italicized words are the changes made:*

DECAY: A mortal body possessed by a vampire suffers 1 point of Vitality loss each week and 1 permanent Vitality loss per year. *The permanent Vitality loss each year occurs whether the vampire feeds or not using its Drain ability and the Power of Blood. It is the mortal body dying as it cannot sustain the foul, immortal, fell-spirit's power for too long.* In addition, the mortal gains 1 Corruption per week. Anytime a host body reaches 0 Vitality it dies and becomes an unbound spirit (see below). If a vampire leaves a physical body before it dies, the victim regains control of his faculties, though any permanent Vitality loss and Corruption remain.

TRANSFORMATION: *Formerly Form of Bat; this special ability is like the spell of the same name. It is an innate ability of the vampire spirit to be able to change the form of the body that it possesses. The vampire is limited to only three forms: vampire bat, mist, or warg.*

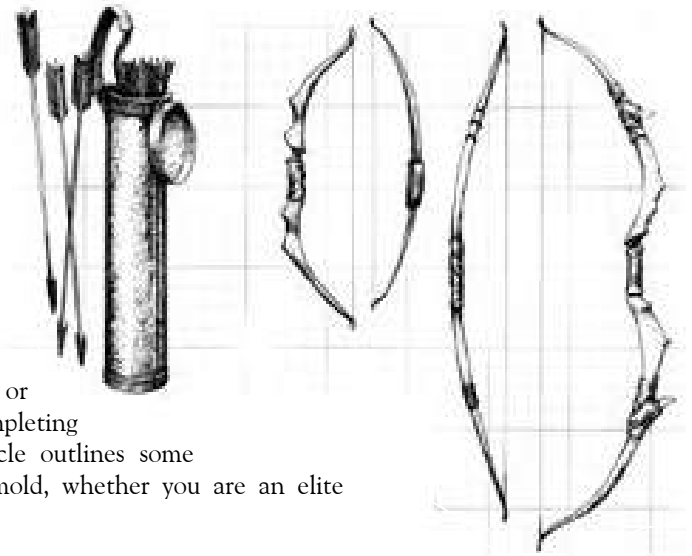
As a full-round action, the vampire can take the form of any of the three listed above, assuming the statistics described in the *Fell Beasts and Wondrous Magic* (page 50) for the vampire bat or page 51 for the warg. The narrator may wish to tweak either set of stats to conform to the advancement level of their game. It can return from this form at will, also as a full-round action.

POWER OF BLOOD: When using its Drain special ability, the vampire gains vitality equal to that lost by its victim. *The vampire drains the life-blood of its victim by piercing the flesh with its fangs and then drawing the blood out. This act may have the unfortunate effect of killing the victim. Should the vampire drain all of the Vitality from the victim, they will perish. The vampire may never drain any more Vitality then what it has temporarily lost over the days or weeks since its last feeding. The permanent Vitality loss cannot be replaced by this power.*



THE EFFECTIVE ARCHER by Mathew Kearns

The bow and arrow. These are your weapons, bringing life to you and death to your enemies. With a quiver on your back and bow in hand, you are able support your comrades with a sharp eye and quick hand, defending your lands and people from the slaughter that the Enemy wishes to bring down upon you. But this Order is not limited to just those who use this deadly weapon, but can be attained by those who favor the use of any ranged weapon over a melee weapon or fighting hand-to-hand.



Your expertise in picking off foes at a great distance or providing up-close help could make all the difference in completing your quest or just saving the life of a friend. This article outlines some suggestions for creating and playing a character of this mold, whether you are an elite bowman or master of throwing axes.

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, but as Archer is an Elite Order, you have already chosen the life path of your character. Regardless of the Age your game is set, Archer is an Order that is applicable and is almost required for those games who are set in the early days of the world where great battles were waged and the fate of the world was shaped. Archers can be of the devious rogue-type or the stoic warrior-type, or any other type you see fit.

PREREQUISITES

Like all Elite Orders, there are prerequisites that must be met before joining the Archer Order, but they are minimal considering the potential given by some of its abilities. A character must have:

- 6 advancements, minimum, in any one Basic Order
- Nimbleness 8+
- Any Ranged Combat skill with 8+ ranks

RACE

There are no race restrictions for joining this Order, but the least likely of the four would be Dwarves and Hobbits.

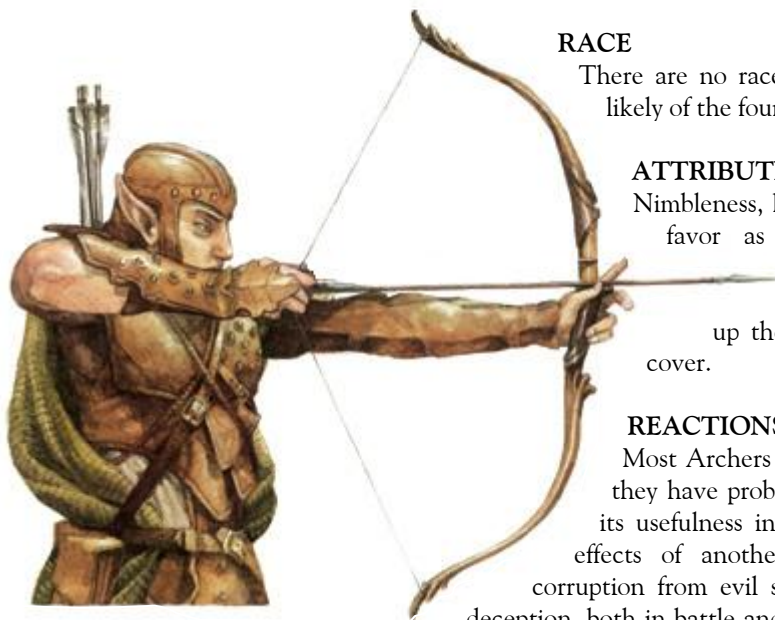
ATTRIBUTES

Nimbleness, hands down, is the attribute that an Archer would favor as it governs the Ranged Combat and Craft: Bows/Arrows, as well as a fairly high score is required to enter this Order. Perception is also up there as it helps the Archer in spotting enemies in cover.

REACTIONS

Most Archers are likely to start as either Rogues or Warriors, so they have probably chosen Swiftiness as their favored reaction for its usefulness in combat. 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 Archer to see through deception, both in battle and, if applicable, the courtroom. Stamina is good for

those long marches and resisting the adverse effects of the elements.





EDGES

Many edges that would benefit a Warrior and/or Rogue also benefit a Archer; those that influence combat skills and situations are staples for this Order: Accurate, Dodge, Fell-handed, Lion-hearted, Quick-draw, Wary, Weapon Mastery (if the character has ranks in Armed Combat for the same weapon), and Woodcrafty. Other edges that would enhance the character's flavor and role-playing aspects would be Ally, Armour of Heroes, Bold, Friends, Hardy, Honour's Insight, Keen-eared, Keen-eyed, Keen-nosed, Night-eyed, Strong-willed, Tireless, and Travel-sense.

FLAWS

When it comes to Archers, there aren't really any individual ones that would be universally or even greatly found in their character, but Code of Honour, Duty, Fealty, and Oath could be found amongst many.

SKILLS

There is only one skill that matters to an Archer: your choice of Ranged Combat skills. There are other Order skills that make sense for an Archer to have such as Observe and the athletic skills like Climb, Jump, and Run. All of these skills can be found in the Rogue Order, except for Intimidate, and in the Warrior Order, except for Games. Neither of these exceptions are typically essential to an Archer in-game, so becoming an Archer via either Order won't gain a character much in the area of Order skills.

ABILITIES

Bowyer - I'm afraid to say that this ability is not worth the effort getting into this Order, even though there isn't much needed, to get this ability. With no prerequisites, this ability grants a +4 bonus to Craft: Bowyer and Smithcraft tests for making and repairing your weapon and ammunition. It also allows you to make blunt arrows that can be used for stunning attacks. You should consult your Narrator to alter this if your favored ranged weapon is not a bow.

Deadly Shot - With steep prerequisites of Nimbleness 9+, Ranged Combat 10+, and Mighty Shot, this ability is certainly underpowered. You are given only a +2 bonus to one ranged weapon and improvements give this bonus only to different weapons each time.

Far Shot - Another ability that is too expensive for in its cost/benefit to a character, it has the prerequisite of Mighty Shot and gives a +5 yard bonus to all range increments. When gaining improvements you can either select a new weapon to get the +5 yard bonus or give an already-selected weapon another +5 yard bonus, maximum +10 yards total.

Mighty Shot - Fairly useful, this ability negates up to -2 worth of penalties to Ranged Combat tests and with each improvement an additional -1 in penalties, up to a max of -4 total. This ability and its improvements are very expensive for the benefits, but it is the prerequisite for all other abilities other than Bowyer.

Swift Shot - This ability is the Holy Grail and probably the sole reason for entering this Order beyond role-playing a theme but is once again a hugely expensive ability as compared to Swift Strike for Warriors. It has prerequisites of Nimbleness 10+, Ranged Combat 12+, Mighty Shot, and Far Shot and has the same effects as Swift Strike (1 additional combat action for free, max 1 improvement to the ability) except for making Ranged Combat actions instead of Armed and Unarmed Combat actions.

MULTIPLE ORDERS

An Archer has limited expansion, in that it only takes 9 advancements to max out all Order Abilities for one weapon (typically bow), consideration to gaining an additional Order after hitting the Order's limits or leaving a previous Basic Order should be made.

Barbarian - Similar to Warrior and Rogue, its highly likely that you could have started in this Order; otherwise you'll more than likely never enter it without Narrator approval.

Craftsman - Though an Archer has little use for most everything a Craftsman has, this is a decent choice if he chooses to retire from defending the line or become a true master by expertly creating his own weapons and ammunition.

Loresmaster - Not a likely choice before or after being an Archer, this Order can give the Archer access to Vala Virtue in devotion to Oromë and some decent combat-related spells, but these would be better obtained via the Magician Order even though it would/could be easier to get into this Order conceptually speaking. A possible concept could be going as far as you can in the Archer Order and then combining this Order with Craftsman.



Magician: Same as Loremaster, not a likely choice, but can give access to combat-related spells. A possible concept could be going as far as you can in the Archer Order and then combining this Order with Craftsman.



Mariner: This Order at first doesn't seem to go with Archer, but if your character primarily is at sea or is part of a ship-based archery unit, you would already have it or should get it as soon as you can; otherwise, this Order wouldn't make much sense. With Ranged Combat as an Order Skill, meeting the prerequisites wouldn't be difficult.

Noble: Archery contests have long time been a staple of festivals and games of the chivalrous kind, so nobles have found being adept archers to be a highly desirable quality. And when it comes to battle, they can use this skill to keep themselves off the front lines and away from danger. With Ranged Combat as an Order Skill, meeting the prerequisites wouldn't be difficult.

Rogue: If you didn't start as a Rogue, then you should get into this Order as you can better your movement (Run) tests, chances to hit foes, and be more deadly against foes when you surprise them or are flanking them.

Warrior: Like the Rogue Order, if you didn't start as a Warrior, then you should get into this Order, especially if your ranged weapon can also be used via Armed Combat.

Captain: Those who lead archery or other units into battle or hunting parties 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 Archers and would be highly suggested that consultation with your Narrator is had before taking this Order.

Ranger: The Archer Order goes well conceptually with this one. Being similar to the Barbarian Order, you can gain many useful outdoorsy abilities.

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

Wizard: Same as Loremaster and Magician (either are required to enter this Order for the Spellcasting ability unless you purchase spells using Advancement Picks), not a likely choice, but can give access to enhanced abilities and spells. A possible concept could be going as far as you can in the Archer Order and then combining this Order with Craftsman.

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: Bane-spell, Crafting-spell, Fiery Missile, Lightning, or Victory-spell.

PLAYING AN ARCHER

The greatest value an Archer hero brings to any game is his unmatched ability to wield his weapon with deadly precision when needed. Having an Archer as a comrade means you should fear little from enemy archers or many oncoming or retreating foes.

Even without acquiring the Craftsman Order, an Archer is well-equipped with the skill to create excellent bows and arrows (or possibly other ranged weapon(s) of his choice). With such ability, his creations could sell or trade quite nicely in cities with other Archers or Craftsmen.

If ever you should need assistance in finding good examples of Archers, look to Legolas of the Fellowship of the Ring or Bard the Bowman of Lake-town and Dale.

ALLIES AND ADVERSARIES

GUINFIRIN by Doug Joos

His name is Guinfirin (*S. Living-dead*), although the body he has possessed for the past nine years had another name – one which he has forgotten.



RACE: Vampire- Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 13 (+3)*, Nimbleness 10 (+2), Perception 11 (+2), Strength 12 (+3)*, Vitality 10~ (+2), Wits 11 (+2)

REACTIONS: Stamina +5, Swiftess +6, Willpower +8*, Wisdom +4

DEFENCE: 12

ORDERS: Warrior, Magician

ORDER ABILITIES: Swift Strike (1), Spellcasting (2)

ADVANCEMENTS: 14

SKILLS: Armed Combat: Natural Weapons (Fangs) +8, Armed Combat: Blades (Longsword) +10, Healing +1, Inspire +1, Intimidate (Fear) +9, Jump +5, Language: Westron +5, Observe (Spot, Scent) +9, Ranged Combat +3, Ride +2, Siegecraft +2, Stealth +7, Track +9

SPELLS: Blast of Sorcery, Evoke Fear, Farseeing, Fog-raising, Fog-weaving, Forgetfulness, Holding-spell, Sense Power, Shadow of Fear, Spoken Thoughts, Veiling Shadow, Voice of Suasion, Wizard's Hand, Wizard's Fist, Word of Command

SPECIAL ABILITY: Decay, Drain (Vitality), Transformation, Natural Weapon (Fangs 1d6+2), Possession, Power of Blood, Unbound Spirit

EDGES: Warwise, Dodge, Swift Recovery

FLAWS: Fealty (to Sauron), Enemies (Free Peoples), Hatred (Elves)

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 13

COURAGE: 5

CORRUPTION: 13

TN EQUIVALENT: 15

~ Guinfirin has resided within his current body for the last nine years. His true vitality is 2 as the mortal shell has almost expired.

See Revised Vampire Special Abilities in this issue.

BACKGROUND: He didn't know the name of the body anymore; it had been so many years that the memories that used to filter in had stopped. Even now he could feel the body dying. It was almost time to go on the hunt once again.

His name was Guinfirin (*S. Living-dead*) and he was born in the First Age although he hardly remembered. With the great cataclysm and the fall of Morgoth, he took refuge in the far north and 'slept' while his form re-constituted itself. He slept through the Second Age and a greater portion of the Third. Not until Sauron re-appeared in Middle-earth in the year 1100 TA, did Guinfirin begin to stir answering the call of the Darklord.

Filled with great hunger, the vampire took many innocent lives and forms until at long last, he came unto Minas Tirith. There the fell-spirit resided for many decades, walking and spying on the Dúnedain for his master. But Sauron had other needs and so the vampire took the body of a city guard and left the city.

Guinfirin is a 'man' of forty plus years, with dark hair and grey, cold eyes. Dressed in the garb of the citadel guard, he now watches the fences of the lands of Mordor residing in an old, dilapidated Dúnedain fortress that sits upon the Dead Marshes. It is called Hightower.



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

MŪMAKS (OLIPHANTS) AND OTHER PROBOSCIDEANS, PART III

*“Horns were blown and trumpets were braying, and the Mûmakil were bellowing as they were goaded to war.”
-The Return of the King*

IV: For the Narrator

Incorporating Mûmaks and Elephants into Your Campaign

A Narrator should take great care when planning to introduce mûmaks into a campaign. Because they are huge and dangerous, mûmaks probably are not the type of creatures that make great opponents for PCs. However, with a little thought and planning on the part of the Narrator, both mûmaks and elephants can be used effectively.

Here are some things to consider:

- It is nearly impossible that adventurers will encounter wild mûmaks or elephants in the lands of western or northern Middle Earth. The climate is completely unsuitable for them to survive (i.e., too cold in the winter). To encounter such animals in the wild, one would have to be adventuring in the lands of Harad, etc., to the southeast.
- It may be possible, however, that adventurers encounter a mûmak or elephant that has escaped from captivity in areas of Middle Earth where the events of The Lord of the Rings occur. This is more likely to happen in southern areas (such as Gondor) during warmer months. Perhaps a caravan of supplies was being shipped from Harad to Mordor, and the mûmak broke free?
- It would probably take a large adventuring party (or a small group of PCs working with many NPCs) to take down an adult mûmak.
- Perhaps instead of fighting PCs directly during an encounter, the mûmak serves more as an obstacle that the PCs must avoid during combat with its trainers/owners.
- Mûmaks are wild animals, and very few healthy wild animals will fight to the death if escape is an option. If a mûmak becomes seriously injured, it will attempt to make a hasty retreat.
- Mûmaks probably are not the best candidate for a major antagonist in an adventure. However, they can be used as a very effective “weapon” by whoever (or whatever) the major antagonist is in your campaign.
- Mûmaks (especially wild individuals) are not evil by nature. They have no feeling one way or another about the various causes or interests of Middle Earth’s races. They simply do what they do in an attempt to fulfill their basic instinctual desire for survival and species propagation. They were witnessed to be working in concert with the forces of Mordor during the events of *The Lord of the Rings* because their captors had done so.
- I’ve stated it elsewhere, but I’ll repeat myself here: not every animal encountered in an adventure has to be for the purpose of instigating combat. Try to come up with unique and different ways to use these creatures.



Source: <http://www.theonering.net/scrapbook/movies/sets/peleonnor/view/11565>

Mûmaks and Elephants in Game Terms

A. Special Abilities/Weaknesses:

Mûmaks (especially captive individuals) are creatures that have been embraced by the Dark Lord and, under the cruel training of his minions or those in league with him, have become twisted and dangerous. Yet this is not the case with Elephants, as the Dark Lord, for whatever reason, paid little heed to these beasts. Thus, they have not been directly tainted by his hand. Elephants are still wild and powerful, however, and must still be approached with caution. The following Special Abilities and Weaknesses apply to *all* mûmaks and elephants (unless otherwise noted). Keep in mind that elephants are slightly less powerful than the average mûmak.



“Arrows skipped and snapped harmlessly about the triple hide of his flanks.”

-The Two Towers

- *Tusks* (if used to gore) inflict 4D6 damage
- *Natural Armor* (+9 in mûmaks, + 6 in elephants)
- *Natural Weapons* (Tusks: 4D6 in mûmaks, 3D6 in elephants)
- *Mount: Steady* (in captive individuals only)



Source: http://greenleaf.50megs.com/_ttimages30.html

- *Mount: War-trained* (in captive individuals only)
- *Hurl*: Mûmaks and elephants can use their muscular trunks to pick up objects and hurl them at opponents. The description and mechanics of this special ability remain unchanged from what is listed on page 37 of *Fell Beasts and Wondrous Magic*.

“But wherever the Mûmakil came there the horses would not go, but blenched and swerved away; and the great monsters were unfought and stood like towers of defence, and the Haradrim rallied about them.”

-The Return of the King

- *Instill Fear (Mûmaks only)*: Because their imposing appearance and loud, booming call are unfamiliar to those who hail from the west, mûmaks strike fear into the hearts of adventurers that they encounter and their mounts as well. Upon first encountering a mûmak, all those that see it must make an Opposing Willpower test against the mûmak's Intimidate (Power) skill. Use Tables 9.20 and 9.19 on pg 233 of the Core Rulebook. The test must also be performed at the start of each subsequent encounter with a mûmak (but *not* at the start of each round during a single encounter).

“It was against the gate that he would throw his heaviest weight. Very strong it might be, wrought of steel and iron, and guarded with towers and bastions of indomitable stone, yet it was the key, the weakest point to all the high and impenetrable wall.”

-The Return of the King

- *Obliterate Barrier*: These animals are incredibly powerful. During sieges, they are often employed to destroy city walls or gates. If, as a Narrator, you wish to attempt to have your mûmak or elephant knock over a barrier, refer to the tables below.

When a mûmak or elephant attempts to knock down a barrier or object, the Narrator must roll the appropriate number of D6s (listed on the table below) and add the animal's strength modifier to the total of that roll. The number of D6s used represents the amount of force that an individual animal is exerting. Each object/barrier has a TN associated with it, which represents the number that must be beat by the creature to knock it down. The degrees of success for these TN checks are on the subsequent table. Note: multiple animals can work synergistically to destroy barriers. In



such cases, select one animal to be considered the primary individual. For each subsequent individual helping, add +10 to the roll.

Example Object	TN to Destroy Object	Number of D6s to Roll for TN Check (add Str Mod to final roll)
A City Wall Made of Steel	50 for mûmaks, 80 for elephants	8
A City Wall Made of Stone	45 for mûmaks, 75 for elephants	7
A City Wall Made of Wood	30 for mûmaks, 40 for elephants	5
A Barred Gate Made of Steel	45 for mûmaks, 75 for elephants	7
A Barred Gate Made of Wood	25 for mûmaks, 35 for elephants	4
A Large Tree	10 for mûmaks, 20 for elephants	1
A Large Wooden Object (i.e. catapult or similar)	10 for mûmaks, 20 for elephants	1

Success

Effect

Extraordinary	In the event of an Extraordinary success, the animal completely obliterates the barrier or object. This action increases the morale of those fighting with it, and all gain a +2 to their next roll.
Superior	In the event of a Superior success, the animal obliterates the object, but no additional bonus is given to those fighting on its side.
Complete	In the event of a Complete success, the animal destroys the object or barrier, but not totally. Infantry and cavalry are able to pass through such a barrier, but only three abreast. Another <i>Complete Success</i> or better will obliterate it, but any infantry/cavalry in the way will receive 2D6 damage from falling debris.
Marginal or worse	The barrier or object is only slightly damaged. It will take one additional <i>Superior Success</i> or better to obliterate it, two <i>Complete Successes</i> to obliterate it. Additional <i>Marginal</i> or worse successes will do nothing.

- *Trample Underfoot*: Due to their immense size and weight, mûmaks and elephants can very easily crush human-sized individuals (and their mounts) underfoot, both intentionally and unintentionally. Anyone who: a) attempts walking or riding next to one of these creatures, b) attempts walking or riding under one of these creatures, or c) doesn't get out of the way when one of these creatures charges is subject to severe damage.

Each adventurer (regardless of whether they are fighting *with* or *against* the creature) who is close enough to a mûmak or elephant to be potentially trampled by it must make a Swiftiness check (if on foot) or a Ride skill check (if on a mount). The TN to determine if an adventurer avoids being struck by the foot is 12 (if the adventurer is on foot) or 7 (if on a mount). If this check is failed, roll 1D6 on the following table to determine the results.

Result of D6 Roll

Effect

1	The mûmak or elephant hits you squarely with its foot. You are knocked from your horse (if mounted) or knocked to the ground (if not mounted) for 1D6 rounds. You take 4D6 points of damage.
2	The mûmak or elephant hits you with its foot. You are knocked from your horse (if mounted) or knocked to the ground (if not mounted) for 1D6-3 rounds. You take 3D6 points of damage.
3-4	The mûmak or elephant grazes you with its foot. You take 1D6 points of damage, but are not knocked to the ground.
5-6	The mûmak's or elephant's foot brushes against you. You take 1D6-3 points of damage, but are not knocked to the ground.



- **Sweeping Attack (Mûmaks only):** Mûmakil can use their tusks as offensive weapons in one of two ways. They can use a normal Armed Combat: Natural Weapons (Tusks) attack roll to gore their opponents (delivering the 4D6 damage listed above), **or** they can charge into groups of attacking infantry/cavalry and scatter them with huge sweeps of their tusks. When charging into a group of individuals in such a fashion, it is almost a foregone conclusion that someone will be struck by the tusks. The question is: who?

Thus, upon such an attack, two rolls must be made. First, the Narrator rolls 1D6 plus the animal's Nimbleness modifier for every individual in the adventuring party being charged to determine who is hit by the sweeping attack by referring to the table below:

<u>Roll</u>	<u>Effect</u>
1 or 2	Whew! The sweeping tusks miss you by inches. No need for a second roll.
3 or 4	The tusks hit you, but it is probably a glancing blow. Subtract 1 from the PC's subsequent roll.
5	The tusks hit you squarely and knock you from your mount. If not on a mount, you are knocked flat to the ground. Subtract 2 from the PC's subsequent roll.
6	You are hit squarely by the tusks. You are knocked into the nearest PC or NPC (up to 20'), even if mounted, and both are sent careening to the ground (even if that PC or NPC that you were knocked into succeeded in his rolls against the sweeping tusks). Subtract 3 from the PC's subsequent roll.

After the Narrator has determined whether or not a PC has been hit by the sweeping tusks (and the severity of the hit), the PC should roll and add their Swiftiness modifier to the roll (if on foot) or their Ride skill modifier (if mounted). The TN is 15 (if on foot) or 10 (if mounted). Determine the results on the following table:

<u>Success</u>	<u>Effect</u>
Extraordinary	In the event of an Extraordinary success, the PC is knocked sideways, but is able to regain balance and right him/herself immediately, without taking damage. Due to the extraordinary success of your action, you are encouraged and gain +1 to your next skill roll.
Superior	In the event of a Superior success, the PC is knocked to the ground, but takes no additional damage. He/she can be up and ready to take an action at the beginning of the next round.
Complete	In the event of a Complete success, the PC is sent hurtling and takes a total of 1D6 impact damage and 1D6 falling damage. He/She cannot take any action for one full round.
Marginal or worse	You are sent hurtling to the ground and take 2D6 impact damage and 2D6 falling damage. You cannot take any action for two full rounds.

Note: if a PC is knocked into another PC or NPC when attacked by the sweeping tusks, that adventurer must also roll on the second table (regardless of whether or not he/she successfully rolled to avoid the tusks in his/her own turn).

- **Notes regarding the Trample Underfoot and Sweeping Attack special abilities:** when Mûmakil are on the offensive, for simplicity's sake, the Narrator should choose one or the other of these attacks in a given round. Using both in a round will make combat more cumbersome (i.e. more rolls to keep track of) and will possibly kill your entire adventuring party!
- **Travel in Herds (Wild individuals only):** Although they are easy to track, it is nearly impossible to surprise a herd of wild mûmaks or elephants. This is because, as a unit, they are very perceptive and set several individuals to scout the outskirts of the group and warn of intruders. This is an adaptation to keep predators from being able to attack and kill their young. Any opposed Sneak (Stealth) skill check attempted by an adventurer against the mûmak's or elephant's Observe (Hearing, Smell) skill check is automatically reduced by 10.
- **Unprotected Eyes:** This special weakness is unchanged from that found on pg 38 of *Fell Beasts and Wondrous Magic*.
- **Warned of Their Coming:** Because of their immense bulk and tendency to communicate with each other through sound production, it is difficult for mûmaks and elephants to travel without giving away their position. Furthermore, when traveling, these beasts will often knock over vegetation and disturb other animals, making them very easy to track.



Thus, they have no Sneak (stealth) skill rating, and anyone attempting to use the Track skill in any environment, or the Observe (Spot, or Hearing) skill to find these creatures, automatically gains a +10 to their roll.

B. Types of Mûmaks and Elephants that May be Encountered

“...their purpose was only to test the strength of the defence and to keep the men of Gondor busy in many places.”

-The Return of the King

Matriarch Elephant – These are the largest and most defensive elephants that may be encountered in a group. They are the leaders of their family group and very protective of it (especially juveniles). They will not hesitate to charge if they feel threatened.

Attributes: Bearing 10 (+2), Nimbleness 5 (+0), Perception 4 (+0), Strength 15 (+4)*, Vitality 12 (+3), Wits 8 (+1)

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

Defence: 10

Movement Rate: 80

Skills: Armed Combat: Natural Weapons (Tusks) +8, Intimidate (Power) +3, Observe (hearing, smell) +6, Ranged Combat: thrown objects +5, Run +8, Survival (Southern Plains, Jungle Edges) +10

Size: Huge (8 wound levels, 4 of which are *Healthy*)

Health: 16

TN Equivalent: 15

Special Abilities: *Hurl, Mount (Steady; in captives only), Mount (War-trained) in captives only, Natural Armor (+6), Natural Weapon (tusks, if used to gore) 4D6, Obliterate Barrier, Trample Underfoot, Travel In Herds (wild individuals only), Unprotected Eyes, Warned of Their Coming.*



Source: <http://www.gametective.de/screenshots/details/3051.html>

Non-Matriarch Female Elephant – These individuals represent all other adult females that may be encountered in a group of wild elephants.

Attributes: Bearing 9 (+1), Nimbleness 5 (+0), Perception 4 (+0), Strength 14 (+4)*, Vitality 12 (+3), Wits 8 (+1)

Reactions: Stamina +4*, Swiftiness +1, Willpower +1, Wisdom +1

Defence: 10

Movement Rate: 80

Skills: Armed Combat: Natural Weapons (Tusks) +7, Intimidate (Power) +2, Observe (hearing, smell) +6, Ranged Combat: thrown objects +5, Run +8, Survival (Southern Plains, Jungle Edges) +10

Size: Huge (8 wound levels, 4 of which are *Healthy*)

Health: 16

TN Equivalent: 15

Special Abilities: *Hurl, Mount (Steady; in captives only), Mount (War-trained) in captives only, Natural Armor (+6), Natural Weapon (tusks, if used to gore) 4D6, Obliterate Barrier, Trample Underfoot, Travel In Herds (wild individuals only), Unprotected Eyes, Warned of Their Coming.*

Bull Elephant – These individuals are the largest male elephants that one may find while traveling. Typically, they will be encountered singly or in small groups (bachelor herds). It is only during the breeding season that bull elephants will be found near family groups.

Attributes: Bearing 9 (+1), Nimbleness 5 (+0), Perception 4 (+0), Strength 14 (+4)*, Vitality 12 (+3), Wits 8 (+1)

Reactions: Stamina +4*, Swiftiness +1, Willpower +1, Wisdom +1

Defence: 10

Movement Rate: 80



Skills: Armed Combat: Natural Weapons (Tusks) +7, Intimidate (Power) +2, Observe (hearing, smell) +6, Ranged Combat: thrown objects +5, Run +8, Survival (Southern Plains, Jungle Edges) +10

Size: Huge (8 wound levels, 4 of which are *Healthy*)

Health: 16

TN Equivalent: 15

Special Abilities: *Hurl*, *Mount (Steady; in captives only)*, *Mount (War-trained) in captives only*, *Natural Armor (+6)*, *Natural Weapon (tusks, if used to gore) 4D6*, *Obliterate Barrier*, *Trample Underfoot*, *Travel In Herds (wild individuals only)*, *Unprotected Eyes*, *Warned of Their Coming*.

Matriarch Mûmak – As in elephants, the Matriarch is the largest and most defensive mûmak that may be encountered in a group. Matriarchs are the leaders of their family group and very protective of it (especially juveniles). She will not hesitate to charge if she feels threatened.

Attributes: Bearing 10 (+2), Nimbleness 3 (-1), Perception 4 (+0), Strength 19 (+6)*, Vitality 15 (+4), Wits 8 (+1)

Reactions: Stamina +6*, Swiftsness +1, Willpower +2, Wisdom +2

Defence: 9

Movement Rate: 96

Skills: Armed Combat: Natural Weapons (Tusks) +10, Intimidate (Power) +7, Observe (hearing, smell) +6, Ranged Combat: thrown objects +7, Run +8, Survival (Southern Plains) +10

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

Health: 21

TN Equivalent: 20

Special Abilities: *Hurl*, *Instill Fear*, *Natural Armor (+9)*, *Natural Weapon (tusks, if used to gore) 4D6*, *Obliterate Barrier*, *Trample Underfoot*, *Sweeping Attack*, *Travel In Herds (wild individuals only)*, *Unprotected Eyes*, *Warned of Their Coming*.

Non-Matriarch Female Mûmak – These individuals represent any female mûmak, other than the matriarch, that may be encountered in the wild.

Attributes: Bearing 9 (+1), Nimbleness 3 (-1), Perception 4 (+0), Strength 18 (+6)*, Vitality 15 (+4), Wits 8 (+1)

Reactions: Stamina +6*, Swiftsness +1, Willpower +1, Wisdom +1

Defence: 9

Movement Rate: 96

Skills: Armed Combat: Natural Weapons (Tusks) +10, Intimidate (Power) +5, Observe (hearing, smell) +5, Ranged Combat: thrown objects +6, Run +8, Survival (Southern Plains) +10

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

Health: 21

TN Equivalent: 20

Special Abilities: *Hurl*, *Instill Fear*, *Natural Armor (+9)*, *Natural Weapon (tusks, if used to gore) 4D6*, *Obliterate Barrier*, *Trample Underfoot*, *Sweeping Attack*, *Travel In Herds (wild individuals only)*, *Unprotected Eyes*, *Warned of Their Coming*.

Bull Mûmak – These individuals are the largest male mûmaks that one may find while traveling. Typically, they will be encountered singly or in small groups (bachelor herds). It is only during the breeding season that bull mûmaks will be found near family groups. Interestingly, captive mûmaks are almost exclusively male. The reason for this is unknown, but it allows them to have the *Mount (steady)* and *Mount (war trained)* special abilities.

Attributes: Bearing 9 (+1), Nimbleness 3 (-1), Perception 4 (+0), Strength 18 (+6)*, Vitality 15 (+4), Wits 8 (+1)

Reactions: Stamina +6*, Swiftsness +1, Willpower +1, Wisdom +1

Defence: 9

Movement Rate: 96

Skills: Armed Combat: Natural Weapons (Tusks) +10, Intimidate (Power) +5, Observe (hearing, smell) +5, Ranged Combat: thrown objects +6, Run +8, Survival (Southern Plains) +10

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

Health: 21

TN Equivalent: 20

Special Abilities: *Hurl*, *Instill Fear*, *Mount (Steady; in captives only)*, *Mount (War-trained) in captives only*, *Natural Armor (+9)*, *Natural Weapon (tusks, if used to gore) 4D6*, *Obliterate Barrier*, *Trample Underfoot*, *Sweeping Attack*, *Travel In Herds (wild individuals only)*, *Unprotected Eyes*, *Warned of Their Coming*.



C. Associated Skill

This skill is mentioned in the *Animal Warden Craftsman Package* on pg. 15 of *Hall of Fire*, Issue 3. Here, it is described in detail as to how it pertains to mûmaks and elephants. Please note that the affiliated attribute has been changed from Wits to Bearing.

Animal Handling (Mûmakil and Elephants; Bearing): *Social; Trained.* This skill is required for those who wish to train mûmaks or elephants to be beasts of burden or mounts. Individuals with this skill also seem to have an inexplicable subconscious connection with their mûmak/elephant companions. These animals can be trained, but only by adventurers who are native to far southern or southeastern Middle Earth (e.g. Haradrim).

Animal trainers, once they have reached a certain level, may also gain the knowledge necessary to attempt to read the vocal and visual cues of wild mûmaks or elephants.

Test: Examples of tests that can be made with this skill include (but are not limited to): 1) the use of only visual cues, such as hand or eye signals, to coax your mount into accomplishing some task. 2) using a simple tactile cue to prod your mount, or vocal cue to call your mount from up to a mile away, and 3) to coax your mount into battle and to attack an adversary. The more difficult the task is, the higher the Target Number will be (Narrator's discretion).

Affinity: None.

Action Time: Depending on circumstance, usually instantaneous.

Extended Tests: N/A.

Prerequisites: To reflect the amount of training that must go into reaching this point with such an animal, adventurers must have a 5+ in this skill before it can be used practically. The ability to train these animals is only available to individuals native to the south or southeast (e.g., Far Harad). Finally, because these animals are strong of will and intelligent, it takes considerable time and effort to train them. Thus, one hoping to accomplish such a task, assuming they are able to capture the beast, can expect to take 1.5 years (for mûmaks) or 1 year (for elephants) to do so.

Restrictions: This skill will usually only work if the animal can see you or hear your voice. It is only available to humans hailing from the regions already mentioned. **Note:** the downfall to acquiring this skill is that, because of the deep bond between the adventurer and his mount, if the animal is killed, the adventurer will be grief stricken and unable to perform at peak efficiency for 3D6+2 days. During this period of grieving, the adventurer receives a -5 to all skill tests attempted.

D. Associated Equipment

Captive Mûmak or Elephant Harnesses and Battle Armor: Captive Mûmaks/Elephants are adorned with these harnesses when it is known that their riders will be heading into battle. A wool blanket is laid directly on top of the beast's back and then covered by a large swath of chain mail that covers the animal's back and sides. On top of this chain mail is mounted a large wooden "saddle" or riding tower that is cinched under the belly by two leather straps. The riding tower is almost always made of logs lashed together with ropes. Large hooks with thick ropes tied to them are usually pierced into each of the animal's ears and tied around the back of its head to be used as reins by the handler (thus, most captive animals have their ears "pierced" for such a reason from an early age). Furthermore, spiked collars are fastened around the ankles of the beast or to their tusks, or a spiked chain is tied in a line between the tusks (in mûmaks), to be used as a weapon. Often, handlers will paint the foreheads and trunks of their mounts prior to entering battle. Although this is believed to be for religious or spiritual reasons, the benefits it may offer the mount or its rider are unknown. (**Note:** the reins are only necessary during battle. Otherwise, handlers can use a long pole or dowel to tap the animal lightly on the back of the head to prompt it to follow command).

Damage: 1D4 per foot (in addition to the damage inflicted by trampling), or 1D4 of additional damage to successful sweeping or goring attacks with the tusks.

Parry Bonus: +0

Size: Huge to Gigantic

Damage absorbed: 5 *

Weight: More than you and a bunch of your friends can carry

Cost: Unavailable to anyone not in league with the Dark Lord's minions, or hailing from far south or southeastern Middle Earth. In those regions, the harnesses are usually hand-made, and can take nearly three months to complete.

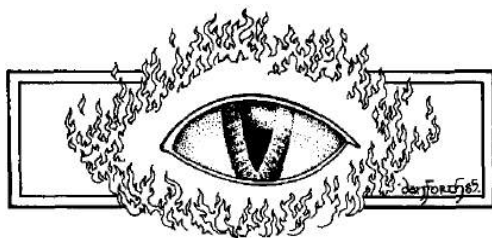
* -3 to creature's Nimbleness modifier both in flight and on the ground.



Source:

http://www.thepalantir.org/phpBB2/issuearticles.php?article_id=22&issue_id=5

Hope you enjoyed this month's article! Next month join us for a new chapter in this Field Guide to the Creatures of Middle-earth!



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.

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.

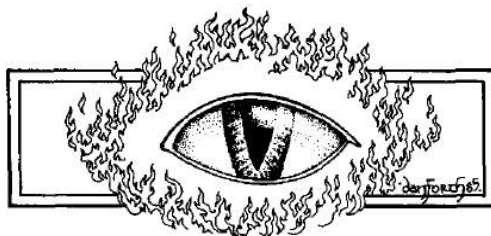
PRIZES: Aside from the major prizes, the winners along with 1st and 2nd runners-up will also receive an HOF Year 1 CD. The winning submissions would be published in the following month's issue. The submissions from the 1st and 2nd runners-up would be published in subsequent issues. All other submissions 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

countrygrllhere@aol.com

GUEST WRITERS

Scottomir

