

THE HALL OF FIRE FAN WEBZINE

ISSUE TWENTY-FOUR
NOVEMBER 2005

The Last of the Fellowship - by Darrell Sweet



GREETINGS,

SALUTATIONS... HELLO ALL!

Some would say that hell has frozen over, but I say: "It's about time!" As of me writing this introduction, I am very happy to say that Decipher has released *The Paths of the Wise* in PDF format through DriveThruRPG.net. This might come as a shock to some and even loathing to others who wanted a real book to hold in their hands, yet we have the material available and my brief skimming of the pages find that I am quite happy with my first electronic purchase. I would like to get a review of it in the next issue (#25, 2nd Anniversary) but who knows. If you want to write one up, please send it our way.

Now with more good news.... this is issue #24! Hooray!! Once again I'd like to thank all of the readers and writers for supporting the best, bar none, fan-made publications out there. I know a lot of praise is sent my way for this, but please don't forget the others who make this webzine great either like Tomcat, Issachar, and Peter Merryman.

Now on to the stuff you've all been waiting for: what's new in this issue. For starters, there are some new lesser rings, essays of the great craftsmen of Eregion, a look at the people of Umbar, a continuation into looking at different breeds of enemies -- this time demons, *The Effective...* article for Captain, plus a whole lot more!

Happy Gaming!

Matthew A. Kearns
aka GandalfOfBorg
Editor

THE MRKX:FN:CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

IN THIS ISSUE

GREETINGS	1
ADVENTURING IN...	2
▪ The Peoples of Middle-earth – Men of Umbar	
FAN FLAVOUR...	3
▪ The Effective Captain	
▪ LOTR RPG Spell Tools	
▪ New Flaw: Wide of Girth	
▪ Lesser Rings of Eregion	
ALLIES AND ADVERSARIES	9
▪ Lesser Wizards: Erdûr and Aranna	
FEATURED CREATURES	11
▪ Demons - Part I	
HOSTILE HAUNT	14
▪ Betrayal - A ghost story	
HALL OF FIRE INDEX	21
WHAT'S OUT THERE...	26
CALLING ALL GAMERS...	27
GRIMOIRE SPELL SHEET...	28
SPELL CARDS...	30



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

ADVENTURING IN

PEOPLES OF MIDDLE-EARTH – MEN OF UMBAR

by GandalfOfBorg

“For years unnumbered, uncounted, and forgotten, the land and people of Umbar have been bandied and fought over by the forces of Gondor and their enemies, yet we, the innocent, are caught in between. I say enough is ENOUGH! It is time for us to reclaim our own destiny!”

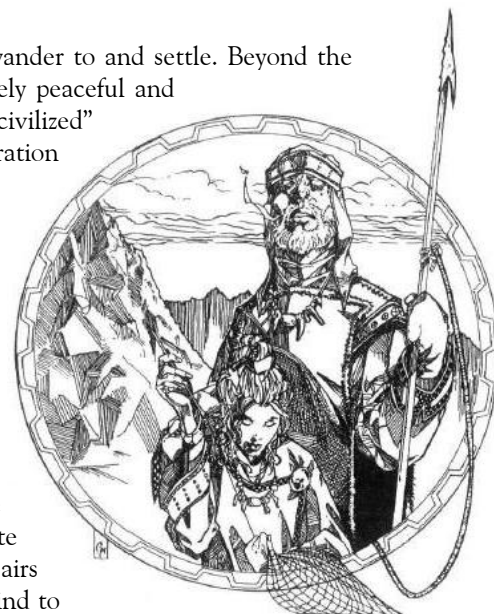
- Shala Gwaiheren, a respected townsman of the city of Umbar of Númenorean and Haradric descent; FA 6. He was soon drug away to his death by the Black Star guard, loyalists to the Black Númenoreans who rule this realm. It was shortly thereafter that Umbar was invaded and set free by King Elessar's army.

HISTORY & LANDS

After the Secondborn awoke, there was no place in Middle-earth that they did not wander to and settle. Beyond the scope of politics and fighting during the First Age, the people of Umbar were relatively peaceful and content in their own way, rustic though it may seem to so-called “cultured” or “civilized” observers. It wasn't until the Isle of Númenor was established and the great age of exploration came did things begin to go bad for these common folk.

Umbar is a realm south of Harondor (South Gondor), sitting mostly on a cape where its greatest city resides. Using the same name as the realm, Umbar's capital is nestled within a natural harbor. Originally, this was a small fishing village, but when the Númenoreans came, it was fortified into an outpost for exploration and commerce. From here on until the Fourth Age, war and strife ravaged these lands almost constantly.

During the time of Gondor's civil war, the Kin-strife, many expatriate Gondorians of Middle-Men and Númenorean descent fled to Umbar and other holdings of the traitorous Castamir. It was in this stronghold that he formed the feared and reviled pirate league -- the Corsairs of Umbar. The fighting and endless skirmishes with the Corsairs didn't stop until after the beginning of the Fourth Age, giving freedom and peace of mind to the common folk of Umbar along with securing Gondor's southern border.



PHYSICAL INFORMATION

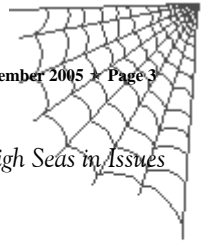
Umbarians are dark and swarthy in appearance owing to their close kinship with the Haradrim and Variags. Even those with the high blood of Númenor are quite dark complected, yet retain much of their hereditary stature and poise. Being fairly far south, Men of Umbar wear light robes and garments suited for humid summers and wet, blustery winters.

SOCIAL INFORMATION

Men of Umbar are primarily sustained by the sea and what little farmland that can be found close to the harbor as most of the surrounding area is harsh desert. Being also at the mouth of a large river, they do well with commerce up and down the river and in the vicinity with legitimate trade and crown-sponsored piracy. If the people are not of the city, they are rustic natives who tend to their lives as their ancestors did before the coming of the tall men out of the sea.

Corsairs of Umbar

These pirates are more than just a coalition of mercenaries for Umbar's crown, but also many are family, dating back to Castamir the Usurper. For many years, the Corsairs attacked Gondorian and even Elven ships, raided inland communities that were along rivers like the Greyflood, and laid siege to coastal ports for ransom. At one time, although at great cost to them in men, ships, and supplies, they took on Gondor's mighty sea-city of Dol Amroth. The siege lasted almost a year, but was finally broken when Gondor's fleet managed to break the supply lines from Umbar. Upon the reclamation of Umbar by Elessar, the Corsairs were finally destroyed and dismantled, never to imperil innocent folk ever again.



To create ships of Umbar, notably Corsair ships, and other info on sea adventuring, see the trilogy of articles called *Sailing the High Seas* in Issues #8-10.

ECONOMICS

Umbar's primary source of income is from the Corsair's pillaging and plundering ships and coastal cities, even those far upstream on some major rivers. It brings in both treasure and goods, but also slaves to sell to Mordor or other realms like Harad or Khand.

Even though the most of the lands surrounding the realm are desolate, it has commandeered the available fertile lands to support the city agriculturally. Unfortunately, this land is slowly shrinking and become increasingly dependent upon trade with other "friendly" nations to provide what they cannot do themselves.

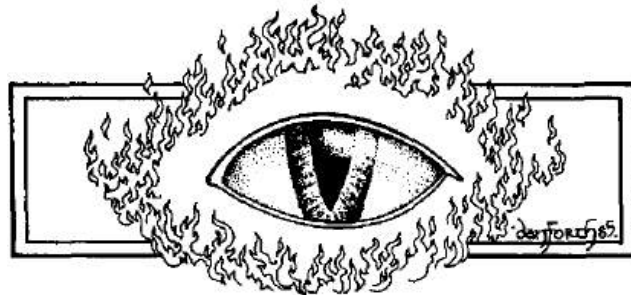
BANNERS & STANDARDS

Dark Scimitar - This is the flag raised by the Corsairs of Umbar. It is a black field with twin white scimitars crossed across the center.

ADVENTURE HOOKS

High Seas Heist - Corsair raiders hijack a Gondorian merchant vessel and, unknowingly, make off with vital information in the war effort against the rogue realm when they kidnap the master's daughter. She was a spy for Gondor in the ports along the southern coast that were a bit more tolerant of trade with Gondor than Umbar.

Reining in the Dogs of War - One lone infiltrator returns to Minas Tirith half dead from exposure and lack of food. He comes bearing news directly to the Ecthelion, Steward of Gondor: the Corsairs have redoubled their efforts in ship-building and are planning an overwhelming assault. The numbers are so large that the Gondorian fleet would be hard-pressed to fend off their invasion. A bright, young captain of men named Thorongil, who has also seen and done much under the banner of the Mark, has a plan and volunteers to lead a small force to remove the threat.



FAN FLAVOUR

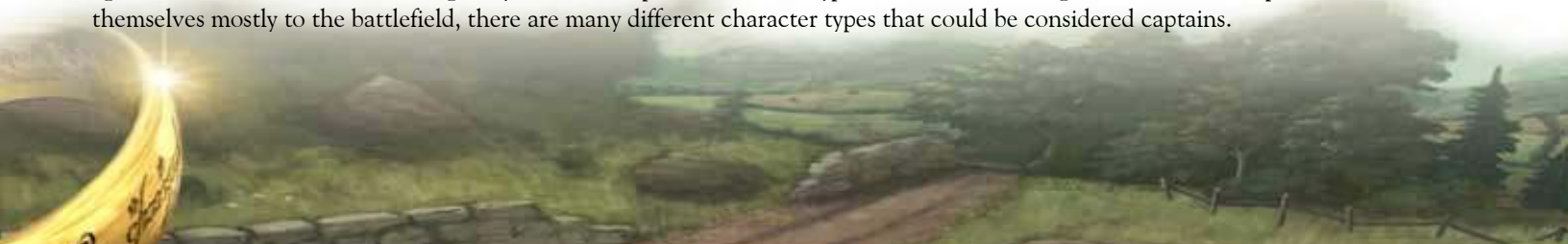
THE EFFECTIVE CAPTAIN

by Mathew Kearns

The horn of war blows upon the winds and your men ready themselves for the inevitable. Standing in proper formation and weapons brought to bear in anticipation of the oncoming hordes, your men look to you for guidance and example. You are a Captain, a man whom others look to when the road gets rough and a man who will lead his followers to victory with daring, cunning, and, most importantly, courage. It is your calling to stand upon the line and give the orders so the realm whose standard you bear shall win the day.

BACKGROUND

The CODA system and the Lord of the Rings game almost beckons that you create your character's concept and background before you roll your dice and select skills. As Captain is an Elite Order, choosing it means that you have already given thought to the life path of your character. Captain is an Order that is applicable regardless of the Age in which your game is set, whether in the early days of the world when the vanguard of Noldoli marched and sailed from Valinor in pursuit of Morgoth, or those of the latter days who stand against the tide of darkness wrought by Sauron. Captains are archetypal leaders and strategists. While the Captain's abilities lend themselves mostly to the battlefield, there are many different character types that could be considered captains.



PREREQUISITES

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

- 6 advancements, minimum, in any one Basic Order
- Bearing 8+
- Armed Combat 8+

RACE

There are no race restrictions for joining this Order, but the least likely of the four would be Hobbits as they aren't typically found to be counted among the great warriors or leaders in Middle-earth's history.

ATTRIBUTES

Bearing is what counts for a Captain as he must be able to convince his troops to follow his lead. Strength, Nimbleness, and Vitality are all important as they lend themselves to combat ability and feats of great prowess upon the battlefield. Perception is needed when combating a crafty foe and a high Wits shows a measure of a Captain's knowledge that can be put to good use in defeating an enemy through superior tactics and/or guile.

REACTIONS

Most Captains would start as Warriors or Nobles, though Mariners and Barbarians aren't out of the question either. In all likelihood, Stamina would have been the reaction of choice to combat weariness upon the battlefield or during a hard march. Swiftiness is also a smart choice as it can help keep a Captain out of the way of deadly blows or unexpected pitfalls. Willpower is a strong candidate for favored reaction as having a high score allows a Captain a better chance to withstand the fear of the Enemy and show his followers that there is nothing to be afraid of. Wisdom is a good choice too, giving a Captain the ability to see past falsities and retain clarity of mind in the midst of chaos.



SKILLS

There are many different skills that make up a good Captain from combat skills and Siegemcraft to Lore and Debate. Being versatile is what makes a good Captain great.

EDGES

Many edges that would benefit a Warrior and/or Noble also benefit a Captain. Those that influence combat skills and situations are staples for this Order: Accurate, Dodge, Fell-handed, Incorruptible, Indomitable, Lion-hearted, Quick-draw, Resolute, Stern, Strong-willed, Valiant, Valour, Wary, Warrior's Heart, Warwise, Weapon Mastery, and Wise. Other edges that would enhance the character's flavor and role-playing aspects include Ally, Armour of Heroes, Bold, Charmed Life, and Command.

FLAWS

When it comes to flaws for a Captain, there are a few universals: Battle-fury, Code of Honour, Duty, Enemy, Fealty, Oath, and Rival.

ABILITIES

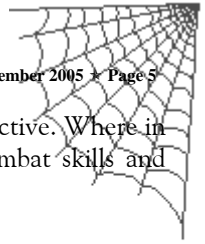
Air of Command - Giving a extra d6 to a Willpower roll can greatly improve a Captain's ability to resist fear or stand up to intimidation, thus proving himself as one who can lead men and do it well. This is a good ability regardless of your path to becoming a Captain.

Fires of Devotion - This ability has two versions -- one in the Core Rulebook and another in Helm's Deep. Though the definitions are different, the ability still is focused on mass combat and would only be applicable if there were to be much mass combat in the game.

Hero's Strength - Once again another ability with two definitions based upon the mass combat rules being used. Problem is with this one, the prerequisites are quite steep.

Leadership - This is a good idea for an ability and the cost is reasonable, but the effects aren't worth the attempt to gain the benefits. A TN 15 Inspire test +1 for each person within 30 feet can be a hefty test -- one that may not be realistically attained, especially if done while in the midst of mass combat.





Tactics - This ability is akin to the Scoundrel's Fortune ability of the Rogue Order, but is more expensive and less effective. Where in the Rogue ability you can re-roll a test for any Order skill, in this ability, you can only make re-rolls for the combat skills and Sieecraft. In addition to being less effective, it also has a prerequisite.

MULTIPLE ORDERS

A Captain has quite a bit to offer in the way of spending advancement picks and expanding his repertoire both in mechanics and theme. Here are some ideas about combining this Elite Order with others, or choosing Orders to take on your way to becoming a Captain.

Barbarian - Especially with the Champion ability, there would be little reason why you couldn't be a Captain.

Craftsman - Though a Captain has little use for most everything a Craftsman has, this is a decent choice if he chooses to retire and assist the younger generation in teaching them the finer points.

Loremaster - Neither a likely or unlikely choice for a Captain to start as, because in concept a Captain has much knowledge of geography, other realms, his enemies, and their tactics. A Loremaster, though, is unlikely to have very high skills with an emphasis on battle early on.

Magician - Least likely Order a Captain would start as, but it can give access to combat- and nature-related spells. A possible concept could be going as far as you like in the Captain Order and then combining this Order with Craftsman.

Mariner - Though the name of Captain conjures up the idea of someone at the helm of a ship, the Mariner encompasses that quite nicely while the Captain Order would enhance the ability of the ship's highest ranking officer(s).

Noble - Though many see their Nobles to be Captains, this is not the case, though the Noble who is also a Captain is typically revered and admired by his countrymen and allies alike.

Rogue - It is quite unlikely that a Rogue would become a Captain, though depending on the character's path, it isn't impossible.

Warrior - More than likely a Captain shall start here as their abilities complement and enhance one another.

ELITE ORDERS

Archer - This Order can do much to enhance your skill and ability in the art of the bow or other ranged weapons, but not much else.

Knight - A Knight could become a Captain or a Captain could become a Knight, it just depends on the circumstances and either complements the other fairly well.

Ranger - Rangers of the North are certainly captains of Men and those of Ithilien have their share of renowned leaders like Faramir or Mablung.

Spy - It is highly unlikely that a Spy would find the Captain Order useful and vice versa.

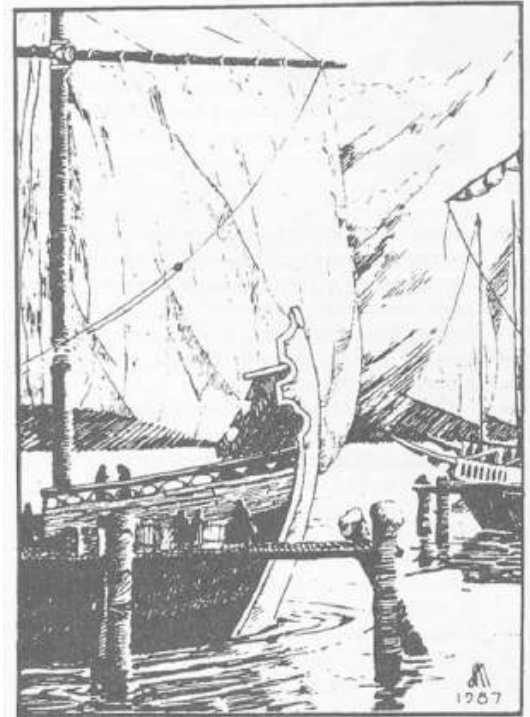
Wizard - Same as Magician (required to enter this Order for the Spellcasting ability unless you purchase spells using Advancement Picks) -- not a likely choice, but can give access to enhanced abilities and spells. A possible concept could be going as far as you like in the Captain Order and then combining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

SPELLS

If you decide to add advancements of a spellcaster Order and acquire the Spellcasting ability, there are many spells that would be useful to Captains, especially those pertaining to persuasion and enhancing their command ability, such as: Detect Foe, Disarm, Display of Power, Evoke Awe, Farseeing, Farspeaking, Flame of Anor, Resist Fear, Smite, Sorcery-ward, Steady Hand, Stout Body, Strength of Limb, Sundering, Victory-spell, Voice of Command, Voice of Suasion, and Word of Command.

PLAYING A CAPTAIN

The greatest value a Captain hero brings to any game is his unparalleled ability to rally the troops, lead them in combat, and fight to win. Having a Captain as a comrade means you should fear less if encountering a well-armed enemy force, even if it is larger than yours -- a good Captain can find a way to win the day. If ever you should need assistance in finding good examples of Captains, look to Aragorn, Faramir, Boromir, or Prince Imrahil.





LOTR RPG SPELL TOOLS by Jim "Ineti" Johnson

Appended to the end of this issue of The Hall of Fire are two (hopefully) useful spell tools for your LOTR RPG chronicles.

The first is a 2-page master grimoire sheet, similar to the ones found on pages 172-3 of the core rulebook and page 51 of *Paths of the Wise*. The master grimoire sheets include every official spell created for *The Lord of the Rings* RPG, including those found in *The Fellowship of the Ring Sourcebook*, *Paths of the Wise*, and the forthcoming *Isengard*. These grimoire sheets are PDF forms, so if you are using Adobe Reader or Adobe Acrobat, you will be able to enter your character's name and spell specialties in the fields provided, and you can click on the radio buttons for each spell to display which spells your character knows.

The second tool is a compilation of spell cards I created in 2003. The two files contain all of the spells found in the core rulebook as well as the spell Wizard's Fist, which appears in *The Fellowship of the Ring Sourcebook*. Just print them out, cut them out, and you're good to go!

I am open to suggestions on how to make the two files more valuable to Narrators and players, so if you have any suggestions for improvement, please email me at james_w_johnson@hotmail.com or seek me out on either the Decipher boards or the forums at <http://forum.trek-rpg.net>. Enjoy!



NEW FLAW: WIDE OF GIRTH by Borandil

"Leading the line there came walking a big thick-limbed horse, and on it sat a man of wide shoulders and huge girth, but old and grey-bearded, yet mail-clad and black-helmed and bearing a long heavy spear"

-*The Return of the King*

Sometimes a great heart comes in a great body - whether because you are fond of food and drink or because you never had to work hard, you developed a quite an impressive belly. While this does not mean you are in any way less able than your slimmer companions, it does get in the way sometimes. You tire more easily, and move slower than you normally would. You may even become so morbidly obese that your every movement is a chore and take to sitting or lying down most of the day.

Effect: You suffer a -2 penalty on all athletic-type skills (Acrobatics, Jump, Run, etc.) and Weariness tests (but not those from spellcasting). Additionally, you are never considered less encumbered than "Average Burden" (see tables 9.2 and 9.41 of the Core Book).

Improvement: Yes; twice. For each additional pick in this Flaw you are even fatter than usual. You suffer an additional -2 penalty to athletic-type tests and Weariness tests (except for spellcasting purposes) and are never considered less encumbered than "Heavy Burden" for the first improvement and "Very Heavy Burden" for the second.

Restriction: Elves may not acquire this flaw.

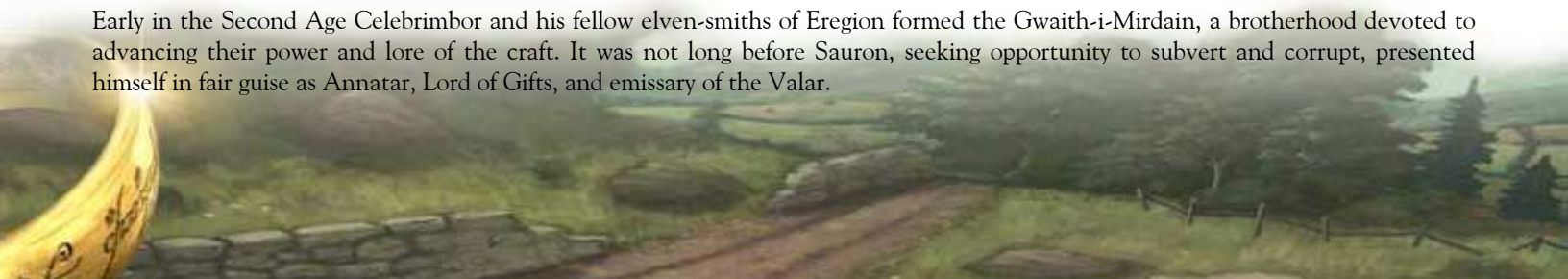


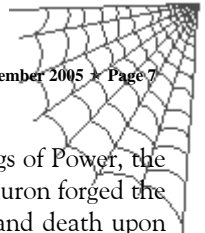
LESSER RINGS OF EREGION by James Brian King <jamesbrianking@netscape.com>

"Magic rings are -- well, magical; and they are rare and curious."

- Gandalf, *The Fellowship of the Ring*

Early in the Second Age Celebrimbor and his fellow elven-smiths of Eregion formed the Gwaith-i-Mirdain, a brotherhood devoted to advancing their power and lore of the craft. It was not long before Sauron, seeking opportunity to subvert and corrupt, presented himself in fair guise as Annatar, Lord of Gifts, and emissary of the Valar.





With the profit of Sauron's instruction and under his influence, the Mirdain soon began the creation of the Great Rings of Power, the Seven and the Nine. After Sauron's departure and in secret, Celebrimbor himself forged the Three. In secret as well, Sauron forged the One Ring and the elves of Eregion knew they were betrayed. Sauron's subsequent invasion of Eregion wrought ruin and death upon the land and Celebrimbor himself was captured at the door to the House of the Mirdain. Sauron campaigned to seize the other Rings of Power, the greater and the lesser, but was unable to discover the location of The Three. So ended the great age of the crafting of Rings of Power.

The histories of the Great Rings are known to the Wise and to those learned in the lore of Rings of Power. But there were other rings, the Lesser Rings forged both before the interference of Sauron and after his coming, that are of little mention in the chronicles of the ages (though not entirely forgotten by those steeped in the lore of Rings of Power). The Rings presented below are but two examples.

RING OF HALE HEALING

DESCRIPTION: Crafted in silver, the otherwise plain band is embellished with engraved oak leaves that circle the band in a repeating pattern. No matter the extremes of temperature to which the ring is subjected it is comfortable to touch or to wear. The Ring can not hide itself, nor can it adjust its size to fit a wearer or release itself, as these abilities came later under the tutelage of Sauron.

HISTORY: The forging of the Ring of Hale Healing was celebrated among the Gwaith-ir-Mirdain, as it represented the height of their craft prior to the coming of Sauron in the guise of Annatar. After Sauron's treachery was revealed and the danger of the Great Rings realized, the Ring of Hale Healing was given to Amantir, a chief-captain of the elven companies of Ost-in-Edhil; this Ring did not suffer the taint of Sauron and there was no danger in its use. Amantir's fate during the ravaging of Eregion is unknown. His name, however, appears nowhere in the list of captains as recorded after Elrond gathered Eregion's few survivors under his banner. The fate of the Ring of Hale Healing is lost to the chronicles as well.



EFFECTS: The Ring of Hale Healing provides a +2 bonus to all Healing and Stamina tests. The wearer suffers no ill effects from the Ring's use. Though hardened by the magics of its creation, a concerted effort to destroy the Ring will succeed.

USAGE: The Ring of Hale Healing may yet lie on a high wilderness plateau of Eregion or within the ancient ruins of Ost-in-Edhil. It is more likely to have been taken as plunder by one of the Orc-host of Sauron and therefore could be anywhere that Orkish armies have ravaged since the fall of Eregion. Should it ever have come to the notice of Sauron, it would have been seized and kept, not to be given to one of his servants as so many of the other Lesser Rings of Eregion, were as this Ring does not suffer his taint and is therefore outside his influence. Were heroes to find or recover the Ring, it would be a welcome tool in the fight against Shadow.

RING OF HALE MIGHT

DESCRIPTION: The Ring of Hale Might is identical to the Ring of Hale Healing with but one exception: the oak leaves are engraved in an alternating pattern, each leaf sweeping in the opposite direction from the one before it. Knowledgeable loremasters believe this Ring to be the first Ring of Power crafted with the ability to hide itself from observers and change its size.



HISTORY: The Ring of Hale Might was among the Lesser Rings forged in Eregion in the early days of Sauron's tutelage. Loremasters have often considered the purpose for crafting a ring that so closely mimics the appearance of the earlier Ring of Hale Healing; the answer lies with the dark character of Sauron himself. The Ring of Hale Healing enjoyed renown among the elven-smiths who had created it, and Sauron -- self-serving and prideful -- had nothing to do with its creation. So he oversaw the creation of a similar, better Ring, one tainted by his evil.

The Ring of Hale Might was among the Lesser Rings claimed by Sauron after the fall of the House of the Mirdain and was gifted to one of Sauron's chief Orc captains. The Ring was recovered by dwarves of the army of Khazad-dûm sent by Durin to assist the host of Elrond. Dwarven records indicate that, though they knew not what the ring was, they could guess its value. They had intended to turn it over to their Elvish allies from Loriland, but the Ring was again lost to the Enemy when the Orkish host turned from Elrond to pursue the dwarves back to the Gates of Moria. It is here that the Ring disappears from the historical chronicles.

EFFECTS: The enchantment of the Ring of Hale Might provides a +2 bonus to all Healing and Stamina tests and also a +2 bonus to all Strength tests. This added brawn comes at cost, however, as the wearer suffers a -2 penalty to all Wits tests.

Since this Ring was forged under the shadow of Sauron, it is tainted by his evil. Once a character puts the Ring on his finger he is known by the subtle magic of the Ring. For each thirty days that a character wears the Ring or keeps it on his person he must make a TN 10 Willpower test. Upon failure the character acquires 1 point of Corruption (see rules for Corruption concerning complete and disastrous failure and also superior and extraordinary success). A wearer of the Ring of Hale Might who happens to have Corruption must make a TN 12 Willpower test to remove the Ring to which the character's current Corruption serves as a negative modifier. The same Willpower test applies for the character to attempt to abandon or give the Ring to another or attempt to destroy it. Of course, nothing short of fate or supernatural means can harm the Ring.

USAGE: The Ring of Hale Might is most likely to be found on the finger of an Orc captain or champion, though it may also have been gifted to Sauron's Mannish allies, the Easterlings or the peoples of the South. The heroes might learn of the Ring and set off or be sent to recover it in order to deprive Sauron of its powers.

The use of Lore: Rings of Power is likely to erroneously identify the Ring of Hale Might as the Ring of Hale Healing, as the latter is more prominent in the ancient chronicles, being more esteemed by the elven-smiths as a creation of their own craft and not influenced by the treachery of Sauron. Imagine the shocked dismay of characters that willingly employ the Ring and learn too late that it is not the untainted Ring they believed it to be.



ALLIES AND ADVERSARIES

LESSER WIZARDS by GandalOfBorg

“Of this Order [of Wizards] the number is unknown...”
-The Unfinished Tales

It is said that Gandalf, Saruman, Radagast and the two Blue Wizards were the Chiefs of the Order of the Wizards. If this were true, than there must, in fact, be other, lesser, Wizards. In a few monthly articles I will detail such Wizards as appear throughout Middle-Earth, in an attempt to stop Sauron's rising might.

ERDÛR

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

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

SIZE: Medium

ORDER: Magician, Wizard

ORDER ABILITIES: Spellcasting 4, Wizard Spellcasting 10, Wizard Spellcasting Specialty (Fire), Imposing, Staff, Staff of Power 2, Sense Power, Mastery of Magic, Wizard Spellcasting Method (Runes), Wizardly Power, Robe of Authority

ADVANCEMENTS: 59

SKILLS: Armed Combat: Clubs (Staff) +8, Armed Combat: Blades (L. Sword) +6, Climb +4, Craft: Jewelry +6, Debate (Negotiate) +7, Healing (Treat Illness) +3, Inquire (Converse) +5, Insight +8, Inspire +6, Intimidate (Power) +12, Language: Silvan +4, Language: Quenya +4, Language: Sindarin +4, Language: Westron +5, Language: Lossothren +6, Lore/Race: Elves +6, Lore/Race Men (Lossoth) +6, Lore/Race Hobbits +4, Lore/Realm Arnor +7, Lore/Realm (Rivendell) +6, Lore/Realm Forochel +7, Lore/Realm Angmar +3, Lore/Realm Shire +5, Lore/Rings of Power +5, Lore/Spellcraft (Fire) +7, Observe (Spot) +4, Perform (Sing) +3, Persuade (Charm) +4, Smithcraft (Weapons) +8, Survival (Northern Wastes) +10, Track (Orcs) +3

SPELLS: Bane-spell, Beast Speech, Blade Preservation, Blast of Cold, Blinding Flash, Burning Sparks, Cold-ward, Crafting Spell, Create Light, Display of Power, Evoke Awe, Exclusion, Farseeing, Farspeaking, Fiery Missile, Fireshaping, Fog-raising, Fog-weaving, Kindle Fire, Mind Speech (Ability), Misdirection, Opening-spell, Quench Fire, Reading the Heart, Resist Fear, Sense Power (Ability), Shatter, Slumber, Smoke-weaving, Spoken Thoughts (Ability), Sundering, Veil, Victory-spell, Voice of Suasion (Ability), Wind-mastery, Wizard's Guise, Wizard's Hand, Word of Command

STAFF ABILITIES: Beacon of Hope, Defence, Scribe Sign, Smiting, Strength of Staff, Wizard's Endurance, Spell Patterns (Cold-ward, Create Light, Kindle Fire)

ROBE ABILITIES: Blinding Light, Defense, Hue Shift

EDGES: Ally 7 (Wise and Powerful), Fair, Faithful (Lossoth), Foresighted, Hardy, Honey-tongue, Night-eyed, Strong-Willed, Tireless, Wise

FLAWS: Dark Heart, Duty (Aid the Free Peoples), Enemy (Shadow and all of his Servants)

HEALTH: 10

COURAGE: 6

RENOWN: 6

GEAR: Staff of Power, Robe of Authority, grey traveling cloak, black chainmail and sword



BACKGROUND

Originally a Maia of Melkor, his greatest craftsmen Erdûr forsook his Master after Melkor was driven out of Arda, ere either the Trees or even the great Lamps were wrought and when Tulkas first came to Middle-earth. It is said that Melkor corrupted Sauron in order to replace Erdûr. For long he dwelt with Nienna, who, in her pity, forgave the lonely spirit. Erdûr was restrained from taking part in any event involving Melkor thereafter lest the temptation to rejoin his kin be too great for him. When the Third Age began, however, Erdûr begged to be able to finally prove his quality by facing Sauron and becoming one of the Istari. The Valar, however, were still not willing to let Erdûr go alone and so sent with him a friend to watch over him and keep him on the proper path.

For long Erdûr and Aranna, after arriving in Middle-Earth, studied in Rivendell, relearning what had been taken away from them. In 1150 of the Third Age they departed Rivendell and traversed the Kingdom of the North and the surrounding realms. It wasn't until 1974 when Arnor was laid to waste that Erdûr and Aranna traveled even farther North into Forochel and there became friends with the Lossoth with whom they stayed until the Fourth Age when they returned into the West.

Erdûr was a rarity among the Istari in that he was not required to take the form of an old Man. Instead he appeared as an exceedingly fair man in his early to mid thirties. His hair is black and his skin pale. His pale-blue robes were made by a fellow Istari, who was a Maia of Vairë, and are of shimmering material. But his robe is often hidden by his grey traveling cloak. His staff, sword and chainmail armour are jet. The sword and armour he crafted with a fellow Istari, who was a Maia of Aulë, and neither bite the skin when cold.

ARANNA

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

REACTIONS: Stamina +4, Swiftiness +4, Willpower +5, Wisdom +8*

SIZE: Medium

ORDER: Magician, Wizard

ORDER ABILITIES: Spellcasting 2, Wizard Spellcasting 9, Wizard Spellcasting Specialty (Secret Fire, Staff, Staff of Power, Sense Power, Wizard Spellcasting Method (Songs of Power))

ADVANCEMENTS: 49

SKILLS: Craft: Cooking +6, Debate (Negotiate) +7, Healing (Treat Wound) +5, Inquire (Converse) +6, Insight +10, Inspire +7, Intimidate (Majesty) +6, Language: Silvan +4, Language: Quenya +4, Language: Sindarin +4, Language: Westron +5, Language: Lossothren +6, Lore/Race: Elves +6, Lore/Race Men (Lossoth) +6, Lore/Race Hobbits +4, Lore/Realm Arnor +7, Lore/Realm (Rivendell) +6, Lore/Realm Forochel +7, Lore/Realm Angmar +3, Lore/Realm Shire +5, Lore/Rings of Power +5, Lore/Spellcraft (Secret Fire) +7, Observe (Listen) +7, Perform (Sing) +8, Persuade (Oratory) +7, Survival (Northern Wastes) +6, Weather-sense +2

SPELLS: *Animal Messenger, Beast Speech, Beast Summoning, Blinding Flash, Break Binding, Calling, Cold-ward, Crafting Spell, Create Light, Display of Power, Enhance Food, Evoke Awe, Exclusion, Farspeaking, Ithildin-fire, Kindle Fire, Mind Speech (Ability), Misdirection, Mist of Speed, Power of the Land, Reading the Heart, Resist Fear, Scribe Moon-letters, Sense Power (Ability), Slumber, Spoken Thoughts (Ability), Springtime, Veil, Watershaping, Wind-mastery, Wizard's Hand, Word of Command*

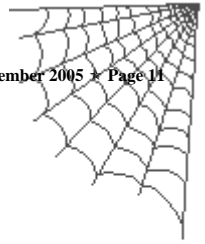
STAFF ABILITIES: Beacon of Hope, Scribe Sign, Wizard's Endurance, Spell Patterns (Cold-ward (Steady Magic))

SPECIAL ABILITIES: Casting Out: Aranna has the Special Ability to cast Erdûr (and Erdûr alone) out of the Order of the Wizards if he falls away from the path of righteousness. If Aranna falls from the path herself, she loses this ability.

EDGES: Ally 7 (Wise and Powerful), Armour of Heroes, Eloquent, Fair, Favour of Fortune, Healing Hands, Resolute, Swift-recovery, Tireless, Valour, Wakefulness

FLAWS: Duty (Aid the Free Peoples), Enemy (Shadow and all of his Servants)



HEALTH: 8**COURAGE:** 6**RENOWN:** 5**GEAR:** White, fur-lined, traveling cloak, grey traveling clothes, staff

BACKGROUND

Aranna was a Maia of Nienna, her handmaiden even. She was a good friend of Erdûr and asked to be sent with him in order to make sure that her friend stayed on the path. The Valar agreed and gave her the ability to cast Erdûr from the Order should he fall.

Aranna was a rarity among the Istari, just like her companion. Instead of an old man she appears as an exceedingly fair woman in her early to mid thirties. She has long blonde hair and pale skin. She wears a long well-made white cloak that is lined with fur. Her clothes are Elvish made and are grey in color (think of Arwen's clothes when she rescued Frodo in the movie). Her staff is made of beautiful cherry-wood.



FEATURED CREATURES

DEMONS – PART I

by Mathew Kearns

[NOTE: Please pardon any butchering of Sindarin I've made.]

In the early days at the time of factioning between the Maiar, there were many of these spirits in various forms and aligned with one or possibly more of the Valar. Those that were aligned with a specific Vala were considered the purest of form and spirit, making them the most powerful in the orders of Maiar; they remained faithful to the servitude of the Vala they were associated with, for good or ill, with only a few exceptions such as Sauron. It was those who were of blended affiliation where the greatest division was found. Once the schism of the heavens was done, many Maiar were lost to Melkor Morgoth to the detriment of the world. Those that turned to darkness eventually lost the ability to alter and even escape their earthly form just as their new master.

Though still mighty in will, body, and raw power, these creatures of hate and destruction can be destroyed and removed from the bounds of the world to the Void. A great number of various types of demons were left to terrorize Middle-earth and its inhabitants after the end of the final great battle of the First Age. Those discussed below are just a few of the kinds of demons to be found wreaking havoc in their master's name.

DEMONS OF THE ELEMENTS

The Maiar of purest form made up the most powerful of the demons -- the corrupted embodiments of the elements' natural state.

Balrog

Found in Fell Beasts & Wondrous Magic, pg. 10.

Gwairog

Of all the elemental Maiar to defect, these demons of Air were the fewest as most were held in sway by Manwë. Some are gale-force winds blowing ships off course to their doom, others whip sands around deserts with enough power to scour and shine bone and stone, and then there are those that can turn a light flurry of snow into a blinding snowstorm.



SULROG (S. "Wind-demon")

'It had been raining in the passes of the Misty Mountains for almost a week... a light rain that was annoying to most travellers: not enough to hinder but enough to soak you to the bone. Then on a morning where the whole of the mountains were surrounded in cloud, a blast of wind caught my horse and me as we were coming around a precarious bend upon the precipice of the pass. If it weren't that I knew it was just wind, I could've sworn I was hit by some 'thing' like a weapon. Unfortunately, my poor Brynn didn't make it, falling over the cliff, while I, at the last minute, was able to grab an outcropping and pull myself up.'

- Haleth of Framsburg



ATTRIBUTES: Bearing 16 (+5), Nimbleness 12 (+3)*, Perception 6 (+0), Strength 18 (+6), Vitality 18 (+6)*, Wits 8 (+1)

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

DEFENCE: 13

MOVEMENT: 24 (in air)

ORDER: Warrior

ORDER ABILITIES: Swift Strike

SKILLS: Armed Combat: Clubs (Sulrog Wind-hammer) +8, Intimidate (Fear) +10, Observe (Spot) +10, Stealth (Sneak, Hide) +10

FLAWS: Hatred (Sindarin Elves, Great Eagles)

SPECIAL ABILITIES: Baleful Eye, Invulnerable (Physical damage), Wind-hammer, Whirlwind

SIZE: Large (6 Wound Levels, 1 Healthy)

HEALTH: 24

COURAGE: 4

RENOWN: 5

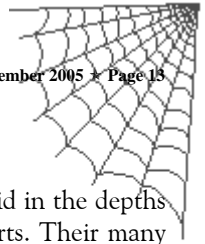
TN EQUIVALENT: 22

UNIQUE SPECIAL ABILITIES

Baleful Eye - The Sulrog can see extraordinarily well at great distances. It gains a +5 bonus to Observe (Spot) tests when the sun or moon is unobstructed and is able to make out details up to 20 leagues away.

Wind-hammer - With a concentrated burst of wind, the Sulrog can beat and batter its enemies into submission, dealing 2d6+Strength modifier damage to PC's and 1d6 Structure damage. To hit a PC, it must use an Armed Combat test.

Whirlwind - Relishing the freedom to wreak havoc, the Sulrog can cause its body to become a whirlwind of great power, destroying both with its winds and the debris it catches. Everyone and everything within a radius in feet equal to twice the demon's Vitality must make a TN 12 Strength or Nimbleness test to resist being knocked down, blown away, or sucked up by these winds; the TN for Swiftess tests to avoid any large debris is up to the Narrator. At the furthest edge of the demon's whirlwind to half distance, it can deal 1d6 Structure damage, and at half distance or less, it deals 2d6 Structure damage.



Nenrog

Through greatly fearing the wrath of the Vala of the Sea, Ulmo, these demons of Water still defied their calling and hid in the depths of the seas, in underground pools at the roots of the mountains, and occasionally lurk amongst the shallows near ports. Their many forms can be of hideous creatures, sinuous and slimy, or as great destructive forces in the form of tidal waves and the like.

NENDOLROG (S. "Watery-hill Demon")

'Soon after the dull rumble beneath the surface of the sea, a giant wall of water arose, driving straight for the side of the ship. There was no way we could maneuver out of the way or even into the wave. It was if the sea was alive and its only goal was to drown us. We knew we were doomed.'

- *Bardil, last survivor of the Gweluroth, a Gondorian merchant vessel lost off the Adrast Coast.*

ATTRIBUTES: Bearing 15 (+4), Nimbleness 9 (+1)*, Perception 6 (+0), Strength 20 (+7), Vitality 18 (+6)*, Wits 10 (+2)

REACTIONS: Stamina +7, Swifttness +3, Willpower +6*, Wisdom +4

DEFENCE: 11

MOVEMENT RATE: 24 (in water); 12 on land

SKILLS: Intimidate (Power) +12, Observe (Spot) +8, Stealth (Sneak, Hide) +10

FLAWS: Hatred (Sindarin Elves)

SPECIAL ABILITIES: Eyes of the Deep, Regenerate (3 times normal Wound Points recovered), Resistance (Physical damage), Surge, Rip Tide

SIZE: Mammoth (7 Wound Levels, 2 Healthy)

HEALTH: 25

COURAGE: 4

RENOWN: 7

TN EQUIVALENT: 25

UNIQUE SPECIAL ABILITIES

Eyes of the Deep - The Nendolrog's large, keen eyes drink in all the available light in the depths to see through the murkiest of waters, even at night; they suffer no penalties to tests related to seeing when underwater. However, the Nendolrog's eyes may be attacked with a -5 penalty to hit; an Extraordinary Success will blind the creature (Crippled: Blind, one eye) for 2d6 days until the eye is regenerated. Upon a successful attack, the demon suffers damage normally and a cumulative -2 penalty to tests related to sight per attack on each eye (max -10).

Surge - The Nendolrog has the ability to command and control waves and water while at sea or near shore. As a full-round action, it can force water ashore rapidly, flooding areas up 50 feet inland per point of Bearing to a depth of 1 foot per point of Vitality. Similarly, while at sea, it may thrust large amounts of water at a ship like a battering ram with a wall of water standing 1 foot high per point of Vitality, dealing 1d6+Strength modifier Structure damage to a ship.

Rip Tide - Manipulating the natural tides and currents, the Nendolrog can suck the water from the coast of the sea or lake rapidly, pulling people and craft out from the safety of the shore. A TN 12 Strength or TN 15 Swim test is required to resist. Legerdemain and Nimbleness tests for tying up objects and people must have a result of 10 or better to remain secure.





Gondrog

Unfortunately for Aulë, his were the followers that primarily made up the vanguard of Morgoth's demon hordes. These demons of Earth were plied with promises of creation secrets or the ability to inflict wanton destruction upon the world. Demons of this type come in the form of mountains such as Caradhras, animate stoneworks, or causers of earthquakes.

Caradhras is found in Fell Beasts & Wondrous Magic, pg. 19.

This concludes part 1 concerning demons in Middle-earth; Part 2 shall be available in next month's issue.



HOSTILE HAUNTS

BETRAYAL - A GHOST STORY

by Doug "Tomcat" Joos

"Certainly m'Lord, in times such as these the skills of the learned can aid you greatly. Might I reside here and serve both you and the Lady?"

-Baranor, Dúnadan Loremaster

SETTING

The following haunt is set in 1640 T.A. in the region of the city of the Tharbad. The dilapidated manor sits on the outskirts of the town surrounded by the grazing lands that were once filled with livestock. It was abandoned 12 years before the downfall of the city and the final destruction of Cardolan by the forces of Angmar. The Narrator may feel free to move the haunt to any location that she wishes to and any time that is conducive to her chronicle.

MANOR LAYOUT

The old manor was the property of a well-to-do Eriadorian gentry, although it was of Dúnedain construction. Due to the slow decay of Cardolan and the need for protection, the structure served the purpose of both residence and minor defense. It was elegant in its architecture with grand ornamentation, great arches and pillars, but also utilitarian in its purpose.

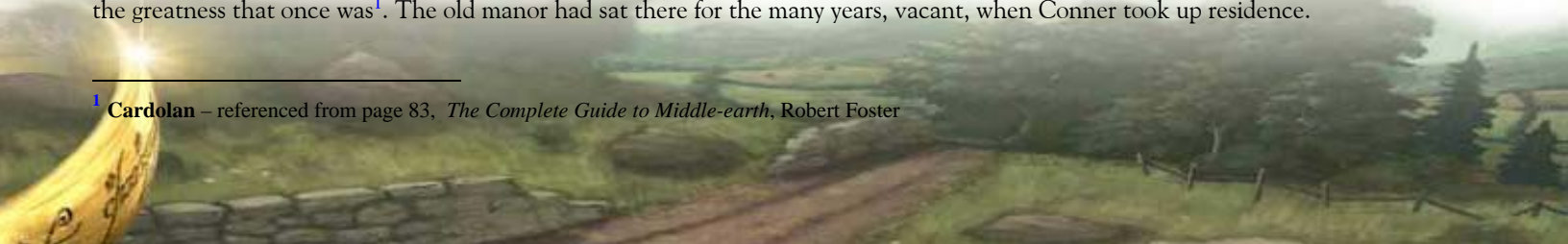
The outer courtyard was surrounded by a 10' wall that ran the length of the grounds and met up with the main living quarters and the two story defensive tower and barbican that made up the west wall. In the last years of having inhabitants, the defensive tower was turned into a separate quarters and library.

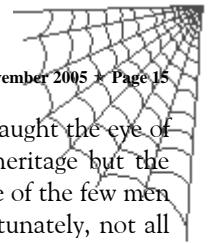
NARRATOR'S BACKGROUND

In the late part of 1590 T.A., the old Dúnedain manor of Arin-aur (*S. Morning sunlight*) was procured by Conner Abelman, an Eriadorian gentry of some wealth. The surrounding countryside was conducive to the large flocks of sheep that the shepherd owned, the source of a great portion of his wealth.

The years were hard, still affected by the ravages of war with Angmar. It was just two hundred years prior that the forces of Cardolan were overwhelmed and the last Prince was slain. For a time, the territory was overrun and the Men of the region (both Dúnedain and Middle-men) took refuge in the Old Forest and the downs of Tyrn Gorthad. But slowly, as the power of Angmar retreated like the icy cold of winter, the peoples of Cardolan returned to their lands and towns to try and rebuild some semblance of the greatness that once was¹. The old manor had sat there for the many years, vacant, when Conner took up residence.

¹ Cardolan – referenced from page 83, *The Complete Guide to Middle-earth*, Robert Foster





It was after the turn of the century when things changed for Conner. First he married. The aging Eriadorian had caught the eye of a young woman of Eriadorian and Dúnadan descent named Lothíriel. Her father prided himself on his Dúnadan heritage but the influence that Conner possessed in the land was worth the union of his daughter, and so he gave his blessing. Being one of the few men in the county that could provide her a good life, Lothíriel took his hand and her father gladly paid the dowry. Unfortunately, not all were pleased with the marriage.

This was the second change in Conner's life. A Dúnadan loremaster came to the manor of Arin-aur and requested of Conner that he allow him to reside there and store his many accumulated tomes and scrolls. The loremaster's name was Baranor and he offered to educate the residents of the manor and any other service of his knowledge that the lord of the house might need. He was wise and it intrigued Conner to have someone about that would bring more 'culture' to his home as well as make for a good advisor. The wealthy shepherd agreed and gave to Baranor the two-story tower to reside in and to make his library. What Conner did not know was that Baranor loved the lady Lothíriel. He had loved her for many years and unbeknownst to the maiden, had even asked for her hand, but had been turned away by her father as Baranor had little to offer but a hoard of papers and parchments.

The loremaster watched the shepherd and his wife through heavy-lidded eyes over the year of his residence there, his jealousy growing and with it a lust to take what he wanted. To try and stifle this urge, the loremaster would embark upon great journeys bringing back new knowledge of people, lands and other lore, but he could not purge his lust with knowledge. In fact, his journeys had introduced him to new, darker knowledge – sorcery. The loremaster began a journey down the path to corruption. He would have the woman of his dreams and his life would be made complete, he just needed to find a way to rid them of the aging Eriadorian shepherd.

The second floor chamber of the tower began to be filled with dark activities as Baranor delved deeper into his newfound art. The loremaster became very reclusive and the shepherd and his wife would wonder at times if he were present or off on one of his many journeys, but then noises would be heard or Baranor would come out of the tower into the main residence and surprise the lord and lady of that house.

While Baranor was making his way down the path of corruption, things throughout the region began to occur. There was a blight on the farming; livestock went ill or feral and needed destroyed; folks disappeared and orcs and trolls began to ravage small towns. It seemed that the creatures knew when folk would be at their weakest, or most vulnerable. Though the Witch-king of Angmar was not actively making war on Cardolan, his agents were spreading his dark will.

It was 1623 T.A. and Conner had become aged. Not of Dúnadan blood, the shepherd was deteriorating though his wife still had many years before her. They had had two sons and the youths were coming of age to take over their inheritance from their father. It was in this time of Conner's failing strength and before the children of the shepherd were come of age that the loremaster played out his long prepared plot.

While out in the fields watching the herds, the sons were set upon by the loremaster. Baranor used his sorcerous powers to slay first one and then the other son; blinding one's judgment and causing him to step from an 'unseen' precipice, the other to fall from a spooked horse, breaking his neck. With the deaths, grief set upon the shepherd and his wife and the manor of Arin-aur became a somber place. But the loremaster's dark heart was soon discovered when Conner went to the tower to speak with Baranor. The Dúnadan was not present on the first floor and so the shepherd climbed to the second. This chamber was vacant as well but within the room the shepherd beheld Baranor's personal diary and saw within his plots against Conner and how the loremaster had coveted Lothíriel these many years. Through the windows of the tower, Conner saw Baranor walk into the stables where Lothíriel tended the horses within.

In a rage, Conner went to his chamber and retrieved his blade that had been seldom used and strode across the courtyard to confront the sorcerous loremaster. As he entered, he held forth the blade and yelled to Lothíriel to leave, that he had business with the treacherous loremaster. Not understanding, Lothíriel ran to the house in fear.

It was not long until Baranor exited the stable, Conner Abelman left inside crushed under the weight of the fallen loft, brought down on him by Baranor. The loremaster now walked across the courtyard to at long last take the object of his dreams. He opened the doors to the manor's main residence and entered. Baranor heard a wicked laugh and then all went dark...

The detail above may be revealed to the players based on successful Lore/History: Tharbad (or Cardolan, increase TN's by +3) tests compared to the following table:

TN 5	Narrator will want to reveal very little of the story above; any part of the tale given will be cryptic or wrong.
TN 10	Narrator may reveal selected items of the tale and intersperse it with disinformation, though the information may not be completely false.
TN 15	Narrator can relate the tale of the manor and the shepherd, but all that is known is that the family all died around the same time under strange circumstances.
TN 20	Narrator can relate the tale of the manor and the shepherd, along with his wife and the loremaster; it is known that the family all died around the same time under strange circumstances. The manor is said to be haunted.
TN 25	Narrator can read the tale as written and relay that the manor is haunted by ghostly lights and sounds.

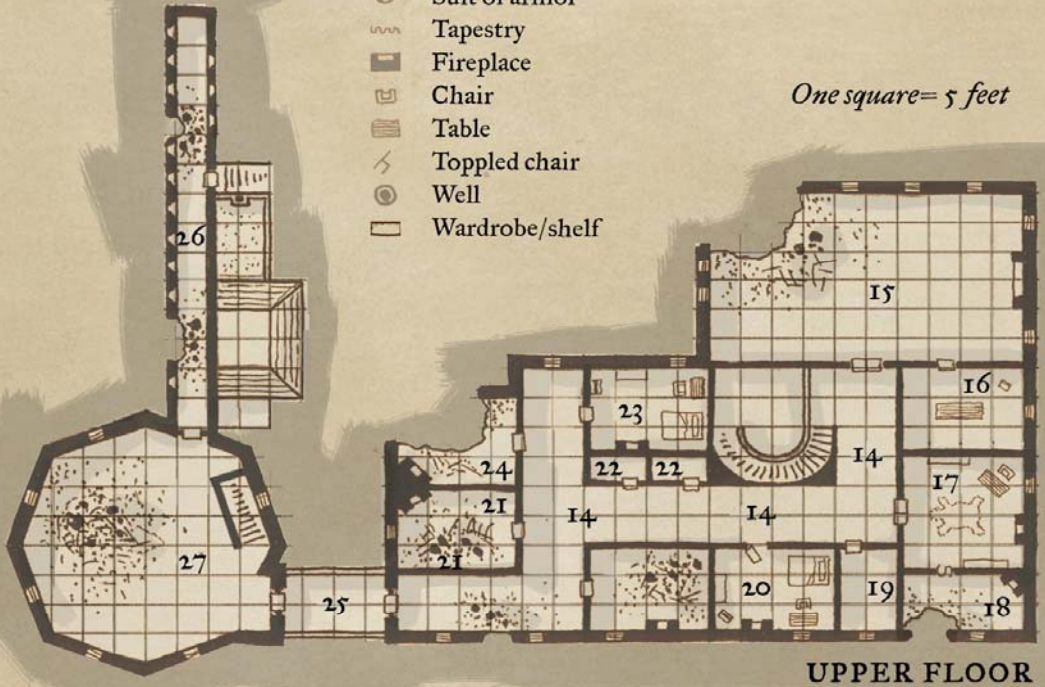




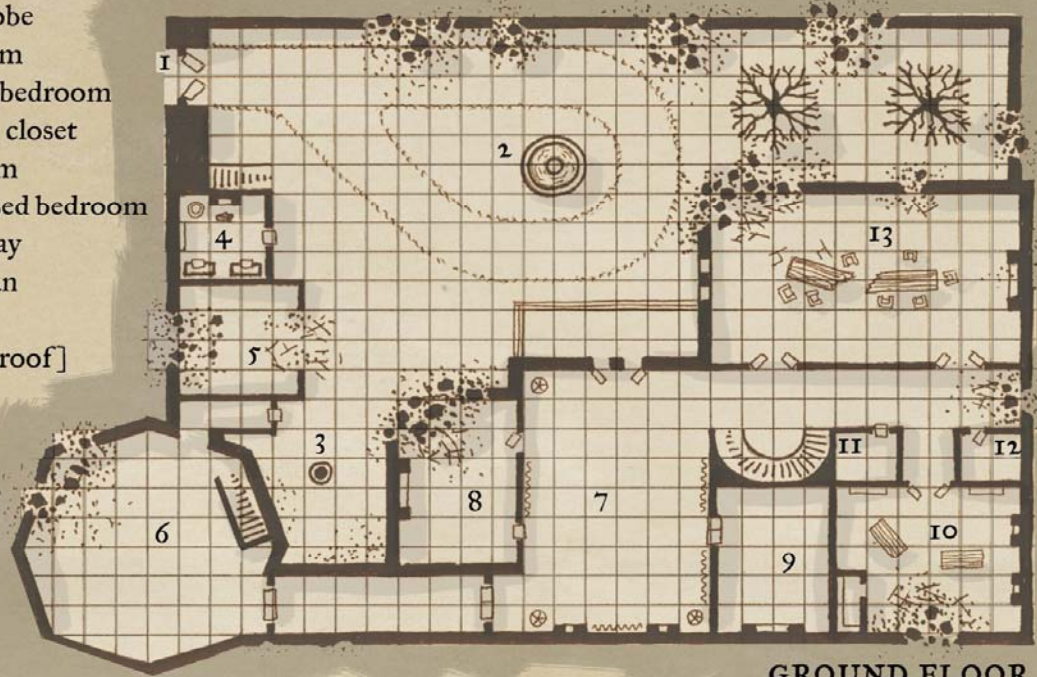
- Strong wooden door
- Window [smashed]
- Arrow slit
- Suit of armor
- Tapestry
- Fireplace
- Chair
- Table
- Topped chair
- Well
- Wardrobe/shelf

One square = 5 feet

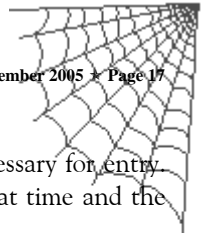
1. Gate
2. Ornate fountain
3. Stone well
4. Smithy
5. Stablehouse
6. Tower
7. Main hall
8. Parlor
9. Smoking room
10. Kitchen
11. Garderobe
12. Storage
13. Dining hall
14. Upstairs hallway
15. Master bedroom
16. Library
17. Study
18. Secret workroom
19. Garderobe
20. Bedroom
21. Ruined bedroom
22. Storage closet
23. Bedroom
24. Collapsed bedroom
25. Causeway
26. Barbican
27. Tower
[hole in roof]



UPPER FLOOR



GROUND FLOOR



1. **Gate** - the gate into the courtyard of the manor. The outer wall of Arin-aur is broken and the gate is not necessary for entry. Still, large wrought iron gates lay twisted and rusted with time. A strong enough wind will cause them to move at time and the groan of the ancient metal can be heard like a haunting wail.
2. **Ornate fountain** - the fount is filled with dirt and leaves and the center ornament has broken and fallen, a close eye will reveal that it had been that of a woman holding a vase. If the characters are around the fount after the sun has set, a Perception test TN 8 will cause them to hear the sound of water running (as if the fountain still flowed) and the soft sound of a woman's voice singing. The song will not be clear, nor will the sound be heard outside of 10' from the fountain.
3. **Stone well** - the manor's old well. If needed, water can be brought up from the well and it is still drinkable.
4. **Smithy** - this chamber was once the smithy and forge for the shepherd's household. Conner had many retainers that worked his house and helped tend his flocks. The retainers were excused by Conner during the time of mourning for his sons. They were never about to see the fates of the manor's owner. The smithy is empty although rusted tools still litter the chamber. The rotted old bellow's framework lays broken on the floor next to the forge; inside the broken timber and rotted leather a rattlesnake has nested. See page 64 of the *Fell Beasts and Wondrous Magic* to obtain the stats on a Viper Snake.
5. **Stablehouse** - the stable still stands although it is rickety and looks very dangerous to enter. The smell of rotted, wet hay and wood is prominent in the small building and holes in the roof are evident. Rats tumble over themselves to take shelter from any characters that might enter and after a minute or two, there is no movement within the building.
 If the characters remain within the stable for at least the length of one minute, they will begin to feel the effects from the decreased temperature. A Perception test TN 5 will reveal that the area around the collapsed loft is colder than that of the rest of the stable, let alone outside (this even includes winter months). The source of this cold feeling is the spectre of Conner Abelman, which still lingers within the stable where he was crushed. Amongst the litter of wood and rotted hay lays the old rusted sword with which the shepherd had tried to defend his family.
 The spectre of Conner Abelman still yearns for revenge and the ghost will seek out a member of the adventurers who may make a useful vessel to see his vengeance through. The spectre will attempt to possess a member of the party through its power of Possession and if successful, it will once again draw up the old blade and proceed to look for Baranor. If the party resists, the spectre will attack them with its icy touch and either try to subdue them or drive them off.
6. **Tower** - the first floor of the tower was the apartment of Baranor. It is littered about with mottled old furnishings and other broken refuse. There are also droppings of animals that had taken refuge in the old chamber plus some peculiar dried husks, the latter remnants of the victims of the latest occupant - a Greater Giant Spider. See page 27 of the *Fell Beasts and Wondrous Magic* to obtain the stats for this creature. The Narrator may seed this room with any treasures that she wishes.
7. **Main hall** - Upon entering the room, the Narrator will have the characters roll a Perception test TN 10. If successful, they will see the ghostly image of a woman walking east towards the stair well in the foyer. The faint sound of music can be heard and a sickly sweet smell will permeate their noses. The Narrator will also need to have the characters make an Opposed Willpower test TN 15 or be beset by the Fear effects in Table 9.19, page 233 of the CRB. The fear effect will persist until the character either leaves the house or

CONNER ABELMAN

RACE: Spectre (Middle-man)

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

REACTIONS: Stamina +3, Swiftsness +3, Willpower +4, Wisdom +2

DEFENCE: 20 (Invisible)

ORDER: Craftsman (Shepherd)

ORDER ABILITY: Place of Trade

ADVANCEMENTS: 2

SKILLS: Appraise +3, Armed Combat +2, Conceal +1, Craft +6, Craft +5, Debate (Bargain) +3, Games +1, Inquire +2, Intimidate +5, Observe (Spot) +3, Language (Westron) +6, Lore/Realm +6, Lore/Race +6, Lore/History +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: Enemy (Baranor)

SPECIAL ABILITIES: Icy Touch, Incorporeal, Invisible, Possession, Undead Stamina

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

TN EQUIVALENT: 8

ABILITIES

Icy Touch: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: if the ghosts to continue to touch the victim and reduces the attribute by twice its value, the victim will perish.

Incorporeal: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: the ghost may be harmed by enchanted blades of +2 or better, but these weapons only do half damage; weapons of +5 or greater do full damage.

Invisible: the ghost can be 'felt' (Perception TN 10) but not seen, Defence score is 20.

Possession: like the vampire ability, see page 50 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.

Undead Stamina: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.

another character can Inspire the group and allow another opportunity to overcome the fear. Other than the fear, the chamber is empty. The ghostly figure was that of Lothíriel, but only characters with substantial lore skill (Lore/History test TN 15) will be able to know this. If a character calls her name, she will merely turn as if she heard, but then continue on her way towards the stairs where she will disappear. The phantom will replay itself each time the characters walk into the room. The Narrator may seed this room with any treasures that she wishes.

8. **Parlor** - Upon entry to the parlor, the characters must roll a Perception test TN 8. If failed, they see naught but the ruined old room. If successful, again the sound of music can be heard – lutes softly, hauntingly playing – and the smell of roses fills their noses. Like the sickly smell from the room prior, the smell of roses is almost unbearable and it will continue to become more present and putrid. The characters must make a Stamina test TN 10 or become nauseas; the Degree of Failure will determine how ill the character becomes (see table to the right). The north wall of the structure has collapsed in including the ceiling above. There is a danger of a potential collapse; the Narrator should roll 2d6 each time the room is entered and any result of a 2 will cause a further collapse. Any characters caught in a collapse must make either a Swiftiness test TN 10, or an Acrobatics test TN 15 or suffer 5d6 damage. The room is empty but for some broken furnishings and mottled, old tapestries. The fireplace in the room is collapsed and bricks litter into the room from the hearthside.

FAILURE	Character feels sick to stomach and will suffer -2 to any tests for the next 10 minutes.
COMPLETE FAILURE	Character becomes physically sick and will suffer -2 to any tests for the next hour.
DISASTROUS FAILURE	Character becomes physically sick and suddenly feels weak (temporary -5 to Strength); -8 to all tests and loss of strength for 8 hours.

9. **Smoking room** - this is an old pipe room/smoking room. Evidence of an old humidor can be seen amongst the dilapidated furnishings, otherwise the room is empty. The Narrator may seed this room with any treasures that she wishes.

10. **Kitchen** - the manor's kitchen, it is empty.

11. **Garderobe** - the small closet is littered with old mottled clothes that lay piled on the floor. The room has grown a dangerous occupant – mold. If any character sorts through the old linens, the mold will dust up and be breathed into the characters lungs. Only on an Observe (Spot) test TN 25 and a Lore/Wilderness (Herbalism) test TN 15 can avoid this situation by the mold being seen for what it is. If not, the only other saving opportunity is a Nimbleness test TN 20 that will just signify the luck of the character. All individuals within 4' of anyone searching the old mottled clothes are subject to this threat.

The spores of the mold will get into the respiratory system of the victim and will slowly begin to reproduce in their moist, airy lungs. The mold works on the same mechanics as poison, its stat block is in the box to the right.

12. **Storage closet** - empty

13. **Dining hall** - the dining hall is like most other rooms of the manor, broken furniture and fallen tapestries. The room is empty of any living thing, but a presence will be felt by any character that can make a Perception test TN 5. If unsuccessful, there will still be a feeling of malice within the chamber (a tingling up and down the spine). If successful, the characters will know something is watching them with hate-filled eyes. The malicious spirit is that of Baranor, slain within the Dining hall those many years ago.

He has a great desire to have revenge on the one that slayed him, but his spiritual form is trapped within the dining hall. He will attempt to possess one of the party and if successful, will make the best possible speed to the second floor of his tower.

The spirit of Baranor will use all spells, terror, and his undead abilities to slay all but one of the adventurers so that his purpose may be fulfilled and not be interrupted. The Narrator may seed this room with any treasures that she wishes.

MOLD SPORES

TYPE: Inhaled

ONSET TIME: 1 day

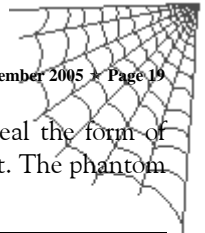
POTENCY: +8, character needs to make a Stamina test TN 15 to overcome the mold's effects

PRIMARY/SECONDARY EFFECT: Reduce Vitality by 2 if Stamina test is failed; character begins to have a wet cough. The character's Vitality will continue to reduce per the stages, as the spores grow and fill the lungs until they eventually choke (suffocate) the victim to death; if Vitality is reduced to 0, the victim dies.

STAGES: Roll 1d6+2; the character will suffer the following effect for a number of days equal to the die roll: each day after the first Vitality reduction, reduce the characters Vitality by a cumulative +1

TREATMENT: +5; cumulative +1 per stage; Vitality will return as normal up to its original -2 due to scarring.

Example: a character is affected by the mold spores. He must make a Stamina test TN 15 after the first day from breathing in the spores, if failed reduce the Vitality by 2. The character then rolls 1d6+2 and gets a 3, which means the character will lose an additional cumulative +1 Vitality per day (-1 day 1, -2 day 2, -3 day 3 for a total of -6). Treatment can be received based on a TN 15 + the level of cumulative penalty (so on day 2, the test would be TN 17).



14. **Upstairs hallway** - when the characters climb the stairs to the upper hall, a Perception test TN 7 will reveal the form of Lothíriel beckoning, if not pleading, to the party. She gestures for them to come down the passage towards the west. The phantom will walk the length of the hall towards the doors to area #25.

15. **Master bedroom** - empty chamber; the room has old broken down furnishings including a roll top desk. Inside a drawer under the roll top is a skeleton key. The key is to the secret door in room #17.

The characters may perform a Search test TN 20, if successful, a small hidden compartment will be found in the wall. Inside are contained four thick tomes and some strange items of dark looking purpose. The tomes are written in what appears to be Sindarin, but the language is strange. To read any of the books will require a skill in Language: Black Speech.



If the character can read the books, they will reveal a sinister side to the matron of the house. The true betrayal was the corruption of Lothíriel and her efforts in corrupting and subverting those around her. She had no hand in the fall of Baranor, but she actively worked in wreaking the havoc that the Witch-king desired. She was a lovely lady with a dark heart and the old shepherd had no idea, and to his doom, neither did Baranor.

The Narrator may seed this room with any treasures that she wishes.

16. **Library** - empty chamber; the shelves in this room still contain some old books and parchments, but for the most part it looks as if robbers have stripped it clean. The Narrator may seed this room with any treasures that she wishes.

17. **Study** - empty chamber; this was Conner's quiet room of study. The furnishings within, like all other rooms, are in disarray and a state of ruin. The Narrator may seed this room with any treasures that she wishes.

Off the room is a secret workroom; to find the door will require a Search test TN 18. Once found, the door will require either the keys that were hidden in the master bedroom (area #15) or a Legerdemain (Lockpicking) test TN 15. If someone wishes to bust down the door, they will need to overcome its sustainable damage (20 points, 12 points of damage absorption; edged weapons will only do half damage, smashing weapons normal).

18. **Secret workroom** - empty chamber; this chamber was Conner Abelman's secret workroom. The shepherd kept his many pertinent business documents and small chests of money inside this secured room. Adventurers will only find a table and chair within as the sole furnishing plus any treasure the Narrator decides to seed this room with.

19. **Garderober** - empty

20. **Bedroom** - empty chamber; the Narrator may seed this room with any treasures that she wishes.

21. **Ruined bedroom** - empty chamber

22. **Storage closet** - empty

23. **Bedroom** - empty chamber; the Narrator may seed this room with any treasures that she wishes.

24. **Collapsed bedroom** - this room is empty, but any who enter it run the risk of collapsing the floor below them. The Narrator rolls 2d6 and

BARANOR

RACE: Spectre (Dúnadan)

ATTRIBUTES: Bearing 11 (+2), Perception 10 (+2), Vitality 10 (+2), Wits 9 (+1)

REACTIONS: Stamina +4, Swiftess +2, Willpower +6, Wisdom +1

DEFENCE: 20 (Invisible)

ORDER: Loremaster, Magician

ORDER ABILITY: Scroll Hoard, Spellcasting 3

ADVANCEMENTS: 12

SKILLS: Armed Combat +8, Conceal +3, Craft +6, Debate +3, Games +5, Inquire +4, Intimidate (Fear) +8, Observe (Spot, Hear) +6, Language (Westron) +8, Language (Sindarin) +7, Lore/Realm +9, Lore/Race +8, Lore/History +8, Persuade +5

SPELLS: Blast of Sorcery, Blinding Flash, Create Light, Evoke Fear, Forgetfulness, Holding Spell, Shadows and Phantoms, Slumber, Spoken Thoughts, Wizard's Fist, Wizard's Guise, Wizard's Hand

EDGES: Craftmaster

FLAWS: Enemy (Lothíriel)

SPECIAL ABILITIES: Icy Touch, Incorporeal, Invisible, Possession, Terror, Undead Stamina

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

TN EQUIVALENT: 10

ABILITIES

Icy Touch: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: if the ghosts to continue to touch the victim and reduces the attribute by twice its value, the victim will perish.

Incorporeal: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: the ghost may be harmed by enchanted blades of +2 or better, but these weapons only do half damage; weapons of +5 or greater do full damage.

Invisible: the ghost can be 'felt' (Perception TN 10) but not seen, Defence score is 20.

Possession: like the vampire ability, see page 50 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.

Undead Stamina: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.

on the result of 3 plus the number of characters that enter the chamber or less will cause the floor to fall in. All occupants will fall to the Parlor below and suffer damage of 5d6. The roll for potential collapse will need to be made each time the room is entered.

25. **Causeway** - empty

26. **Barbican** - empty

27. **Library of Baranor** - The door to enter Baranor's library from the causeway is locked as well as the door that is at the top of the stairs from room #6. The causeway door is considered a Reinforced wooden door on page 232 of the CRB; the stairwell entrance is a wooden door.

When the tower's second floor chamber is entered, the first thing the characters will notice is the breeze that blows through the long open windows. The other noticeable thing is the smell of rot; the room is full of rotten parchments and books and some fall to pieces at the touch. This is the remains of the library of Baranor and not all of it is evil - many of the tomes have legitimate and useful purpose. The room is still littered with some functional tables, a rickety old chair and piles of litter and wood. Some things are obvious in what they were, others give no clue. The characters are free to search through the old scrolls but great care must be taken to preserve any items.

Also when the characters enter the room, a Perception test TN 8 needs to be rolled. If successful, the sound of a giggling girl will be heard along with the blowing breezes and creaking parchments. This is the final resting place of Lothíriel and also her lair. The sorcerer had killed Baranor for his taking of her sons - two strong men that she wanted to bring into her world - but she had not gone unscathed in her attack on him. Thus did she die, in her mortal form, but the dark powers that she worshipped kept her in this world to continue the work she started. She still inhabits the withered husk of her once lovely body, but her problem is she cannot leave the place of her death, not without the living body of another to act as a 'vessel' to free her from her bonds. Lothíriel wants to be free and she will do everything in her power to capture one and kill all the rest.

The Narrator may seed this room with any treasures that she wishes.

LOTHÍRIEL

RACE: Greater Wight (Dúnadan)

ATTRIBUTES: Bearing 14 (+4)*, Nimbleness 8 (+1), Perception 12 (+3)*, Vitality 10 (+2), Wits 11 (+2)

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

DEFENCE: 11

ORDER: Magician

ORDER ABILITY: Spellcasting 4

ADVANCEMENTS: 15

SKILLS: Armed Combat +6, Intimidate (Fear) +9, Language (Westron) +8, Language (Sindarin) +7, Language: Black Speech +7, Lore/Realm +9, Lore/Race +8, Lore/History +8, Observe (Spot, Hear, Sense Power) +6, Persuade +5, Stealth (Hide) +8

SPELLS: Blast of Sorcery, Blinding Flash, Command, Create Light, Dark Stench, Dumbness, Evoke Fear, Forgetfulness, Holding Spell, Shadows and Phantoms, Slumber, Spoken Thoughts, Wizard's Fist, Wizard's Guise, Wizard's Hand

EDGES: Craftmaster

SPECIAL ABILITIES: Icy Touch, Possession, Turning, Undead Stamina

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 15

TN EQUIVALENT: 8

ABILITIES

Icy Touch: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: if the ghosts continue to touch the victim and reduces the attribute by twice its value, the victim will perish.

Incorporeal: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability, but apply the following changes: the ghost may be harmed by enchanted blades of +2 or better, but these weapons only do half damage; weapons of +5 or greater do full damage.

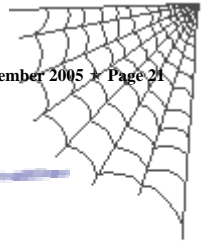
Invisible: the ghost can be 'felt' (Perception TN 10) but not seen, Defence score is 20.

Possession: like the vampire ability, see page 50 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.

Undead Stamina: See page 26 of the *Fell Beasts and Wondrous Magic* to obtain the information on this ability.



HALL OF FIRE INDEX



- aboleth: 16:9-17
 academic tests: 8:7-8
 acid poison of Morgoth: 17:14
 Adelard Hornblower (NPC): 8:31
 Adúnagan (longsword): 8:23
 Adúnaphel (Nazgûl): 6:12-16
 advancements: 9:6-7
 adventures
 Dreams and Legends: 23:18-25
 Fellowship of the Spear, the: 22:25-26
 Keystones from the Past: 10:24-27
 Reach of the White Hand, the: 19:25-29
 Rescue on the Barrow-Downs: 13:41-51
 Triumph of the Witch-king, the: 7:13-20; 8:15-22; 9:14-23; 14:26-31; 20:22-28
 adversaries
 Bill Ferny: 15:22
 Cadoc, ghost of Kelathad: 4:14-15
 Caradhaug (dragon): 11:35
 Chief Wolf: 15:25-26
 Earcaraxe (sea serpent): 12:28
 Gorvorsang (Shelob's spawn): 13:31-32
 Gothmog, Morgul lieutenant: 12:24-26
 Great Goblin: 11:26-27
 Guardian, the: 15:27-28
 Guinfirin: 18:21
 Lókhuzôr: 14:19-20
 Mellawyn, Fell Spirit: 20:14
 Mornech, Master Thief: 17:25
 Morrigan, the: 12:29-30
 Mouth of Sauron, the: 8:29
 Nazgûl: 3:16-20; 4:19-23; 5:19-22; 6:12-16; 7:24-27; 8:25-28; 9:27-29; 10:39-42; 11:28-31
 Akhôrahil (Nazgûl): 5:19-22
 Alatar (Istari): 6:17-18
 allies
 Alatar: 6:17-18
 Bard (Bowman, King of Dale): 9:30-31
 Beorn: 9:32-33
 Círdan: 12:23-24
 Eldarion: 23:15
 Elladan: 17:22-24
 Elrohir: 17:23-24
 Farmer Maggot: 14:18
 Fram, Rohirric Hero: 4:16-18
 Fredegar "Fatty" Bolger: 2:5-6
 Gildor Inglorion: 1:12-13
 Gillindir: 10:33, 37-39
 Halbarad: 15:23-24
 Imrahil: 10:21, 34-35
 Lords and Kings of Dale: 20:21
 Pallando: 7:28-29
 Radagast the Brown: 5:23-24
 Théodred: 15:24
 Thorin Oakenshield: 10:36-37
 Thranduil: 11:27-28
 Amon Sûl. *See Weathertop.*
 Ancalagon the Black: 7:9
 Andrath: 17:6
 Anduin Vales, people of: 19:6-8
 Andúril, Flame of the West (longsword): 12:3-4
 Andúring (longsword): 7:21
 Anglachel (longsword): 11:24-25
 Angle, the: 17:7
 Angmar: 1:7; 19:2-5
 Anguirel (longsword): 11:24-26
 animal training: 6:10-11
 Annúminas: 17:4
 Áraroma (horn): 10:33
 archers: 5:13; 18:18-20
 Aredhel: 11:24-25
 Arkenstone, the: 10:32
 armour
 appraising: 5:12
 attributes: 5:9-10
 crafting: 5:9-11
 repairing: 5:11-12
 Arnor
 adventuring in: 1:6-8; 17:2-7; 18:2-3
 economy: 18:3
 geography: 1:7; 17:4-7
 history: 1:6-7; 17:2-4
 people: 1:7; 17:3-4; 18:2-3
 Ar-Pharazôn: 1:7
 Arthedain: 1:6-7; 17:4-5
 attack actions
 blunt attack: 1:5
 power attack: 1:5
 two-handed attack: 1:4-5
 attributes
 favoured: 2:7
 modifiers: 4:6
 other: 1:9
 pick method: 1:8
 primary: 1:8
 random method: 1:8
 secondary: 1:9
 Bain, son of Bard: 20:21
 Balrog, the: 13:34-40
 Bard (Bowman, King of Dale): 9:30-31; 20:21
 Bard II, son of Brand: 20:21
 Bardings: 20:7-9
 Barrows of Tyrm Gorthad (haunt): 13:25-28
 Belfalas: 10:12-21; 13:3-8. *See also Dol Amroth.*
 Beorn: 9:32-33; 19:7
 honeycakes: 23:13-14
 Beornings: 19:7
 Bill Ferny: 15:22
 Black Arrow: 9:26
 Black Pit of Gorvorsang (haunt): 13:23-25
 black squirrels of Mirkwood: 4:26
 blades of Angband: 17:14
 blocking. *See parrying.*
 blunt attack: 1:5
 bog-wights: 3:21
 Boots of Argalad: 14:15
 Brand, King of Dale: 20:21
 Brooch of the House of Morgil: 14:15
 Bruinen, Ford of: 17:7
 Burke, Doug: 3:3-4
 Cadoc, ghost of Kelathad: 4:14-15
 Cadoc's minions: 4:24
 called shots: 1:4-5
 Caradhaug (dragon): 11:35
 Carcelebrin (longsword): 9:25
 Carcharoth: 10:12
 Cardolan: 1:6-7; 17:6; 18:2-3
 Carn Dum: 19:2-5; men of: 12:36-37
 Cazar's Keep (haunt): 21:12-14
 Celeborn: 10:15
 character sheet: 2:9-12
 Chief Wolf: 15:25-26
 chronicles
 collaborative writing: 11:20-21
 First Age: 16:7-8
 Second Age: 16:7-9
 Círdan: 12:23-24
 Cloak of Darkness: 12:22
 Coldfells: 17:7
 Collected Rulings File: 3:32
 combat
 actions: 4:12; 5:17; 16:18
 Core rules: 4:11-12; 5:17-18
 Éowyn vs. Witch-King: 15:28-34
 Fellowship vs. Balrog: 13:34-40
 mass combat: 11:17-20
 movement in: 5:17; 12:13-14
 naval: 9:8-13
 Sam vs. Shelob: 14:22-25
 Set maneuver: 21:15
 skill tests: 5:18
 speeding up: 2:3-4
 unarmed vs. armed: 23:6
 Commander elite order: 2:14
 common folk
 Dúnedain: 9:33-36
 Dwarves: 11:32-35
 Elves: 10:42-45
 Hobbits: 6:18-21
 Men of Darkness: 8:32-36
 Middle Men: 7:29-36
 contest of wills: 7:11-12
 corpse candles: 1:14
 corruption: 22:27
 Corsairs of Umbar: 10:17
 Courage: 1:9
 coyotes: 10:9

crafting: 5:9-12

cram (way-bread): 23:13

creatures

black squirrels of Mirkwood: 4:26

bog-wights: 3:21

Cadoc's minions: 4:24

Carn Dum, men of: 12:36-37

corpse candles: 1:14

crebain: 1:15

desert-drakes: 6:23

dogs: 8:3-6; 9:3-6; 10:3-8

dragons: 5:3-6; 6:3-8; 7:3-9; 18:8-11

dumbledors: 5:26

dwimmerlaiks: 8:40

fell hunters: 12:32-33

fell-turtles: 10:46-47

flies of Mordor: 14:21-22

great eagles: 7:37-38

halgajar: 12:35-36

hell-hawks: 11:3-6; 12:38-41; 13:51-54

hounds of Valinor: 17:26-27

hammerhorns: 6:22

marsh ghouls: 4:25

mewlips: 8:38

mûmaks: 16:23-26; 17:27-31; 18:22-28

Morgul horses: 8:37

neeker-breekers: 9:36-37

oliphaunts: 16:23-26

orcs: 22:8, 20:24

sea serpents: 12:31-32

skeletons: 8:39

stone giants: 7:36-37

ta'fa'lisch: 8:41

trolls: 23:16-17

vampires: 12:14; 18:17

wargs: 8:3-6; 9:3-6; 10:3, 9-12

warg-wights: 12:33-34

were-worms: 5:25-26

wights, greater: 13:33

wolves: 8:3-6; 9:3-6; 10:3, 9-12

crebain: 1:15

Dale: 20:2-6

history: 20:2-3

geography: 20:3-6

Lords and Kings of: 20:21

people: 20:7-9

damage

increasing: 1:4-5

inflicting maximum: 1:4

Deadman's Dike: 17:4; 20:10-15

Defence: 1:9

Den of a City Rat (haunt): 17:10-11

desert-drakes: 6:23

desert-orcs: 22:21-22

dodging: 4:12

dogs: 8:3-6; 9:3-6; 10:3-8

Dol Amroth: 10:13-21; 11:7-14; 12:5-12; 13:3-9

city layout: 11:8-14

creatures: 13:6-9

economy: 12:8-9

geography: 13:3-6

government: 12:5-8

history: 10:14-17

people: 10:17-21; 12:9-12

Dol Guldur: 21:2-4

Dor-en-Emil: 10:12-21; 13:3-7. *See also Dol Amroth.*

Dougal (NPC): 16:21-22

dragons: 5:3-6; 6:3-8; 7:3-9; 18:8-11

Caradhaug: 11:35

ecology: 6:3-7

famous individuals: 7:9

magical abilities: 6:7-8

physical traits: 5:3-6

special abilities: 7:3-5

species: 7:6-9; 18:8-11

weaknesses: 7:5

draught of health: 5:18

Dreams and Legends (adventure): 23:18-25

Drúedain: 10:14; 16:2-6; 18:3

Drughu. *See Drúedain.*

dumbledors: 5:26

Dúnedain: 1:6-7; 18:2

Dungeons & Dragons system: 15:7-11; 16:9-17

Durin: 22:2-3

Dwar (Nazgûl): 11:28-31

dwimmerlaiks: 8:40

Earcaraxe (sea serpent): 12:28

East Emnet: 5:14

Eastfold: 5:14

edges

Agile edge: 19:16

Charmed Life edge: 15:35

Core rules: 4:6-7

Experienced: 23:6

fixing unbalanced edges: 19:13-16

Healing Hands edge: 6:9

Hoard edge: 14:6-7

Jack-of-all-Trades edge: 4:13

Merry Heart edge: 21:15

Open-Handed Defence: 23:6

Order edges: 2:8

Pawn of Prophecy edge: 22:9

racial edges: 1:10

Spread or Burst Bowshot: 23:6

Edhelion: 10:15

Edhellond: 10:14

Edoras: 5:15

Eldarion: 23:15

Elendil: 1:6; 10:15; 12:3

Elendúlan (shawl): 9:25

Elf-stone: 14:15

Elladan: 17:22-24

Elrohir: 17:23-24

Elven rings. *See rings of power.*

Elvish gown: 12:22

Emissary elite order: 6:11

Emyn Sûl. *See Weather Hills.*

Eohaim (NPC): 4:15-16

Eöl: 11:24-26

Eorl the Young: 3:11; 4:9; 19:7

Eorlingas. *See Rohan, people.*

Éomer: 4:10

Éothéod: 19:6-8. *See also Rohan, people.*

Eredrim (mountain folk): 10:19-20

Er-Mûrazôr (Nazgûl). *See Witch-King.*

Errata, official: 3:25-32

Eryn Vorn: 17:6; 18:3

Esgaroth: 20:3. *See also Dale.*

Ettenmoors: 17:7

Evendim, hills of: 17:4

experience: 9:6-7

falling damage: 20:29

Fangorn Forest: 5:15-16

Farmer Maggot: 14:18

fear effects: 19:9

Featured Creatures. *See creatures.*

fell hunters: 12:32-33

fell-turtles: 10:46-47

Fellowship of the Spear (adventure): 22:25-26

Fflewduur Fflam (minstrel): 12:27

flaws

Cultural Conflict flaw: 4:13

fixing unbalanced flaws: 19:16

Grief-stricken flaw: 21:15

Order flaws: 2:8

Outcast flaw: 4:13

racial flaws: 1:10

Vendetta flaw: 4:13

flies of Mordor: 14:21-22

Forest Den (haunt): 14:13-14

Forodrim: 18:6-7

Forodwaith. *See Lossoth.*

foxes: 10:9

Fram, Rohirric Hero: 4:16-18; 19:6-7

Fredegar "Fatty" Bolger: 2:5-6

Free Peoples: 1:8-10

free picks: 2:8

Frequently Asked Questions: 3:33-36

Frodo Fairbairn (NPC): 14:17-18

Gaerech (spear): 12:23

Galador: 10:21

Galadriel: 10:15

galvorn: 11:24-25

Gap of Rohan: 5:14

Gaurcrist (longsword): 9:25

Ghost Light on Hightower (haunt): 18:15-16

Gildor Inglorion: 1:12-13

Gillindir: 10:33, 37-39

Gimli

combat example: 1:4-5

Glaurung, father of dragons: 7:9

Gorvorsang (Shelob's spawn): 13:31-32

Gothmog: 12:24-26

great eagles: 7:37-38

Great Goblin: 11:26-27

Greenway, the: 17:4

Greyflood River: 17:6

grief: 21:8-9

Guardian, the: 15:27-28

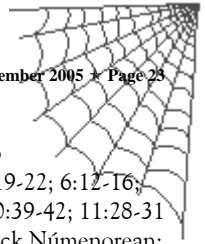
Guinifirin: 18:21

Gundabad. *See Mount Gundabad.*

Gurthang. *See Anglachel.*

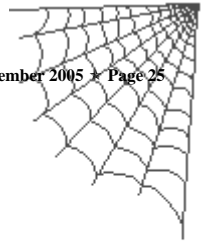
Gwathló. *See Greyflood River.*

Halbarad: 15:23-24



- halgajar: 12:35-36
 Harp of Taliesin: 12:22
 Healer elite order: 15:13-14
 healing
 advanced treatment: 15:4-5
 Core rules: 3:8; 6:8-10
 improving: 3:8-9
 infection: 3:9
 subskills and specialties: 15:4
 Health: 1:9
 hell-hawks: 11:3-6; 12:38-41; 13:51-54
 Helm Hammerhand: 3:11; 4:10
 Helm of the Mouth, the: 8:23
 Helm's Deep: 5:16
 Helm's Deep sourcebook review: 22:14-16
 Hoarmûrath (Nazgûl): 8:25-28
 Hoarwell River: 17:7
 Last Bridge: 17:7
 Hobbits
 as combatants: 2:3-4
 hobgoblins: 22:20
 horses. *See mounts.*
 Hostile Haunts
 Barrows of Tyrn Gorthad: 13:25-28
 Bastion of the Troll-God: 19:17-21
 Black Pit of Gorgvorsang: 13:23-25
 Cazar's Keep: 21:12-14
 Den of a City Rat: 17:10-11
 Forest Den: 14:13-14
 Ghost Light on Hightower: 18:15-16
 Lair of Caradhaug: 11:22-23
 Lair of Earcaraxe: 12:15-16
 Ruin of Scotesfarm: 12:17-21
 Ruins of Ost-in-Edhil: 18:4-6
 Shrine, the: 15:11-13
 hounds of Valinor: 17:26-27
 Huan, hound of Valinor: 10:12
 hummerhorns: 6:22
 ice-orcs: 22:21
 Imrahil: 10:21, 34-35
 Imrazôr: 10:21
 Indûr (Nazgûl): 9:27-29
 initiative: 4:11; 12:13-14
 Istari
 Alatar: 6:17-18
 Pallando: 7:28-29
 Radagast the Brown: 5:23-24
 items
 acid poison of Morgoth: 17:14
 Árarma, the Horn of the Dawn: 10:33
 Arkenstone, the: 10:32
 Boots of Argalad: 14:15
 Brooch of the House of Morgil: 14:15
 Cloak of Darkness: 12:22
 crafting/enchanting magical items: 13:55-56; 17:8-9
 draught of health: 5:18
 Elendûlan (shawl): 9:25
 Elf-stone: 14:15
 Elvish gown: 12:22
 Eöl, relics of: 11:24-26
 Gillindir, crafts of: 10:33
 Harp of Taliesin: 12:22
 Helm of the Mouth, the: 8:23
 heroic items: 9:24; 13:56
 Lindalóm (flute): 9:25
 mathoms: 13:29
 mûmak siege engine: 8:23-24
 Necklace of Girion: 11:24
 Orc shoes: 10:32
 strengthening draught: 5:18
 symbol of Gimli's House: 13:29
 Tinlothir (headband): 9:25
 Troll's purse: 10:32
 Whistle of Summoning: 9:25
 jousting: 20:29
 jump attack action: 16:18
 jungle orcs: 22:23
 jungle trolls: 23:16
 Kelekarach the Ice Fang (long knife): 10:33
 Keystones from the Past (adventure): 10:24-27
 Khamûl (Nazgûl): 4:19-23
 Lair of Caradhaug (haunt): 11:22-23
 Lair of Earcaraxe (haunt): 12:15-16
 Lake Evendim: 17:5
 Lake-town. *See Esgaroth.*
 Last Bridge: 17:7
 Lindalóm (flute): 9:25
 Linwen (NPC): 8:30
 Lithrogs: 1:16
 Lôkhuzôr: 14:19-20
 Lond Daer Ened: 17:6
 Lond Ernil. *See Dol Amroth.*
 Lone Lands, the: 17:5
 Long Lake: 20:3
 Lossoth: 21:5-7
 Loudwater River: 17:7. *See also Bruinen.*
 Maeglin: 11:25
 Maiar: 10:28-29
 marsh ghouls: 4:25
 mass combat: 11:17-20
 mathoms: 13:29
mearas. See mounts.
 Mellawyn, Fell Spirit: 20:14
 MERP system: 14:8-12
 mewlips: 8:38
 Minhiriath. *See Cardolan.*
 min-maxing: 4:6-7
 Mirkwood: 23:2-5
 Mitheithel. *See Hoarwell River.*
 mook rules: 1:4; 2:3
 Morgul horses: 8:37
 Mornech, Master Thief: 17:25
 Morrigan, the: 12:29-30
 Mount Gundabad: 22:2-7
 mounts: 5:7-9
 riding rules: 5:8-9
 special abilities: 5:8
 types: 5:7-8
 Mouth of Sauron, the: 8:29
 movement: 12:13-14
 multiple-action penalty: 12:42-43; 16:26-27
 mûmaks: 16:23-26; 17:27-31; 18:22-28
 mûmak siege engine: 8:23-24
 Nalin, Smith of the Caves (NPC): 13:30
 Narsil. *See Anduril.*
 Narya, Ring of Fire: 13:10-13
 Nazgûl: 3:16-20; 4:19-23; 5:19-22; 6:12-16; 7:24-27; 8:25-28; 9:27-29; 10:39-42; 11:28-31
 Adûnaphel the Black Númenorean: 6:12-16
 Akhôrakil the Black Númenorean: 5:19-22
 Dwar of Waw: 11:28-31
 Er-Mûrazôr the Witch-King: 1:7; 3:16-20
 Hoarmûrath of Dîr: 8:25-28
 Indûr Dawndead: 9:27-29
 Khamûl the Easterling: 4:19-23
 Ren the Unclean: 10:39-42
 Úvatha the Horseman: 7:24-27
 necker-breekers: 9:36-37
 Nenuial. *See Lake Evendim.*
 Nenyá, Ring of Water: 13:10-13
 non-player characters
 Adelard Hornblower (minstrel): 8:31
 Dougal (rogue): 16:21-22
 Eohaim (warrior): 4:15-16
 Fflewdur Fflam (minstrel): 12:27
 Frodo Fairbairn (noble): 14:17-18
 Linwen (rogue): 8:30
 Nalin (smith): 13:30
 North Kingdom, the. *See Arnor.*
 NPCs. *See non-player characters.*
 oliphants: 16:23-26; 17:27-31; 18:22-28
 One Ring, the: 13:14. *See also rings of power.*
 Orcrist (longsword): 10:32
 Orc shoes: 10:32
 Orcs: 22:8, 20-24
 Order Abilities
 Barbarian: 7:23
 Captain: 16:18
 Craftsman: 6:10-11; 7:23; 16:5; 17:8-9
 Knight: 16:18
 Loremaster: 7:23; 16:6
 Mariner: 7:23; 10:30-31
 Minstrel: 7:23
 Noble: 7:23
 overview: 2:8
 Ranger: 16:18
 Rogue: 7:23
 Unique Ability: 22:10
 Vala Virtue order ability: 20:15-17
 Warrior: 7:23; 16:18
 Orders
 Archer elite order: 18:18-20
 Barbarian: 16:18-20
 basic: 2:7; 9:7
 Commander elite order: 2:14
 Craftsman: 15:14-21
 elite: 9:7; 13:19
 Emissary elite order: 6:11
 Healer elite order: 15:13-14
 Loremaster: 20:18-20
 Magician: 21:9-11
 Mariner: 22:11-13
 Minstrel: 23:10-13

- Noble: 17:15-22
Ranger elite order: 19:22-24
Warrior: 13:14-20
Weaponmaster elite order: 7:22
- Order packages
Barbarian: 16:5
Craftsman: 3:15; 16:5
Loremaster: 2:16; 16:6
Mariner: 2:16
Minstrel: 2:16
Noble: 2:16; 11:24; 16:6
Warrior: 2:16; 10:29-30; 16:6
- Osgiliath: 15:2-3
Ost-in-Edhil: 18:4-6
- packages
Order packages: 2:7; 10:29-30; 11:24
racial packages: 1:10; 8:23; 9:24; 10:29; 13:29; 19:6; 20:7; 21:5
Pallando (Istari): 7:28-29
parrying: 4:12
Pawn of Prophecy edge: 22:9
PCs. *See player characters.*
Pelargir: 10:15
Peril System: 3:5-7
physical tests: 8:8-9
play-by-email/post: 22:16-19
player characters
background and description: 3:13-14
character sheet: 2:9-12
creating: 1:8-10; 2:7-8
experience: 9:6-7
primary attributes: 1:8
races: 1:8-10
secondary attributes: 1:9
power attack: 1:5
power gamers: 12:42-43
races
Maiar: 10:28-29
racial abilities
Call of the Sea (Elves): 21:15
racial packages
Black Númenorean: 8:23
Dwarf of Aglarond: 13:29
Elf of Emyrn-nu-Fuin: 23:4
Elf of Ithilien: 23:4
Éothéod: 19:6
Line of Girion: 9:24
Lossoth: 21:5
Men: 1:11
Man of Arnor (Dúnadan): 1:11
Man of Arthedain (Dúnadan): 1:11
Man of Cardolan (Dúnadan): 1:11
Man of Dol Amroth: 10:29
Man of Esgaroth: 20:7
Man of the Mountains (Anduin Vales): 19:6
Man of the Outlands (Dale-lands): 20:7
Man of Rhudaur (Dúnadan): 1:11
Man of the Steppe (Dale-lands): 20:7
- Woodsmen (Anduin Vales): 19:6
Radagast the Brown (Istari): 5:23-24
Rangers: 1:6-7; 17:3-4
Reach of the White Hand (adventure): 19:25-29
reactions
favoured: 2:7
overview: 1:9
Ren (Nazgûl): 10:39-42
Renown: 1:9
Rescue on the Barrow-Downs (adventure): 13:41-51
Rhudaur: 1:6-7; 17:7
riding: 5:8-9
Ringwraiths. *See Nazgûl.*
Ring of Fate: 14:15-16
rings of power: 13:10-14; 15:5-7
activating: 15:5
corrupt rings: 15:6
minor rings: 15:6-7
Narya, Ring of Fire: 13:10-13
Nenya, Ring of Water: 13:10-13
Nine Rings: 19:10-12
One Ring, the: 13:14; 19:12
Ring of Fate: 14:15-16
types of rings: 15:6
Vilya, Ring of Air: 13:10-14
- River Running: 20:6
- Rohan
economy: 4:8-9
geography: 5:14-16
government: 4:9-10
history: 3:10-12
people: 4:8
Rohirrim. *See Rohan, people.*
Rolemaster system: 14:8-12
Ruin of Scotesfarm (haunt): 12:17-21
Ruins of Ost-in-Edhil (haunt): 18:4-6
Scatha the Worm: 7:9; 19:6-7
sea serpents: 12:31-32
sea orcs: 22:24
sea trolls: 23:17
Sea-ward Tower, the: 10:15
Set combat maneuver: 21:15
Shelob: 14:22-25
ships: 8:10-14; 9:8-13; 10:22-23
constructing: 8:10-14
crew: 11:16-17
hazards: 10:22-23
maneuvers: 9:10-13
naval combat: 9:8-13
officers: 11:15-16
profile sheets: 8:44; 11:38-39
traits: 8:14
Shrine, the (haunt): 15:11-13
Silturma (long knife): 7:21
Silvan Elves: 23:4-5
- Size
hex map representation: 13:21-22
modifiers: 2:3; 5:17-18
parrying: 13:20-21
Wound Levels: 1:9
skeletons: 8:39
- skills
academic skills: 8:7-8
Appraise skill: 5:12
combat skills: 4:7; 5:17-18
Craft skill: 5:9-11
Healing skill: 3:8; 6:8-10
Intimidate skill: 19:9
language: 4:7
legendary: 16:7-9
Lore skill: 18:12-14
native: 1:10
Perform skill: 20:29
physical skills: 8:8-9
rank restrictions: 4:6
racial: 1:10
Ride skill: 5:8-9
social skills: 7:10-12
skill groups: 4:7
Smithcraft skill: 5:9-11
Smaug the Golden: 7:9; 20:2-3
social tests: 7:10-12
songs and poems
"The Paths of the Dead": 8:24
South Downs: 17:6
spells
Burden of Evil: 17:13
Corrupting Affliction: 17:12
Healing-spell: 6:9
Invigorating Power: 17:13-14
Light of the Valar: 17:13
Might of Tulkas: 17:14
Twisting Shadow: 17:12
Step-by-Step Encounters. *See combat.*
stone giants: 7:36-37
strengthening draught: 5:18
successes
extra successes in combat: 1:4
mook rules: 2:3
number of: 2:3
swamp-orcs: 22:22-23
swamp-orc poison: 22:13
symbol of Gimli's House: 13:29
ta'fa'lich: 8:41
tests
successes: 2:3
Tharbad: 1:7; 14:3-5; 17:6
"The Paths of the Dead" (song): 8:24
Théoden: 3:12; 4:10
Théodred: 15:24
Thorin Oakenshield: 10:36-37
Thranduil: 11:27-28; 23:2-5
Threat Value: 3:6-7
Tidball, Jeff: 4:3-5
Tinlothir (headband): 9:25
traits. *See edges and flaws.*
Triumph of the Witch-king (adventure): 7:13-20; 8:15-22; 9:14-23; 14:26-31; 20:22-28
Trolls: 23:16-17
Troll's purse: 10:32
Turgon: 11:24-25
two-handed attack: 1:4-5
Unique Ability: 22:10
Úvatha (Nazgûl): 7:24-27



Vala Virtue order ability: 20:15-17

Valar: 20:15-17

vampires: 12:14; 18:17

Vilya, Ring of Air: 13:10-14

Wandering Companies: 18:3

wargs: 8:3-6; 9:3-6; 10:3, 9-12

warg-wights: 12:33-34

weapons

Adúnagan (longsword): 8:23

Andúril, Flame of the West (longsword): 12:3-4

Andúring (longsword): 7:21

Anglachel (longsword): 11:24-25

Anguirel (longsword): 11:24-26

appraising: 5:12

attributes: 5:10

Black Arrow: 9:26

blades of Angband: 17:14

blow gun: 22:13

Carcelebrin (longsword): 9:25

crafting: 5:9-11

Ellenruth (longsword): 17:24

Gaerech (spear): 12:23

Gaurcrist (longsword): 9:25

Ithilnaur (longsword): 17:24

Kelekarach the Ice Fang (long

knife): 10:33

new rules: 17:9-10

Orcrist (longsword): 10:32

quality, repair, and maintenance: 23:7-9

repairing: 5:11-12

Silturma (long knife): 7:21

swamp orc poison: 22:13

throwing axe: 5:18

Weaponmaster elite order: 7:22

Weariness Levels: 1:9

Weather Hills: 17:5

Weathertop: 17:5

were-worms: 5:25-26

West Emnet: 5:14

Westfold: 5:14

Whistle of Summoning: 9:25

White Mountains: 5:14

wights, greater: 13:33

Wild Men: 10:14. *See also Drúedain, Lossoth.*

Witch-King: 1:7; 3:16-20; 19:2-5

Wizards. *See Istari.*

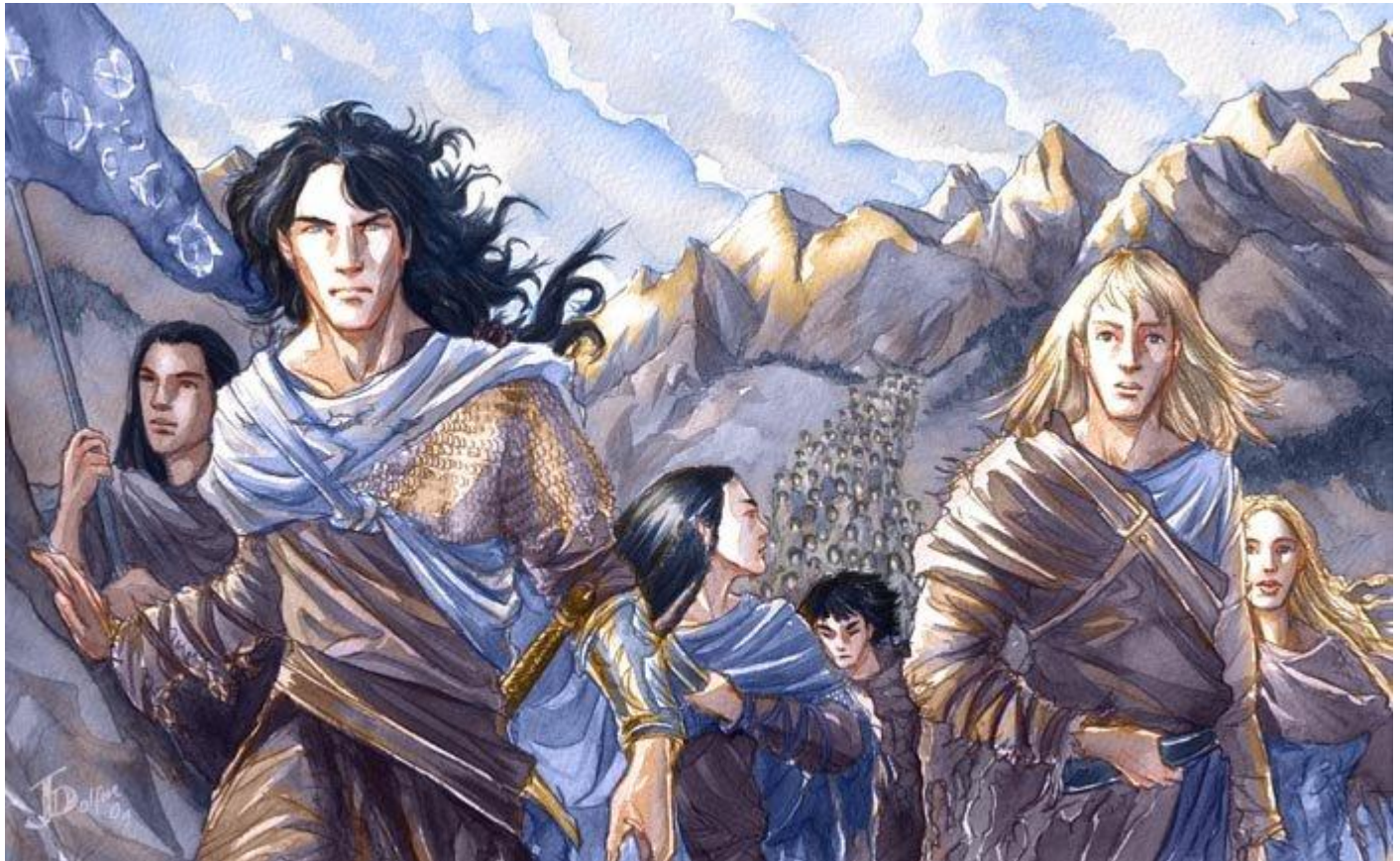
wolves: 8:3-6; 9:3-6; 10:3, 9-12

Wood-Elves: 23:4-5

Woodland Realm. *See Mirkwood.*

Woses. *See Drúedain.*

Wound Levels: 1:9



The coming of Fingolfin by Jenny Dolfen



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.fanhq.com/viewforum.php?f=164>

DECIPHER'S LOTR RPG SUPPORT DOCS

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

THE HALL OF FIRE WEBZINE SITE

<http://halloffire.org>

FAN MODULES FOR MIDDLE-EARTH

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

THE MAD IRISHMAN

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

STARBASE CODA

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

ENCYCLOPEDIA OF ARDA

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

SCOTT'S RPG CENTRAL

http://www.geocities.com/scott_metz/

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>

TREK-RPG.NET

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

CODA WEBZINE REPOSITORY

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

TOLKIEN ONLINE

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

TALES OF MIDDLE-EARTH

[http://games.groups.yahoo.com/group/tales_of_mid
dle_earth/](http://games.groups.yahoo.com/group/tales_of_middle_earth/)

CHRONICLES OF THE NORTH

<http://roleplay.avioc.org/lotr/index.htm>

CALLING ALL GAMERS!

Interested in submitting...

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- New creatures, or fell beasts?
- New Orders or Elite Orders?
- NPC's?
- Weapons, equipment, or magical items?
- Fan Art?

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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?

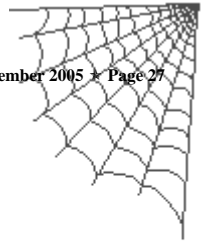
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- An RPG convention or tournament
- Or any events pertaining to The *Lord of the Rings* RPG or Star Trek RPG by Decipher

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Imrahil tends his nephew by Anke Eissmann



CHARACTER NAME:

SPELL SPECIALTIES:

WIZARDRY SPELLS

KNOWN	SPELL NAME	CASTING			WEARINESS		PAGE REFERENCE‡
		TIME	RANGE	DURATION	TN	COST†	
○	Animal Messenger	2	Touch	**	5	1	CB 174
○	Bane-spell	1 min.	Touch	1 min.*	10	2	CB 174
○	Beast Cloak	2	Touch	1 hour*	8	1	PW 50
○	Beast Speech	1	Self	1 min.*	5	1	CB 174-5
○	Beast Summoning	2	**	**	8	1	CB 175
○	Blade Preservation	5 min.	Touch	50 years*	5	1	CB 175
○	Blast of Cold	2	20 yards*	1 round*	12	2	PW 50
○	Blessing of Aulë	2	Touch	1 hour*	8	1	PW 50
○	Blessing of Elbereth	2	Touch	10 min.*	8	1	PW 50
○	Blessing of Oromë	2	Touch	1 hour*	8	1	PW 52
○	Blinding Flash	1	5 yards*	Instant	10	1**	CB 175-6
○	Break Binding	2	10 feet	Instant	8	1	CB 176
○	Burning Sparks	1	10 feet	Instant	8	1	CB 176
○	Calling	**	**	**	10	1	CB 176
○	Change Hue	2	Self	10 min.*	8	1	CB 176
○	Cloak of Shadow	1	Touch	1 round*	8	1	PW 52
○	Cold-ward	1	Self	Concentration	5	1	PW 52
○	Crafting-spell	5 min.	Touch	**	12	1	CB 177
○	Create Light	1	Touch	20 min.*	5	1**	CB 177
○	Detect Foe	1	Self	1 hour*	8	1	PW 53
○	Disarm	1	2 yards*	Instant	5	1	PW 53
○	Display of Power	1	Self**	1 round	10	2	CB 178
○	Dull Senses	1	3 yards*	10 min.*	8	1	PW 53
○	Enhance Food	1 min.	Touch	**	5	1	CB 178
○	Evoke Awe	1	**	1 round*	10	1	CB 178
○	Exclusion	10 min.	Touch	1 year*	12	2	CB 179
○	Farseeing	5 min.	**	1 min.*	15	2	CB 179-80
○	Farspeaking	2	1 mile*	Concentration	9	1	CB 180
○	Fiery Missile	1	**	**	7	1	CB 180
○	Finding and Returning	1 min.	Touch	1 month*	10	1	CB 180
○	Fireshaping	1	1 foot*	Concentration	5**	1	CB 180
○	Flame Arrow	1	3 yards	**	8	1	PW 54
○	Flame of Anor	2	20 feet*	Instant	10	2	CB 180
○	Fog-raising	1 min.	50 feet*	**	8	1	CB 181
○	Fog-weaving	2	20 feet*	1 min.*	9	1	CB 181
○	Fortify Works	2	Touch	1 hour*	12	2	PW 54-5
○	Guarding-spell	1 min.	Touch	1 min.*	12	2	CB 182
○	Healing-spell	1 min.	Touch	**	10	1	CB 182
○	Hide's Virtue	1	Touch	1 min.*	8	1	PW 55
○	Imitation-spell	2	3 feet*	Concentration	8	1	CB 182
○	Intercept Missile	1	3 yards*	Instant	8	1	PW 55
○	Invocation of Elbereth	2	Touch	1 hour*	8	1	PW 55
○	<i>Ithildin</i> -fire	1 min.	Touch	**	5	1	CB 183
○	Keen Senses	1	Touch	10 min.*	8	1	PW 55-6
○	Kindle Fire	1	Touch	**	5	1	CB 183

WIZARDRY SPELLS

KNOWN	SPELL NAME	CASTING			WEARINESS		PAGE REFERENCE‡
		TIME	RANGE	DURATION	TN	COST†	
○	Lightning	2	5 feet*	Instant	12	1	CB 183
○	Mastery of Shapes	1 min.	Self	1 hour*	10	2	CB 183
○	Mind-speech	1 min.	1 foot*	Concentration	10	1	CB 184
○	Mind Barrier	1	Self	10 min.*	15	3	PW 56
○	Mind Shield	1	Self	10 min.*	8	2	PW 56
○	Misdirection	1 min.	**	1 hour*	12	2	CB 184
○	Mist of Speed	1 hour	10 miles*	1 hour*	12	3	CB 184
○	Move as Thru Water	1	Touch	1 round*	12	1	PW 56
○	Naming	1 min.	Touch	Permanent	8	1	CB 184
○	Obscure	2	Touch	1 year*	8	1	PW 57
○	Opening-spell	2	Touch	Instant	7	1	CB 184
○	Preserve Fire	1	2 yards*	Concentration	**	1	PW 57
○	Power of the Land	3 rounds	1 mile	**	12	3	CB 185
○	Quench Fire	1	5 yards*	Instant	**	1	CB 185
○	Rain-ward	1	Self	Concentration	5	1	CB 185
○	Reading the Heart	1 min.	10 feet	Instant	9	1	CB 185
○	Renew	1	Touch	Instant	8	2	PW 57-8
○	Resist Fear	1	Self	1 round*	8	1	CB 185
○	Resist Fire	1	Touch	1 min.*	12	2	PW 58
○	Revive	1	Touch	Instant	5	1	PW 58
○	Scribe Moon-letters	**	Self	Permanent	7	1	CB 186
○	Sense Power	1	10 feet*	1 min.	5	1	CB 186
○	Shatter	1	5 feet*	Instant	8	1	CB 187
○	Shell's Virtue	1	Touch	1 round*	8	1	PW 58
○	Shutting-spell	1 min.	Touch	1 hour*	8	1	CB 187-8
○	Slumber	2	5 feet*	1 hour*	10	1	CB 188
○	Smite	1	3 yards	**	12	2	PW 58-9
○	Smoke-weaving	1	1 foot*	Concentration	5	1	CB 188
○	Sorcery Ward	2	Touch	1 min.*	15	3	PW 59
○	Spellbinding	1	5 feet*	**	10	1	CB 188
○	Spoken Thoughts	2	Self	1 hour*	7	1	CB 188-9
○	Springtime	1 min.	**	Concentration	12	1	CB 189
○	Steady Craft	2	Touch	1 hour*	8	1	PW 59
○	Steady Hand	1	Touch	1 round*	5	1	PW 60
○	Stout Body	1	Touch	1 min.*	8	1	PW 60
○	Strength of Limb	1	Touch	1 round*	5	1	PW 60
○	Sundering	2	5 feet*	Instant	15	2	CB 189
○	Swift of Foot	1	Touch	1 round*	5	1	PW 60
○	Transformation	2	1 foot*	Instant	15	3	CB 189-90
○	Veil	1 min.	Self	1 hour*	10	1	CB 190
○	Victory-spell	1 min.	Touch	1 min.*	12	2	CB 190
○	Virtue of Finding	2	10 miles*	Instant	8	1	PW 60
○	Voice of Command	1	**	**	10	2	CB 190
○	Voice of Suasion	1	**	1 min.*	10	1	CB 190-1
○	Vulnerability to Fire	1	3 yards*	1 min.*	10	1	PW 60

* per point of Bearing ** see spell description † number of spell picks ‡ CB=Core Book; FS=*The Fellowship of the Ring Sourcebook*; IS=*Isengard*; PW=*Paths of the Wise*



CHARACTER NAME:



SPELL SPECIALTIES:

WIZARDRY SPELLS

KNOWN	SPELL NAME	CASTING TIME	RANGE	DURATION	WEARINESS TN	COST†	PAGE REFERENCE‡
<input type="radio"/>	Water-fear	1	20 yards*	10 min.*	10	1	PW 61
<input type="radio"/>	Watershaping	1	50 feet*	Concentration	10	1	CB 191
<input type="radio"/>	Wind-mastery	2	50 feet*	**	10	1	CB 191
<input type="radio"/>	Wizard's Fist	1	5 feet*	Instant	12	2	FS 56
<input type="radio"/>	Wizard's Guise	1 min.	Self	1 hour*	8	1	CB 191
<input type="radio"/>	Wizard's Hand	1	5 feet*	Instant	10	1	CB 191-2
<input type="radio"/>	Word of Command	1	**	**	13**	3	CB 192
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SORCERY SPELLS

KNOWN	SPELL NAME	CASTING TIME	RANGE	DURATION	WEARINESS TN	COST†	PAGE REFERENCE‡
<input type="radio"/>	Bladeshattering	1	10 yds.	Instant	8	1	CB 175
<input type="radio"/>	Blast of Sorcery	2	10 yds.*	Instant	12	2	CB 175
<input type="radio"/>	Call Fell Beasts	2	**	**	12	2	PW 52
<input type="radio"/>	Command	2	10 yds.	1 hour*	15	3	CB 176-7
<input type="radio"/>	Corrupt Surface	1	3 yards	1 round*	12	2	PW 52
<input type="radio"/>	Dark Stench	1	10-yd. radius	1 round*	10	1	PW 53
<input type="radio"/>	Dumbness	1	10 feet*	1 min.*	8	1	CB 178
<input type="radio"/>	Enslave Beast	2	5 feet*	1 day*	10	1	CB 178
<input type="radio"/>	Evoke Fear	1	**	1 round*	10	1	CB 178-9
<input type="radio"/>	Fair-seeming	2	Self	10 min.*	8	1	PW 53
<input type="radio"/>	Fatigue	1	3 yards*	Instant	10	1	PW 54
<input type="radio"/>	Fire of Udûn	2	3 yards*	Instant	12	3	PW 54
<input type="radio"/>	Forgetfulness	2	5 feet*	1 week*	12	1	CB 181-2
<input type="radio"/>	Hex-spell	2	Touch	1 minute*	12	2	PW 55
<input type="radio"/>	Holding-spell	2	10 feet*	1 round*	12	2	CB 182
<input type="radio"/>	Lame	1	2 yards*	10 min.*	10	2	PW 56
<input type="radio"/>	Morgul Wound	1	3 yards	Instant	8	2	PW 56
<input type="radio"/>	Possession	1 min.	LOS	Concentration**	15	3	IS 73
<input type="radio"/>	Quicken Orc-spawn	10 min.	Touch	1 month	5	1	IS 73-4
<input type="radio"/>	Ruin	2	Touch	1 round*	12	2	CB 186
<input type="radio"/>	Sap Strength	1	2 yards*	1 round*	5	1	PW 58
<input type="radio"/>	Shadow of Fear	2	**	**	12	1	CB 186-7
<input type="radio"/>	Shadows & Phantoms	1 min.	**	1 hour*	10	1	CB 187
<input type="radio"/>	Sheath of Ice	1	3 yards	1 min.*	12	2	PW 58
<input type="radio"/>	Spawn Were	2	3 yards	Instant	12	2	PW 59
<input type="radio"/>	Spawn Wight	2	3 yards	Instant	15	3	PW 59
<input type="radio"/>	Uncanny Industry	5 hours	Touch	1 day*	12	3	IS 74
<input type="radio"/>	Veiling Shadow	1 min.	100 feet*	1 hour	12	2	CB 190
<input type="radio"/>	Vulnerability to Sorcery	1	3 yards*	1 min.*	10	1	PW 60-1
<input type="radio"/>	Waste	1	3 yards*	Instant	12	2	PW 61
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ANIMAL MESSENGER THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: Touch
DURATION: Special
WEARINESS TN: 5
COST: 1 spell pick
REQUISITE: *Beast Speech* or *Beast Summoning*
METHOD: Standard
SPECIALTY: Beasts
SOURCE: Core rulebook, page 174

EFFECT: The caster uses a beast or bird as a messenger, having it send information to someone else. The caster must have the creature available to him—because it is a pet or companion, or through *Beast Summoning* or other magic. The caster speaks the message to the creature, describes the person to deliver it to, and where that person can be found. The creature travels and searches for a number of hours equal to the spellcaster's Bearing. If the creature gets close enough to the target, it delivers the message (the target automatically understands the message). If the creature fails to find the target within the spell's duration, the spell ends and the creature returns to its normal pursuits.

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BANE-SPELL THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 1 minute
RANGE: Touch
DURATION: 1 minute per point of Bearing
WEARINESS TN: 10
COST: 2 spell picks
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, page 174

EFFECT: The caster can lay upon a weapon the power to cause special harm to one type of creature or being. The caster must specify the target affected, e.g., 'Orcs,' 'wolves,' 'dragons,' or 'Dunlendings.' By increasing the spell's TN by +3, the caster can expand the target to cover more than one type of being; e.g., 'Orcs and Trolls,' 'beasts,' 'servants of Sauron,' or 'the Free Peoples.'

A *Bane-spelled* weapon provides a +5 bonus to Armed Combat or Ranged Combat tests to strike the type of being against whom it is enchanted. That typically guarantees at least one extra degree of success, and thus greater damage. Also, at the Narrator's discretion, a bane-weapon may have the ability to pierce or diminish protective spells used by the target, such as *Bladeshattering* or the *Guarding-spell*.

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BEAST SPEECH THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 1
RANGE: Self
DURATION: 1 minute per point of Bearing
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: Beasts
SOURCE: Core rulebook, pages 174-5

EFFECT: This spell grants the caster the ability to speak with birds and animals. He can speak with any creature close enough to hear him, and that creature can automatically understand him and respond with Wits equal to those of a typical Man. Other people listening to the conversation merely hear sounds like animal noises.

At the Narrator's option, a spellcaster can cast this spell upon another character by touch, but only when casting it as a standard spell, not when using it as a magic ability.

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BEAST SUMMONING THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: Special
DURATION: Special
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Song
SPECIALTY: Beasts
SOURCE: Core rulebook, page 175

EFFECT: This spell allows a caster to call to himself beasts and birds. When he casts it, he must specify the type of animal he wishes to summon, either specifically (horses, thrushes, foxes, etc.) or broadly (large four-footed animals, birds, etc.). Any creatures within 200 yards times the caster's Bearing that fit the description travel to him at best possible speed for a number of minutes equal to his Bearing.

The spell confers no ability to command beasts. If the caster asks the beasts to perform a task, they consider it and may agree. This is a TN 10 Persuade (Charm) test. The beasts should be considered friendly, adding a +5 test result bonus to the caster's roll. If the caster cannot speak with the beasts, he may suffer a -15 penalty. Using hand signals would not incur this penalty.

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BLADE PRESERVATION THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 5 minutes
RANGE: Touch
DURATION: 50 years per point of Bearing
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard, Runes, Song
SPECIALTY: None
SOURCE: Core rulebook, page 175

EFFECT: Casters use this spell to preserve swords and daggers, keeping them from becoming dull, rusted, pitted, or weakened by the passage of time. A weapon under the protection of *Blade Preservation* can still be damaged or harmed directly, but it remains untouched by the wear of years.

This spell affects one blade per casting. The spellcaster may double the number of blades affected at once for each +2 to the Weariness TN. At the Narrator's option, the caster can use this spell to protect other metallic items no larger than a sword's blade.

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BLINDING FLASH THE LORD OF THE RINGS ROLEPLAYING GAME UNOFFICIAL SUPPLEMENT

CASTING TIME: 1
RANGE: 5 yards per point of Bearing
DURATION: Instant
WEARINESS TN: 10
COST: 1 spell pick, plus see text
REQUISITE: *Create Light*
METHOD: Standard, Song
SPECIALTY: Fire
SOURCE: Core rulebook, pages 175-6

EFFECT: This spell creates a bright flash of light to blind an enemy. If the caster succeeds with his Stamina test, he blinds the target for 1d6+1 rounds. The target may make a TN 12 Swiftness test to reduce the duration of the blindness by half, rounding up. When blind, a character suffers a -5 penalty to attacks and all other actions requiring sight. The Narrator may impose other penalties or even forbid certain actions as seems appropriate.

The basic spell, which blinds one person, costs one pick. Spending a second pick to improve the area of effect allows the caster to affect a 10 foot radius. Subsequent picks double the radius, so the third pick would allow a 20 foot radius, the fourth a 40 foot radius, and so on.

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BREAK BINDING

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: 10 feet
DURATION: Instant
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 176

EFFECT: With this spell, the caster can dispel the effects of a single casting of the *Holding-spell* or *Spellbinding* , freeing those trapped by the magic. If the spellcaster who cast the *Holding-spell* or *Spellbinding* is present when he tries this and wishes to stop him, the two spellcasters must engage in an opposed Willpower test to see whose magic prevails.

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BURNING SPARKS

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 1
RANGE: 10 feet
DURATION: Instant
WEARINESS TN: 8
COST: 1 spell pick
REQUISITE: *Kindle Fire*
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 176

EFFECT: The caster can cause an existing fire to flare, casting burning sparks. Anyone within 10 feet of the fire may suffer injury, but the spellcaster can decide to hurt some while sparing others. The damage caused by *Burning Sparks* depends on the size of the fire the caster uses for it (see table below). Anyone affected by the spell may reduce the damage sustained by half by succeeding with a TN 10 Swift test. Except for with candle flames, this spell does not extinguish the fire used to fuel it.

BURNING SPARKS DAMAGE

Fire Size	Candle	Torch	Campfire	Sm. Bonfire	Lg. Bonfire
Damage	1 (one person only)	1/2d6	1d6	2d6	4d6

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CALLING

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: See text
RANGE: See text
DURATION: See text
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, pages 176

EFFECT: The caster can grant another person the ability to call upon him, even over long distances, and seek his aid. The caster casts the spell by explaining to the other person how to call him. This takes at least a minute and requires the caster to make the usual test to resist Weariness.

The call has to involve speech, but it could be a simple rhyme or song, the caster's name uttered with particular inflection, or a complex incantation. The call must take at least two actions to use. The person taught the spell remembers it forever after, unless stronger magic takes away his memory of it. When he uses it, the caster hears it, knows who is calling him, and knows if that person is in peril. Distance may affect the caster's ability to respond. This spell grants no ability to travel quickly.

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CHANGE HUE

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: Self
DURATION: 10 minutes per point of Bearing
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: Beasts
SOURCE: Core rulebook, page 176

EFFECT: With this spell, a caster can alter the colour of his skin, hair, eyes, and clothes. Within the duration of the spell, he may change the hues of any or all of these things as often as he wishes, as a free action. Proper changes of colour can help a character to hide in wild areas, providing a bonus of up to +5 to appropriate Stealth (Hide) tests.

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CRAFTING-SPELL

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 5 minutes
RANGE: Touch
DURATION: See text
WEARINESS TN: 12
COST: 1 spell pick
METHOD: Standard, Runes, Song
SPECIALTY: None
SOURCE: Core rulebook, page 177

EFFECT: This spell, most often used by Dwarves, enhances and augments the caster's skill as a craftsman. When cast, it provides a +10 bonus to any Craft, Smithcraft, Stonecraft, or similar skill for the forging or creation of one item, object, or work of art. All items successfully created with the help of this spell count as masterworks, but the creator may not add enchantments to them without the Narrator's permission. See pages 83-4 of the core rulebook for information on the Enchantment and Masterwork order abilities.

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CREATE LIGHT

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 1
RANGE: Touch
DURATION: 20 minutes per point of Bearing
WEARINESS TN: 5
COST: 1 spell pick, plus see text
METHOD: Standard
SPECIALTY: Fire, Secret Fire
SOURCE: Core rulebook, page 177

EFFECT: The caster may create light, typically on his hand or at the end of his staff. The caster can vary the intensity and colour of the light as he wishes, though it is equal to that of a strong torch at most, sufficient to light a 20-foot radius, under most circumstances, or a slightly larger area at night or underground.

For each additional spell pick devoted to this spell, the caster may increase the maximum intensity of the light so that it suffices to light an area with a 20-foot larger radius.

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DISPLAY OF POWER



CASTING TIME: 1
RANGE: Self (see text)
DURATION: 1 round
WEARINESS TN: 10
COST: 2 spell picks
REQUISITES: Any five other spells
METHOD: Standard, Song, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 178

EFFECT: With this spell, a caster summons forth the his power, displaying it in ways that all can see and none can mistake. The effects depend upon the situation and his mood. Thunder and lightning may flash from his staff, fire may fill him, or a great light may surround him. Many effects are possible. Whatever the appearance of the spell, it grants him a +10 bonus to Inspire and Intimidate tests made that round, and half that bonus for tests made in the following 1d6+1 rounds. The bonus is only effective when working with—or against—those able to witness the *Display of Power*.

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ENHANCE FOOD



CASTING TIME: 1 minute
RANGE: Touch
DURATION: See text
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 178

EFFECT: This spell, a favourite of many travelling casters, improves the taste and quality of food. Alternately, the caster can reverse the effects to ruin food: sour ale, curdle milk, spoil meat, and so on.

When souring or ruining food, the spell's effects take place and are permanent. When improving food, the duration lasts as long as the food would normally last. For example, if cast on a meal, it lasts until the food spoils naturally: a day or two at best, in most situations. If cast on beer, the beer remains improved until allowed to go stale, perhaps for up to a year if it remains in its kegs.

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EVOKE AWE



CASTING TIME: 1
RANGE: See text
DURATION: 1 round per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
REQUISITE: Bearing 8+
METHOD: Standard
SPECIALTY: Secret Fire
SOURCE: Core rulebook, pages 178

EFFECT: This spell functions identically to *Evoke Fear*, but is not a form of sorcery. It grants the caster the skill Intimidate (Power or Majesty) +8. If he already knows the chosen skill, it instead provides a +8 test result bonus to all attempts to use the skill with the Power or Majesty specialties.

This spell only works to inspire awe and dread in those who serve the Shadow and are confronted by the caster. At the Narrator's option, it may apply in some situations where a hero needs to awe those whom he wishes to recruit as allies, such as when Gandalf spoke to Théoden and broke Wormtongue's hold over him. The subtle magic of Middle-earth may reflect the use of this spell, such as a shaft of light breaking through the clouds.

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EXCLUSION



CASTING TIME: 10 minutes
RANGE: Touch
DURATION: 1 year per point of Bearing
WEARINESS TN: 12
COST: 2 spell picks
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, page 179

EFFECT: This spell works a prohibition and exclusion upon those the caster does not wish to enter an area, go through a door, or open a lock. The caster places the spell upon the item or area he wishes to protect, and defines who may enter or open it.

The spell may not be used as a backhanded way of detecting things the average person ordinarily could not. For example, the caster cannot define the spell by stating: 'Anyone who does not serve the Shadow may enter freely.'

The effects of the spell are twofold. First any tests required to enter or open the area suffer a -10 penalty. Second, anyone who knowingly violates the spell comes under a curse that the caster defines when casting the spell. See page 164 of the core rulebook for more information on curses.

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FARSEEING



CASTING TIME: 5 minutes
RANGE: See text
DURATION: 1 minute per point of Bearing
WEARINESS TN: 15
COST: 2 spell picks
REQUISITE: Perception 10+
METHOD: Standard, Song
SPECIALTY: None
SOURCE: Core rulebook, pages 179-180

EFFECT: With this potent spell, a caster can see places far away. To cast it, he needs a reflective surface—a pool of calm water or a mirror, for example. If he succeeds with his Stamina test, he can see any location within 100 miles that he can specify by name or a reasonable description. He cannot focus on a specific person or object, only on a place; nor may he attempt to scry 'the area where so-and-so is right now.' The spell only grants sight of the designated area. The caster cannot hear spoken words or other sounds from there and cannot penetrate darkness.

For each additional spell pick devoted to this spell, double the distance of the caster's farsight: 200 miles for the third pick, 400 for the fourth, and so on.

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FARSPEAKING



CASTING TIME: 2
RANGE: 1 mile per point of Bearing
DURATION: Concentration
WEARINESS TN: 9
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 180

EFFECT: With this spell, a caster can cause his voice to issue from an object, such as a mirror or stone. The object must be within one mile per point of Bearing he possesses, and he must have seen it before, either with his own eyes, or via *Farseeing*. The object repeats his speech as he speaks it. It does not speak on its own and cannot be 'programmed' to talk when a given condition arises. The caster can cast *Voice of Suasion* or *Voice of Command* through this spell if desired, though his inability to see the people to whom he's speaking may hinder him in that regard.

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FIERY MISSILE



CASTING TIME: 1
RANGE: See text
DURATION: See text
WEARINESS TN: 7
COST: 1 spell pick
REQUISITE: *Kindle Fire*
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 180

EFFECT: This spell grants a caster the power to make small flammable objects, such as pinecones or small branches, burst into flame so that he can throw them as burning missiles. He can create up to one missile per point of Bearing, with any colour flame he desires. They burn for up to one minute per point of Bearing, and they each shed the light of a candle. If not used before the spell expires, the objects simply burn to ashes.

Throwing each missile counts as one action. The missiles have a range of 3/8/15/25/+5. The caster uses his Nimbleness or Ranged Combat to determine if he hits. A hit causes 1d6+1 damage and may set clothes, fur, or other flammables on fire. See 'Fire' on page 245 of the core rulebook for details.

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FINDING AND RETURNING



CASTING TIME: 1 minute
RANGE: Touch
DURATION: 1 month per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, page 180

EFFECT: This spell protects travellers, making it more likely that they can find their way to their destination and then return, safe and unhindered. It grants to the recipient the virtue of the Travel-sense edge, though he must make a TN 5 Wits test to use it. Additionally, he receives a +2 bonus on all test to overcome the obstacles of the road: to climb cliffs, ford rivers, run or hide from pursuers, and the like. It never grants a bonus to attacks, dodging, or the like, however. The Narrator decides what constitutes an 'obstacle of the road' for purposes of this spell.

If cast on an animal, such as a horse, this spell is sometimes known as 'words of guiding.'

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FIRESHAPING



CASTING TIME: 1
RANGE: 1 foot per point of Bearing
DURATION: Concentration
WEARINESS TN: 5 (see text)
COST: 1 spell pick
REQUISITE: *Kindle Fire*
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 180

EFFECT: Casters use this spell to shape fire, creating pleasing images of flame. The listed Weariness TN assumes the flame is no larger than a torch. Increase it to 6 for a campfire, 7 for a small bonfire, and 9 for a large bonfire.

For the most part, *Fireshaping* is cast simply for idle amusement or distraction. However, in appropriate circumstances, it may grant a small bonus (no more than +2) to Inspire, Intimidate, or Bearing tests.

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FLAME OF ANOR



CASTING TIME: 2
RANGE: 20 feet per point of Bearing
DURATION: Instant
WEARINESS TN: 10
COST: 2 spell picks
REQUISITE: Character may not know any sorcery spells
METHOD: Standard
SPECIALTY: Secret Fire
SOURCE: Core rulebook, page 180

EFFECT: This spell, one of the most powerful spells the Wise have against the Shadow, projects a bolt of white light bright enough to pierce any gloom. The beam harms the servants of the Enemy—ranging from Nazgûl to Orcs—and other evil creatures as well. The caster must make a Ranged Combat or Nimbleness test to hit a target with it, and the target can attempt to dodge. If the beam strikes a target, the target takes 5d6+5 points of damage. A disastrous failure may hit nearby targets, whether friend or foe.

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FOG-RAISING



CASTING TIME: 1 minute
RANGE: 50 feet per point of Bearing
DURATION: See text
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Song
SPECIALTY: Air, water
SOURCE: Core rulebook, page 181

EFFECT: This spell allows a caster to create a thick bank of fog. The natural conditions must be right for fog: there must be a source of water, the proper temperature, and so forth. Not even the most powerful spellcaster can create fog out of nothing on a warm, sunny day.

The cloud of fog created by this spell can have a radius of up to 30 feet times the caster's Bearing. Once created, it lasts until the caster stops concentrating or natural conditions remove it, whichever comes first. It counts as 'dense fog' for purposes of determining physical test modifiers (see page 218 of the core rulebook). The fog moves normally, according to the wind and lay of the land. The caster has no control over its movement once he creates it.

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FOG-WEAVING



CASTING TIME: 2
RANGE: 20 feet per point of Bearing
DURATION: 1 minute per point of Bearing
WEARINESS TN: 9
COST: 1 spell pick
REQUISITE: *Fog-raising*
METHOD: Standard, Song
SPECIALTY: Air, Water
SOURCE: Core rulebook, page 181

EFFECT: With this spell, a caster can shape fogs and mists, whether natural ones or ones he creates with *Fog-raising*. He can form phantoms of men, dragons, and fell beasts, or wondrous tableaux out of the fog. Ordinarily this is done simply for amusement or to distract enemies, but in appropriate circumstances, it may provide a small bonus (typically +1 or +2) to Intimidate tests.

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GUARDING-SPELL

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UNOFFICIAL SUPPLEMENT

CASTING TIME: 1 minute
RANGE: Touch
DURATION: 1 minute per point of Bearing
WEARINESS TN: 12
COST: 2 spell picks
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, page 182

EFFECT: This spell makes the caster, or anyone upon whom he confers its virtues, more difficult to hurt and injure. All tests to hit him in combat suffer a -3 penalty. Furthermore, any Courage he spends to enhance attempts to dodge, parry, or otherwise protect himself grants a +5 bonus, instead of the normal +3.

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HEALING-SPELL

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CASTING TIME: 1 minute
RANGE: Touch
DURATION: See text
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard
SPECIALTY: Secret Fire
SOURCE: Core rulebook, page 182

EFFECT: This spell grants a caster the power to heal injuries, illness, and other harms of the body. When he casts it, he gains the skill Healing +8 and can apply it using the standard rules (see page 244 of the core rulebook). If he already has Healing, he gains a +8 test result bonus for it. In either case, the spell's effects last long enough to treat one person for a major wound, illness, or similar condition—a person Near Death, for instance. It could be used to treat two Incapacitated people, four Wounded people, eight Injured people, or 16 Dazed people—or some similar combination thereof—instead.

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IMITATION-SPELL

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CASTING TIME: 2
RANGE: 3 feet per point of Bearing
DURATION: Concentration
WEARINESS TN: 8
COST: 1 spell pick
REQUISITE: Mimicry 4+
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 182

EFFECT: This spell enhances a caster's ability to imitate the voices of others, granting a +8 bonus to Mimicry tests for that purpose. Furthermore, it allows the caster to imitate two voices at once, so that some listeners hear one voice and others hear another.

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ITHILDIN-FIRE

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CASTING TIME: 1 minute
RANGE: Touch
DURATION: Concentration or 10 minutes per point of Bearing
WEARINESS TN: 5
COST: 1 spell pick
REQUISITE: Create Light
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 183

EFFECT: This spell activates *ithildin*, a magical, metallic substance Elves make of *mithril*. It mirrors only starlight and moonlight, and it sleeps until touched by one who knows this spell. Until activated, *ithildin* remains invisible, and if activated in sunlight seems only like faint lines of tracery. Only at dusk and night is its true silvery beauty revealed. This is the material from which the outlines of the door the Fellowship uses to get into Moria was made.

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KINDLE FIRE

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CASTING TIME: 1
RANGE: Touch
DURATION: Until flames burn out naturally or are put out
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 183

EFFECT: By touching some readily flammable object, the caster can cause it to burst into flame, even if it's wet. Living flesh does not count as 'readily flammable,' but at the Narrator's discretion hair, fur, or clothing may. Once kindled, the fire burns normally and can be quenched normally.

For an additional spell pick, a caster can make this spell function at a range of up to three feet per point of Bearing. If he uses it as an attack, he must succeed with a Ranged Combat attack test, and the target can avoid the effects by making an opposed Swiftiness test. For a third spell pick, a caster can affect multiple objects: up to one object per point of his Bearing. All objects kindled must be within a certain range of each other: twice the caster's Bearing in feet.

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LIGHTNING

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CASTING TIME: 2
RANGE: 5 feet per point of Bearing
DURATION: Instant
WEARINESS TN: 12
COST: 1 spell pick
REQUISITE: Create Light
METHOD: Standard
SPECIALTY: Air
SOURCE: Core rulebook, page 183

EFFECT: From his hand or staff, the spellcaster looses a blast of lightning powerful enough to slay even mighty warriors. No Ranged Attack test is required. The bolt hits automatically and does 4d6 damage to its target. The target can reduce the damage by half if he succeeds with a TN 15 Swiftiness test.

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MASTERY OF SHAPES



CASTING TIME: 1 minute
RANGE: Self
DURATION: 1 hour per point of Bearing
WEARINESS TN: 10
COST: 2 spell picks
REQUISITE: *Change Hue*
METHOD: Standard, Ability
SPECIALTY: Beasts
SOURCE: Core rulebook, page 183

EFFECT: A caster who knows this spell can change his shape to that of any normal bird or beast, but not a fell beast or being. When the caster changes form, he retains his Wits, Willpower, and Wisdom, but has the other attributes of the creature. He retains the use of all his skills, though a lack of hands or other faculties may prevent him from using them. He may change back to his normal shape at any time, ending the spell. He may not shift from one animal to another. He must first change back to his normal form then cast the spell again.

When a spellcaster changes form, all items and objects he wears disappears, but return once he resumes his normal shape.

Please see page 183 of the core rulebook for more information.

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MIND-SPEECH



CASTING TIME: 1 minute
RANGE: 1 foot per point of Bearing
DURATION: Concentration
WEARINESS TN: 10
COST: 1 spell pick
REQUISITE: *Spoken Thoughts*
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 184

EFFECT: This spell grants to a caster the power to talk to another person without speech, communicating directly from mind to mind. It only works with other persons who also know this spell or have it as a magical ability. Communication takes place at the rate of normal speech, and all persons involved in the conversation must maintain line of sight.

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MISDIRECTION



CASTING TIME: 1 minute
RANGE: See text
DURATION: 1 hour per point of Bearing
WEARINESS TN: 12
COST: 2 spell picks
REQUISITE: *Finding and Returning*
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 184

EFFECT: This spell sets a web of enchantment around an area, causing those who enter it to become confused and lost or even to draw closer to the spellcaster, regardless of their wishes.

Misdirection affects an area around the spellcaster with a maximum radius of half a mile per point of Bearing he possesses. While the spell remains in effect, the caster automatically knows of every thinking being—not including intelligent animals—who enter the area, and may choose to affect them with the spell or not. Affected people lose all sense of direction. Skills and edges such as Survival and Travel-sense are of no avail. Once per hour, victims may attempt an opposed Wisdom test against the caster. If the victim wins, he is free for an hour and may move normally.

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MIST OF SPEED



CASTING TIME: 1 hour
RANGE: 10 miles per point of Bearing
DURATION: 1 hour per point of Bearing
WEARINESS TN: 12
COST: 3 spell picks
REQUISITES: *Fog-raising, Fog-weaving*
METHOD: Standard, Song
SPECIALTY: None
SOURCE: Core rulebook, page 184

EFFECT: This spell, a working of great power, creates a cloud of thick, white mist. The cloud covers an area with a radius of up to 100 feet times the caster's Bearing, centred upon a person, object, or point of the caster's choosing. While within the cloud, riders and horses alike can ride nonstop at full speed, without becoming any more tired than they would when travelling at normal speeds over the same period of time. Moreover, their passage makes no noise, and no one outside the cloud can see those within, not even with *Farseeing*. If the centre point of the cloud is mobile, the cloud moves with it.

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NAMING



CASTING TIME: 1 minute
RANGE: Touch
DURATION: Permanent
WEARINESS TN: 8
COST: 1 spell pick
REQUISITE: *Beast Speech*
METHOD: Standard
SPECIALTY: Beasts
SOURCE: Core rulebook, page 184

EFFECT: With this spell, a caster can give a name to any domesticated beast, such as a horse, cow, or dog. For the rest of its life, the animal answers to the name, clearly understanding it whenever anyone uses it. It also becomes more likely to understand and obey commands, provided the person uttering the commands treats it kindly. Treat the animal as devoted to those who know its name and treat it well. This adds the standard +10 social test modifier to any Persuade (Charm) tests made with the animal.

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OPENING-SPELL



CASTING TIME: 2
RANGE: Touch
DURATION: Instant
WEARINESS TN: 7
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 184

EFFECT: This spell allows a caster to open locked doors, whether they are held by magic or simple, mundane latches. The spell opens any normal lock automatically, even if the caster does not possess the key.

Magically sealed locks often prove harder to open, however. The Narrator assigns a difficulty to the lock, usually equal to the Willpower test result of the person who cast the *Shutting-spell*. The caster of the *Opening-spell* then makes a Willpower test. If he equals or exceeds the TN, the lock opens.

Some doors have been magically sealed with even more powerful enchantments worked into their structure. The TN for the Willpower test to open these can run as high as 30 or more.

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QUENCH FIRE



CASTING TIME: 1
RANGE: 5 yards per point of Bearing
DURATION: Instant
WEARINESS TN: See text
COST: 1 spell pick
REQUISITE: *Kindle Fire*
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 185

EFFECT: With this spell a caster can extinguish fires. The TN for the Stamina test depends on the size of the fire. See the table below. If the caster wishes, he can make a fire emit a huge gout of smoke, of any colour he desires, when he quenches it. The smoke can fill an area with a maximum size of one cubic yard per point of his Bearing. This counts as 'dense smoke' for purposes of calculating its effect on tests. See 'Physical Test Modifiers' on page 218 of the core rulebook.

QUENCH FIRE DIFFICULTY

Fire Size	Candle	Torch	Campfire	Sm. Bonfire	Lg. Bonfire	Raging Fire
Weariness TN	3	5	7	9	12	15 or more

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POWER OF THE LAND



CASTING TIME: 3 full rounds
RANGE: 1 mile radius
DURATION: Concentration (maximum of one minute per point of Bearing)
WEARINESS TN: 12
COST: 3 spell picks
REQUISITES: Any six other Air, Beast, or Water spells
METHOD: Standard, Song
SPECIALTY: Air, Beasts, Water
SOURCE: Core rulebook, page 185

EFFECT: This spell allows a caster to call upon the subtle magic of the land and cause it to rise up against his enemies. In effect, it duplicates the magician order ability Sanctum Power (page 90 of the core rulebook), but it applies to any area the caster is currently in. However, he must concentrate to maintain the effect, and he must make a new Stamina test every minute. When he fails a test, stops concentrating, or reaches the spell's maximum duration, the surrounding environment and weather quickly return to normal.

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RAIN-WARD



CASTING TIME: 1
RANGE: Self
DURATION: Concentration
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard
SPECIALTY: Air, Water
SOURCE: Core rulebook, page 185

EFFECT: This minor spell gives great comfort to travelling spellcasters, granting the caster the ability to keep himself from getting wet in the rain. It doesn't alter the weather or stop the rain from falling, but somehow no raindrops hit the caster, no matter how strong the storm. Unfortunately, the spell does not protect the wizard from stepping in puddles. It also only protects the caster himself.

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READING THE HEART



CASTING TIME: 1 minute
RANGE: 10 feet
DURATION: Instant
WEARINESS TN: 9
COST: 1 spell pick
REQUISITES: Wisdom +4 or greater, Insight 8+
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 185

EFFECT: This spell allows a magician to gaze into the eyes of another person and read what lies within his heart: his hopes, dreams, fears, worries, loves, hates, and temptations. The Wise use this power to find the ills that lie within a person's soul, that they might be alleviated or cured. Sorcerers sometimes learn it to better torment their victims with the knowledge gained.

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RESIST FEAR



CASTING TIME: 1
RANGE: Self
DURATION: 1 round per point of Bearing
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: Secret Fire
SOURCE: Core rulebook, page 185

EFFECT: As the servants of the Shadow can cause fear and dread, so can the spellcasters of the West counter it. This spell strengthens hearts and banishes terror, allowing those affected to stand and face their foes. The caster may use it in one of two ways. First, it can provide a +8 bonus to his Inspire tests to help others resist fear. Second, he can provide all friendly or allied people—within 2 feet per point of Bearing he possesses—with a +5 bonus on all Willpower tests to withstand terror. This last effect includes himself.

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SCRIBE MOON-LETTERS



CASTING TIME: 1 minute per 10 letters
RANGE: Self
DURATION: Permanent
WEARINESS TN: 7
COST: 1 spell pick
METHOD: Standard, Runes, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 186

EFFECT: A caster who knows this spell can scribe moon-letters, a magical way of writing invented long ago by the Dwarves. Some moon-letters can only be read when the paper they are written on is held up to the moon, so that moonlight shines through it. More clever types can only be read when the moon shines behind them on the same day of the year or when the moon is of the same phase: crescent, full, gibbous, or waning.

A caster who knows this spell can detect, with a TN 10 Perception test, when a piece of paper has moon-letters written on it, but he cannot see or read them unless the conditions are right.

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SENSE POWER



CASTING TIME: 1
RANGE: 10 feet per point of Bearing
DURATION: 1 minute
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 186

EFFECT: With this spell, a caster can perceive the power possessed by another. While the spell is active, he may make an Observe (*Sense Power*) test or a Perception test to detect the presence, power, and nature of another spellcaster; a creature of supernatural power; the subtle magic in an area; or the like. The TN for the test depends upon the level of power displayed.

For each additional spell pick, a caster gains +3 bonus on all Observe (*Sense Power*) or Perception tests associated with this spell.

SENSE POWER DIFFICULTY

Power Level	Very Strong	Strong	Average	Weak
TN	5	10	15	20

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SHATTER



CASTING TIME: 1
RANGE: 5 feet per point of Bearing
DURATION: Instant
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 187

EFFECT: This spell grants a caster the ability to shatter small objects of wood, glass, horn, stone, or like substance, but not metal. The object must not be so large that a strong man could not easily hold it in one hand. If someone is holding the object the caster wishes to shatter, the two must engage in an opposed Willpower test, with the caster receiving a +4 test result bonus. If the caster wins, the object shatters. Otherwise, it remains whole.

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SHUTTING-SPELL



CASTING TIME: 1 minute
RANGE: Touch
DURATION: 1 hour per point of Bearing
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, pages 187-8

EFFECT: With this spell, a caster can magically lock doors, preventing anyone from opening them. The door remains shut for the duration of the spell. Not even the proper key can open it. However, the caster can specify a command word that does open the door when anyone speaks it. Additionally, the door can still be broken by strength or with weapons. See the 'Protection and Structure Table' on page 242 of the core rulebook for details.

When he casts this spell, a caster must make a TN 10 Willpower test. His test result becomes the TN for Willpower tests made by spellcasters using the *Opening-spell* to try to counteract his magic. If the test is failed, the spell fails as well.

Please see page 188 of the core rulebook for more options and information on this spell.

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SLUMBER



CASTING TIME: 2
RANGE: 5 feet per point of Bearing
DURATION: 1 hour per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard, Song
SPECIALTY: None
SOURCE: Core rulebook, page 188

EFFECT: With this spell, a caster can place one person into a deep sleep from which they cannot awake on their own. Others can awaken the sleeping person in the usual ways: jostling them, shouting at them, splashing water on their faces, and the like. The spellcaster and the victim must make opposed Willpower tests, with the spellcaster receiving a +4 test result bonus. If the caster wins, the victim falls asleep. Otherwise, the victim remains awake and unaffected.

For every -3 penalty the spellcaster takes to his Weariness test, he receives an additional +1 to the opposed Willpower test.

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SMOKE-WEAVING



CASTING TIME: 1
RANGE: 1 foot per point of Bearing
DURATION: Concentration
WEARINESS TN: 5
COST: 1 spell pick
METHOD: Standard
SPECIALTY: Fire
SOURCE: Core rulebook, page 188

EFFECT: This simple spell, typically used to amuse others, allows a caster to control the colour, shape, and movement of smoke. With it, he can give smoke rings all the colours of the rainbow and set them to chasing one another, and he can craft dragons, sailing ships, and other shapes out of smoke. He cannot create smoke out of thin air, increase the amount of smoke present naturally, or make the smoke significantly thicker and denser than it already is.

This spell does have some practical uses. By causing smoke to gather around a person's head—which requires a Willpower test against a TN of 10 + target's Swiftness modifier—a caster can blind and choke the subject, imposing a penalty of up to -2 on any test the victim makes for the duration of the spell.

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SPELLBINDING



CASTING TIME: 1
RANGE: 5 feet per point of Bearing
DURATION: Concentration (maximum of 1 round per point of Bearing)
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 188

EFFECT: With this spell, a caster can temporarily bind another person's limbs, preventing him from moving or attacking, but not from talking. If the caster succeeds with his Stamina test, he and the victim must engage in an opposed Willpower test. If the caster wins, the victim becomes paralyzed and drops any objects carried in his hands. Otherwise, the spell has no effect.

A spellbinding lasts as long as the caster concentrates—or to a maximum of one round per point of his Bearing—or until he or anything else physically threatens the victim. If the caster stops concentrating or a physical threat arises, the victim is immediately freed. For one additional spell pick, a caster can affect multiple targets with this spell (see page 188 of the core book).

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SPOKEN THOUGHTS

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CASTING TIME: 2
RANGE: Self
DURATION: 1 hour per point of Bearing
WEARINESS TN: 7
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, pages 188-9

EFFECT: A caster with this spell can overcome his ignorance of another's language, for it reveals to him the thoughts in the mind of another as expressed through that person's speech. For the duration of the spell, it is as if the caster had 10 ranks in any language spoken to him. He cannot, however, read writing he has not learned normally, nor speak the language. All he can do is understand its spoken words.

For another spell pick, a caster can cast this spell on another person as well, allowing two-way speech. The range for such a casting is touch.

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SPRINGTIME

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 1 minute
RANGE: See text
DURATION: Concentration
WEARINESS TN: 12
COST: 1 spell pick
REQUISITE: *Power of the Land* or the order ability Sanctum Power
METHOD: Standard, Song, Ability
SPECIALTY: Secret Fire
SOURCE: Core rulebook, page 189

EFFECT: This spell shatters the bonds of winter, bringing a brief touch of the beautiful weather of a fine spring day. Within an area around the caster—with a radius of 50 feet per point of the caster's Bearing—frozen waters instantly melt, the sun shines brightly, the temperature warms to that of spring, and flowers bloom. Within the area of *Springtime*, all characters other than the spellcaster recover lost Weariness levels at twice the normal rate: one level per hour. The area affected does not move with the caster, and he can leave it without dispelling it, so long as he maintains his concentration.

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SUNDERING

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: 5 feet per point of Bearing
DURATION: Instant
WEARINESS TN: 15
COST: 2 spell picks
REQUISITE: *Shatter*
METHOD: Standard, Song
SPECIALTY: None
SOURCE: Core rulebook, page 189

EFFECT: This potent spell allows a caster to destroy large objects: towers, walls, bridges, and the like. The targeted object suffers 10 points of Structure damage per point of the caster's Bearing. The structure's Protection defends against this damage as normal. See the 'Protection and Structure Table,' on page 242 of the core rulebook, regarding buildings' Structure points.

Although this spell functions at range, it is more effective if the caster actually touches the object he wishes to destroy, which may place him in danger of being hurt by the collapse. If he can touch the object, it suffers 12 points of Structure damage per point of Bearing. The caster may increase the damage he does by +1 point for every -1 penalty he takes to his Stamina roll.

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TRANSFORMATION

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 2
RANGE: 1 foot per point of Bearing
DURATION: Instant
WEARINESS TN: 15
COST: 3 spell picks
REQUISITES: Any 10 other spells
METHOD: Standard, Song
SPECIALTY: None
SOURCE: Core rulebook, pages 189-90

EFFECT: With this spell, a caster can transform a living being into another type of creature or object. He cannot alter the creature's sentience. A deer turned into a man retains the mind of a deer, and a hobbit turned into a frog remains as smart as he was before, although unable to speak intelligibly. Nor can the caster kill the victim by transforming him into an object. A man turned into a block of wood remains alive. He is just unable to move.

The victim retains his Health and wound points, but he may become more or less vulnerable to attack as a result of the transformation. A man turned into a block of wood may be harder to hit than normal, but one turned into a pile of parchment could be hurt by fire, water, or the like.

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VEIL

THE LORD OF THE RINGS
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UNOFFICIAL SUPPLEMENT

CASTING TIME: 1 minute
RANGE: Self
DURATION: 1 hour per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: None
SOURCE: Core rulebook, page 190

EFFECT: This spell shields the caster from the effects of *Farseeing* and *Sense Power*. Any who try to observe the caster with *Farseeing* cannot see him or even traces of him. They may be able to see the major effects of his passing, such as smoke and ashes from fires he has lit, but that is all. Against *Sense Power*, this spell imposes a -8 penalty on the Observe (*Sense Power*) or Perception test to detect the caster's power.

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VICTORY-SPELL

THE LORD OF THE RINGS
ROLEPLAYING GAME
UNOFFICIAL SUPPLEMENT

CASTING TIME: 1 minute
RANGE: Touch
DURATION: 1 minute per point of Bearing
WEARINESS TN: 12
COST: 2 spell picks
METHOD: Standard, Runes
SPECIALTY: None
SOURCE: Core rulebook, page 190

EFFECT: This spell grants the caster—or any upon whom he confers its powers—the virtue of victory and triumph. He receives a +3 bonus on all Armed Combat and Ranged Combat tests and on Willpower tests to resist fear. Furthermore, any Courage he spends to enhance his attacks grants a +5 bonus, instead of the normal +3.

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VOICE OF COMMAND

CASTING TIME: 1

RANGE: Within the sound of the caster's normal speaking voice

DURATION: See text

WEARINESS TN: 10

COST: 2 spell picks

REQUISITES: Bearing 10+, Willpower +3 or greater

METHOD: Standard

SPECIALTY: None

SOURCE: Core rulebook, page 190

EFFECT: *Voice of Command* allows the caster to issue a single instruction, order, or command. The command must be simple and easily expressed, such as 'Come back here!', 'Leave this place!', or 'Drop your weapons!'. It must be a single order. The caster cannot compound two or more orders into a single sentence. The command only affects one person, who must be able to hear it.

The command's effects last until fulfilled or until one hour per point of the caster's Bearing passes, whichever comes first. If desired, the caster may follow the spell with Intimidate to convince the target. Under no circumstances can this spell be used to order someone to knowingly harm himself.

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VOICE OF SUASION

CASTING TIME: 1

RANGE: Within the range of the caster's normal speaking voice

DURATION: 1 minute per point of Bearing

WEARINESS TN: 10

COST: 1 spell pick

METHOD: Standard, Ability

SPECIALTY: None

SOURCE: Core rulebook, pages 190-1

EFFECT: This spell increases the caster's powers of persuasion. His every word seems sweet and reasonable, his opinions and policies most worthy of consideration. He receives a +8 test result bonus to all uses of Persuade, though the victim may make an opposed Wisdom test to resist as usual (see page 132 of the core rulebook).

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WATERSHAPING

CASTING TIME: 1

RANGE: 50 feet per point of Bearing

DURATION: Concentration

WEARINESS TN: 10

COST: 1 spell pick

METHOD: Standard, Song

SPECIALTY: Water

SOURCE: Core rulebook, page 191

EFFECT: This spell grants the caster power over nearby waters. He can shape the waves as he desires, transforming them into elaborate depictions of mounted warriors, dragons, castles, or whatever else he desires. This is more a form of amusement than anything else. He cannot cause waves of water to smash ships or drown his foes. However, he can use his control over the water to speed or slow ships, creating an 'average current' (see the 'Travel Speed Table,' page 252 of the core rulebook) to help or hinder a vessel. Additionally, in some circumstances the character's control over water may grant him a slight test result bonus—up to +2—to Inspire or Intimidate.

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WIND-MASTERY

CASTING TIME: 2

RANGE: 50 feet per point of Bearing

DURATION: Concentration; additional Stamina test each hour

WEARINESS TN: 10

COST: 1 spell pick

METHOD: Standard, Song

SPECIALTY: Air

SOURCE: Core rulebook, page 191

EFFECT: With this spell, a caster can control the winds, altering their speed and direction, causing them to arise where the air is calm, and stilling them where it is not. He cannot create or enhance winds so that they are strong enough to cause damage and destruction, but he can cause breezes stiff enough to make people have to lean into them as they walk. If he uses it to propel a ship, this counts as 'sailing with a strong wind' (see the 'Travel Speed Table,' page 252 of the core rulebook).

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WIZARD'S GUISE

CASTING TIME: 1 minute

RANGE: Self

DURATION: 1 hour per point of Bearing

WEARINESS TN: 8

COST: 1 spell pick

METHOD: Standard

SPECIALTY: None

SOURCE: Core rulebook, page 191

EFFECT: This spell allows a caster to alter his appearance slightly, enhancing a disguise so that he may pass unnoticed and unmarked among other folk. It provides a +8 bonus to Guise tests. Other persons who have reason to suspect he is not what he seems may make an opposed Wisdom (or Insight) test to see through the disguise as normal for Guise (see page 124 of the core rulebook).

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WIZARD'S HAND

CASTING TIME: 1

RANGE: 5 feet per point of Bearing

DURATION: Instant

WEARINESS TN: 10

COST: 1 spell pick

METHOD: Standard

SPECIALTY: None

SOURCE: Core rulebook, pages 191-2

EFFECT: With this spell, a caster can 'grasp' an object at a distance and move or fling it. The object must be one the caster could lift with his own Strength, such as a pitcher of ale or a weapon. The effect is instantaneous, so while the caster can fling the object away from him or draw it swiftly to his hand, he cannot move it back and forth or cause it to dart about a room.

To determine how far the caster can throw an object, he has a Strength of 10 or his own Strength, whichever is greater. The caster can use Ranged Combat to aim the thrown item, although he does not need to do so to draw something into his hand. The spell does not allow for fine manipulation in any case. If another person holds the object, that person may make an opposed Strength test to counter the spell (caster has a Strength 20 here).

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WORD OF COMMAND

CASTING TIME: 1
RANGE: Same as that of augmented spell
DURATION: Same as that of augmented spell
WEARINESS TN: 13 (see text)
COST: 3 spell picks
REQUISITES: Any 10 other spells
METHOD: Standard
SPECIALTY: None
SOURCE: Core rulebook, page 192

EFFECT: By invoking a *Word of Command*, a caster can enhance the power of any other spell. This power comes at a price: the character automatically loses one Weariness Level. Any Weariness Levels lost due to failure on the Stamina test are in addition to this.

When a character uses *Word of Command* in conjunction with another spell, he may choose to do any one of the following to the other spell:

- Double the spell's range or duration
- Cause the spell to do maximum damage
- Provide a +8 bonus for any test needed to cast or use the spell—other than the Stamina test.

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BLADESHATTERING

CASTING TIME: 1
RANGE: 10 yards
DURATION: Instant
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Ability
SPECIALTY: Sorcery
SOURCE: Core rulebook, pages 175

EFFECT: This spell allows a sorcerer to cause one blade—a dagger, axe, or sword—to shatter or melt into smoke. This causes no harm to the person holding the blade, but it does deprive him of a weapon.

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BLAST OF SORCERY

CASTING TIME: 2
RANGE: 10 yards per point of Bearing
DURATION: Instant
WEARINESS TN: 12
COST: 2 spell picks
METHOD: Standard, Song
SPECIALTY: Sorcery
SOURCE: Core rulebook, page 175

EFFECT: The caster fires a blast of sorcerous power at a foe, hurting or slaying him. After succeeding with his Stamina test, the sorcerer makes an attack roll—using Ranged Combat or straight Nimbleness—against a TN equal to 10 + the target's Nimbleness modifier. Shields provide no defence to the target, but sturdier forms of cover (stone walls, boulders, or the like) may grant him a cover bonus (see the 'Armour and Cover Protection Table,' page 232 of the core rulebook). If the blast hits the target, it takes 5d6+5 damage. Normal rules for extra successes on attack test apply.

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COMMAND

CASTING TIME: 2
RANGE: 10 yards
DURATION: 1 hour per point of Bearing
WEARINESS TN: 15
COST: 3 spell picks
REQUISITES: Willpower +4 or greater, *Voice of Command*
METHOD: Standard, Song, Ability
SPECIALTY: Sorcery
SOURCE: Core rulebook, pages 176-7

EFFECT: This spell allows the caster to overwhelm the will of another, dominating his mind and forcing him to do the caster's bidding. The effect may seem gentle—words of kindly advice from one offering wise counsel or inspirational speeches from a great and noble leader—but the effect is nothing less than the ultimate power of the Shadow.

If the caster succeeds with his Stamina test, he engages in an opposed Willpower test against the target. He receives a +10 test result bonus to his roll. If he wins the test, for the duration of the spell the target must do as the caster says, even if carrying out the orders given could cause the target harm. If the caster loses, the target shakes off the spell and may control his own actions.

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DUMBNESS

CASTING TIME: 1
RANGE: 10 feet per point of Bearing
DURATION: 1 minute per point of Bearing
WEARINESS TN: 8
COST: 1 spell pick
METHOD: Standard, Song
SPECIALTY: Sorcery
SOURCE: Core rulebook, page 178

EFFECT: This spell strikes a victim dumb. For one minute per point of the caster's Bearing, the victim cannot speak, though he may find ways to communicate with gestures or writing. If the victim succeeds with a TN 15 Willpower test, the spell has no effect on him.

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ENSLAVE BEAST

CASTING TIME: 2
RANGE: 5 feet per point of Bearing
DURATION: 1 day per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
REQUISITE: *Beast Speech* or *Beast Summoning*
METHOD: Standard, Song
SPECIALTY: Beasts, Sorcery
SOURCE: Core rulebook, page 178

EFFECT: This spell allows a caster to enslave a single Large animal (such as a *múmak*, bear, or horse), 1d6+1 Medium animals (for example, wolves, dogs, or hunting cats), or up to 50 Small or smaller animals (such as birds, bats, or rats). The animals can understand his commands and must follow them regardless of the danger to themselves.

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EVOKE FEAR

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CASTING TIME: 1

RANGE: See text

DURATION: 1 round per point of Bearing

WEARINESS TN: 10

COST: 1 spell pick

METHOD: Standard, Ability

SPECIALTY: Sorcery

SOURCE: Core rulebook, pages 178-9

EFFECT: This spell inspires terror within the hearts of anyone the caster confronts. It grants the caster the skill Intimidate (Fear) +8. If he already knows that skill, it instead provides a +8 test result bonus to all attempts to use it to create fear.

If appropriate, the subtle magic of Middle-earth may reflect the use of this spell. Storm clouds gather and thunder rumbles, a cold wind blows out of the East, or the like.

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FORGETFULNESS

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CASTING TIME: 2

RANGE: 5 feet per point of Bearing

DURATION: 1 week per point of Bearing

WEARINESS TN: 12

COST: 1 spell pick

METHOD: Standard, Song, Ability

SPECIALTY: Sorcery

SOURCE: Core rulebook, pages 181

EFFECT: This foul spell allows a sorcerer to cloud a person's memories with a darkness, preventing the target from recalling who he is, where he lives, who he knows, or anything else of use. If the caster succeeds with his Stamina test, he must engage in an opposed Willpower test against the target. The caster receives a +5 bonus to the test. If the caster wins, the spell takes effect. If he achieves an extraordinary success, the victim cannot even remember how to speak or walk for 1d6 days and suffers a -5 penalty to all Perception and Observe tests.

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HOLDING-SPELL

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CASTING TIME: 2

RANGE: 10 feet per point of Bearing

DURATION: 1 round per point of Bearing

WEARINESS TN: 12

COST: 2 spell picks

REQUISITES: *Evoke Fear*, *Spellbinding*

METHOD: Standard

SPECIALTY: Sorcery

SOURCE: Core rulebook, page 182

EFFECT: With this spell, a sorcerer can paralyze another person, using great fear and terror to freeze him in place so that he cannot move or flee. If the caster succeeds with his Stamina test, he and the victim must engage in an opposed Willpower test, in which the caster receives a +5 test result bonus. If the caster wins, the victim remains paralyzed for the duration of the spell, unable to defend himself or run. Otherwise, the spell has no effect.

For one additional spell pick, a sorcerer can affect multiple targets with this spell. The maximum number of targets he can affect equals his Bearing divided by three, and all victims must be within a certain range of each other: twice his Bearing in feet.

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RUIN

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CASTING TIME: 2

RANGE: Touch

DURATION: 1 round per point of Bearing

WEARINESS TN: 12

COST: 2 spell picks

REQUISITE: *Shatter*

METHOD: Standard, Runes

SPECIALTY: Sorcery

SOURCE: Core rulebook, page 186

EFFECT: This spell of sorcery enhances the destructive effects of siege engines, weapons, and the like. A siege engine with a spell of *Ruin* cast upon it does +1d6 damage. A melee weapon enhanced by *Ruin* does +1 point of damage. Multiple spells of *Ruin* upon a single weapon have no effect. Only one *Ruin* spell can be cast upon an individual weapon at any given time.

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SHADOW OF FEAR

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CASTING TIME: 2

RANGE: See text

DURATION: See text

WEARINESS TN: 12

COST: 1 spell pick

REQUISITES: Bearing 12+, Intimidate 10+, *Evoke Fear*

METHOD: Standard, Ability

SPECIALTY: Sorcery

SOURCE: Core rulebook, pages 186-7

EFFECT: This spell has two possible effects. First, it extends the range of *Evoke Fear* to 100 feet per point of Bearing, and it lets it inflict fear upon the targets regardless of whether the caster can see them or is aware of them. This form of the spell has a duration equal to the duration of the *Evoke Fear* spell with which it is used.

Second, the spell can extend the duration of the effects of *Evoke Fear* instead of its range. This version of the spell has a range of touch. Unlike most uses of Intimidate, the *Shadow of Fear* remains as strong as when the caster was present for one week per point of his Bearing. During this time, the victim receives no time-related bonuses to Willpower tests to resist fear.

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VEILING SHADOW

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CASTING TIME: 1 minute

RANGE: 100 feet per point of Bearing

DURATION: 1 hour per point of Bearing

WEARINESS TN: 12

COST: 2 spell picks

METHOD: Standard, Song

SPECIALTY: Sorcery

SOURCE: Core rulebook, page 190

EFFECT: With this spell, a sorcerer can call down a cloud of darkness to hide the evil acts of himself and his minions. The shadow covers an area within a radius of 10 feet per point of the caster's Bearing. The caster may increase the radius by +10 feet for every -1 penalty he takes to his Stamina test. The shadow functions as 'darkness' for purposes of determining physical test modifiers (see page 218 of the core rulebook).

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CASTING TIME: 1 minute
RANGE: See text
DURATION: 1 hour per point of Bearing
WEARINESS TN: 10
COST: 1 spell pick
REQUISITE: *Wizard's Guise*
METHOD: Standard
SPECIALTY: Sorcery
SOURCE: Core rulebook, page 187

EFFECT: Sorcerers most often use this spell to create illusions for their servants. For these purposes, the spell functions just like *Wizard's Guise*, but it can affect persons other than the caster. The range for such a casting is touch. The person covered by it may go where he will without dispelling the illusion.

This spell can also aid the caster when he tries to hide, gaining a +8 bonus to Stealth (Hide) tests. He must remain still, and the spell does not counteract or conceal any noise he might make.

The caster may also create completely illusionary people and even change the appearance of the landscape with this spell. The Narrator may also allow sorcerers to devise other uses for this spell. See page 187 of the core rulebook for more information.

CASTING TIME: 1
RANGE: 5 feet per point of Bearing
DURATION: Instant
WEARINESS TN: 12
COST: 2 spell picks
REQUISITE: *Wizard's Hand*
METHOD: Standard
SPECIALTY: None
SOURCE: *The Fellowship of the Ring* Sourcebook, page 56

EFFECT: With this spell, a caster can 'grasp' an object at a distance and move or fling it. The object must be one the caster could lift with twice his own Strength. The effect is instantaneous, so while the caster can fling the object away from him or draw it to his hand, the cannot move it back and forth or cause it to dart about a room.

For purposes of determining how far the caster can throw an object, he has a Strength of 25 (+9) or double his own Strength, whichever is greater. The caster can use his Ranged Combat skill to aim the thrown item though he does not need to do so to draw something into his hand. See page 56 of *The Fellowship of the Ring* Sourcebook for more information on this spell.