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The War of the Ring by John Howe

THE HALL OF FIRE

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GREETINGS, SALUTATIONS... HELLO ALL!

Another month gone by and this issue is out just in time to stuff in someone's stocking. What an issue we have in store for you: a forest den for someone's thieves or a hideaway for trolls when the sun comes up, the flies of Mordor, the great-grandson of Samwise Gamgee, a guide to translating a MERP/Rolemaster character to CODA LOTR, expanded rules for the Hoard edge, plus a whole lot more!

I'd also like to welcome the newest member to The Hall of Fire's staff, Camdin (Erica Balsley). Many may recognize her as one of our most prolific contributors of late and has accepted my offering as a staff writer. Please help me in welcoming her to the fold.

Now enough with the pleasantries... on to the good stuff!!

Matthew A. Kearns
aka GandalfOfBorg
Editor

ADVENTURING IN



THE CITY OF THARBAD

A Brief History...

Before its ruin, Tharbad was a thriving city upon the Greyflood (*Sindarin Gwathló*) River in the territory of Arnor known as Cardolan. The city was founded in the Second Age by Tar-Aldarion as an inland port for his fleet to use while exploring the interior of Middle-earth. Therefore, for the first few thousand years of its existence Tharbad was a prime example of the civic planner's art. Its broad avenues and public parks and well laid out street were the envy of other northern cities, for Tharbad was built by the Númenoreans at the height of their power.

The city enjoyed a long period of growth and prosperity sitting so closely as it did to the Elven realm of Eregion and the Dwarf city of Khazad-dûm. It remained as one of the most prominent cities within Middle-earth, of the Númenoreans, even after the downfall of that island nation. But even with its demise, the Númenorean traditions were continued with the arrival of Elendil and his two sons Isildur and Anárion.

While his sons settled and took up rule of the territory of Gondor to the south, Elendil made his throne in the city of Annúminas and named his kingdom, Arnor. The north kingdom encompassed Tharbad and much of the lands south of it, to the mountains. A great road had been established, also by the Númenoreans, called the Greenway. This road connected the North and South Kingdoms and the city of Tharbad with its bridges, sat directly upon this route. The city enjoyed the wealth from the constant inflow and outflow of the mercantile business that streamed upon this ancient highway.

However, the years after the fall of Sauron and the losses of Elendil and his sons saw the slow decay of the once proud kingdoms of the Dúnedain. Disputes within the royal house of Arnor caused the kingdom to split into three separate countries – Arthedain, Rhudaur, and Cardolan. The three smaller nations spent many years disputing borders and rights of rulership and these petty wars weakened the northern kingdoms even more.

In 1050 TA, the Witch-king took up rule of Angmar and thus began a millennia-long campaign against the Kingdoms of the North. Destroying first the weakest nation – Rhudaur, the Witch-king then set about the destruction of Cardolan. Meeting the Prince of that land and his forces, along with the King of Arthedain and his hosts at the Tower of Amon Sûl, in 1409 TA, the Witch-king's armies laid siege to the tower of the sun and crushed his opposition, driving them from the field. Many inhabitants of Cardolan fled from the horrors raged upon the land by the hosts of Angmar, hiding in the Old Forest and the Downs of Tyn Gorthad. The survivors of the wars slowly returned to their lands but much had changed. Though the city of Tharbad never fell into the Enemy's hands, it was greatly weakened and would not return to its former glory until the next Age of Middle-earth.

The great city was finally abandoned in 2911 TA, after the great floods that occurred due to the winter melts of that Fell Winter. The proud bridges that spanned the Greyflood and that had stood for over four thousand years, finally fell into the torrent waters below.



A Guide to the Old City...

The following list describes locations within the city of Tharbad during its decline in the Third Age. Narrators may feel free to change the time period as they see fit. All labels match a marked location on the map provided.

North Bank

- N1- Glassblower: House of Calimiri
- N2- Calimiri Warehouse
- N3- Home of Meldir Calimiri
- N4- Home of Arlend Calimir
- N5- Glassblower: Kerylan's Fine Crystal
- N6- Home and Warehouse of Kerylan
- N7- Glassblower: Wofrain
- N8- Inn: The Traveler's Rest
- N9- Greengrocer: Liam the Grocer
- N10- Stable: Beregond
- N11- Haedorial the Bard
- N12- The Trader's Bazaar
- N13- Shantytown
- N14- Smith: Andril's Sword and Scythe
- N15- Tavern: The Royal Arms
- N16- AnnonForn: The North Gate

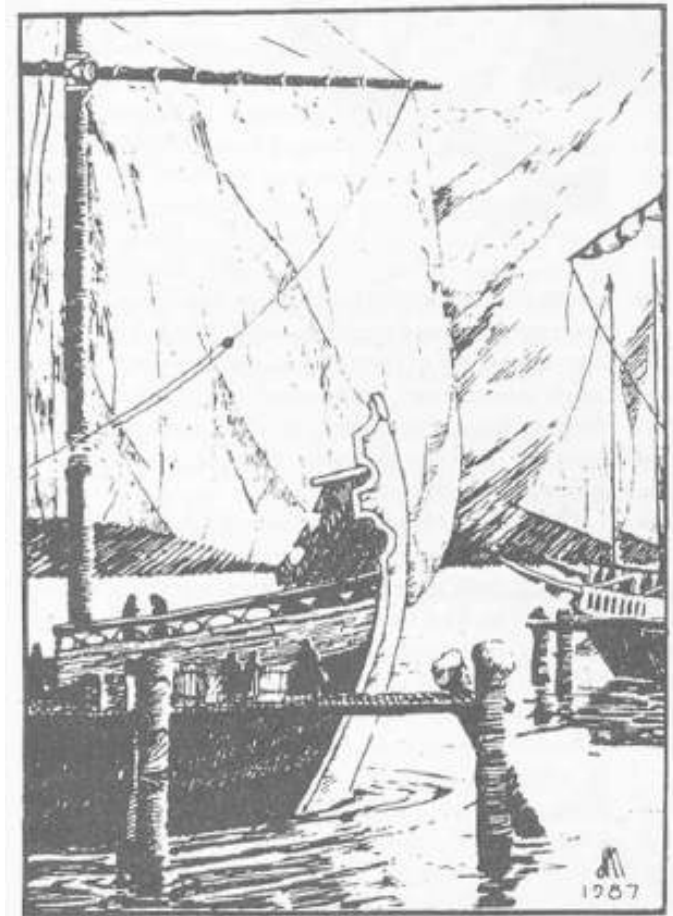
South Gate

- S1- City Jail
- S2- Emerden's Trade Goods
- S3- Public Baths
- S4- Houses of Healing
- S5- Gothrol the Carpenter
- S6- Gloredhel's Brewery
- S7- Ibal the Cobbler
- S8- Dirhavel the Alchemist
- S9- Money Changer
- S10- Smith: Marroc the Weaponsmith
- S11- Embassy of Gondor
- S12- Barracks
- S13- Annon Harn: The South Gate

Dockyards

- D1- Stable: The Winged Hoof
- D2- Inn: Wayward Home
- D3- Tavern: The Golden Anchor
- D4- Inn: The Starry Crown
- D5- Harbormaster's Office
- D6- Orieg the Tailor
- D7- Baran the Carpenter
- D8- Evendir's Shipyard
- D9- Brothel: Faelivren's Place
- D10- Brothel: Velima's Ambrosia
- D11- The Rose Tattoo
- D12- Chandler: The House of Girion
- D13- Tavern: Broken Oar
- D14- Kasselrim the Ropemaker
- D15- Shipper: House of Celemir
- D16- Anvelig the Chandler
- D17- Warehouse
- D18- Brethil the Pilot
- D19- Lorindel the Pilot

- D20- Dorlas the Pilot
- D21- Rannor the Pilot
- D22- Nimengal the Sea Captain
- D23- Naval Wharf and Barracks
- D24- Trader: House of Finwarin



Thieves' Quarter

- T1- Shipper: Thordil and Brego
- T2- Pawnshop: Morwen's Exchange
- T3- Silmarien's Used Clothing
- T4- Orchaldor the Baker
- T5- Telegi the Seeress
- T6- Fortress Ruin
- T7- Beggar's Alley
- T8- Hospice Square
- T9- East Side Docks

King's Row

- K1- King's House
- K2- Townhouse of Hir Ethir Gwathló
- K3- Townhouse of Hir Tinare
- K4- Townhouse of Hir Girithlin

The Hall of Fire

- K5- Townhouse of Hir Calantir
- K6- Townhouse of Hir Eredoriath
- K7- Townhouse of Hir Feotar
- K8- Townhouse of Hir Tyrn Gorthad
- K9- Mayor's House
- K10- City Offices
- K11- Tavern: Andril's Sword and Shield
- K12- Smith: Hammer and Anvil
- K13- Tailor: Serinde's Originals
- K14- Surion the Surgeon
- K15- Moradan the Songmaster
- K16- Brothel: Silken Veils
- K17- Weaver: Webs of Delight
- K18- Lothiriell the Jeweler
- K19- Palace of the Guilds

Commoner's Quarter

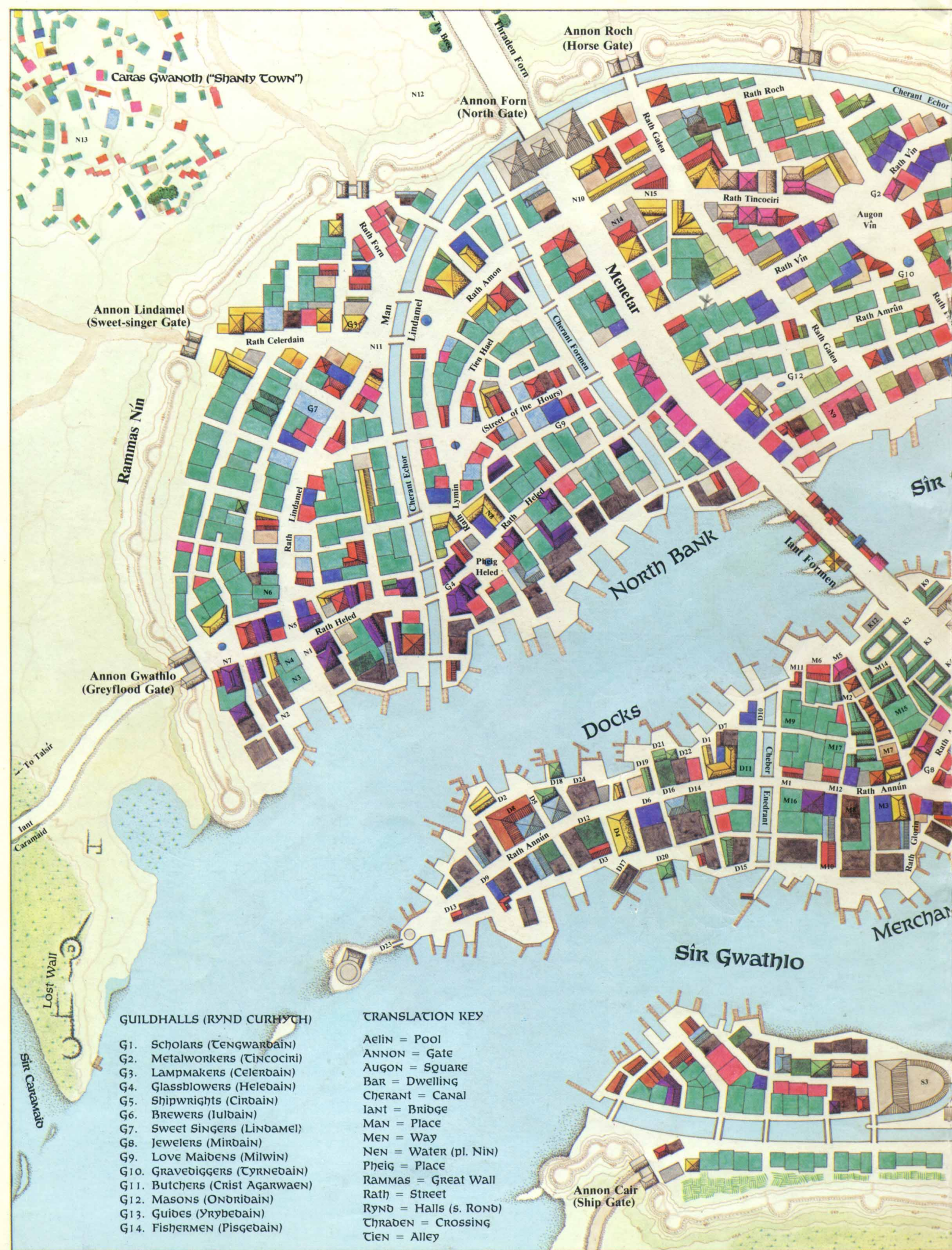
- C1- Midwife: Almiel Vanatari
- C2- Archives
- C3- Lawyer: Amdir and Asgon
- C4- Erelion the Scholar
- C5- Scholar: Calion Marvana
- C6- Butcher: Gorlim the Axe
- C7- Erestol the Weaver
- C8- Hoegwar's Outfitting Shop

- C9- Brothel: Delight
- C10- Hydril's Livery Stable
- C11- Mablung the Shipper
- C12- Vorondil the Smith

Merchants Quarter

- M1- Ragnir the Notary
- M2- Silvershop: Mithril Crown
- M3- Brothel: Artan's House of Delight
- M4- Apothecary
- M5- Halfred the Weaponsmith
- M6- King's Crown Tavern
- M7- Barkwell's Tannery
- M8- Nomrel the Cartwright
- M9- Urthel the Waxmen
- M10- Bricklayer
- M11- Barrister
- M12- Weavers
- M13- Caravanmaster
- M14- Moneylender
- M15- House of Anvelig
- M16- House of Imindor
- M17- House of Wilrith





Caras Gwanoth ("Shanty Town")

Annon Roch (Horse Gate)

Annon Forn (North Gate)

Annon Lindamel (Sweet-singer Gate)

Annon Gwathlo (Greyflood Gate)

Rammas Nín

North Bank

Docks

Sir Gwathlo

Merchan

GUILDHALLS (RYND CURHYCH)

- G1. Scholars (Cengwardain)
- G2. Metalworkers (Tincociri)
- G3. Lampmakers (Celerdain)
- G4. Glassblowers (Helebain)
- G5. Shipwrights (Cirdain)
- G6. Brewers (Iulbain)
- G7. Sweet Singers (Lindamel)
- G8. Jewelers (Mirdain)
- G9. Love Maidens (Milwin)
- G10. Grave-diggers (Cyrnebain)
- G11. Masons (Crist Agarwaen)
- G12. Masons (Ondribain)
- G13. Guibes (Yrybedain)
- G14. Fishermen (Pisgebain)

TRANSLATION KEY

- Aelin = Pool
- ANNON = Gate
- AUGON = Square
- BAR = Dwelling
- CHERANT = Canal
- IANT = Bridge
- MAN = Place
- MEN = Way
- NEN = Water (pl. Nín)
- PHEIG = Place
- RAMMAS = Great Wall
- RATH = Street
- RYND = Halls (s. ROND)
- THRADEN = Crossing
- TIEN = Alley

Annon Cair (Ship Gate)



FEATURE LEGEND

-  Causeway
-  Contour
-  Dike/Dry-moat
-  Dirt Road
-  Dock
-  Field
-  Garden
-  Hedge-wall
-  Paved Road
-  Pilings
-  Ruin
-  Sand Bar
-  Sea Wall/Rubble
-  Swamp
-  Well/Spring-spout
-  Wharf

STRUCTURE LEGEND

-  Admin./Public
-  Alchemist
-  ARMORER
-  Astrologer
-  Barracks
-  Brewer
-  Brothel
-  Cobbler
-  Cooper
-  Fletcher
-  Foodmerchant
-  Granary
-  Great-house
-  Healer
-  Herbalist
-  INN
-  Jeweler
-  Lampmaker
-  Mason
-  Metalsmith
-  Miller
-  Moneylend./Bk.
-  Outfitter
-  Pilot/Guide
-  Potter/Glassblw.
-  Residence
-  Seer/Scholar
-  Shipwright
-  Smith
-  Stable
-  TANNER/Lthersm.
-  Tavern
-  Theatre
-  Wainwright
-  Warehs./Shipper
-  Weaver
-  Woodcft./Carp.

Contours equal 20' increments



0 50' 100' 200'

THARBAD
Population 21,345

Black LONG-BARROW



IT'S ALL OPTIONAL

THE HOARD EDGE

The Hoard edge at first glance looks like nothing more than a label for someone's bank account and really doesn't do much to expand on what a hoard could be. Hoards, in essence, aren't just piles of coin to be counted, but could also have works of art, armour, weapons, land, goods, and dwellings. Below are some examples and guidelines for Narrators and players to determine what their Hoard is and worth.

Table 1: Items in Hoard X

<u>Rank</u>	<u>Item(s)</u>
1	2d6 TN 10 Craft, Smithcraft, or Stonecraft items; small apartment in the city or small house in the country; <1 acre of land; 1/5 max listed coin value's worth of goods
2	2d6 TN 15 Craft, Smithcraft, or Stonecraft items; large apartment in the city or large house in the country; 1-5 acres of land; 1/5 max listed coin value's worth of goods
3	2d6 TN 20 Craft, Smithcraft, or Stonecraft items; small house in the city or small manor in the country; 6-20 acres of land; 1/5 max listed coin value's worth of goods
4	1d6 TN 25 Craft, Smithcraft, or Stonecraft items; large house in the city or large manor in the country; 21-50 acres of land; 1/5 max listed coin value's worth of goods
5	2d6 TN 25 Craft, Smithcraft, or Stonecraft items; large house in the city or estate house in the country; 51-100 acres of land; 1/5 max listed coin value's worth of goods

Rare, Heroic, and Magical Items

Very rare, heroic, and magic items could be considered to have values that are equivalent to ranks in Hoard. For example, Bilbo's mithril corset for example could be Hoard 8 or more by itself as Gandalf states that it is worth more than the whole of The Shire, yet on the other hand it could be considered priceless being at the Narrator's discretion. One of a kind items like the Rings of Power or palantiri don't have Hoard values because they are priceless beyond measure. For a general measure of worth for these types of items, refer to the table below. The bonuses refer to the total of all of the bonus modifiers added together.

Table 2: Hoard Values for Rare, Heroic, and Magical Items

<u>Rank</u>	<u>Item(s)</u>
1	Heroic item +1, 3 mastercrafted items, a rare item
2	Heroic item +2, a very rare item
3	Heroic item +3, minor magical item
4	Average magical item
5	Powerful magical item

Calculating a Hoard

Ranks in Hoard don't really correspond to $1 + 1 = 2$. Because ranks in Hoard have coin value ranges, here is an approximate equivalence: 5 amounts of items worth Hoard X = total Hoard X+1. For example a character could own 2d6 TN 10 Craft, Smithcraft, or Stonecraft items, a small house in the country, and half an acre of land – for a total of 3 amounts of items of Hoard 1 each, so the character would still be considered to have Hoard 1. Though if a character had 3*2d6 TN 20 Craft, Smithcraft, or Stonecraft items, a small house in the city, and 1/5 max listed coin value worth of goods - for a total of 5 amounts of items worth Hoard 3 - he would have the equivalent of Hoard 4.

Random Hoards

To create a random hoard, roll 1d6 on Table 3 and follow the directions listed in the table.

Table 3: Hoard Item Categories

Result	Hoard Item Category
1	Artwork, Gems, and Jewelry (roll 2d6 on Table 4)
2	Armor (roll 2d6 on Table 5)
3	Roll 1d6; 1-3 Clothing (roll 2d6 on Table 6), 4-6 Goods (roll 2d6 on Table 7)
4	Dwellings (roll 2d6 on Table 8)
5	Land (roll 2d6 on Table 9)
6	Weapons (roll 2d6 on Table 10)

Table 4: Artwork

Result	ITEM
2-3	Tapestry
4-5	Roll 1d6; 1-3 Statue, 4-6 Necklace
6-8	Painting
9-11	Roll 1d6; 1-2 Goblet, 3-4 Bracelet, 5-6 Brooch
12	Other

Table 5: Armor

Result	ITEM
2	Chain with plate
3	Chain
4	Scale
5-6	Leather
7-8	Shield (Roll 1d6; 1-4 small, 5-6 large – Roll 1d6; 1-4 wood, 5-6 metal)
9-10	Scale
11	Chain
12	Chain with plate

Table 6: Clothing

Result	ITEM
2	Dress
3	Robes
4-5	Roll 1d6; 1-2 Shoes, 3-6 Boots
6-8	Tunic
9-10	Breeches
11	Belt
12	Suit

Table 7: Goods

Result	ITEM
2	Silk
3-4	Cloth
5-6	Meat
7-8	Produce
9	Ale
10-11	Cloth
12	Pipeweed

Table 8: Dwellings

Result	ITEM
2	Estate house in the country
3-4	Large house in the city or large manor in the country
5-6	Large apartment in the city or large house in the country
7-8	Small apartment in the city or small house in the country
9-10	Small house in the city or small manor in the country
11-12	Small manor in the city

Table 9: Land

Result	ITEM
2	21-50 acres
3	6-20 acres
4	1-5 acres
5-9	less than 1 acre
10	1-5 acres
11	6-20 acres
12	51-100 acres

Table 10: Weapons

Result	ITEM
2	Whip
3-4	Sling
5	Blade (Roll 1d6; 1 dagger, 2 long knife, 3 short sword, 4 scimitar, 5-6 longsword)
6-8	Club (Roll 1d6; 1-3 club, 4-6 staff)
9	Bow (Roll 1d6; 1-4 shortbow, 5-6 longbow) with 4d6-4 arrows
10-11	Axe (Roll 1d6; 1-3 hand axe, 4-5 battle axe, 6 great axe)
12	Polearm (Roll 1d6; 1-2 javelin, 3-4 spear, 5 pikestaff, 6 mattock)





ANCIENT SCRIPTS

CONVERTING ROLEMASTER/MERP TO THE LORD OF THE RINGS

I'd like to start this article off by saying that its title is a little misleading. A lot of people have wondered at the possibility of converting characters from Rolemaster and its little brother MERP for use with the *Lord of the Rings*. Hopefully this article will help you do just that... almost.

What follows below are not step-by-step instructions that will enable you to create a mathematically exact conversion of every aspect of your I.C.E. character. Simply put the differences in the two systems — mechanically as well as conceptually — make direct conversion impractical if not impossible. That being said, it is possible to use some of the I.C.E. stats and skills to *recreate* the character in *Lord of the Rings*. There will be some differences and some things the character could do before might not be possible, especially in the areas of spellcasting and magic in general. But what defines a character: the personality you gave it or its assorted collections of numbers and rulings? If you are willing to accept that all things aren't going to work quite the same for your character and (horrors!) it may seem to be a little 'weaker' than it was in I.C.E., then these rules are for you. Well... rules isn't the right word. These *guidelines* are for you to help you translate your character and its concepts from one system to another.

Step 1: Convert Ability Scores.

Use the Table 1 below to convert the character's I.C.E. stat to its equivalent *Lord of the Rings* attribute. Note that you convert the actual stat, not the stat bonus. Round all fractions down.

Table 1: Attribute Conversion

Rolemaster	MERP	Lord of the Rings
(Presence + Empathy) ÷ 16	Presence ÷ 8	Bearing
(Agility + Quickness) ÷ 16	Agility ÷ 8	Nimbleness
Intuition ÷ 8	Intuition ÷ 8	Perception
Strength ÷ 8	Strength ÷ 8	Strength
Constitution ÷ 8	Constitution ÷ 8	Vitality
(Memory + Reasoning) ÷ 16	Intelligence ÷ 8	Wits

Step 2: Racial Ability Modifiers.

From here on in, you simply follow the normal character creation rules using the attribute numbers you arrived at in Step 1.

Add the racial modifiers from the *Lord of the Rings core rulebook*. Determine the character's attribute bonuses, and select two favored attributes.

Step 3: Reactions and Secondary Attributes.

Now that you know the character's attribute bonuses, determine its reactions and secondary attributes as per a normal *Lord of the Rings* character.

Step 4: Racial Skills and Language and Lore Skills.

At this point your character receives the 6 picks to spend on racial skills and edges as per a normal *Lord of the Rings* character. See page 60 in the *Lord of the Rings core rulebook* to determine the character's native languages and lore skills.

Step 5: Order.

Select an order from those provided in the *Lord of the Rings Core Book*. Many of the I.C.E. professions have an

equivalent *Lord of the Rings* order (fighter to warrior, mage to magician, thief to rogue, etc.), so selecting your order shouldn't be a difficult choice.

Even though there may be direct counterparts between an I.C.E. profession and a *Lord of the Rings* order, think about your character's history and personality, and select an order that best fits the character *concept*. Just because your Rolemaster character was a fighter doesn't mean he has to be a warrior in *Lord of the Rings*. Does he have a lot of outdoorsy skills? Make him a barbarian instead. Is he a haughty knight? The noble order works for that character concept. Does he have skill at piloting sea vessels? That is a mariner, my friend.

Certain other I.C.E. professions have no real counterpart in the *Lord of the Rings*, such as the cleric, the alchemist, the mentalist, and so on. If a direct correlation is not possible, you may want to purchase multiple orders for the character during the next step or take a closer look at some of the order abilities to find ones that might be a good substitution for what defines that profession in I.C.E. For example, an I.C.E. cleric could be converted as a *Lord of the Rings* loremaster with the Vala Virtue ability, spellcasting, and the Healing Hands edge and the *Healing-spell*. An alchemist could be converted as a craftsman with a few advancements in magician. Note that ranger is an I.C.E. profession; if you're converting a ranger remember that you have to join it as an elite order in *Lord of the Rings*. Start the character off as some other order and be sure to spend your advancements in such a way that he meets the requirements as soon as possible.

To reiterate, the point of these rules is to help you craft a character using the *Lord of the Rings* that resembles the I.C.E. version as closely as possible, to reinvent it from the ground up while maintaining its flavor and concept. Sometimes a better fit can be made by selecting a different order that is better suited to the character's history, background, and underlying concept. See Table 2 for a list of Rolemaster professions and some suggested *Lord of the Rings* counterparts.



Table 2: Class-Order Analogs

Rolemaster	MERP	Lord of the Rings (Basic Orders)
Alchemist	—	Craftsman or Craftsman/Magician
Animist	Animist	Magician; take primarily Air, Beast, Fire, and Water spells
Astrologer, Seer	—	Loremaster with Spellcasting or Magician; take primarily spells that enhance senses such as <i>Farseeing</i> and <i>Farhearing</i>
Bard	Bard	Minstrel or Minstrel/Magician
Cleric	Animist	Loremaster with the Vala Virtue ability or a Magician; take the <i>Healing-spell</i> and spells of defense such as <i>Guarding-spell</i> .
Fighter	Ranger, Scout, Warrior	Barbarian, Noble, Warrior
Healer, Lay Healer	Animist	Loremaster with Spellcasting or Magician; take the <i>Healing-spell</i> ; take the Healing skill, the Healing Hands edge, and Lore skills involving herbs and their use.
Illusionist	Mage	Magician; take the <i>Change Hues</i> spell and other spells of misdirection and obfuscation.
Magician	Mage	Magician or Loremaster with the Spellcasting ability
Mentalist, Mystic	—	Magician or Loremaster with the Spellcasting ability; take spells that affect the mind; only take spells like <i>Enslave Beast</i> and <i>Command</i> if you don't mind the Corruption.
Monk	—	Warrior; concentrate on Unarmed Combat
Ranger	Ranger	Barbarian, Noble, Warrior; take the Ranger elite order as soon as you qualify
Rogue	Scout	Rogue or Rogue/Warrior
Sorcerer	Mage	Magician; take spells that deal damage or otherwise cause destruction. Watch out for that Corruption, though!
Thief	Scout	Rogue

Step 6: I.C.E. Levels to Lord of the Rings advancements.

Now that you know the character's *Lord of the Rings* attributes, race, and order, it's time to start the real work on re-building it.

Rather than trying to convert each and every I.C.E. skill rank for each skill into their equivalent *Lord of the Rings* skill ranks, convert the character's level into advancements and work from there. Now, exactly how you convert levels to advancements depends on how powerful you want the converted character to be once all is said and done.

I.C.E. characters are in general more powerful at higher levels within that game system than *Lord of the Rings* characters are in their game system. This is because in I.C.E., skills have no real maximum rank. Even with the slowed skill progression at higher levels they can just keep getting better and better. By contrast, everyone has the same mechanical maximum in *Lord of the Rings*: you can have 12 ranks in a skill and that is it.

But also by comparison in *Lord of the Rings* you have more options in ways to customize and enhance your character beyond just how many skills he has at what ranks. Rather just buying higher and higher skill ranks or different skills you'd probably never use just because you have to spend your development points, in *Lord of the Rings* you can buy new edges, increase your reactions and attributes, purchase order abilities, join new orders, and so on.

Simply put, an I.C.E. character starts out weak but grows linearly more powerful — skill-wise — with every level. A *Lord of the Rings* character starts out heroic and has a tangible limit to its

skills which in turn almost requires that you branch out into other areas by increasing the non-skill aspects of the character.

That is a long-winded way of saying that how to convert levels to advancements is up to the Narrator. A good rule of thumb is to say simply that twice character's I.C.E. levels equals its *Lord of the Rings* advancements. That total does not include the one free advancement all characters receive as the last step of character creation. Converting levels to advancements directly is also a good option, especially if you have a high-level I.C.E. group inexperienced in the *Lord of the Rings* system and you don't want to throw too many confusing options at them too soon. I wouldn't suggest having triple the levels is equal to the number of advancements, as that will make relatively low-level I.C.E. characters disproportionately powerful after the conversions. But that choice is up to you.

However you choose to do it, once you have determined the character's number of advancements, you can begin to re-create the character in earnest.

Step 7: Order Skills

The character now receives its 20 skill picks for order skills. Follow all the steps regarding orders from pages 74-103 in the *Lord of the Rings core rulebook*.

You can increase your skills with your advancements in the next step just as any other normal *Lord of the Rings* character. Right now we are just concerning ourselves with the starting advancement.

Step 8: Order Skills and Abilities.

From here on in "converting" the character just entails using the normal advancement rules from the *Lord of the Rings*. You know your character's order and number of advancements, which you determined in Step 6, and using the original I.C.E. version you can get an idea of which skills, edges, and order abilities to purchase with those advancements.

First, when purchasing skills for the character, select which I.C.E. skills you will convert and which you will not. Obviously, not all I.C.E. skills will convert to an equivalent *Lord of the Rings* skill. Some skills can just easily be folded into other skills, or purchased as specialties. Such skills include 'Detect Ambush' or 'Reverse Strike' and so on. The Narrator and player should use their better judgment in selecting which skills will be converted. The player should also purchase skills similar to those possessed by the character in I.C.E. They are not required to purchase identical or equivalent skills, but they should try to maintain the flavor of



their original character and maintain continuity. All prerequisites and restrictions to skills and their non-order costs apply.

Some I.C.E. skills are better converted as edges, but its perhaps best to handle those on a case-by-case basis rather than needlessly lengthening this article by enumerating all the ways one could do that. As with so much of this process, the Narrator and the player should try to work together to arrive at the most suitable conversion for each character.

Step 9: Spells.

The area of spells and spell lists is where you will most likely see the biggest differences. It is certainly the area where you will have to do the most thinking about how best to reflect the character's capabilities with magic.

As with orders and skills, the best way to convert spell lists is to not 'convert' them at all. Instead, take a look at your character's spell lists, and, during your advancements, pick spells similar to what can be found on those lists. If you have Fire Law, get *Burning Sparks* and *Fireshaping*. If you have Water Law, get *Fog-raising*, *Fog-weaving*, and *Quench Fire*. If your character is a healer or a lay healer, definitely get the *Healing-spell*.

Keep in mind that characters of some professions might have to be totally re-invented when it comes to their spells. Mentalism spell-users are prime examples. Characters with Mentalism spell lists will likely have spells that let them dominate, control, coerce, or otherwise mentally command others. The exercise of free will is a powerful component of Tolkien's works, and that is reflected in the *Lord of the Rings* game. A quick look at the spell chapter reveals that spells of dominance and command are all sorcery spells. Removing the free will of another being, regardless of the purpose, is anathema to the Wise and quickly leads to Corruption. When converting Mentalism spell-users it's probably best to not convert such spells, instead opting for high skill ranks in Persuade, Inspire, and so on. Alternately, if you don't mind letting heroes have sorcery spells, then by all means let the player purchase them. (But keep track of his Corruption!) As per the rules on page 170 of the *Lord of the Rings core rulebook*, Sorcery spells can be learned as counter-spells only without risking corruption.

You can also look at certain skills and edges to enhance your character's ability with magic. For example I.C.E. has much more in the way of healing magic — the very nature of the combat system requires it. Such specific healing ability isn't needed in *Lord of the Rings*, but there are other things that can assist an I.C.E. healer when converted to a *Lord of the Rings* magician or loremaster. You might not be able to instantly knit bones, but the Healing Hands edge and some athelas, combined with the *Healing-spell* makes you quite effective within the rules of *Lord of the Rings* system.

Because magic is more subtle and hard to come by in *Lord of the Rings*, some characters that had spells in I.C.E.

might lose the ability to cast spells once converted. Again, we can point to the I.C.E. ranger as an example: rangers don't get spellcasting in *Lord of the Rings*. The ranger isn't the only example where this might happen: the bard is another one, and there are probably others. This conundrum can be handled in a few ways. The most obvious solution is to use a few of the character's advancements to purchase the magician order, and get spellcasting from that. Another way to reflect the I.C.E. spells the character had is through — again — skills and edges. Limbrunning and Path Mastery spells are easy: Acrobatics, Climb, Search, Survival, Tracking, and other such skills can be used in lieu of actual spells. And let's not forget Wood-crafty and other edges that assist in wilderness survival and travel.

Step 10: Convert Magical Gear.

I.C.E. was much more generous in providing magic items than *Lord of the Rings*. It seems that every time you kick over a rock in Rolemaster or MERP you turn up another +10 sword or whatever. This is certainly not the case in the *Lord of the Rings*. Even Andúril, which in Rolemaster is a powerful blade that provides combat bonuses out the wazoo, is 'just' a heroic weapon in *Lord of the Rings*.

A general guideline to follow is to allow a player to pick one or two of their favorite or signature magic items to convert, and ignore the rest. Sure, the character might be lugging around ten or twenty +5 short swords but does he really need them? Only convert the magic items that the character used frequently or is most likely to use or need in the future. There are some guidelines below on how to convert I.C.E. magic items for use with *Lord of the Rings*.

Remember, also, that the only unusual substance in *Lord of the Rings* is mithril; substances such as adamantite, laen, eog, and other materials do not exist. Most items that were magical in I.C.E. should be heroic items in *Lord of the Rings* — true magic items are rare. For magic items, use the following general guidelines.

1. Bonuses: If the magic item provides a bonus to a particular skill, divide the I.C.E. bonus by 5. The result is the bonus to the similar *Lord of the Rings* skill. For example, a +10 dagger in I.C.E. converts to a +2 dagger in *Lord of the Rings*. Also, look at the nature of the magic item to decide if it should actually be magical or if it should instead be heroic. Unnamed magic items that simply provide bonuses should be converted to heroic or masterwork items. If the item provides 'something more' or has a name, it should most likely be truly magical.

2. Spell Adder: I.C.E. spell adders are magic items that lets a character cast extra spells without costing power points. This is an interesting concept, and can be easily worked into the *Lord of the Rings* system. A spell adder allows a spellcaster to re-roll one failed Weariness test caused by spellcasting per day per spell added.

3. Power Point Multiplier: I.C.E. spellcasting requires the expenditure of power points, and a power point multiplier — true to its name — multiplies the number of power points the character has. This, in turn, lets them cast more spells than normal. To use this concept in *Lord of the Rings*, the power



point multiple is the bonus to Stamina tests to resist Weariness for spellcasting.

4. Other Magic Items: Other magic items can be converted on a case-by-case basis using the enchanted item guidelines in *Lord of the Rings*.

And that's it. So instead of 'character conversion rules,' these are probably best called 'character translation guidelines.' Whatever you call them, hopefully they will be useful to you in converting your old I.C.E. characters to the new game. It should be restated that players and Narrators should work together to ensure that converted characters remain playable and viable. If there is a guideline here that you disagree with, change it to suit yourself. Some tinkering may be needed with individual characters in order to get a more exact conversion that will be a compromise between playability and the player's desires.

Example: VIDARIA, Beorning Ranger

By way of example, I will convert one of my own old MERP characters: Vidaria, the Beorning Ranger.

Step 1: Convert Ability Scores.

Using the Table 1 to convert the Vidaria's I.C.E. stats to their equivalent *Lord of the Rings* attributes, I arrive at the following totals:

MERP	Lord of the Rings
Presence 90	Bearing 11
Agility 93	Nimbleness 11
Intuition 54	Perception 6
Strength 81	Strength 10 (11)
Constitution 100	Vitality 12 (13)
Intelligence 66	Wits 8

Step 2: Racial Ability Modifiers.

Beornings are Middle-men, so Vidaria gets a +1 to Strength and a +1 to Vitality. I select Strength as one of her favoured attributes, and Perception as the other. With her low Perception, I want it to be cheaper to increase it. I put her Adaptable racial ability to Swiftness to help her in combat, and I note her other racial abilities on her character sheet.

Step 3: Reactions and Secondary Attributes.

With her attributes, Vidaria has the following Reactions and Secondary Attributes:

Reactions: Stamina +3, Swiftness +2 (increased to +4 by Adaptable), Willpower +2, Wisdom +2
 Initiative: +4
 Defence: 12
 Health: 15

Step 4: Racial Skills and Language and Lore Skills.

With her Wits of 8, Vidaria has 24 points to spend on native languages and lores. I note that the languages she has are Atliduk (the Beorning language), Westron, and a Woodmen dialect. Since she is a Beorning, I also want to give her Lore: Realm (Rhovanian) and Lore: Realm (Mirkwood).

I put 6 ranks into her native language, 4 ranks into Westron, 2 ranks into Woodmen, and 6 ranks into each of her Lore: Realm skills.

With her 6 background skill points I give her the following skills and edges:

Armed Combat: Blades (Longsword) +1
 Observe (Spot) +1
 Stealth (Sneak) +1
 Survival (Forest) +1
 Track (Beasts) +1
 Dodge

Utilizing her Skilled racial ability, I add 1 rank each to her Armed Combat: Blades (Longsword) and Stealth (Sneak) skills.

Step 5: Order.

In MERP, Vidaria was a Ranger but since Ranger is an elite order I have to start her off in a basic order and join the Ranger order when she meets the requisites.

I could make Vidaria a Warrior in *Lord of the Rings*, but I ran her as more of a wild, earthy woman with few social graces. Barbarian is a much better fit for her as a *Lord of the Rings core rulebook* character, so Barbarian it is.

Step 6: I.C.E. Levels to Lord of the Rings advancements.

Vidaria was a 1st level MERP character, and using the default guideline that translates her as a character with 2 advancements.

Step 7: Order Skills

Vidaria now receives her order skills. Looking at her character sheet, I decide that the following skills are the ones that I should think about when converting her:

Movement and Maneuver: *Lord of the Rings* doesn't require armor maneuvering skills, so these I can ignore.

Weapon Skills: I see that Vidaria is skilled in 2-Handed Weapons, Thrown Weapons, and Polearms. She is most skilled in 2-Handed Weapons. The *Lord of the Rings core rulebook* doesn't have any data on two-handed swords, so unless I can get permission from my Narrator I'll have to select some other weapon for her. I decide to convert her 2-Handed Weapons skill as Armed Combat: Blades (Longsword). Her other combat skills would be Ranged Combat: Thrown (Dagger) and Armed Combat: Polearms (Spear).

General Skills: Vidaria is skilled at Climb, Swim, and Track, so I take note of that to remind myself to purchase those skills for her when I spend her skill picks.

Subterfuge Skills: The only skill in this category that Vidaria has any proficiency in is Stalk/Hide. That equates to Stealth in *Lord of the Rings*, so I make a note of that and think about which specialty she would have.



Magical Skills: Vidaria doesn't know any of this stuff, and none of those skills have any equivalent in *Lord of the Rings* anyway.

Misc. Skills and Bonuses: The Perception skill in MERP equates to Observe in *Lord of the Rings*, so I make a note to purchase that skill with Vidaria's skill picks. The Body Development skill has no real equivalent in *Lord of the Rings*, so that needn't be converted. Health has its own calculation.

The remaining areas on her character sheet, such as Base Spells, Leadership and Influence, Defense Bonus, Resistance Rolls (RR), and Secondary Skills have no equivalents or have their own mechanics in *Lord of the Rings*, so I can just ignore them.

Now that I've decided which skills to purchase and have an idea of how skills she should be in each, I move on to actually purchasing her skills. I decide not to use any of the Barbarian packages.

With the goal of eventually making her a Ranger, I give her the following order skills and edges:
 Armed Combat: Blades (Longsword) +3
 Armed Combat: Polearms (Spear) +2
 Climb +1
 Observe (Spot) +2
 Ranged Combat: Thrown (Dagger) +1
 Run +1
 Stealth (Sneak) +2
 Survival (Forest) +2
 Swim +1
 Track (Beasts) +3
 Swift Recovery
 Woodcrafty

I select the Preferred Weapon order ability, and apply it to her Armed Combat: Blades (Longsword) skill.

Step 8: Order Skills and Abilities.

From here on in "converting" Vidaria just entails using the normal advancement rules from the *Lord of the Rings* and applying them in such a way as to reflect her abilities in the original MERP incarnation. I won't detail that entire process here to save print space, but since this step doesn't vary from

the normal *Lord of the Rings* character advancement rules going into fine detail about how to convert Vidaria really isn't necessary.

Step 9: Spells.

A point should be made here about Vidaria's spells. Rangers in the MERP system had the opportunity to learn magic, and in Vidaria's case she had learned the Path Mastery spell list. Spells in Path Mastery entail finding paths, avoiding getting lost in wilderness areas, and so on.

Since Vidaria has 2 advancements, I could use one to join the Magician order and the other to learn the Spellcasting ability, but that kind of magic use doesn't fit my character concept. I decide to just ignore per MERP spells and have her simply rely on her natural ability as a tracker and wilderness survivalist instead. I use her advancements to increase her skills as a Barbarian warrior-woman.

NAME: VIDARIA		RS-1 - CHARACTER RECORD SHEET				SPELL LISTS		chance				
RACE:	Beorning	LANGUAGES		RANK	1) Path Mastery		[✓]					
HEIGHT:	5'8"	1) Atliduk	5	2) Nature's Way		[20]						
WEIGHT:	152 lb.	2) Wegtren	5	3)		[]						
HAIR:	Blonde-Red	3) Woodman	5	4)		[]						
EYES:	Blue	4)		5)		[]						
DEMEANOR:	Casual/Quiet	5)		6)		[]						
SPECIAL:		6)		7)		[]						
PROFESSION:	Ranger	7)		8)		[]						
LEVEL:	1	8)		9)		[]						
		9)		10)		[]						
		10)		11)		[]						
		11)		12)		[]						
		12)		13)		[]						
		13)		14)		[]						
		14)										
		BONUSES		REALM: Essence		POWER POINTS: 3						
STATS	Abbr.	Value	Norm	Race	Total	EXPERIENCE POINTS: 1000						
Strength	(ST)	81	+5	+5	+10	ENCUMBRANCE PENALTY: ST + + =						
Agility	(AG)	93	+10	-	+10							
Constitution	(CO)	100	+25	-	+25							
Intelligence	(IG)	66	-	-	-							
Intuition	(IT)	54	-	-	-							
Presence	(PR)	90	+10	-	+10							
Appearance	(AP)	84	-	-	-							
		SKILL RANKS		SKILL BONUSES								
		SKILLS	5% Rank	2% Rank	Rank	Stat	Prof	Item	Spec	Spec	Total	
		MOVEMENT AND MANEUVER:										
		No Armor	22	Maximum	+10	AG+10	xx			+0	+20 MM	
		Soft Leather	22	Number	+5	AG+10	xx			+15	0 MM	
		Rigid Leather	22	of	-25	AG+10	xx			-30	-45 MM	
		Chain	22	Ranks	-25	ST+10	xx			-45	-60 MM	
		Plate	22		-25	ST+10	xx			-60	-75 MM	
		WEAPON SKILLS (Offensive Bonuses):										
		1-H Edged	22		-25	ST+10	+2				-13 OB	
		1-H Concussion	22		-25	ST+10	+2				-13 OB	
		2-Handed	22		+20	ST+10	+2	+10			+12 OB	
		Thrown	22		+5	AG+10	+2				+17 OB	
		Missile	22		-25	AG+10	+2				-15 OB	
		Pole-arms	22		+10	ST+10	+2				+22 OB	
		GENERAL SKILLS:										
		Climb	22		+10	AG+10	+2				+23 MM	
		Ride	22		-25	IT-	+2				-22 MM	
		Swim	22		+10	AG+10	+2				+23 MM	
		Track	22		+10	IG-	+2				+13 SM	
		SUBTERFUGE SKILLS:										
		Ambush	22		-25	xxxx	xx	xx			-25 SP	
		Stalk/Hide	22		+20	PR+10	+2				+12 SP	
		Pick Lock	22		-25	IG-	+2				-25 SM	
		Disarm Trap	22		-25	IT-	+2				-25 SM	
		MAGICAL SKILLS:										
		Read Runes	22		-25	IG-					-25 SM	
		Use Items	22		-25	IT-					-25 SM	
		Directed Spells	22		-25	AG+10					-15 OB	
		MISC. SKILLS AND BONUSES:										
		Perception	22		+20	IT-	+2				+22 SM	
		Body Devel.	22		31	CO+25	xx			+5	44 SP -10-2	
		Armor - 50% (100%)				xxxx					+10 OB	
		Shield -				PR+10	xx				+10 SM	
		Helm -				AG+10	xx				+10 DB	
		Arm Greaves -				IG-	xx				- RR	
		Leg Greaves -				IT-	xx				- RR	
						CO+25	xx				+25 RR	
						CO-25	xx				+25 RR	
		SECONDARY SKILLS:										
		Woodcrafty	22		+10	+10	xx				+20	
							xx					

HOSTILE HAUNTS

FOREST DEN



Hidden anywhere in Middle-earth, this den of inequity can take on a variety of guises: deserted lair, thieves' hideout, home for wayward trolls, a secret entrance/exit to a stronghold, etc. There are a few noteworthy locations within this forest den that are described below.

The entrance above **Location A** is a small hillock with worked stone stairs that go down about 30 feet into the earth. The ceiling above the stairs is at a height of about 12 feet.

Location A, at the bottom of the steps as depicted at the far left of the drawing, is a 10x10 foot area with a 15-foot high ceiling. All surfaces in this area are worked stone. Within the area of worked stone is a killing area for a trap. Upon any pressure applied to the bottom step of the staircase, two slabs of stone immediately drop to the ground and water begins to fill the space. The water comes from the nearby stream that the lair is beneath and anyone above at this time sees the water level of the stream drop to almost a trickle until the walled-off area is full. This trap serves both as protection from anyone coming down the staircase or a permanent seal against anyone coming back down the staircase. The walled-off area fills at a rate of 1 foot every 5 minutes, giving a -1 penalty to physical tests that require the use of legs, except Swim, per 1 foot of water. The slabs of stone have 10 Protection and 100 Structure each. To discover the trap requires a TN 25 Observe (Spot) or TN 20 Search test. To find the release mechanism (a small button on the floor in the upper right corner, as looking at the map) requires the same test. Discovering the trap or defeating the trap by finding the release mechanism grants the specific character who does this 25 XP or if the group decides to blast their way out (Lightning spell) or break through with weapons confers 15 XP to the caster or the group, respectively. If one or both walls are broken, the water will continue to pour in even if enough water was already drained from the stream to fill the walled-off area. The worked stone continues a little farther past the trapped area and leads into a corridor of roughly hewn rock.

Location B has a gate (7 Protection, 40 Structure) with an Amazing lock (TN 25 Legerdemain (Lockpicking) test, +3 Protection) to its entrance. This room can be for the holding of standard animals, a penned cave troll, or securing valuables. It is ~20x25 foot with a beveled ceiling, 20 feet at its highest point.

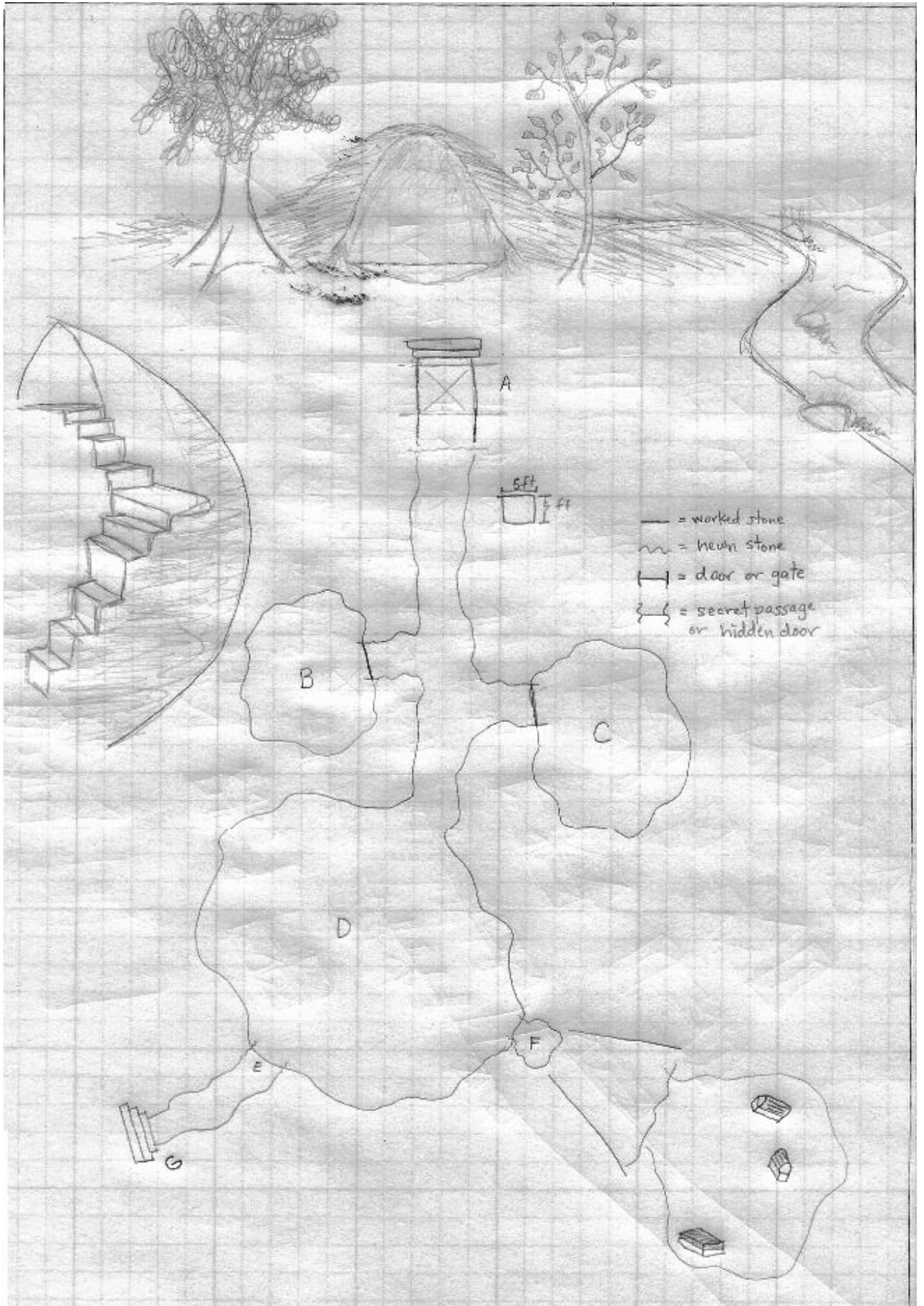
Location C is a 30x35 foot room with beveled ceiling, 15 feet at its highest point, and has a fairly heavy wooden door to it (3 Protection, 10 Structure) with no apparent locking mechanism. There actually is one, but it is magical and requires a TN 20 Observe (Sense Power) to discover its presence in the door. The Shutting-spell cast upon the door lasts for a length of 1200 years, increases its Protection by 5, and requires a codeword (Narrator's discretion) to open. To open the door requires it either to be broken down, an Opening-spell with a Weariness result of 18 or better, or a TN 25 Lore: Magic test. An additional damaging spell with an area effect could always be added to the door if it is broken down by weapons or damaging spell.

Location D is a large common room, 60x60 feet with a uniformly 20-foot high ceiling. If this were a thieves' den, a hideout for a large group, etc., it could have beds, a kitchen-like area, and such.

Location E is a secret doorway from Location D that leads to Location G. To find it requires a TN 25 Observe (Spot) or TN 20 Search test. The door has Shutting-spell with the same properties as previously mentioned and can be detected with a TN 20 Observe (Sense Power) test. The stone doorway has 10 Protection and 50 Structure. When activated, the stone slides away to reveal the hidden passageway.

Location F is a secret cache. It has a secret doorway as well, requiring a TN 30 Observe (Spot) test or TN 25 Search test to discover. Inside are treasure chests, minimum 3. Roll randomly to determine the worth of the treasure in each chest (1-3 Hoard 1, 4-5 Hoard 2, 6 Hoard 3; see *It's All Optional: Hoard Edge* for more information). The total treasure can have up to 2 very rare or heroic items or 1 minor magical item. The door has Shutting-spell with the same properties as previously mentioned and can be detected with a TN 20 Observe (Sense Power) test. The stone doorway has 10 Protection and 75 Structure. When activated, the stone slides away to reveal the hidden room.

The hidden passageway hidden by **Location E** is 5 feet wide and 10 feet high, leading to another staircase that is made of roughly hewn rock. It leads either to an escape route, into a stronghold, a secret location in a building or cave aboveground, etc.



FAN FLAVOUR



NEW ITEMS

BOOTS OF ARGALAD

Argalad was a Ranger under Aranuir, the third chieftain of the Dúnedain. He was widely regarded as one of the best trackers among them and had such an abundance of endurance that few, even elves, could match him on long marches. Unfortunately, his life ended much earlier than it should have, not an uncommon occurrence in these days, when he was caught off his guard by a group of orc raiders while he was tracking them just outside the furthest farmlands near Bree. When his body was found, Aranuir requested that his boots were kept among the valued items of his house to honor the man's tireless devotion to the protection of others and his fight against the Shadow. Any who wear these boots gain the Tireless edge or one additional pick up to the maximum bonus.

BROOCH OF THE HOUSE OF MORGIL

This brooch is a star device like that in Gondor's standard made of black iron with silver inlay. It has been handed down from father to son for generations as the symbol of the house of the Black Star. Members of this house have served the crown and stewards of Gondor for many years, remaining true and valiant in its service. Many have served in Gondor's army during many long and bloody campaigns against the fingers of the Shadow and invasions from the East and South. The one thing that remained a constant with all of these men that wore this brooch is that they all had long lives and able to survive many battles suffering few, if any, wounds. Any who are an heir to this line that wear this brooch gain the benefit of the Charmed Life edge or one additional pick up to the maximum bonus.

ELF-STONE

The Elf-stone is a brooch in the design of an eagle with a large green stone called a beryl. Galadriel bequeathed it to Aragorn II when the Fellowship passed through Lórien and named Elessar in elven tongue, the 'Elf-Stone'. This token is an heirloom of the house of Telecontar as a symbol of the union of elves and men and their eternal friendship though the immortals ones have passed beyond the sight and reach of man.

The Elf-stone grants its bearer these special effects:

Symbol of Hope - The Elf-stone grants the bearer a +3 bonus to Inspire and Persuade tests (+5 bonus v. Elves).

THE RING OF FATE (by Dustin Strong)

This ring, created by Celebrimbor prior to making of the Greater Rings, is two simple bands: one of gold and one of silver. The top of the gold band is adorned with a blood-red ruby, while the silver is set with a diamond. The two stones are cut so precisely that when the two separate bands are brought together, the stones securely lock them into place and appear to be one gem of two colours. This ring was so elegantly simple; that it was easy to overlook the great power held within -- it could decide the fate of anyone the wearer touched. With it, the wearer had the power of Life or Death, and could simply decide on a whim.

Fearing that much power in a single item, Celebrimbor broke the ring into two halves and separated from each other. When Sauron revealed himself, he immediately dispatched as many of the rings as possible to all corners of Middle Earth. The Ring of Life was given to the High King along with Vilya while the Ring of Death was sent to Edhellond to be cast into the sea. The Ring of Life made it to Gil-galad, but the whereabouts of the other remain a mystery. It is feared that it has fallen into the hands of a Dunlending tribe, the Witch-king, or worse, Sauron himself, for it has not been seen since just before the fall of Ost-in-Edhil in the Second Age. Since most of those who were aware of the true power of these rings were in Ost-in-Edhil, very few would actually know what the rings are truly capable of as most died in the defense of the realm like Celebrimbor.



Ring of Life

The wearer of this ring has the Healing Hands edge with a minor exception -- if the wearer fails the Stamina test, he loses half of Wound Points restored to his patient. When this power is activated, the wearer must make a TN 10 Corruption test due to Sauron's influence in the lore and craft Eregion's many rings.

Ring of Death

The wearer of this ring holds a power opposite to that of its mate -- instead of restoring life, it is drained. Make a Willpower test (instead of Stamina) with the +5 bonus. The victim loses all Wound Levels that the test would normally heal. For example, a Willpower test with the +5 bonus has a result of 20. This result would cause a victim to be reduced in health to Incapacitated by losing Healthy (TN 5), Dazed (TN 10), Injured (TN 15), and Wounded (TN 20).

A Stamina test can now be made with a TN equal to the highest TN achieved with the previous Willpower test. A successful test restores to the wearer half of the Wound Levels (rounded down) lost by the victim, not to exceed the wearer's full health. A failed test restores no Wound Levels to the wearer.

When the first or both of these ring powers are activated, a TN 15 Corruption test is required for each due to evil nature of the ring and Sauron's influence in the lore and craft Eregion's many rings. The +5 bonus does not apply to the Corruption test.

Because these rings are so intertwined with one another, they can sense each other's presence. The ring conveys the Sense Power spell to its wearer and, with a TN 10 Observe (Sense Power) test, will allow one ring to find the other. Direction and distance to each other is determined by Degree of Success: Marginal - a cardinal direction is known (north, south, east, or west), but not distance, Complete - direction and distance if twin is within 30 miles, Superior - direction and distance if twin is within 100 miles; Extraordinary - direction and precise location if within 150 miles. At all times, they can sense the distance between the other, but only given in general terms ("near", "far", etc.).

Because of the rings' duality and each being one part of a whole, the destruction of only one ring is impossible. They must be brought together in the form of the Ring of Fate for them to be destroyed. Only at the place of their forging -- the ruins of Ost-in-Edhil -- can this be accomplished.

Ring of Fate (Ring of Life and Death combined)

While each ring has its own individual power, but when brought together and joined, the each ring's powers are magnified. This is not without ill affect, however. In order for the one half to give life, the other must take it.

Giving of Oneself: When making the Healing test described in the Ring of Life and with a +10 bonus instead of +5. Upon a successful Stamina test, the wearer loses half the Wound Points restored to the patient. Failing the Stamina test results in the wearer losing a number of Wound Points equal to the amount restored to the patient. A TN 15 Corruption test is required when activating this power.

Giving of Another: The wearer may choose to draw life from one and transfer it to another. This is accomplished by the wearer draining Wound Levels from an un/willing donor first, according to the Ring of Death with a +10 bonus to the Willpower test instead of +5. Next, a Healing test is made per the Ring of Life with the +10 bonus. The same Stamina test is required and if successful, all Wound Points are transferred. If it fails, the transfer is still made, but half of the Wound Points are drawn from the wearer. A TN 20 Corruption test is required when activating this power.

Stain of Evil: As Sauron influenced this ring's creation, his hatred and corruptive influence is never far away from this rings. Should the wearer choose to drain the life force of something that is wholly corrupted such as an orc and transfer it to someone that isn't, the evil spirit of the vile thing will destroy the good one over time. Once per week, the patient must make a TN 15 Corruption test. The only way to prevent this is to perform a truly selfless act of charity and heroism; unfortunately these acts typically result in the death of the character.

ALLIES AND ADVERSARIES

FRODO FAIRBAIN



RACE: Hobbit (Fallohide)

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

ATTRIBUTES: Bearing 10 (+2), Nimbleness 8 (+1), Perception 11 (+2)*, Strength 6 (+0), Vitality 7 (+0), Wits 12 (+3)*

REACTIONS: Stamina +0, Swiftmess +2, Willpower +3, Wisdom +2*

DEFENCE: 11

ORDERS: Noble (Eriadorean Gentry), Loremaster

ORDER ABILITIES: Ancient Scripts, Deference, Expertise (Fellowship of the Ring), Noble Mien, Scroll Hoard

ADVANCEMENTS: 12

SKILLS: Armed Combat: Clubs (Club) +2, Craft: Calligraphy +3, Debate (Negotiate) +3, Games: Riddles +5, Healing (Herbal Remedies) +4, Inquire (Converse) +4, Inspire +4, Intimidate (Majesty) +2, Language: Quenya +4, Language: Sindarin +5, Language: Westron +6, Lore: Group (Fellowship of the Ring) +8, Lore: Herbs +4, Lore: Hobbit Genealogy +5, Lore: History (The Shire, Baggins Family) +6, Lore: Realm (Lindon, The Shire, North Kingdom) +5, Lore: Race (Hobbits, Elves, Men) +4, Observe (Listen, Spot) +4, Persuade (Charm) +4, Ranged Combat: Thrown (Darts) +4

EDGES: Charmed Life, Friends (Brandybucks, Took), Hoard 4, Rank (Warden of Westmarch)

FLAWS: Duty (Caretaker of Shire History, There & Back Again, and The Lord of the Rings)

SIZE: Small (4 Wound Levels, 1 Healthy)

MOVEMENT: 3

HEALTH: 7

COURAGE: 3

REOWN: 0

GEAR: Fine clothes, stout walking stick, pipe, Longbottom Leaf pipeweed (pouch), 10 coppers, 3 silver pennies

* Favoured Attribute or Reaction

HISTORY

Frodo Fairbairn is the great grandson of Samwise Gamgee, through his eldest daughter Elanor and her husband, Fastred of Greenholm. Fastred, appointed by Thain Peregrin, became the first Warden of Westmarch, a title handed down to his son Elfstan and his descendants and now to Frodo. The Westmarch, the land between the Tower Hills and the Far Downs, was added to the Shire some years after the War of the Ring. It was at Undertowers, the great smial in Westmarch fashioned after Bag End and Bag Shot Row, that they preserved the Red Book of Westmarch, whose contents formed the ultimate basis for the account of The Lord of the Rings.

Frodo Fairbairn, though not a descendant of Frodo Baggins, looks very much like him and has a Tookish bent to him with his wanderings as a child and intense curiosity. The stories told around the hearth emboldened to wander much further and having a few little adventures of his own before returning to the Undertowers to take his place as the next warden when his father passed on. When he does manage to go exploring for short periods of time, his favorite place is the quiet and hallowed shores of Mithlond, the Grey Havens where his great-grandfather followed his namesake into the Uttermost West.



FARMER MAGGOT

by Scofflaw

*“Old Maggot is a shrewd fellow... A lot goes on behind his round face that does not come out in his talk.”
- The Fellowship of the Ring*

RACE: Hobbit (Stoor)

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

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

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

DEFENCE: 10

ORDER: Craftsman (Farmer)

ORDER ABILITIES: Masterwork, Refuge (Bamfurlong), Place of Trade (Bamfurlong)

ADVANCEMENTS: 20

SKILLS: Appraise (Crop Vegetables, Mushrooms, Livestock) +4, Armed Combat (Clubs) +1, Climb +1, Craft: Animal Husbandry (Livestock, Poultry) +9, Craft: Animal Husbandry (Dogs) +3, Craft: Brewing +2, Craft: Cooking +3, Craft: Crop Farming +11, Craft: Haymaking +5, Craft: Mushroom Cultivation +12, Debate (Bargain, Negotiate) +8, Games (Draughts) +3, Healing (Farm Animals) +3, Inquire (Converse) +5, Insight +1, Intimidate +1, Jump +1, Language: Westron (Shire-Hobbit dialect) +6, Lore: Farming Methods +5, Lore: History (The Shire: Buckland, The Marish) +4, Lore: Hobbit Genealogy +6, Lore: Livestock and Poultry +5, Lore: Mushrooms +8, Lore: Race (Hobbits) +6, Lore: Region (The Shire: Buckland, The Marish) +6, Lore: Region (Bree-land) +2, Lore: Region (The Old Forest) +4, Observe (Spot) +3, Perform (Tell Stories) +1, Persuade (Fast Talk) +2, Ranged Combat (Throwing Stones) +1, Ride (Pony) +1, Search +4, Swim +1, Teamster (Carts) +3, Weather-sense +4

EDGES: Ally (Tom Bombadil), Craftmaster, Friends (Buckland), Hoard 1 (Bamfurlong and ever-thing in it)

FLAWS: Stiff-necked

SIZE: Small (4 Wound Levels, 1 Healthy)

MOVEMENT: 3

HEALTH: 8

COURAGE: 1

RENOWN: 2

GEAR: Clothes

* Favoured Attribute, Reaction, or active Order

LÔKHUZÔR by Eric Dubourg



RACE: Númenorean (Tahmard in Chyan Language)

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 16 (+5)*, Nimbleness 10 (+2), Perception 12 (+3), Strength 12 (+3), Vitality 13 (+3), Wits 15 (+4)*

REACTIONS: Stamina +6*, Swiftmess +4, Willpower +7, Wisdom +6

DEFENCE: 12

ORDERS: Noble/Warrior/Captain

ORDER ABILITIES: Courtier, Cross Order Skills (Healing, Insight, Sea-craft, Siegecraft), Deference, Domain (Anarikê), Noble Mien, Battle Hardened, Warrior Born, Air of Command, Fires of Devotion, Hero's Strength, Leadership, Tactics 4

ADVANCEMENTS: 21

SKILLS: Armed Combat (Blade) +15, Debate (Negotiate, Parley) +12, Healing (Herbal remedies, Treat Illness, Treat Wounds) +9, Insight +10, Inspire +15, Intimidate (Majesty) +15, Language (Adûnaic, Chyan) +6, Lore (Anarikê, Númenor, Chy, the Bay of Ormal) +8, Observe +8, Persuade (Oratory) +12, Ranged Combat (Bow) +10, Ride (Horse) +8, Sea-craft +6, Siegecraft +15, Unarmed Combat +8, Weather-Sense +6

EDGES: Armour of Heroes, Bold, Command 4, Doughty, Eloquent, Fair, Faithful (Anarikê), Foresighted, Healing Hands, Hoard 5, Honour's Insight, Indomitable, Lion Hearted, Rank 3, Resolute 4, Valiant, Wise

FLAWS: Code of Honour (no compromise with evil), Duty (Protect Anarikê), Enemy (Any minion of Herundil), Hatred (Herundil), Oath (Destroy the legacy of Herundil)

SIZE: Medium (5 Wound Levels, 1 Healthy)

MOVEMENT: 6

HEALTH: 16

COURAGE: 3

RENOWN: 0

GEAR: Fine clothes

* Favoured Attribute or Reaction

DESCRIPTION

In his prime, Lôkhuzôr is a strong and vigorous tall (1.97 m (6'6")) man. The long rides at the head of the armies and the years of war against the Artaxshâsan fortified his body and mind. His black eyes are the mirrors of his indomitable hate of the Evil and the works of his father, Herundil the Storm King, and few can stand its penetrating gaze. During the times of war, he showed a real genius for strategy and military action and certainly more mercy and compassion for the people he was fighting, the slaves of evil powers, than his own brothers in arms, the Rashaja Vihnu Taronish. With the coming of peace, he revealed a wise and good ruler, making of Anarikê a prosperous country.

HISTORY

Lôkhuzôr is the firstborn child of Herundil and Akhôraphil. He was born in SA 1967, in Barad Annûn, while his father was conquering the lands of Isra, Kirmlesra and Harshandatt. There was never true friendship between them, but there was a respect. At this time, Lôkhuzôr believed that Herundil was doing his best for the realm, for the happiness of his subjects. He obeyed, without a question, his orders on education, city building and armies. When, in 1985, he was assigned as the second of Wyatan, General of the Army of Ciryatandor, he thought that his father wanted to prepare him as a good successor for the throne of Ciryatandor.

From 1987 to 2000, Lôkhuzôr took part in the campaigns against Isra, Kirmlesra and Harshandatt. Many times he fought and risked his life for the evil of his father, but he did not dare to confront his father, as he saw him as he really was: bizarre and greedy. After 2000, when he saw that his father no longer interacted with his aides and household, including himself (he was only the captain of a local garrison of Barad Annûn), he began to fear his father and avoided being alone



with him. Several years after, he clearly saw that he was no longer considered the heir of Ciryatandor, finding proof of several mysterious attempts against his life and the mysterious murders among his family (including his brother Arkhahil) and among governors considered to be independent.

Respect was no more in his heart; there was now only hate. He came to see his mother, and asked her if it would be suitable to stop Herundil, by murder if needed. Akhôraphil counseled her beloved son not to act so harshly and he generously heeded her will. Had he not, it would have probably changed greatly the history of Jaha, for Lôkhuzôr would have died without knowing glory and respect. He made an oath to the Valar, asking them a long life to fight against evil, to eliminate every partisan of his hated father, and incredibly, the oath was fulfilled, the Valar saw some good in this prince.

From 2007 to 2250, Akhôraphil and her children, Lôkhuzôr and Ûndaphel, lived in exile first in Númenor and then in Elorna. They tried several times to convince the King of Númenor to act against Ciryatandor. But being the son of an incestuous union, Lôkhuzôr had little chance to convince people to make war against his native land. During two centuries, Lôkhuzôr traveled in Bellakar, Ciryatandor, the Chyan Empire and Anarikê where he saw the evil realizations of his father, and attempted to gather support. He had little success, and many who joined Lôkhuzôr were mysteriously assassinated some months or years later.

Lôkhuzôr's chance happened at last when Herundil claimed to an astounded ambassador from Armenelos his renunciation of his allegiance to the Line of Elros and his allegiance to Sauron of Mordor in 2250. This declaration was not to the taste of Tar-Ancalimon, who decreed the mobilization of a Númenorean army, mainly using the resources of Númenor, Bellakar, Hyarnúmentë and Mírenórë. Lôkhuzôr was involved in this war until the final victory in 2280 and helped in the retaking first of Tulwang (where he confronted Wyatan the general of Herundil's army in Fult) and then Ciryatandor, renamed by Herundil Dor Alagothrim, the Realm of Storm-host. The victorious Ârûwanâi burned and razed Herundil's capital of Barad Annûn.

Tar-Ancalimon's victory was also a victory for the Ârûwanâi, because it meant that they, as the king's loyalists, would enjoy the fruits of power in the new political order. Ancalimon's first act was to issue a decree that, in recognition of their loyalty to him, all lands where the Ârûwanâi held sway should abandon their Eldarin names in exchange for names of the Adûnaic tongue. Ciryatanórë was renamed yet again Anbalukkhôr.

Lôkhuzôr searched for days for Herundil's corpse in Barad Annûn, as he was certain that his hated father was not dead. But at last, his friends convinced him that there was no chance to track Herundil at this time, but perhaps later that time would come. And so, Lôkhuzôr returned to Númenor, and requested of the King to govern Anbalukkhôr in his father's stead. The king rejected the request. Despite the fact he hated his father and had become an ardent follower of the Ârûwanâi in Númenor, Lôkhuzôr was regarded with grave suspicion by his countrymen, having been born of an incestuous union between Herundil and his sister. But even had the king thought better of Lôkhuzôr, he still would have denied him his petition. Ancalimon was hardly prepared to entrust this rebellious region to a dynastic succession.

In 2287, Lôkhuzôr heard several rumours about an evil realm where his father was revered as a "god". That was more than he could tolerate and he requested to see the King, to ask of him the right to go to the Chyan lands to fight and erase any memories of his hated father. To his surprise, Ancalimon gave him leave to do so and furnished him the command of a Númenorean army. But, he entrusted also loyal Númenorean officers to do whatever they judged necessary if Lôkhuzôr showed disloyalty to the Elros line, like his father Herundil had done before.

Welcomed with suspicion in Anarikê, Lôkhuzôr prepared the realm for a confrontation with the Chyan empire: assassination of all Chyan spies, the building of several fortresses including Kadar Abâr-Narîk (Ad. the *Fortress of Iron Eagles*), the negotiation of alliances with Codya and the Lynerian League. While Lôkhuzôr was trying to free the Bulchuyades, the Rashaja Dahaka concentrated all his efforts against Anarikê itself, and the fortresses of Abâr-Narîk and Dar Egleriator, by sea and land. Anarikê nearly faced destruction by the forces of the Shadow and was only saved by the allied forces of Lôkhuzôr and the Lynîr. The price was very high for the Númenoreans, and mainly for Lôkhuzôr who lost here his first son, Kadurzîr.

In 2294, in the hardest moment of the war between the Chyan Empire and Anarikê, Nevazar obtained to go back to the Chyan Empire to try to save the situation. He arrived just in time to save the Rashaja Azarnuzeth from an assassination attempt and to become his chief adviser. The following year, after the fall of Samarth, when the situation became more and more despaired, Nevazar advised to build seven fortresses to protect the Chyan core land against Anarikanî and Tenolkachyn invaders and sent Kharpanâ to Anarikê to foment troubles and uprisings. Nevazar would have probably succeeded in the attempt, if Lôkhuzôr were not his foe.

Some told in the Chyan Empire that Lôkhuzôr ordered the death of Nevazar and the Rashaja Azarnuzeth, the last of his family. Whether it was true or false, this news spread fear among the Empire, who fall into the hands of Lôkhuzôr and the Lord of Tenolkachyn liberated, Vihnu. Lôkhuzôr was satisfied to destroy the realizations of his hated father, and prompted the accession of Vihnu as the new Chyan Rashaja.

It was said that Lôkhuzôr's tactical genius and renown was so great that Ancalimon decided to confirm Lôkhuzôr as the governor of Anarikê, and to let his sons rule after him. Lôkhuzôr demonstrated once more during the Second Chey invasion (2325-2330) with his strong will, which probably caused the suicide of one of the Nazgûl, Ren the Unclean. Lôkhuzôr died in 12 Hithui 2387, his second son Azrâhin succeeded him as the new governor of Anarikê.

FEATURED CREATURES

FLIES OF MORDOR



*'Flies, dun or grey, or black, marked like orcs with a red eye-shaped blotch, buzzed and stung ...'
-The Return of the King*

ATTRIBUTES: Bearing 3 (-1), Nimbleness 7 (± 0), Perception 4 (± 0)*, Strength 0 (-3), Vitality 14 (+3)*, Wits 0 (-3)

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

DEFENCE: 10

MOVEMENT: 7

SKILLS: Armed Combat: Natural Weapons (Bite) +1, Observe (Spot) +3, Search +2, Track (Blood) +8

SPECIAL ABILITIES: Flight, Welts, Swarm

SIZE: Medium (5 Wound Levels)

HEALTH: 11

TN EQUIVALENT: 6

UNIQUE ABILITIES

Swarm: As a swarm, normal weapons do not affect the Flies of Mordor, and they ignore the Nimbleness portion of their target's Defence as well as any actions that would normally force them to make Swiftiness tests (such as Dodge). Significant quantities of smoke force the swarm to make a TN 8 Bearing test or flee. Spells that affect an area, such as Burning Sparks, can damage the swarm, and spells that lower the temperature in an area force them to make a TN 5 Bearing test or become docile. The Wind-Mastery spell forces the swarm to make a TN 10 Stamina test or be dispersed. If dispersed, the swarm will reform in 2d6 minutes.

Welts: The bites of the Flies of Mordor ignore all armour but inflict no real physical damage. They do, however, raise oozing welts on the skin of their target. On an exceptional success from the bite attack the welts itch terribly and cause such distraction that the target suffers a -1 test result penalty for 1 day. The target can make a TN 10 Stamina or Willpower test to ignore the penalty.

DESCRIPTION

The Flies of Mordor are large, biting insects that resemble horseflies. They are a half an inch long, and have shiny thoraxes that bear markings reminiscent of a baleful red eye. The Flies of Mordor range in coloration from a sickly brown to grey to grim black.

The listing above is for a medium-sized swarm (500-1,000 Flies). Larger swarms have higher Vitality and Health scores. Very large swarms would have a Vitality of 20 and a Health of 17 or more.

HISTORY

How the Flies of Mordor came to be is a mystery, and indeed their very existence is largely unknown to anyone that has never traveled in Mordor. Like many of the creatures that live in the Land of Shadow, it is very likely that the Flies of Mordor were once normal creatures that were cursed and twisted by Sauron for some nefarious purpose. That purpose can only be guessed at, and the Free Peoples can be thankful that only Orcs and evil Men usually feel their bites.

HABITAT

The Flies of Mordor seem to only live in one place: in the festering lands that lie between the Ephel Dúath and the Morgai in Mordor. Swarms of these Flies might dwell in other places in Mordor, but like normal black flies they seem to prefer marshlands and stagnant pools. It is not impossible that swarms of the Flies of Mordor have arisen elsewhere in Middle-earth that are under the sway of the Shadow, unwittingly carried there as eggs or maggots in the gear and food of traveling Orcs.



The regions of Mirkwood around Dol Guldur, parts of Angmar and the North, Harad, the East, and even the ruins of Annúminas and Fornost might be host to swarms of the Flies of Mordor.

SOCIETY

The Flies of Mordor are befouled but otherwise normal insects, and have no social structure beyond the swarm.

USAGE

The Flies of Mordor are no real threat to travelers, but the penalty brought about by the incessant itching their bites bring could cause problems for heroes with only a few advancements. Like swarms of normal black flies or mosquitoes a swarm of the Flies of Mordor is hard to disperse without the use of magic or fire, both of which can easily alert more powerful adversaries to the heroes' position.

STEP-BY-STEP ENCOUNTERS

SAM VERSUS SHELOB

by Taliesin (Malcolm Wolter)



This is the second in a series of step-by-step combat encounters in the CODA system. The first test featured none other than the Fellowship versus the Balrog and was conducted as an illustrative tool for those new to the game, but also as an objective way to test whether the game designers "got it right"; that is to say, could the events in the books or movie be simulated in the game? The Balrog test proved that Durin's Bane, when played properly, was more than a match for the Fellowship, as Tolkien intended. This test attempts to recreate the battle between Sam and Shelob in *The Two Towers* (book) or *The Return of the King* (movie).

Methodology

The stats for Sam were taken from *The Two Towers Sourcebook*. Although Sam confronts Shelob in the *Return of the King* movie, I decided Sam is not sufficiently advanced beyond the TTTS write-up until *after* his encounter with the mother of all spiders.

Shelob's stats are taken right from TTTS.

I captured every move as I made them, so I could check and re-check all of the appropriate modifiers.

I used only official CODA rules, as found in the *Core Book* and official errata and clarification docs.



I used a computer dice-rolling program to generate all the dice rolls to save time. Dice rolls are indicated in the formulae with an asterisk (*). And there's no fudging—the rolls are recorded exactly as I made them.

I've tried really hard to capture everything, but wouldn't be surprised if someone finds something that still slipped through the cracks, modifier-wise. However, it's useless to argue *tactics*. All participants were played as closely to Tolkien's description of the event as possible, and that's that. No coulda-shoulda-woulda's allowed for the purposes of this test.

Assumptions

Sam wields Sting, and the Phial of Galadriel, per the *TFotRS*. He is otherwise equipped per *TTTS*.

As for Shelob, Tolkien's version, as well as the *TTTS* CODA version does not feature a stinger as in the *Return of the King* movie. Apparently the spider's venom is injected through her bite, as with all spiders.

It is assumed that Sam starts with all of his Courage. Shelob has none.

And with that, we're ready to rumble!

ROUND 1

Actions by Order of Initiative

In the book, Shelob is "so intent upon her victim that she took no heed of Sam and his cries until he was close at hand", so Sam gains automatic surprise, as per the *Core Book*, page, 227. As such, Shelob automatically loses both initiative and one action during the round.

First off, in order to attack at all, Sam must resist the Stench of Shelob TN 15: (STA 1 + Faithful 1 + 9*) = 11. The hobbit must spend 2 Courage to make this a 17 in order to engage the monstrous arachnid.

Sam 1st and 2nd Actions Charges Shelob (TN 6 for mammoth-sized monster): (2 + Faithful 1 + 4*) = 7. A Complete Success! Sting bites for 12 + Charge 6 = 18! Shelob's thick, leathery hide absorbs 4. The spider's down 14/14!

Shelob 1st Action: Attack Sam with claws (TN 16 for small-sized hobbit): (10 + NIM 2 + 7*) = 19. A Complete Success striking for STR 5 + 5* = 10 damage! Ouch. Sam is Dazed.

Shelob 2nd Action: Attack Sam with fangs (TN 16 for small-sized hobbit): (10 + NIM 2 + 4*) = 15. A miss!

Shelob 3rd Action: Attack Sam with horns (TN 16 for small-sized hobbit): (10 + NIM 2 + MultiAction-5 + 7*) = 14. A miss!

Shelob 4th Action: Attack Sam with claws (TN 16 for small-sized hobbit): (10 + NIM 2 + MultiAction -10+ 6*) = 8. A miss.

ROUND 2

Actions by Order of Initiative

Shelob Initiative: (6 + 3) = 9

Shelob 1st Action: Attack Sam with claws (TN 16 for small-sized hobbit): (10 + NIM 2 + 3*) = 15. A miss!

Shelob 2nd Action: Attack Sam with fangs (TN 16 for small-sized hobbit): (10 + NIM 2 + 6*) = 18. Shelob bites Sam for STR 5 + 7* = 12/22 Sam is Incapacitated!

Shelob's Deadly Poison does an additional 6 points of damage, for a total of 28. Sam has but two Hit Points left and can safely be written off.



CONCLUSIONS

Okay, as in the Balrog test, this encounter is so decisive it's hard to imagine another outcome. I think we have a problem here. How could CODA Sam possibly defeat CODA Shelob without divine (Narrator) intervention of the most spectacular kind? To find out, we need to go back to Tolkien's text. In "The Choices of Master Samwise" chapter of *The Two Towers*, we learn that Sam prevails only because he sets his sword against the ground and Shelob *impales herself on it*, when trying to crush him. Then, "as if [Sam's] indomitable spirit had set its potency in motion", the light of the Phial of Galadriel kindles an "infection of light", causing "terror out of heaven" and "unbearable pain" such as the beast had never felt before. "Her sight blasted by inner lightnings, her mind in agony", the fearsome monster retreats from the light into a black hole.

But the TTTS write-up makes no provision for Shelob crushing her victims under her enormous swollen belly, as in Tolkien's novel. Indeed, I could find no such Crushing attacks in any CODA critter, although there is a Trample special ability in *Fell Beasts and Wondrous Magics*. Close but no cigar. Also, Tolkien says Shelob's hide was so thick that "it could not be pierced by any strength of Men, not should Elf or Dwarf forge the steel, or the Hand of Beren or of Túrin wield it". Wow. That's pretty strong stuff. So we see immediately that the official Armour rating for Shelob (4) is in error, compared to Tolkien's very specific description. If one assumes a max damage of Masterwork Longsword 18 + STR 3 + Two-handed Attack 4, Shelob's Armour rating needs to be at least 25!

"But wait!" you cry, "CODA Fire Drakes only have 18 pts of Armour! What gives?"

Well, leaving aside the fact that CODA drakes may be insufficiently armoured too, Tolkien tells us that Shelob "was not as dragons are, no soft spot had she save only her eyes". In this respect, Shelob should have the Unprotected Eyes special ability, as per the Oliphant in the *Fell Beasts and Wondrous Magics* tome. Only the penalty shouldn't be so high, since she has many eyes "clustering in her out-thrust head", and they are lower to the ground. As such, I'd only demand a -5 test modifier.

Then there's the matter of the crushing attack. Why does a beast with claws, fangs, and horns need another attack, you may ask? The answer is simple: It is the only resort if the creature's prey somehow gets under her. This is where Sam found himself, "for the moment out of the reach of her sting [fangs] and of her claws". So I would suggest adding the following special ability for Shelob:

Crushing Attack

Shelob can attempt to crush any opponent beneath her massive, putrid bulk. Such an attack can only be Dodged or countered with a Set Weapon attack manoeuvre (see below). The attack is a full-round action and is made at 8 ranks + appropriate modifiers for NIM and any applicable situational modifiers. If successful, the attack delivers (2d6 + STR 5 modifier) points of damage multiplied by the number of Size differentials between attacker and defender. For example, mammoth-sized Shelob trying to crush a small-sized hobbit would multiply the damage by 3. Armor offers no protection against such a crushing attack.

Example: With Sam underfoot, Shelob tries to crush him (TN 16 for small-sized hobbit): $(8 + \text{NIM } 2 + 6^) = 16$. The Marginal Success delivers $(\text{STR } 5 + 11) * 3 = 48$. Sam is crushed into hobbit jelly.*

So how can a poor hobbit fend off such a massive attack? First, one can declare a Dodge. If successful, the defender escapes all damage. Or one can attempt Sam's brilliant strategy: the Set Weapon manoeuvre.

Set Weapon

This manoeuvre is effective against any creature leaping or throwing itself upon a defender. For the cost of one Action, the defender sets the pommel of their sword or butt of their spear against the ground to receive the attacker, requiring a TN 10 Swiftess test. This manoeuvre may be used to interrupt a Crushing Attack, just as a Dodge, Block or Parry. If the defender succeeds in setting his weapon and the attackers crushing Attack is successful, the attacker impales itself on the defender's weapon and suffers the weapon's max damage + the STR bonus of the *attacker*, multiplied by 3.

Example: With Sam underfoot, Shelob tries to crush him (TN 16 for small-sized hobbit): $(8 + \text{NIM } 2 + 6^) = 16$. Sam sets his weapon (TN 9 for a mammoth-sized, stinking spider): $(\text{Faithful } 1 + 5^*) = 6$. He spends 1 Courage to make this a 9. He does it! Sting bites for $(\text{STR } 5 + 13^*) * 3 = 54$. The monster's hide absorbs 25 so that's 29 points of damage to the giant arachnid!*

That's a start, but Shelob won't give the hobbit another opportunity like that. Enter the star-glass. Although the official description of Galadriel's phial says it creates light that "pains corrupt and evil beings" there are no mechanics given for this miraculous property. The official version is lacking in other ways, too. Here's an unofficial version that shines a little light on some of the decanter's deficiencies:



The Phial of Galadriel

This small crystal phial, which Galadriel gave to Frodo, possesses two powers. First it creates light — a bright, pure light that pains corrupt and evil beings. Not only does it provide continuous illumination, it also grants a +2 bonus on appropriate Inspire, Intimidate, and Willpower tests versus orcs and other servants of the Shadow for as long as it is held. When confronting Undead, including wights, wraiths, and vampires, as well as other monstrous denizens of the dark, such as Shelob and her spawn, a +4 non-cumulative bonus is conferred. In addition, the searing light inflicts great pain on such creatures, inflicting 1d6 points of damage per round of exposure. If the target is physically wounded, the light "infests" the wounds, causing another d6 damage per round. The radius of this power is typically six feet. However, if the person holding the phial evokes the name of Elbereth or uses similar words of power, the light flares more brightly, providing greater illumination and extending the area of a effect to a 6 yard radius. No foreknowledge of this secret power is necessary; at need the Elvish words come unbidden to the phial bearer's mind with the far off but clear sound of ancient Elven-song. The enhanced power of the phial lasts until the evil withdraws from the light.

With regard to its magic-dispelling power, the phial performs as per the official write-up.





THE ROAD GOES EVER ON...

TRIUMPH OF THE WITCH-KING, PART IV: NOBLE'S NEED

Interludes:

1. *The castle sits atop a small hillock, the frozen moat surrounding – despite its changing fortunes, it still remains a beautiful work of the men who had built it in times past. The Lord in his hall paces back and forth, a bit of sweat beading his forehead despite the cold air – “Find them!” he orders to his henchman, “Find them all and bring them to me!” He will not let his master down... nor does he dare.*
2. *He knows that he has dominion. The land around him has become quiet and none dare to bother him lest he bring them a quick fiery death. The wrath of Sauron wanted the elves of Rivendell to be unable to ever again interfere with his plans. He would see to that, but first... some rest.*

Setting: The Company has rested for five cold days in the gorge where the battle had been fought, in the frozen land of northern Rhudaur. The Arthedain troop around them has made it a much safer place to rest and heal but time is running short. Soon the Witch-king will know of the failure of his initial attempt and bring down a much greater force upon them. The road west will already be filled with blocking forces, of this Camentir is sure.

Note to the Narrator: The tale has now come to a time critical situation; far off in Fornost, Prince Arvegil has taken ill with the plague and needs the healing herb Ephaniel. The prince will begin to slowly deteriorate over the next couple of weeks and will perish on the twenty-fifth day if he receives no aid. It is important for the Narrator to keep track of time spent and make it a challenge for the players with travel tests, as well as the encounters described hereafter.

Scene 1: Ambush in the Mists

The scene opens with the characters giving aid to any of the wounded and taking and giving counsel. Mithrandir is still amongst the Company but he wants to be away to other business that the wizard attends too.

The Narrator should allow the players to discuss amongst themselves what course they will take next, although both Camentir and Mithrandir will try to sway their return to Fornost to aid the prince. Still, this should be a difficult choice as the son of Celephain would be desiring most of all to return home and bring the healing properties of Ephaniel there. It is suggested that the Narrator make use of Opposed Debate tests, Willpower tests, etc., having the counsel go back and forth, perhaps erupting into arguments.

The statistics for Gandalf may be taken from the Fellowship of the Ring Sourcebook. For Camentir, please see the Stats block listed below.

While the Company spends the five days resting and debating, what they do not know is that the Ashaktur, Arkish, out of Barad Eldanar has ordered his cavalry out to search for these interlopers that have seemed to upset the Witch-king in Angmar. The Nazgûl has also ordered orcs out of the forests near Nathva Rhaglaur to march north to intercept any that come upon the old road, south out of Rhudaur. The combined forces of men and orcs will fall upon the Company and the Host of Arthedain in a few days hence.

Camentir, Captain of Arthedain

Race: Man (Dúnadan)

Racial Abilities: Skilled, Adaptable, Dominion of Man

Attributes: Bearing 10 (+2)*, Nimbleness 9 (+1), Perception 9 (+1), Strength 11 (+2)*, Vitality 10 (+2), Wits 9 (+1)

Reactions: Stamina +5*, Swiftiness +4, Willpower +3, Wisdom +2

Defence: 11

Orders: Noble/Warrior/Captain

Order Abilities: Battle-hardened, Deference, Evasion, Favoured Weapon (Longsword) Fires of Devotion, Hero's Strength, Swift Strike, Tactics, Warrior Born

Advancements: 33

Skills: Armed Combat (Blade) +10, Climb +6, Debate (Parley) +4, Inspire +10, Intimidate (Majesty) +9, Language: Westron +6, Lore: Realm (Arthedain, Rhudaur) +8, Observe (Spot) +8, Persuade (Oratory) +4, Ranged Combat (Bow) +10, Ride (Horse) +8, Siegecraft +7, Unarmed Combat +8, Weather-Sense +6

Edges: Bold, Command 3 (Captain of the King's Third Host), Doughty, Faithful (Arthedain), Fell-handed (+2 against all foes), Hardy, Valiant, Valour, Warwise

Flaws: Enemies (Forces of Angmar), Fealty (Throne of Arthedain), Proud

Size: Medium (5 Wound Levels, 1 Healthy)

Movement: 6

Health: 12

Courage: 5

Renown: 6

Gear: Narrator's discretion

* Favoured Attribute or Reaction

The Narrator may read the following to the players, being interjections and pleas from both Mithrandir and Camentir for them to make the right decision:

Mithrandir speaks: “As I speak to the son of Celephain, so I speak to you all. It is not by the hand of Elrond that the fate of the Dúnedain of the North is to be decided, but by their own. From where we camp, it is fifteen days to Rivendell or to Fornost and many more on to Tharbad. By my count, that leaves far too few days for the healing of the sick. Your path must be west, but your path must be decided. Do you save a prince or a father and his subjects?”

Camentir speaks: “It is not mine to demand or command, but to plea to you... do not let the blood of Isildur fail whilst we have a chance!” He looks to the son of Celephain, “I know, sir, that your father and his subjects are in need... but I do not know...” he stammers, “I feel that a nation and a people are on the line here. Surely you must make for Fornost.”

Mithrandir will finish: “I suggest that this council make their thoughts known and then each sleeps on it. With the light of morning we will decide and begin to move for we have sat idle for much too long.”

The new day will be the fifth morning since the battle in the gorge and with it the Company must move on. If the players have decided to return to Tharbad – by either route: through Rivendell, or following the south roads out of Rhudaur – then the Narrator can either take his or her story in a new direction, or can attempt to ‘force’ the characters to Fornost. This adventure is to see the prince saved. Due to their choice of abandoning Celephain and his people, his son may begin to feel guilty and the Narrator may use the following vision as a nightmares or foretelling and feel free to ‘haunt him with others:

In the cold of the night, you pull your blankets close around you, trying to keep warm. But it is difficult; a cold and clammy mist surrounds you. Looking around, you try to discern where you are but only see a bleak and empty landscape.

But then, the mists suddenly begin to illuminate with an eerie pale light and you can see that you are in a town - not just any town, the land of your father. You look about at all of the empty and dilapidated homes but see nothing or no one. You run towards your father’s estate, the mist pulling at you and seeming to block your way. And then you see them... a crowd of people walking towards you.

The people begin to march past as if not seeing you and you call to those you recognize but they do not respond. You look to where they are marching and see the dark shape... a horribly dreadful presence that seems to beckon to all, even you. Then, passing on your right, is the drawn and withered form of your father - his skin is the pallor of death. You grab for him and the man turns and you see dried sputum around his mouth from the mucus that builds up from the killing plague.

Celephain looks at his son with far staring eyes and then speaks, “You have forsaken us! You have betrayed me! Now there is only this... to go... deep into the fog...”

The fog of the dream turns into reality as the player opens his eyes in the morning to a thick, cold fog that has settled in.

The Company will need to travel for that day and will need to make the following Travel tests. These tests will be the same for each days travel.



Stamina test to resist **Weariness** TN 20; the characters will receive a +5 bonus for their horse who is doing the bulk of the work. The Narrator can change the TN, but it is set for how many miles will be covered that day (20 = 20 miles). If a character succeeds in the test they travel the 20 miles unhindered. For a Failure result, the character suffers 1 Weariness but travels the distance; for a Complete Failure, the character suffers 2 Weariness but travels the distance; for a Disastrous Failure, the character suffers 3 Weariness and must stop, they will only complete the number of miles equal to the die roll made.

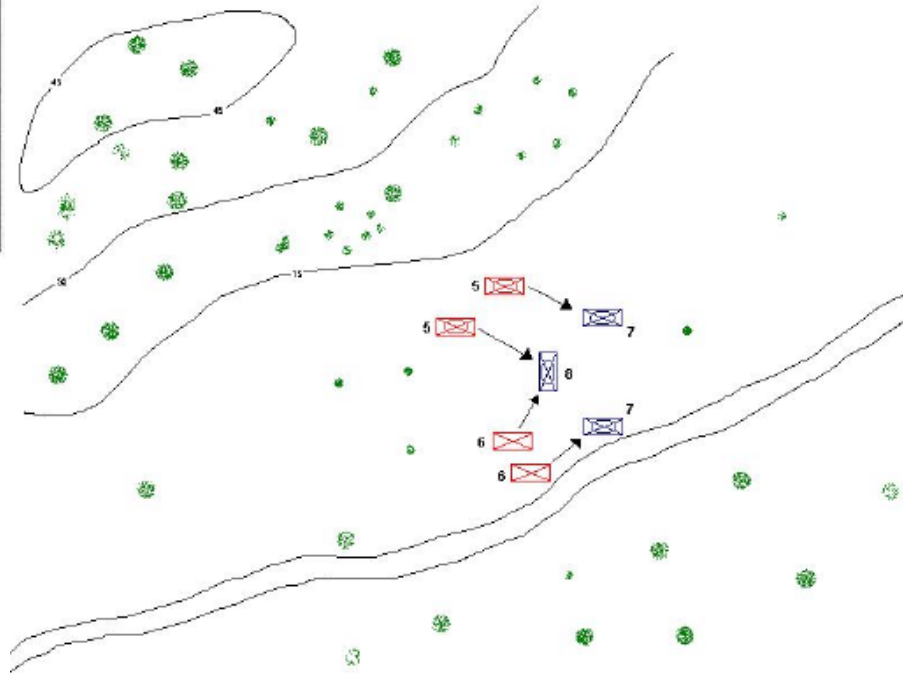
If a character needs to stop, being unable to go any further, the rest of the Company must decide if they will stop as well. If time is lost due to the Company stopping, this will be a factor in the survival of the prince. The Narrator must keep careful record of where the Company is and how far they still need to go and how much time is left.

Not only do the characters need to make Stamina tests, they also must perform a **Survival test** each night to find appropriate sleeping accommodations. Failure in this will result in a -3 penalty to the following days Stamina tests. This -3 penalty is cumulative for each day’s failed Survival test, but they will all be negated on any successful Survival test (which results in a good night’s rest). The Narrator may determine the Survival TN per day by the weather and terrain conditions that they set. The suggested TN is 15 in bad conditions, 10 for moderate, and 5 for easy. The characters can aid each other with Inspire tests.

The Company also has a large host of soldiers riding along with them. So that the Narrator does not need to roll Stamina Tests for all of the NPC’s, the following table may be rolled against and the situation added to the story – perhaps stopping the column.

Narrator rolls 2d6:

- 2-9 No Problems, the Host moves the whole days travel
- 10 Minor Problem, a horse loses a shoe or a saddle strap breaks, the host needs to stop for 2 hours (4 miles) of travel
- 11 Major Problem, part of the host wearies to the point of needing to stop, lose 2-12 miles of travel
- 12 Disastrous Problem, a horse throws a leg or a member of the host falls ill, or other decided by Narrator



The Narrator can decide whether the attack will come after the first day's travel or after the second, but when ready, the Angmarim and orcs will use the fog to attack the encamped Arthedain host.

Ninety-five Angmarim soldiers and one hundred and fifteen orcs will attack the Company and the one hundred and sixty Arthedain soldiers.

As they attack the Orcs will sing:

"Gnash them,
smash them,
so many miles to trash them!

Split their skulls,
break their bones,
just make sure we kill them all!"

It is suggested that the Narrator use the Mass Combat rules that were given in the *Hall of Fire, Issue #11*, but they may certainly use whatever system they prefer. The battle may also be told as a narrative with the Company as victorious and a sizeable portion of the Angmarim retreating north, but it must be stated in either case that Camentir's position was overrun and that the great Captain has disappeared – most likely taken as a captive. This is to serve two purposes; one is for a future story arc for your players to rescue him, especially if they had bonded with the valorous commander. The second purpose will be seen in the next scene.

Another point to bring up is the fog that has followed the Company and Host during their travel. It is unnatural and Mithrandir will not be part of the combat, as he will be standing outside of the battle, struggling with the will of the Witch-king to remove the accursed gloom. The Narrator can use this as a dramatic effect when necessary... *the fog clears as the*

map.

The morning after the combat will have revealed the loss of Camentir and the carnage from the battle the night before. The Host of Arthedain will see about their fallen comrades, making sure that no other thing spoils their bodies. After, the second in command, a man named Linwen, will begin to issue orders for the remainder of the Host to saddle up to begin the chase to retrieve their commander.

The purpose of this is to free the Narrator up from having a large force following (and protecting) our heroes. Linwen will suggest that the Company follow them but it must be urged that the Company's errand is too pressing. He will then offer (if the Narrator wishes) or he may then be asked for a small group of soldiers to accompany the players. This is completely at the Narrator's discretion, but it is suggested – to keep the adventure a challenge just for the PC's – that only a couple or none at all is granted. It is here also that Mithrandir will take another road as well, returning to his other business.

After the separation of the two groups, the Company will continue south and west approaching a little town called Nathva Rhaglau. The town is now mostly a ruin and only rogues and brigands make it home. Forest orcs inhabit the wooded area west of the town and wolf- and warg-riders constantly prey on travelers. The Company may make a **Lore: Realm (Rhudaur, or Arnor, or Arthedain) TN 15** test to remember an old road that branches off the one they are on, north of the city. It will be a much more safe route getting off the main road out of Rhudaur – the one that leads to Amon Sûl. The only problem is that leaving the main road could lead to getting lost. Still, our story takes the Company in this direction so the Narrator may 'lead' the Company in the right direction, or they may 'move' the next few scenes to where they need to, on the map.

The Narrator may harass the players over the next few days with either wandering orc bands, warg or wolf packs, or the combination of the two. The real threat to the players is the terrible storm that the Witch-king has brewed up over the Bay of

Men of Arthedain rally and drive into their enemy! When it is all cleared and the battle won, it is found that Camentir has been taken!

The Narrator can award the respective EP's for the following: 5 EP for slaying any of the orcs or Angmarim and up to 15 EP to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Scene 2: Crossroads

This scene will cover two to three days of travel and will take the characters to **Point 3** on the

Forochel and sends south. The Company has ridden out onto the *Oiolad* (S. *Endless Plain*) and the freezing, icy winds will bring both rider and mount to a halt. The scarcity of shelter and firewood will be the Company's worst problem as the temperatures drop. The Narrator may want to reduce them to having to burn weapons (i.e. spears, arrows), saddles, and clothes just to survive the nights, if they had not planned accordingly. The Narrator may determine Survival tests as he or she sees fit, based on their player's character's abilities – but be sure to make it a **real** challenge. Also Stamina Tests to resist Weariness during travel may be increased as well to make the 'going tough'.

This scene will fall heavy upon the Narrator to be very descriptive with the hardship of the storm to make it exciting. There will not be a lot of swordplay and dice rolling (except to travel, navigate and survive) so be sure and make your narrative as dramatic as possible. Award any players with extra XP for creative thinking or valiant acts. The Narrator may use the following narrative to assist in their describing of the weather:

The wind is cold. It bites into your exposed skin and steals the very breath from your lungs. Ice flies in the air and stings the skin where it strikes. Even the horses hang their heads low and stand close together – this is a killing storm. Each member of the Company knows that you must move on, naught it seems is on their side. Feeling your cheeks chap from the wind, you mount...

The climax of this scene will come when the characters, maybe lost somewhere out on the great plain, have just lit fire to the last few flammable items they have and lay huddled together to keep warm. Suddenly a shout will go out as a skulking shape circle around their camp. Have the characters make an **Observe (Spot) TN 10** test. The large warg is not alone; three other companions will rush in on the huddled Company and attack.

Again, the Narrator will want to make this portion of the scene seem desperate with no sight for hope – if need be, increase the number of wargs. As the battle becomes seemingly hopeless, read the following:

The dark shapes rush in snapping and clawing, trying to grab a member of the Company and drag them out into the frozen night to a terrible end! Suddenly, the sputtering fire flares up and a pillar of flame rises into the night, lighting all around. The fiery pillar extends out tendrils of flame that touch upon the wargs causing some of them to catch fire, sending them yelping out into the dark.

The pyrotechnics subdue the wargs desire to make a meal this night and they retreat into the darkness and wind blown ice.

As you stand about, panting from the exertions of battle and feeling the adrenaline leave your bodies, and the cold creep back in, they wonder if this aid has come from an ally or perhaps an even more dangerous foe!

Out of the darkness, coming into the again sputtering firelight, a large dark shape appears. The shape is that of a man and as it comes closer, it quickly diminishes to that of an old man before you, dressed in furs.

The Narrator can award the respective **EP's** for the following: **5 EP** for slaying any of the orcs or wargs and up to **15 EP** to

any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Scene 3: Yarë-Kelek-Herú

This scene will cover two to three days of rest and will take the characters to **Yarë's Sanctum** on the map.

The man before the Company has come to aid them in their time of need. His name is Yarë-Kelek-Herú (S. *Ancient Ice Master*), his real name he has forgotten, and he has protected this region of the Oiolad, from the forces of the Shadow, for many decades. He will be very direct, but kind, and he will seem to know much though the Company may have never heard of him.

Radagast the Brown recruited Yarë over three hundred years ago, and trained the Dúnadan in the ways of magic. Like his mentor, Yarë became very reclusive enjoying nature over the settlements of Men and made his sanctuary within a cave on the rolling hillocks of the Oiolad. The members of the Company may make a **Lore: Realm or History (Arnor or Arthedain) TN 25** to have any recollection of the wizened old man. If asked who he is, the Narrator may read the following:

"I am Yarë. I remember no other name that I have gone by." His eyes stare off at a very distant past as he continues; "I was old when the people of my land went to war with He that rules in the north. Yarë watched as the Tower of the Men of the West burned atop the Weather Hills. It was then that I knew that the hopes of my people were scant... I threw off my titles and honorifics and made my way... here. This is my land and I protect all of those that cross it and are in need. You were in need... Yarë came."

Needless to say, Yarë will lead the Company back to his Sanctuary (a journey that will last the rest of the night) and there they may heal and rest as needed. The weather will be moderate to comfortable within his realm and the storm of the Witch-king will pass over within the next day.

The healing potions of Yarë are very potent and will heal a number of Hit Points equal to the character's Vitality x 2. The only problem is, the potion causes severe drowsiness and the imbiber must rest for a minimum of eight hours – whether they want to or not. Within his realm, the Company will begin to feel hope anew and the heavy feelings of struggle will fall away. Even the son of Celephain will find relief from his growing despair of making the decision to save the prince over his own kin. The Narrator may read the following to the player as a dream:





You collapse in the cave to sleep, your body numb from both cold and weariness. You fall immediately into a deep slumber but not deep enough to escape your dreams.

You dream... of the fields surrounding your father's estate; you stand upon them and look about yourself - it is fall. You can tell by the smells in the air. The smell of leaves... the smell of things going to sleep for the long winter to come.

As you stand in the field looking at the far off horizon, you hear someone approach from behind. You turn to see your father, Celephain, and the Dúnadan lord has a look of sadness.

"Your mother is gone, son," he states matter-of-factly. "I will be gone soon as well."

Bitterness wells in your heart and you begin to stir in your sleep. The ghostly image of your father continues on in the dream...

"No son. Do not weep... do not fret. The pride of your family... the pride of your people resides within you. You must make sure that the line continues. Stay true to your course."

And with that, the dream fades and your eyes open to an afternoon light shining through the cave entrance. It is a glorious sunset. In your heart you know that things are well...

Yarë will answer any questions that the Company has and give them as much information that the Narrator would like him too.

The most wondrous thing that the Company will find after they awaken from the night's travel to his realm, and upon exiting his cave – growing rampant on the ground within the pine forest that surrounds Yarë's cave is the golden flowering plant – Ephania! When discovered, the Narrator may use the following as needed to fill in the conversations (all are responses from Yarë):

About the presence of Ephania!

"This is my land... but Yarë had nothing to do with nurturing it in the way of the Elves. My mentor and Master bid me to collect the golden bloom of Beleriand and see to it that it grew in abundance. The flowers of the Eldar from ages past seem to relish this land though I know not why – as hard and as cold as it is. He told me not why this must be done, but I have seen to my task... soon Yarë may rest."

About his Sanctuary:

"My realm is protected... it is watched by Yarë and the many friends that he has, though it is not a fortress. You will be safe here while you rest and heal and should the Enemy come upon Yarë, then he will fight his last fight... here, where he has found his peace."

About taking the flowers:

"The flowers around you are at your disposal – take as you need, but remember their roots come from Beleriand and that land is no more. Leave some to make sure their blossoms will always bloom."

When all have rested (lingering for no more than two days), Yarë will lead them back to the old road that heads west. He will tell them that the lands to the west are relatively docile and that there is even a settlement of Arthedain a day's travel in that direction – the town is called **Scotesfarm**. They should make for it and from there it is but five days to **Fornost**.

The Narrator can award the respective **EP's** for the following: **15 EP** to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Scene 4: Prisoners of War

This scene will cover one to two days of travel and will take the characters to **Scotesfarm** on the map.

The details of this scene have already been give in the *Hall of Fire, Issue # 12 – Hostile Haunts*, so I will allow you to go to that issue to retrieve all pertinent information. The only thing suggested to the Narrator to alter the Hostile Haunt, and to aid the players, is to have Yarë enter the fray at some dramatic moment (if needed – like if the Troll is released). The old wizard will enter the scene in the shape of a bear, as is his wont. The Narrator may make up stats as necessary or use those of a bear out of the *Fell Beast and Wondrous Magic*. It is recommended that the bear stats be enhanced a bit.

It plays out dramatically also, if the old wizard is slain here and finally relieved of his 'duty', aiding as he has done. The Narrator can narrate his death and then tell the characters that they see a vision of a great bear slowly walking away east, over the Oiolad towards Yarë's old home... it disappears over the horizon.

The Narrator can award the respective **EP's** for the following: **5 EP** for slaying any of the orcs, wargs or Angmarim and up to **15 EP** to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Scene 5: Endings and Beginnings

This scene will cover five to six days of travel and will take the characters to **Fornost** on the map.

The following scene is heavy in Roleplaying, as the character will not encounter any other hazards on their road, unless the Narrator wishes to throw something else against them. The travel itself will be through the moderately safe lands of eastern Arthedain.

What the characters are going to need to do that is a challenge is to seek audience with the King and inform him that



they have come from Rivendell with a cure for his son. I am not going to spend a lot of time here with how to run this scene, as every Narrator may want to do it differently.

If you have a game that is composed of good Roleplayers, you can just 'act' out this scene. If not, you may use the many social tests necessary that you wish to achieve the results. The only thing that must be stressed again is the time frame that will be required, as the prince is slowly fading.

The Narrator can award the respective EP's for the following: up to 30 EP's to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas.

Scene 6: Tomorrow's Hope

Like the scene above, this scene is not going to be heavily detailed in anything but the curing of the prince. The Narrator will want to make sure good roleplaying is going on and that appropriate tests are being made to make sure it is exciting, but the predominant information given here is the effects of the plague and the tests necessary to save Prince Arvegil.

Arvegil: Stamina +5, Vitality 10 (Currently 6), Courage 5

The Plague causes the loss of Vitality until the person dies (at 0 Vitality), slowly weakening as it fills their lungs with fluids. Fevers are a symptom along with dehydration. The following rules have been changed from what I had written in the previous issues of the *Hall of Fire*.

Mechanics:

1) Sick character loses 1d3 Vitality per day, may make a **Stamina Test TN 20** to negate the Vitality loss. Though they may successfully avert the loss, they are still carrying the sickness. The character may spend no more than half of his Courage points on any test. When a character is reduced to 0 Vitality, they expire.

2) Healers may make a **Healing (Treat Sickness) TN 15** per day, which grants:

- an additional **Stamina Test TN 15** to avert that days Vitality loss; Though they may successfully avert the loss, they are still carrying the sickness.

- allows victim to make a **Stamina Test TN 20** to rid themselves of the plague (see below*)
- sick character need only make one roll for both tests above and may apply results based upon the modified die roll
- If Healing test is a Superior Success, reduce above tests by 1
- If Healing test is a Extraordinary Success, reduce above tests by 3
- Each Healing test is a full days care

3) With Ephanial, all tests are reduced by 5

4) *The plague requires an extended Healing test to cure. When the Healing (Treat Sickness) TN 15 test is successful and then the character makes the additional TN 20 Stamina test, if it also is successful, the character gains back 1 Vitality point. When the character has been restored to his original Vitality, he will be cured of the plague.

5) After being cured, the character needs to roll 1d3 and permanently reduce their Vitality. This is a 'scarring' from the disease.

Example of tests needed:

Day 1:

Sick character makes a Stamina TN 20 test- Roll (2d6)+5: 3,6, +5 Total: 14 FAILED, loses 1d3 Vitality

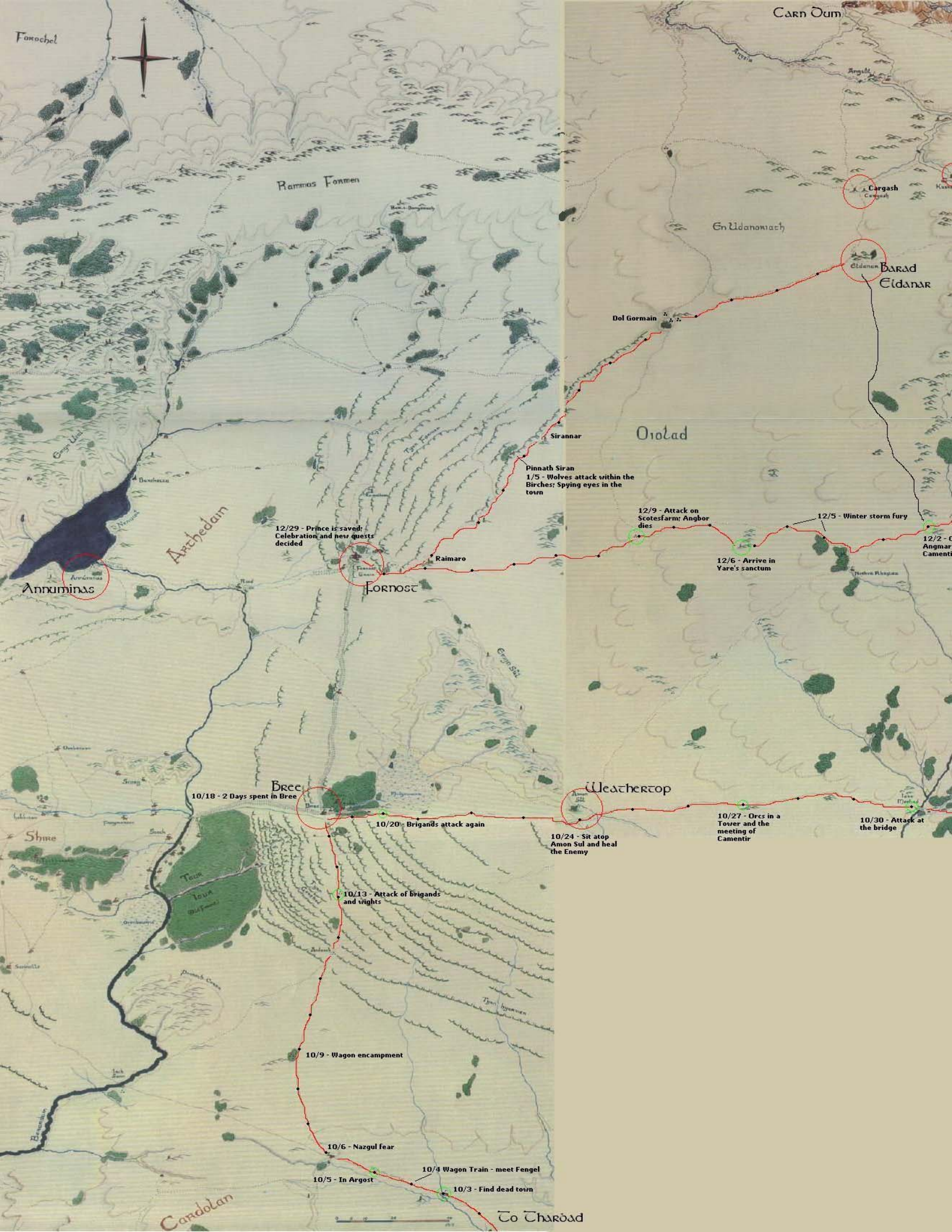
Healer comes along and makes a Healing Test TN 15 Roll (2d6)+8: 3,6, +8 Total: 17 SUCCESS

This grants the victim an additional Stamina Test TN 15 to negate the Vitality loss for that day, plus a chance (TN 20) to beat the plague. If the success had been greater, the healer may have conveyed additional bonuses.

If Ephanial is in the hands of the healer, all of the tests the healer attempts are reduced by 5.

Congratulations, the Company has successfully come to the end of our Chronicle – *The Triumph of the Witch-king!* The question is whether it was a Triumph or not? Narrators may award **1,000 EP** to disburse between each surviving character that made it to Fornost and if the Prince was saved. This Chronicle certainly does not need to end here... mine didn't! Your players may continue on their adventures, perhaps going after the captured Camentir and discovering if the forces of Linwen were successful, or maybe back to Tharbad to see if there are any left there to save! In either case, the Witch-king still sits on his throne in Angmar and will be a plague to the folk of the North until their end.

I have included the maps here that were referred to in the previous Triumph of the Witch-king Chapter write-ups. The maps show the track (and the dates) of my version of the chronicle. They provide good reference to any Narrator although, Narrator's may feel free to change them as they need to for their own game. Thank you for enjoying my story... look for more in the near future...



Faroebel



Rannas Fonten

Carn Dum

En Udanomach

Cargash

Eldanen

Barad Eidanar

Dol Gormain

Oiolad

Sirannar

Pinnath Siran
1/5 - Wolves attack within the Birches; Spying eyes in the town

12/9 - Attack on Scotesfarm; Angbor dies

12/5 - Winter storm fury

12/2 - C
Angmar
Camentir

12/6 - Arrive in Yare's sanctum

Annuminas

Archedain

12/29 - Prince is saved; Celebration and new quests decided

Fornost

Raimaro

Bree
10/18 - 2 Days spent in Bree

10/20 - Brigands attack again

Weather-top

10/24 - Sit atop Amon Sul and heal the Enemy

10/27 - Orcs in a Tower and the meeting of Camentir

10/30 - Attack at the bridge

10/13 - Attack of brigands and wights

10/9 - Wagon encampment

10/6 - Nazgul fear

10/3 Wagon Train - meet Fengel

10/5 - In Argost

10/3 - Find dead town

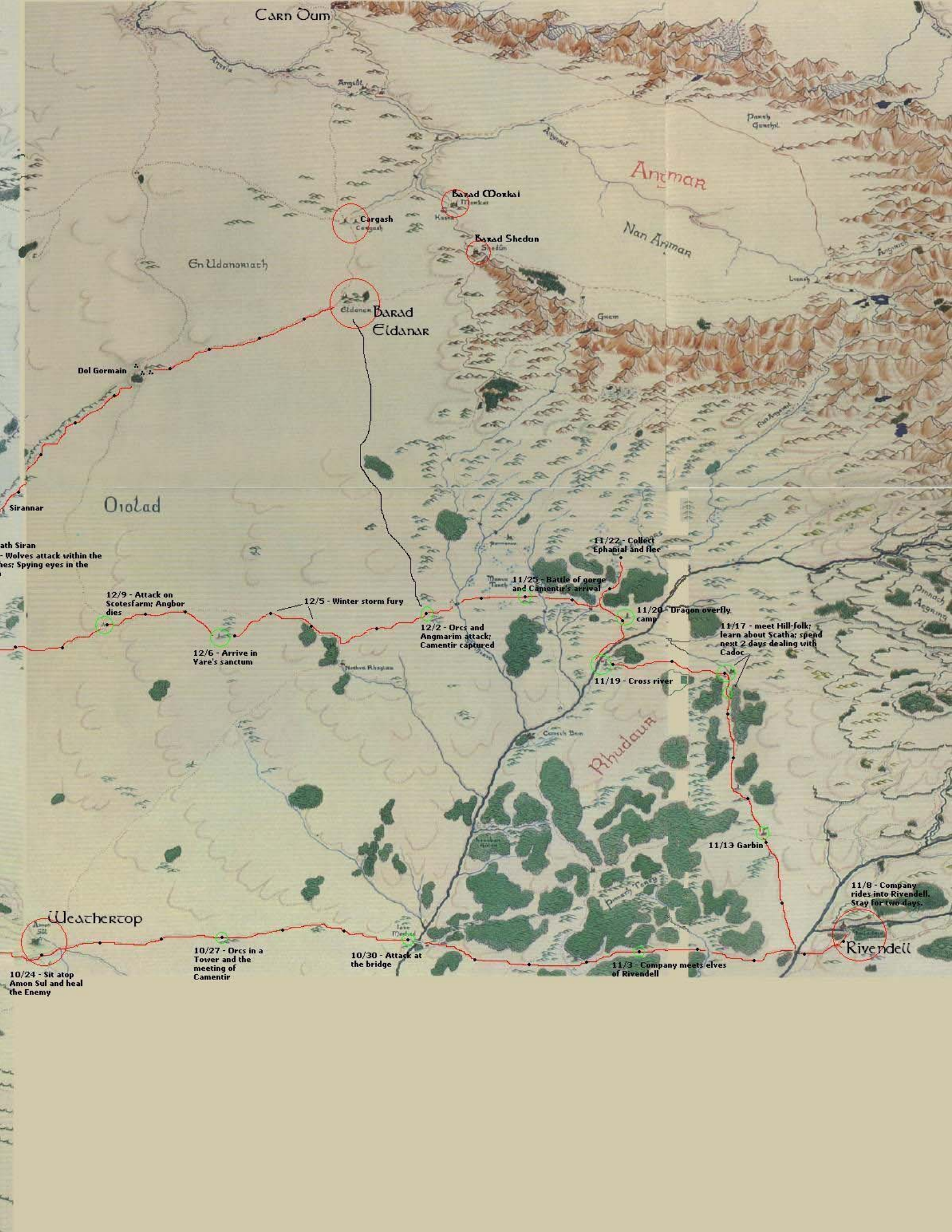
Shire



Cardolan

To Charoad





Carn Dum

Angmar

Nan Angmar

En Udananath

Cargash

Barad Dorkhai

Barad Shadun

Barad Eidanar

Dol Gormain

Orotad

Wolves attack within the
; Spying eyes in the

12/9 - Attack on
Scotesfarm; Angbor
dies

12/6 - Arrive in
Yare's sanctum

12/5 - Winter storm fury

12/2 - Orcs and
Angmarim attack;
Camentir captured

11/25 - Battle of gorge
and Camentir's arrival

11/22 - Collect
Ephialat and flee

11/20 - Dragon overfly
camp

11/17 - meet Hill-folk;
learn about Scatha; spend
next 2 days dealing with
Cadoc

11/19 - Cross river

11/13 Garbin

11/8 - Company
rides into Rivendell.
Stay for two days.

Rivendell

Weather-top

10/24 - Sit atop
Amon Sul and heal
the Enemy

10/27 - Orcs in a
Tower and the
meeting of
Camentir

10/30 - Attack at
the bridge

11/3 - Company meets elves
of Rivendell



CALLING ALL GAMERS!

Interested in submitting...

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

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

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

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

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

If you would like to post an advertisement for:

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

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

CREDITS AND CONTACTS

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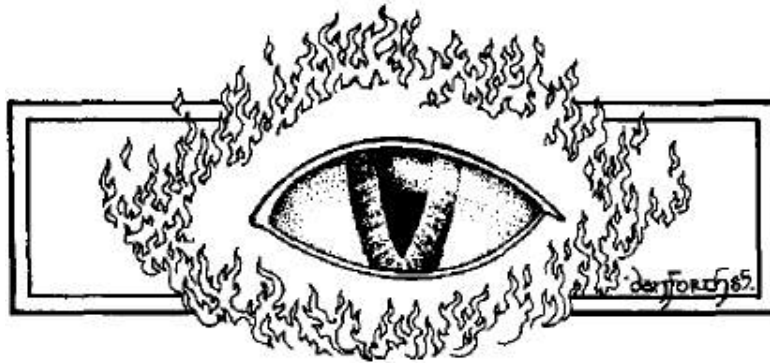
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WHAT'S OUT THERE

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



DECIPHER'S LORD OF THE RINGS RPG HOME

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

DECIPHER'S LOTR RPG BOARD

<http://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>

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>

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