



THE HALL OF FIRE

FAN WEBZINE

ISSUE TWENTY-FIVE
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Minus Tirith - by John Howe



GREETINGS,

SALUTATIONS... HELLO ALL!

Okay, okay, okay... enough with the confetti and marching bands, I can barely hear myself think. Two years and 24 issues of The Hall of Fire later, here we are and my what a journey it's been so far. We've seen our beloved game go comatose, practically coding recently with the scare of bankruptcy for Decipher, and now its revival with the release of Helm's Deep, Paths of the Wise, and a number of PDF-formatted products scheduled in the future. So, yes, there is indeed much to celebrate.

Now enough with the patting of the backs, let's get down to what you really want -- what is featured in this article. This month is another great month for fan-created content for the Lord of the Rings RPG: optional rules for creating units for mass combat, Adventuring In... Annúminas, a look at the Black Númenoreans, plus a whole lot more!

Just as a note, we are adding TN values to pieces of information contained in articles about creatures, NPC's, realms, etc. for any Lore tests that may come along about them. Hopefully this will aid the Narrator when a PC Loremaster is trying to determine if and what he knows about the realm of Rohan, or when a PC Captain is trying to remember the best route to take to get his unit to Minas Tirith in time to help defend the city.

Here's to kicking off Year 3 in style!

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Editor

THE MRKX:FN:CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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ADVENTURING IN

RUINS OF ANNÚMINAS

by Mathew Kearns

HISTORY

Annúminas: the greatest city in the North, crown jewel of the Dúnedain kingdom of Arnor. Set on the shores of Nenuial or Evendim in Mannish tongue, the city was founded by Elendil himself. It was the chief city of the Kings of Arnor for several centuries, and home to one of the three palantíri of the North-Kingdom. The wondrous city survived for nearly a thousand years. Soon after its founding, though, the numbers of the Dúnedain of the North began to dwindle. The population of Annúminas declined throughout its history, until eventually it was deserted, and the Kings removed to Fornost to the east.



The people of Annúminas were dependent on the River Baranduin for their contact with the outside world, for visitors and commerce alike. With the Hills of Evendim surrounding the city to the west and south, the city's primary traffic lay along the river Baranduin by boat. The only main road to anywhere from Annúminas is the Plains Road, travelling east to Fornost, though it fell from regular use about halfway into the life of the city.

After the city's desertion, it fell into decay and was eventually sacked and desecrated by the Witch-king's forces. Only two relics of its greatness are known to have survived: The Palantír and Sceptre of Annúminas. The palantír remained in Middle-earth for more than a millennium after the loss of its city, but was ultimately drowned with Arvedui in the cold northern sea of Forochel.

The silver Sceptre of Annúminas was the symbol of Kingship in the North-kingdom. A very ancient thing, it was originally the rod of office of the Númenorean Lords of Andúnië. Though it would have been removed to Fornost by the Kings, it eventually came to be kept by Elrond in Rivendell for safekeeping and to be returned upon the reclamation of the throne of the whole Dúnedain realm by Elendil's Heir.

NOTABLE FEATURES

Hill of the Palantir

As the name ascribes, this is the location where the Palantir of Annúminas resided. It also laid claim to the city's and, indeed the realm's, greatest library of lore saved from the drowned isle of Númenor, with contributions from elven scholars of Lindon and Rivendell. On any given day, hundreds of loremasters, teachers, and scholars of all sorts can be found within the halls of the tower on this hill. The tower is also the tallest in Annúminas, as it is used for stargazing (similar to that of Orthanc).

Hill of the Kings

Upon this hill sits the stately stronghold of the King of Arnor. It contains both the living quarters for the royal family, their attendants, guard, and honored guests, and the Great Hall, used as the throne room and the war-room. It is this estate upon which the Prince of Ithilien's keep is based.

Hill of Westernesse

The establishment of The Shire and hamlet of Michel Delving, there is only one building of its kind in the entire West of Middle-earth: a museum. Within this wondrous tower is kept some of the most precious and treasured items of Númenor that escaped ruin. Elendil helped in its design as he wanted a place for all the displaced to come to remember their beloved island and remind future generations of their people's greatness.

Lake Evendim

This great lake of the North is the source of one of western Middle-earth's great rivers. When it was first discovered, it was called Evendim as even during the brightest, hottest days, it had a cold and frosty look to it with the deepest waters tinged in a dark purple. When the city lay desolate and the evil presence of Angmar came to the land, the lake lost its unique virgin quality and has since looked black and murky.

Baranduin

Maybe not the longest river in the North, but Baranduin or Brandywine River is the largest, with many points along it being hundreds of feet across even near the headwaters. At the headwaters, the river has the color of the lake water and flows quite slowly, but as it nears The Shire and the Old Forest, it turns to a reddish-brown color of tea or brandy (hence the name) and moves quite swiftly. Upon closing in on the sea, the river widens a great deal to near a mile across at the mouth.

Hills of Evendim

The hills around the lake are very sharp and steep, for they were shaped from the great glacier that melted becoming Lake Evendim. There are a number of different types of trees on them, an abundance of game (of which nobles take sport in hunts for bear, deer, and mountain goat). But nature is about all they are good for since the land just doesn't seem to care to bear anything constructed upon it. All things from shacks and shanties to outposts and small fortifications meet a terrible fate (avalanche, rock slide, etc.). It didn't take long for this to be understood after a whole garrison of men was lost when a fortification on the far north side of the lake, meant for keeping an eye on Angmar, was swept away in a freak storm off the cliff it was on -- all 100 men were lost or missing.

ADVENTURE HOOKS

1. At the time of King Elessar's coronation, Annúminas had lain in ruins for more than two thousand years. In the years following, he began to get restless about staying so long in the south and began to eye a return to his native lands in the North. Thus, he has sent a number of expeditions to the region to assess the possibility of return and to rid the area of any lingering evil. What do these groups of adventurers find? Hidden ancient treasures? A previously unknown darkness residing within the depths of the ruins?
2. There is much rejoicing in the land as King Elendil announces completion of Annúminas' foundation as a city, but the jubilation is short. A cold blast blows out of the north and east, chilling all to the bone. Upon it is carried a wail of death and pain, and in a dark and sinister tongue comes a harsh voice chanting words of ruin and decay. The people begin to cower in fear, looking to their lord for guidance, but he is at a loss as well. None present understand the words spoken, but they cannot forget them, for they are etched into the minds of all there. Soon many forget the day happened or just shrug it off as some sort of superstitious nonsense. Yet slowly and surely, the population of the city begins to dwindle noticeably, even the city itself is diminished and falling apart in places, but none can explain it. The great king seeks aid from his allies of old to help discover the meaning of these events, calling forth a council. What can be done? Abandon the city? Seek the origin of this apparent curse? Try to decipher its meaning and hopefully counteract its effects?
3. When the forces of Angmar overran the last vestiges of the North-kingdom, Annúminas was a deserted and broken city. The Witch-king laughed at its sight and vowed that the city would remain devoid of Men or any of the other Free Peoples. Here he worked great dwimmer-craft and summoned forth great evils to do his bidding. The worst was a dark, intangible presence that lay upon the city and concentrated in the palantir's tower. It is simply known as Daer-duath, the Great Darkness. Tendrils of its evil spread throughout the region, infecting the land. Dens of iniquity spring forth in these places and it is no longer safe, even after Angmar was pushed back by the Gondorian fleet. Those in surrounding kingdoms and realms look to discover the source of this accursed malady upon the land. Can it be removed? Will the lands be able to heal after such a brutal onslaught? Is it possible for the lands to ever return to relative safety?



Lake Evendim

Hill of Westernesse

Hill of Kings

Hill of The Palantír



Annúminas

A scale bar with markings at 0, 10, 20, and 30 feet.

PEOPLES OF MIDDLE-EARTH – BLACK NÚMENOREANS

by Mathew Kearns

“... the race of those that are named the Black Númenoreans; for they established their dwellings in Middle-earth during the years of Sauron’s domination, and they worshipped him, being enamoured of evil knowledge.”

-The Lord of the Rings, The Return of the King

HISTORY & LANDS

Second Age

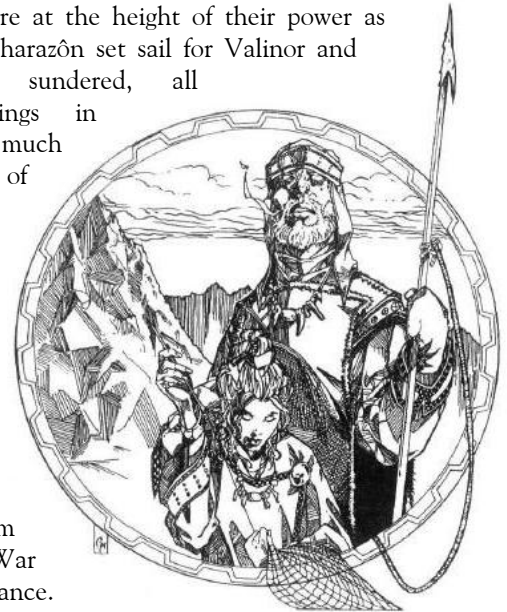
The power of the Númenoreans was waxing and their sea-power was immense. They built and took over many ports all along the coast of the Bay of Belfalas and further south; to the north they did not go, as the lands were controlled by the Dwarves of the Blue Mountains and the elf-kingdom of Lindon. With power also came greed and corruption in the halls of Armenelos; king after king seemed to walk ever closer to destruction. Some nobles that were abroad in Middle-earth even saw themselves as self-styled rulers of the local inhabitants. (TN 15 Lore/History: Númenor or TN 20 Lore/Other: Númenorean Nobility; if the one making this test is an elf alive during this time or a Loremaster with Expertise in either skill, reduce the TN by 5)

It was during this continuous moral downfall that Sauron, while still able to present a pleasant guise, sent whisperings of dissent and mistrust into their halls. Soon the Númenoreans came to look upon the Eldar with envy and even hate for their gift of immortality, and so strife was sown between brothers. So came the division between those called the Faithful, who wished to retain contact and good terms with the Eldar, and those who rebuked the Valar and thought that they had outgrown their need of elf-guidance and counsel -- what was termed “elf-meddling”. (TN 10 Lore/History: Númenor)

Even with his clever influences, Sauron was unable to gain a foothold of influence beyond the racial enmity between the Númenoreans and the Elves... yet. Those he was able to manipulate via spies and other means soon came under his sway altogether, though none would admit it openly; nobles that Sauron controlled were primarily from the region of Harondor and south, including the governor of Umbar. He gave and taught much to these dark Dúnedain, eventually corrupting many rulers and nobles to his will. The most powerful of these he made princes and gave them Rings of Power. Completely succumbing to the will of Sauron, they became Ringwraiths -- the Nazgûl. (TN 15 Lore/Other: Rings of Power or TN 20 Lore/History: Umbar or Lore/Group: Black Númenoreans)

During the great battles that followed, those over whom Sauron held sway covertly aided his war-effort with materiel and slaves. When Sauron was finally captured, taken to Númenor, and eventually made chief counselor of the king, the Black

Númenoreans were at the height of their power as well. When Ar-Pharazôn set sail for Valinor and Númenor was sundered, all Dúnedain holdings in Middle-earth lost much power as most of their forces were drowned in the seas. Soon Sauron regained a physical form and set out again to curry influence in the Dúnedain lands that were with him before, until the War of the Last Alliance. (TN 10 Lore/History: War of the Last Alliance)



Third Age

With the fall of Sauron at the final battle of the War of the Last Alliance, the Black Númenorean states rapidly fell from power; the only realm that remained able to contend with the dominance of Gondor was Umbar, where most of the Black Númenoreans had fled when their lands rebelled against their rule and exiled them. As time wore on, as in the other Dúnedain kingdoms, the Númenorean blood in these rebel lands was diluted with that of lesser men. This continued until the Kin-strife befell Gondor and many exiles that supported Castamir took up residence in Umbar, rejuvenating the bloodlines of the ruling class if but for a time. Nonetheless, even at the end of the Third Age, there were some who claimed direct descent from the Black Númenoreans; the Mouth of Sauron was one of these. (TN 10 Lore/History: Gondor or Lore/History: Umbar or Lore/History: Black Númenoreans)

PHYSICAL INFORMATION

In the beginning, Black Númenoreans looked no different than the rest of the High Men of the West, but as time went on the bloodlines were thinned by mingling with the Haradrim and other local peoples, with the result that those of Númenorean decent hardly looked like their ancestors. Most often, a

characteristic was passed on to the descendant such as greater stature, piercing grey eyes, or a keen insight into the hearts of others. On occasion, a child would be born that seemed nearly pure-blooded except for the color of their skin; these reaped the most reward from their Dúnedain lineage and proved the most capable in bringing war against their kinsmen to the north. (TN 12 Lore/Group: Black Númenoreans or TN 15 Lore/Race: Men)

SOCIAL INFORMATION

The Black Númenoreans have a great sense of superiority over others, as did many of the Dúnedain of the day before their split. Often they are found to be elitist and very much racist when it comes to dwarves and elves. They treat the lesser men as second-class citizens, ruling them with an iron fist. Their prejudice even extended to those of mixed heritage until the end when none of the families were of pure blood. All fear the wrath of their liege-lord, Sauron, but some fancy deep down that they will be able to break away from his power and possibly even seek to overthrow him. (TN 10 Lore/Group: Black Númenoreans)

BANNERS & STANDARDS

Crimson Shield

This banner bears the Black Star of the corrupted Númenorean ruling class of Umbar. It is a crimson field with the Star of Elendil all in black and traced in silver. It also signifies the Black Star guard, the elite protectorate of the Númenorean ruling families. (TN 12 Lore/Realm: Umbar (Heraldry) or TN 10 Lore/Group: Black Star Guard)

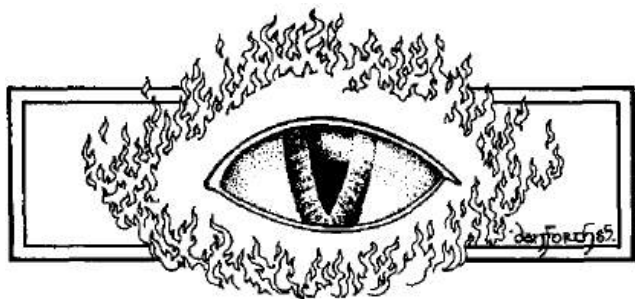
Coats of Arms for the Line of the Usurper

This is the coat of arms of the ruling line of Umbar from the time of Castamir on. It is a crimson field with the White Tree in silver and one star, also in silver, on the far right (representing the southern realm) instead of seven, signifying the family's break from both from Gondor and the line of Elendil. (TN 15 Lore/Realm: Umbar (Heraldry) or TN 12 Lore/History: Line of Castamir)

ADVENTURE HOOKS

Dark Scion

There had been peace in the south for many years since the reunification of Harondor and Umbar with Gondor; even the ruling families have reconciled their bitter feud with a number of marriages between them. Unfortunately one of these unions has birthed a rebel, lustful for power and revenge. He secretly revives the Bad Duathuin (S. "Pathway of Darkness"), the dark cult of Umbar that worshipped Morgoth and Sauron, preaching revolt against the "oppressors" in Minas Tirith and hatred towards the other races. His numbers are growing, and secretly include some influential members of the king's court.



FAN FLAVOUR

THE EFFECTIVE KNIGHT

by Mathew Kearns

Knight... the word immediately evokes visions of heavily armed warriors atop horses in gleaming mail galloping off to war. Though there are few that are named Knight in the Lord of the Rings, there are a number of individuals and groups that could be considered knights. A Knight is one who is proficient at arms, especially on horseback, and is well armored. They are set apart from average infantry and cavalry as they carry more powerful weapons and armor, yet may walk or ride amongst them or even lead them. Knights can be landowners, nobles, or even those that have proved themselves extraordinary, making them worthy of the title and its accoutrements.

BACKGROUND

The CODA system and the game itself almost beckons that you create your character's concept and background before rolling the dice. The Knight is a viable Elite Order that can be used at almost any time and anywhere although the term "knight" may not always be used. Think about where your character comes from, his motivations and maybe even sketch out a few of his personal goals. This will help both you in focusing your roleplaying and your Narrator for creating side adventures for developing your character. Work with your Narrator to come up with something suitable for the game in which you will be playing.

PREREQUISITES

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

- 6 advancements, minimum, in any one Basic Order
- Strength 7+
- Bearing 6+
- Armed Combat 7+
- Ride 5+
- Fealty Flaw

RACE

Though there are no explicit racial restrictions to becoming a Knight, it is highly unlikely that you'll ever find a Knight that isn't human -- Hobbits do not serve any nobility, dwarves do not ride horses if they can help it, and elves in the Third Age have no such tradition (yet may have in previous ages).

ATTRIBUTES

Strength is important, as it takes someone well-conditioned to ride and fight in heavy armor. Bearing is needed to lead men into battle. A good Vitality score ensures a Knight can withstand the rigors of lengthy combat. Nimbleness helps him

stay in the saddle and avoid pitfalls. Perception allows the Knight to read the battlefield, looking for the most opportune moment to make a move that could turn the tide of fortune. A Knight knows that knowledge is a key to power and victory.

REACTIONS

Stamina allows the Knight to ride great distances and into the night on a dire errand for his lord. Swiftswiftness keeps him out of danger when avoiding great blows from opponents or dodging away from traps. What ensures that a Knight remains true to his task and stands instead of fleeing in the face of fear is Willpower. Wisdom gives the Knight the ability to see through false guises and not allow his good sense to be swayed by cunning words.



SKILLS

At first glance, not all the Knight's skills are as important as others, but they can be. A particular Knight's order could be like the Hospitalers of history who gave aid to the wounded on the battlefield, thereby putting Healing and Lore to good use. Ranged Combat is a good choice for those Knights who prefer to ride with cavalry so armed or those who are lightly armored. Smithcraft helps a Knight keep the tools of his trade in working order.

EDGES

There are many edges that enhance the effectiveness and give a bit of flavor to the Knight: Accurate, Ally, Bold, Charmed Life, Command, Dodge, Doughty, Favour of Fortune, Fell-handed, Hardy, Honour's Insight, Incorruptible, Indomitable, Lion-hearted, Quick-draw, Rank, Resolute, Stern, Strong-willed, Swift Recovery, Tireless, Valiant, Valour, Warrior's Heart, Warwise, Wary, and Weapon Mastery.

FLAWS

With the pros of being a Knight, there are always cons -- the flaws -- that reflect their steadfastness to honor and at times pride: Arrogant, Battle-fury, Code of Honor, Duty, Fey, Oath, Proud, and Reckless.

ABILITIES

Born to the Saddle - Now this is an ability that can, depending on the chronicle, help out a character quite a bit and is worth the prerequisites when it comes to journeying long distances, especially over rough terrain.



Horse Archer - An ability with prerequisites that can be easily met after (or even before) joining the Order. Its application is limited to only performing Ranged Combat tests from horseback.

Horsemaster - Once again, an easy ability to acquire after achieving the prerequisites for the Order. During the course of a chronicle it probably won't be used much as its application is very limited, but it is quite useful when you need it.

Mounted Combat - On the whole, definitely more useful and cost-effective than Horsemaster, but in combination with it, an effective Knight can become a great and heroic one.

Shield-wall - Yet another very limited ability in its application, but it can prove to help save the life of yourself or a comrade.

MULTIPLE ORDERS

The Knight, being a fairly specialized career path for characters, would limit options when considering what Orders a character takes either before or after becoming a Knight. Most of the Basic Orders he wouldn't come from (yet may go to), and similarly, most Elite Orders are not suitable really for the Knight to be multi-Ordered with either. The Orders discussed below would either make likely choices as starting Orders on the way to becoming a Knight, or Orders a Knight would consider acquiring later on.

Craftsman - A Knight might not start as a Craftsman, but he may decide to acquire the Order down the road so he may either become self-sufficient in the creation and maintenance of armor, weapons, and horse husbandry or may retire to a craftsman's life.

Loremaster - Though not likely starting in this Order, Knights are quite skilled and knowledgeable in the lore of battle and war, and being learned in other matters is a boon to all characters.

Mariner - The Knight is really the antithesis of this Order (though oddly I'm sure many warriors of Dol Amroth have experience in both areas), as he is focused on fighting upon the ground while the Mariner is dedicated to the sea.

Noble - This Order is one of two where most Knights will begin as they share many of the same goals and skills, and their traits and abilities complement one another.

Warrior - This Order is one of two where most Knights will begin as they share much of the same goals and skills, and their traits and abilities complement one another.

Elite Orders

Archer - Though an Archer probably won't become a Knight, a Knight upon horseback that has great skill with a bow is a powerful ally.

Captain - Not all Captains are Knights and vice versa, but the combination can make for a very potent leader in battle, on the front lines or marshalling his forces against an enemy threat.

SPELLS

If your Knight ever acquires the Spellcasting ability, there are a few spells that would enhance her performance and abilities: Bane-spell, Beast Speech, Beast Summoning, Blade Preservation, Break Binding, Calling, Display of Power, Evoke Awe, Guarding-spell, Naming, Reading the Heart, Resist Fear, Victory-spell, Voice of Command, and Word of Command.

PLAYING A KNIGHT

As a Knight, you are beholden to your oath of service to your lord and to your personal code of honor. In a chronicle, you are typically doing the business that you are commanded to do or your participation is due to circumstances thrusting you into limelight of events. If ever you should need guidance in how to play a Knight, look to Prince Imrahil and his Knights of Dol Amroth or the majority of the fighting men of Rohan -- all carry themselves with dignity and honor on and off the battlefield.



IT'S ALL OPTIONAL

MAGIC IN MIDDLE-EARTH by Ron Williams (azkopper@cableone.net)

OVERVIEW

Magic in Tolkien's Middle-earth had specific rules and requirements. Unlike most fantasy role-playing games and many other fantasy worlds, not just anyone could learn to cast fantastic spells. No amount of studying would have turned Faramir into a wizard. This essay is meant to offer an alternative, 'Tolkienesque', vision of magic for Decipher's Lord of the Rings RPG. While technically accurate, this version creates a much more 'low-magic' game than the basic rules, and may not be enjoyable to everyone.

TYPES OF MAGIC

First, it is necessary to categorize and define what 'magic' is in Middle-earth. 'Magic' comes in three basic forms: Magic, Lore, and Sorcery. Each of the three has rules and limitations.

Magic

'Magic' is the innate, inherent ability of a person or entity to affect the world around them. 'Magic' is not learned, it is an inherent power. Magic is found in Noldor Elves, Maiar, spirits, and some of the creatures and other entities of Middle-earth.

'Magic' is activated through the power of words (usually Sindarin or Quenya), or by force of will. No studying of tomes or memorizing of rhymes is necessary. The wielder simply says, sings or wills what he or she wants to happen, and it does.

'Magic' is, in a sense, the power of sub-creation, the ability to alter the world (or your immediate environment) to suit your needs. It is a form of divine power. Only those beings of a celestial nature (fallen or otherwise), or who have lived in the West (as the Noldo), have this power. A rare exception to this was the Sindar Elf Thingol Grey mantle, king of the Sindar in Beleriand, who married the Maia Melian and was 'affected' by her presence. Another exception was the Sindar Elf Lúthien, daughter of Thingol and Melian the Maia.

The Art

The Elven racial ability 'The Art' is another example of 'Magic'. This shows the Elves' innate ability of 'sub-creation' to use their abilities to bring out the subtle magic of Middle-earth in an object.

Lore

'Lore' is learned knowledge. 'Lore' in Middle-earth is concerned with enchanting magic into objects. The Runes of Shutting-spell on the Hollin door of Moria; the Bane-spell Runes on the Dúnedain blades of Armor; the Farseeing spell placed on the throne at Amon Hen; the Farseeing spell in the palantir; the Walking Sticks of the Men of the White Mountains, with the

virtue of Finding and Returning; or the Elf swords that glow when Orcs are near are all examples of 'Lore'.

'Lore' is used to imbed spells into objects, to weave the subtle magic of Middle-earth into things. It can take the form of runes written on the object, or spells sung or chanted as the object is made.

In general, 'Lore' magic 'improves' an object, but does not give it 'unnatural' properties. A sword might be made to glow when enemies are near, or to be superbly sharp or well balanced. A door may be made to only open with the correct password. A cloak may be made to help hide you from unfriendly eyes.

Unnatural Properties and Enchantments

'Unnatural Lore' consists of perverting the natural order of things, and is approaching sorcery in design and intent. While virtually any spell can be enchanted into an object, some enchantments do not readily fit the nature of an object. Rings that turn you invisible, rings that prevent aging or decay, and swords whose blades burst into flame are some examples of 'unnatural lore'. Objects created with unnatural lore may cause the crafter or user to make Corruption saves when the item is made or used.

Learning Lore

'Lore' is in the form of spells or runes. It must be learned by reading tomes or being taught by one who already knows them. A Narrator may require a player wishing to learn a particular spell to seek out a particular place where the lost knowledge might be found.

'Lore' is the only magic available to Men, Dwarves, and most Sindar and Silvan Elves.

Much of the 'Lore' of Middle-earth is lost by the end of the Third Age. Many of the cultures and races that passed on their knowledge were destroyed or diminished, forgetting it.

Enchantment

The Craftsman Order Ability of Enchantment is an example of 'Lore'. Through skill and knowledge, the Craftsman is able to weave the subtle magic of Middle-earth into his creation.

Sorcery

The last type of 'magic' is Sorcery. Sorcery is the unnatural bridge mortals cross to access 'Magic'. Sorcerers channel the power of Sauron or Morgoth to use as their own.

Sorcery most approaches 'Magic' in terms of how it affects the natural world. Sorcery however, is 'forced', and not natural to Middle-earth. This spell-casting method has severe



consequences. By opening their hearts and souls to Sauron, sorcerers bind themselves to him, and are soon corrupted.

MAGICIANS, WIZARDS, AND LOREMASTERS

The Orders of Loremasters, Magicians and Wizards, from a *Tolkienesque* viewpoint, must be revisited. Unlike most roll-playing games and many fantasy settings, Tolkien had specific rules to define each type of magic. Decipher's NPC write-ups (found in the Fellowship of the Ring, and Two Towers sourcebooks) tend to support this view.

The only Wizards in Middle-earth were the Five Istari, and other Maiar still present in Middle-earth (such as Sauron). The Five Maiar were sent from the West, in the guises of old men, to aid the Free Peoples of Middle-earth against Sauron.

Even the most powerful of the Noldor Elves, Elrond and Galadriel, did not have the powers and abilities of the Wizards, and are simply of the Magician Order (as per the Fellowship of the Rings Sourcebook and The Two Towers Sourcebook). The Wizard Order should be reserved for the Five Wizards (Gandalf, Saruman, Radagast, and the two 'Blue Wizards'), Sauron, and possibly other Maia.

The Order of Magician should be reserved for those who are naturally attuned to either the subtle magic of Middle-earth, or the channeling of the powers of Sauron and Morgoth. Noldor Elves, Maiar and Spirits, along with those Men who follow the Sorcery route, should alone be allowed the Order of Magician.

The Order of Loremaster is open to all races, but the spells readily available to these Loremasters are limited (see Repairing the Loremaster Order, below). Dwarves, Hobbits, Men, and most Sindar and Silvan Elves can only use Lore spells as Loremasters or Artificers (see Paths of the Wise Sourcebook). Noldo Elves who take the Loremaster Order do not lose the ability to cast all spells as listed in the Core Book).



SPELLS AND RACE

Elves

Noldor Elves can take the Magician Order or Loremaster Order. Noldo spell casters are assumed to be using their innate abilities, their own 'Magic', to cast spells. Noldo need not study tomes or memorize incantations. All spell types and groups are readily available to Noldo Elves, regardless of which of the two Orders

they are. Noldor Elves can cast spells as normal, or enchant them into Masterwork items.

Sindarin and Silvan Elf spell casters can only take the Loremaster or Artificer Order, with rare exceptions (based on lineage). Most of the Elf realms of Middle-earth (Rivendell, Lórien, the Woodland Realm, and the Grey Havens) all have extensive scrolls of Lore spells for these Elves to study and learn from.

Dwarves

Dwarves can only learn magic as Loremasters or Artificers. Dwarves can only cast rune-based spells (see Repairing the Loremaster Order, below).

Men

Men can only learn spells as Loremasters or Artificers, unless they pledge themselves to Sauron and become Sorcerers. As Sorcerers, they have access to the Magician Order.

Hobbits

Hobbits have never studied magic of any sort. If a Hobbit were to attempt magic, he or she would also have to be a Loremaster or Artificer, similar to a Man or Dwarf.

Special Cases and Lineage

Some Men, due to their ancestry or position, can cast a limited number of spells, of a limited specialty, as if they were of the Magician Order. An example of this is Bard the Bowman, of the line of Girion. Bard exhibited the magical ability of Beast Speech (the ability to understand the language of Birds – the Thrush of the Lonely Mountain); another example is Beorn, chieftain of the Beornings of the Anduin Vale. Though not a Sorcerer, Elf, or Wizard, Beorn was able to exhibit some distinct magical abilities of the Beast specialty (transforming in to a bear and speaking with animals).

These were not due to any special learning on Beorn's or Bard's part, but were rather a gift of their ancestry and lineage. In game terms, this can be accomplished per the Core Rulebook (p. 171):

"...the Narrator can allow non-spellcasting characters to acquire magic abilities as well. Typically, this requires 10 advancement picks (two whole advancements worth), but the Narrator can vary the cost depending on the usefulness and power of the desired ability."

Additionally, some Sindar and Silvan Elves and some Men may be able to cast spells as a Noldo Elf, if their lineage is correct.

Elros, the first king of Númenor, was the son of Lúthien, who was the daughter of Melian the Maia (therefore $\frac{1}{4}$ Maia himself). It is possible that a Dúnadan of Elros' descent could have enough Maiar blood to cast spells as a Magician. A Sindar Elf who lived in the court of Thingol Greymantle in the First Age and spent time with Melian (such as Celeborn), or had such an ancestor; or had a Noldo ancestor, also might have the power to be of the Magician Order.

REPAIRING THE LOREMASTER ORDER

To properly reflect the nature of the Loremaster Order, as outlined above, the Order of Loremaster must be changed somewhat.

Non-Noldorin who take the Loremaster Order, and who take the Loremaster Spellcasting ability, are limited to casting

spells that they can cast via the rune method (spells marked with the rune spell specialty). A Loremaster does not need to have the rune spell specialty, which is just the only way he may cast them.

This represents the Loremaster's study of magic, allowing him to temporarily place enchantments on objects and tap into the subtle magic of Middle-earth.

Men, non-Noldorin Elves, and Dwarves who take the Artificer Elite Order (Paths of the Wise) can learn any spells whose prerequisites they meet, and use them to create permanent magic items with those spells embedded in them (see Paths of the Wise, 'Tools of the Trade' for limitations). Artificers cannot cast the spells themselves (unless they are Noldor Elves), but they can enchant them into objects.



MASS COMBAT: GENERATING UNITS by Mathew Kearns

First off, I must give a hand to the Decipher team for creating a much more solid ruleset for mass combat for the game than what was previously available. The one I devised in my CODA Basic System Reference was much more complicated; hopefully I'll get a chance to adapt the new system to the BSR soon. Though only slightly different, giving the option of either tactical or cinematic implementation is quite a boon for those who are looking for some crunch to the rules and those who are looking for lots of crunch. Lots of things are there in the rules: environmental modifiers, modifiers for morale, and sample units, but, sadly, there are no rules, other than to wing it, for generating units. What I shall detail in this article shouldn't be too difficult to grasp and add to your mass combat -- it's a lot better, in my opinion, than trying to guess at the appropriate values for attributes and what abilities would be applicable as they allow you to create truly unique units for whatever realm or group you are attempting to represent.

ATTRIBUTES

All attributes start with a value of 7 and each attribute below has specific modifiers associated with either the unit's race or realm, type of unit (cavalry, infantry, etc.), classification of unit (light, medium, or heavy), etc. Some attributes can be generated in an alternate fashion; these rules are explained within the description of the attribute(s). The modifiers below are primarily applicable to combat units only; support units (healers, craftsmen, etc.) can follow what's given below, but should probably have their attributes generated on a case-by-case basis.

Command

Table 1: Command Modifiers

Race/Realm	Modifier
Dunlendings	-1
Dwarves	+2
Easterlings	+1
Elves of Lórien	+5
Elves of Mirkwood	+5
Elves of Rivendell	+4
Elves of the Wandering Companies	+6
Ents	-2
Gondorians	+2
Half-orcs	+0
Haradrim	+1
Hobbits	-4
Huorns	-4
Lossoth	-1
Men of Dale	+1
Olog-hai	+3
Orcs	+0 (+1 Cavalry)
Rangers	+1
Rohirrim	+1
Trolls	+0
Uruks	+1 (+3 Cavalry)
Woodmen	+0
Woses	+0



The average mass combat unit has a 7 for its Command score. This comes from its leader's total Siegecraft bonus. The average leader would have these stats:

- Intellect 8 (+1)
- 3 ranks in Siegecraft
- Unit's Siegecraft specialty
- Warwise (1)

If a PC takes command of a mass combat unit or the Narrator has specific NPC's for leaders of units, their total Siegecraft bonus and all other applicables comprise the unit's Command attribute. If the PC has no Siegecraft score, use his total Inspire score with a -2 penalty.

Some races are better trained in the arts of war with knowledge passed on through word of mouth, academies, and actual experience.

There are other means to provide modifiers to the Command attribute. Weapons, armor, standards, etc. that are in the leader's possession and provide Inspire (good units) or Intimidate (evil/enemy units) bonuses may have their bonuses added to the Command attribute when performing Leader combat maneuvers or Command maneuvers if so allowed by the Narrator.

Ranged

This attribute represents the unit's effectiveness in damaging other units while at range. If a unit is a mix of archers and infantry or something similar, reduce the attribute value by 1 for every 25% of the unit that is infantry.

Weapons with Ranged Combat bonuses due to excellent craft, enchantments, etc. apply to the Ranged value if most of the members in the unit wield them -- Bows of the Galadhrim, Númenorean Steelbows, etc.

Table 2: Ranged Modifiers

Classification	Modifier
Light or Melee Unit	+0
Medium	+2
Heavy	+4
Race/Realm	Ranged/Melee Combat Unit
Dunlendings	+1/-3
Dwarves	+3/-1
Easterlings	+2/-2
Elves of Lórien	+6/+0
Elves of Mirkwood	+7/+0
Elves of Rivendell	+5/+0
Elves of the Wandering Companies	+8/+0
Ents	+8/--

Gondorians	+3/-1
Half-orcs	+3/-1
Haradrim	+3/-1
Hobbits	+3/-1
Huorns	--/-1
Lossoth	+2/-2
Men of Dale	+3/-1
Olog-hai	+2/-2
Orcs	+3/-1
Rangers	+1/+0
Rohirrim	+3/-1
Trolls	+2/-2
Uruks	+2/-2
Woodmen	+2/-2
Woses	+4/+0

Melee

This attribute represents the unit's effectiveness of damaging other units while adjacent in hand-to-hand combat. Units of creatures larger than Medium apply their Size modifier to Strength to this score. If the unit is mixed, the larger portion's Size modifier is used. If the portions are equal, use the Size modifier of the portion of larger size.

Table 3: Melee Modifiers

Classification	Archers	Cavalry	Infantry
Light	+0	+4	+1
Medium	+0	+7	+3
Heavy	+0	+10	+6
Race/Realm	Modifier		
Dunlendings	-1		
Dwarves	+2		
Easterlings	+1		
Elves of Lórien	+3		
Elves of Mirkwood	+2		
Elves of Rivendell	+3		
Elves of the Wandering Companies	+4		
Ents	+23		
Gondorians	+1		
Half-orcs	+1		
Haradrim	+1		
Hobbits	-2		
Huorns	+11		
Lossoth	-1		
Men of Dale	+1		
Olog-hai	+8		
Orcs	+0		
Rangers	+2		
Rohirrim	+1		
Trolls	+6		
Uruks	+1		
Woodmen	-1		
Woses	-1		

Weapons with Armed Combat bonuses due to excellent craft, enchantments, etc. apply to the Melee value if most of the members in the unit wield them -- Bane-spell, Victory-spell, ancient weapons of Númenor, etc. If the bonuses are general, then they apply against all opposing units, but if they have some stipulation like against Orcs, etc., then the bonus only applies to opposing units of the enchantment's target type.

Toughness

This attribute represents the unit's ability to withstand damage dealt to it. Units of creatures larger than Medium apply their Size modifier to Vitality to this score. If the unit is mixed, the larger portion's Size modifier is used. If the portions are equal, use the Size modifier of the portion of larger size. If most of the members of a unit have some trait or ability that grants AR, then add that value to the unit's Toughness.



Table 4: Toughness Modifiers

Classification	Archers	Cavalry	Infantry
Light	+0	+3	+1
Medium	+2	+6	+4
Heavy	+4	+9	+7

Race/Realm	Modifier
Dunlendings	-1 (+1 Archers)
Dwarves	+3
Easterlings	-1
Elves of Lórien	+3
Elves of Mirkwood	+2
Elves of Rivendell	+2
Elves of the Wandering Companies	+4
Ents	+13
Gondorians	+0
Half-orcs	+1
Haradrim	-1
Hobbits	-4
Huorns	+11
Lossoth	-2
Men of Dale	+0
Olog-hai	+7
Orcs	+1
Rangers	+1
Rohirrim	+1
Trolls	+6
Uruks	+2 (+4 Archers)
Woodmen	-1
Woses	-2

Support

This attribute represents the unit's ability to recover from attack and care for wounded. The score for a support unit of healers and the like can be the average Healing (Treat Wounds) score instead of the value generated with the normal rules.

Some races are better trained in arts of battlefield healing, herbology, and the like with knowledge passed on through word of mouth, academies, and actual experience.

Table 5: Support Modifiers

Race/Realm	Modifier
Dunlendings	-2
Dwarves	-1
Easterlings	-1
Elves of Lórien	+4
Elves of Mirkwood	+2
Elves of Rivendell	+6
Elves of the Wandering Companies	+3
Ents	-1
Gondorians	-1
Half-orcs	-1
Haradrim	-2
Hobbits	+1
Huorns	-4
Lossoth	-1
Men of Dale	-1
Olog-hai	-4
Orcs	-3
Rangers	+2
Rohirrim	-1
Trolls	-4
Uruks	-2
Woodmen	-2
Woses	+3

Movement

This attribute represents the unit's speed and agility. Units of creatures larger than Medium gain a +2 modifier per Size category greater than Medium to this score. If the unit is mixed, use the movement bonus of the creatures of the smaller Size.

Table 6: Movement Modifiers

Classification	Archers	Cavalry	Infantry
Light	+3	+9	+1
Medium	+1	+7	-1
Heavy	-1	+5	-3

Race/Realm	Modifier
Dunlendings	+0/+0
Dwarves	+0/+0
Easterlings	+0/+0
Elves of Lórien	+3/+5
Elves of Mirkwood	+2/+6
Elves of Rivendell	+2/+4

Elves of the Wandering Companies	+3/+6
Ents	--/+5
Gondorians	+0/+0
Half-orcs	+0/+0
Haradrim	+0/+0
Hobbits	-2/-2
Huorns	-5/--
Lossoth	+0/+0
Men of Dale	+0/+0
Olog-hai	+2/+0
Orcs	+0/+0
Rangers	+2/+3
Rohirrim	+0/+0
Trolls	+0/+0
Uruks	+2/+2 (-2 Cavalry)
Woodmen	+0/+0
Woses	+0/+2

Ranged 6
Melee 16
Toughness 17
Support 6
Movement 4

For Light Dwarven Archers:

Command 9
Ranged 10
Melee 10
Toughness 13
Support 6
Movement 10

For Dwarven Stonemasons:

Command 9
Ranged 6
Melee 9
Toughness 10
Support 11
Movement 6

ADDITIONAL ABILITY

Mear-led - As all lesser horses are naturally drawn to the lead of the mearas, if the leader of a Cavalry unit is riding one, he gains a +2 bonus to perform Command maneuvers.

ERRATA

After writing this piece on generating units for mass combat, I've concluded that there are some errors to the units I devised in a previous article.

For Heavy Dwarven Infantry:
Command 9

The ability pertaining to mountains should be called "Mountain-native". See page 75 in the Helm's Deep Sourcebook for more information on this ability.

Finally, as has been stated in the Helm's Deep Sourcebook, there will be additional material about more units, so keep an eye out for revisions to what I've outlined here in later issues.



ALLIES AND ADVERSARIES

LESSER WIZARDS by ZehnWaters

“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.

KARĚ

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

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

SIZE: Medium

ORDER: Magician, Wizard

ORDER ABILITIES: Imposing, Sense Power, Spellcasting 3, Staff, Staff of Power, Wizard Spellcasting 8

ADVANCEMENTS: 64

SKILLS: Clubs (Staff) +7, Craft: Carving (Toys) +8, Debate (Negotiate) +5, Games (Wrestling) +6, Healing (Treat Wound) +3, Inquire (Converse) +6, Insight +6, Inspire +8, Intimidate (Power) +8, Language: Northman (Beorning, Dalish, Lakeman, Woodman) +8, Language: Westron +7, Language: Silvan +4, Language: Sindarin +4, Language: Quenya +4, Language: Easterling +4, Lore/Spellcraft: Beasts and Birds +7, Lore/Race: Men (Northmen) +7, Lore/Race: Elves (Silvan) +6, Lore/Race Dwarves: (Durin) +5, Lore/Other: Rings of Power +5, Lore/History: Men (Northmen) +6, Lore/History: Elves +5, Lore/Realm: Rhovanion (Mirkwood, Erebor) +7, Lore/Realm: Rhûn (Iron Mountains) +5, Lore/Realm: Lórien +4, Lore/Wilderness: Survival +3, Observe (Spot) +6, Persuade (Charm) +7, Run +8, Siegecraft (Defence) +8, Survival (Plains) +4, Track (Orcs) +5, Unarmed Combat: Brawling +12

SPELLS: *Animal Messenger, Bane-spell, Beast Speech, Beast Summoning, Blade Preservation, Break Binding, Burning Sparks, Crafting-spell, Create Light, Display of Power, Evoke Awe, Exclusion, Farspeaking, Fiery Missile, Finding and Returning, Fireshaping, Guarding-spell, Kindle Fire, Mind-speech (ability), Opening-spell, Quench Fire, Rain-ward, Resist Fear, Scribe Moon-letters, Sense Power (ability), Shatter, Shutting-spell, Smite, Spoken Thoughts (ability), Stout Body, Strength of Limb, Swift of Foot, Veil,*

Victory-spell, Voice of Command, Wizard's Hand, Word of Command

STAFF ABILITIES: Beacon of Hope, Defence, Smiting, Staff of Strength

EDGES: Ally 7 (Wise and Powerful), Ambidextrous 2, Armour of Heroes, Bold, Charmed Life 2, Dodge, Doughty, Elf-Friend, Hammer-hand, Hardy, Honour's Insight, Incorruptible, Indomitable, Lion-hearted, Resolute, Swift-Recovery, Tireless, Travel-sense, Two-weapon Fighting, Valour, Warrior's Heart

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

HEALTH: 12

COURAGE: 6

RENOWN: 8

GEAR: Staff, traveling clothes, horse, carving tools

BACKGROUND

Karë (Karë was his name in the West, his names among the men and elves are many) was a Maia of Tulkas, not particularly learned but valiant and strong. He was chosen to aid the hearty Northmen, their Dwarven allies and the men of Rhûn, to inspire them to great deeds against the Enemy. He is not particularly useful when it comes to ancient lore, but when one needs a good friend or leadership in battle then Karë is the one to call.

Karë had short raggedy brown hair and beard, a laughing face and looked to be in his mid-forties. He was very tall and had large muscles. He didn't wear a robe, instead preferring simple traveling clothes. Karë's staff looked more like a roughly hewn club than an elegant wizard's staff.

Karë spent almost all of his time in Rhovanion and Rhûn from the moment he arrived in Middle-Earth around T.A. 1000. He traveled alone but his charms won him many friends among the people he served. He was particularly popular with the children for whom he often carved wooden toys. While not present during the famous events such as the Battle of the Five Armies or the assault upon Erebor and Lake Town during the War of the Ring, he was active in protecting other settlements.

After the War of the Ring was over, Karë returned into the West.

CARÛGAL

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

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

SIZE: Medium

ORDER: Magician, Mariner, Wizard

ORDER ABILITIES: Diver, Imposing, Mastery of Power, Rope-craft, Sailor's Eye, Sea Legs, Sense Power, Staff, Staff of Power, Ship, Spellcasting 3, Wizard Spellcasting 8, Wizard Spellcasting Specialty (Water)

ADVANCEMENTS: 60

SKILLS: Armed Combat: Clubs (Staff) +9, Craft: Rope +6, Craft: Sails +5, Debate (Parley) +7, Healing (Treat Wounds) +5, Inquire (Converse) +5, Insight +6, Inspire +7, Intimidate (Power) +7, Language: Westron +3, Language: Easterling (Coastal Tribal Dialect) +8, Language: Easterling (Island Tribal Dialect) +7, Language: Avarin +2, Lore/Spellcraft: Water +6, Lore/Realm: East (Islands, Coasts) +7, Lore/History: Men (East) +6, Lore/Race: Men (Coastal Easterlings) +7, Lore/Other: Rings of Power +3, Observe (Spot) +6, Perform (Sing) +6, Persuade (Oratory) +3, Ranged Combat: Bows (Long Bow) +9, Sea-craft (Sailing) +10, Sea-craft (Shipwright) +6, Survival (Sea) +6, Weather-sense +7

SPELLS: *Animal Messenger, Bane-spell, Beast Speech, Beast Summoning, Crafting-spell, Create Light (40-yard radius), Display of Power, Evoke Awe, Exclusion, Farseeing, Finding and Returning, Flame Arrow, Guarding-spell, Intercept Missile, Kindle Fire, Lightning, Mind-Speech (ability), Misdirection, Mist of Speed, Quench Fire, Rain-ward, Reading the Heart, Resist Fear, Sense Power (Ability), Spoken Thoughts (ability), Steady Craft, Steady Hand, Veil, Water-fear, Watershaping, Wind-mastery, Wizard's Hand, Word of Command*

STAFF ABILITIES: Beacon of Hope, Scribe Sign, Smiting, Spell Patterns (Create Light), Wizard's Endurance)

CARÛGAL'S BOW: Carûgal's bow gives him +2 to Ranged Combat tests when it is used.

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 10 (Wise and Powerful), Armour of Heroes, Eloquent, Gift of Tongues, Incorruptible, Keen-eyed, Night-eyed, Resolute, Travel-sense, Wise 2

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

HEALTH: 10

COURAGE: 8

RENOWN: 11

GEAR: Longbow, robes, staff, ship

BACKGROUND

Carûgal (Carûgal was his name among the Easterling tribes that he went amongst, his name in the West is forgotten) was a Maia of Ulmo and hated Morgoth and all that served him. When offered the chance to oppose Sauron he eagerly agreed.

Carûgal did not arrive in the Grey Havens as the others did, instead he sailed into the East and traversed the islands and coasts there. While almost all of the people he met there were men, he also encountered a few of the Avari. Carûgal encountered a great deal of apathy, most of the people there cared little for the happenings of the Western lands of Middle-Earth. But he did at least keep them from joining Sauron's legions.

Carûgal wore robes of pale green. His staff was of dark, polished wood. He had long white hair, no beard and appeared to be in his late sixties. His beautiful white bow was well-made and has served him well. His ship had tall white sails, silver rope and light-brown wood.

At the beginning of the Fourth Age Carûgal stayed in the East for some time, continuing to iron out disputes among the locals. Around the year 100 of the Fourth Age Carûgal sailed into the West.



FEATURED CREATURES

DEMONS – PART II

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 who took 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 NATURE

These Maiar are the blending of two substances, combined with both of their strengths and weaknesses. Below are just a sample of the demons Morgoth has sent forth to harry and oppress the Free Peoples.

Lithrog

On wings of fury these demons of Earth and Air come out of nowhere, assailing the weak and vulnerable. They reside in desert regions, feasting upon the hapless that enter their domain. They are strongest during the day and weakest at night without the sun to fuel their rage. The lesser of this kind resemble dust devils, able to stir up smaller tempests.

See The Hall of Fire, Issue #1. Add Power Over Magic (same as Balrog, see Fell Beasts and Wondrous Magic, pg. 13) except with only the spell specialty of Air to its abilities and increase its TN Equivalence to 23.

GWILITHUROG

Temperamental, unpredictable, and powerful, these demons of Air and Fire are servitors of or accompany other demons such as the Balrog and Ninlindurog. Hurling their powerful spears of energy, they revel in destroying things and/or setting them aflame.

ATTRIBUTES: Bearing 11 (+2), Nimbleness 18 (+6)*, Perception 8 (+1), Strength 15 (+4)*, Vitality 15 (+4), Wits 8 (+1)

REACTIONS: Stamina +6*, Swiftiness +6, Willpower +2, Wisdom +2

DEFENCE: 16

MOVEMENT: 12

SKILLS: Acrobatics +6, Armed Combat: Polearms (Spear of Sky-flame) +8, Intimidate (Fear) +8, Observe (Sense Power) +7, Ranged Combat: Spears (Spear of Sky-flame) +8, Run +6, Weather-sense +4

EDGES: Ambidextrous, Two-Weapon Fighting

FLAWS: Battle-fury

SPECIAL ABILITIES: Flight, Power Over Magic, Spear of Sky-flame, Vulnerable (Water), Winds of Flame

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 19

COURAGE: 3

RENOWN: 5

TN EQUIVALENT: 20



UNIQUE SPECIAL ABILITIES

Power Over Magic - Same as in description of Balrog, except for only spell specialties of Fire and Air.

Spear of Sky-flame - From the clouds in the sky, the Gwiliturog can fashion a spear that bursts into pure flame upon striking a target, destroying the spear. The spear deals normal spear damage, but does the same damage to creatures as it does to structures. It takes the Gwiliturog one full round to fashion a spear.

Winds of Flame - The Gwiliturog is surrounded by a torrent of wind and white fire, protecting it from swords and arrows -- all combat tests to hit the creature suffer a -5 penalty. It has an Armor of 4 and anything flammable that comes within a yard of it will ignite, dealing fire damage equivalent to a campfire.

NINLINDROG

The bane of many ships and travellers in the Wild, these demons of Air and Water bring their weapons of intense winds and driving rain to hinder sight, topple masts, and drive victims to their doom upon rocky shoals or off their paths and over cliffs.

ATTRIBUTES: Bearing 13 (+3), Nimbleness 22 (+8)*, Perception 15 (+4)*, Strength 18 (+6), Vitality 10 (+2), Wits 10 (+2)

REACTIONS: Stamina +6, Swiftiness +10*, Willpower +3, Wisdom +4

DEFENCE: 18

MOVEMENT RATE: 24

SKILLS: Intimidate (Fear) +6, Observe (Spot, Sense Power) +10, Ranged Combat: Spears (Wind-spike) +9, Weather-sense +10

EDGES: Ambidextrous, Keen-eyed, Two-Weapon Fighting

SPECIAL ABILITIES: Chameleon, Corrosion, Flight, Power Over Magic, Speed, Water-wedge, Wind-spike, Wall of Mist

SIZE: Huge (7 Wound Levels, 3 Healthy)

HEALTH: 16

COURAGE: 4

RENOWN: 7

TN EQUIVALENT: 23

UNIQUE SPECIAL ABILITIES

Corrosion - The demon's body is corrosive to flesh and metal. The stats for this effect are Contact/Flesh, Metal/Immediately/12/2d6 damage for flesh, 4d6 damage to metal.

Power Over Magic - Same as in description of Balrog, except for only spell specialties of Air and Water.

Water-wedge - The Ninlindrog can create a wedge of water 10 feet high and 10 wide at the furthest points between the "V". The demon can send it out in any direction crashing into a group of enemies or a structure, dealing 2d6+Vitality modifier damage to either. It can be formed every 1d6 rounds. Using this ability requires a full-round action.

Wind-spike - The creature can form a spike like a javelin from the air around it and hurl it with deadly effect. The Wind-spike deals 1d6 + normal javelin damage. It can create two javelins per round as one action.

Wall of Mist - The Ninlindrog is surrounded by a cloud of wind and water, protecting it from all manner of weapons -- all combat tests to hit the creature suffer a -5 penalty. It has an Armor of 4 and anything aflame that comes within a yard of it will be extinguished.



CAENINDROG

Inhabitants of the most fetid of swamps, these demons of Earth and Water sow the seeds of weariness and despair in travellers who attempt to find a way around or through their stinking lands. They either wait until ready to pounce on their hapless victims or use other creatures such as bog wraiths and the like to do their dirty work.

ATTRIBUTES: Bearing 15 (+4), Nimbleness 12 (+3), Perception 14 (+4), Strength 15 (+4), Vitality 20 (+7), Wits 11 (+2)

REACTIONS: Stamina +9*, Swiftiness +4, Willpower +4, Wisdom +4

DEFENCE: 13

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Claws) +10, Intimidate (Fear) +8, Language: Black Speech +4, Language: Sindarin +4, Language: Westron +4, Observe (Spot) +6, Stealth (Hide) +8

SPECIAL ABILITIES: Blood-fire Poison, Natural Weapons (Claws, 1d6), Power Over Magic, Resistance (Piercing or Slashing Weapons), Swamp Sap

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 24

COURAGE: 4

REOWN: 5

TN EQUIVALENT: 23

UNIQUE SPECIAL ABILITIES

Blood-fire Poison - An attack from its claws causes burning and blistering around the wound and reduces the injured's Vitality by 1 for each successful attack. While untreated, the injured will lose the rest of his Vitality over the course of 24 hours in equal increments of time. When the 24 hours has elapsed, if the victim hasn't been successfully treated, he will immolate in spontaneous combustion.

Blood-fire Poison Attributes

- **Type:** Injury
- **Onset:** Immediately
- **Potency:** +5
- **Treatment:** +10
- **Primary Effect:** See above
- **Secondary Effect:** None

Power Over Magic - Same as in description of Balrog, except for only spell specialty of Water.

Swamp Sap - Anything not Maia or Vala within a distance in feet equal to the Caenindrog's Vitality suffers a cumulative -1 penalty to Strength-based tests (skill, attribute, damage, etc.).

AMARUROG

Like the Gwiliturog, these demons of Earth and Fire are servitors of other demons, most notably in the service of Balrogs. There are very few of these in the world as they must remain near active volcanoes or in deep places like the pits of Moria unless their form cools into cold stone.

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

REACTIONS: Stamina +10, Swiftiness +6, Willpower +4, Wisdom +6

DEFENCE: 12

MOVEMENT RATE: 12

SKILLS: Intimidate (Fear) +8, Language: Black Speech +4, Language: Sindarin +4, Language: Westron +4, Observe (Spot) +6, Ranged Combat: Thrown (Molten Rock) +9, Stealth (Hide) +8, Unarmed Combat: Brawling (Punch) +6

Special Abilities: Burrowing, Firestorm, Heart of Fire, Lava Attack, Power Over Magic, Rebirth, Speed (Burrowing), Vulnerability (Cooling Form)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 28

COURAGE: 6

REOWN: 10

TN EQUIVALENT: 25

UNIQUE SPECIAL ABILITIES

Fire-storm - Every 1d6 rounds, the Amaruog may send forth a wave of fire from its body in all directions to a distance equal to its Vitality in yards. This wave of fire deals 2d6+Vitality modifier damage to anything not invulnerable to fire and will ignite anything flammable. This ability requires a full-round action.

Heart of Fire - Same as Balrog (see Fell Beasts & Wondrous Magic, pg. 13).

Lava Attack - The creature can hurl a piece of itself, in the form of hot liquid rock, at an enemy, thus reducing its own Vitality. For each point of Vitality lost, the attack deals 1d6 damage; the Strength modifier is added to the dice total as normal. Anything flammable that is struck by this attack



immediately bursts into flames. Vitality lost in this way is regained at a rate of one point per round when the Amarurog is near a magma/lava source or conflagration bigger than a campfire.

Power Over Magic - Same as in description of Balrog, except only for spell specialty of Fire.

Rebirth - If the stone form weren't completely destroyed and returned to within the required distance (see below), after a period of days equal to its Stamina plus one day for each successful attack done to the stone form, it would burst forth from the stone chrysalis anew and in full power.

Vulnerability - If an Amarurog is not near a hot source like a raging bonfire, magma/lava source, etc. (distance greater than Vitality x10 feet) for a number of rounds equal to its Stamina, its skin begins to cool. When this happens, it loses 1 point of Strength, Vitality, and Stamina. When either Strength or Vitality reaches 0, the creature becomes a cold, stone statue and very brittle. It would take a number of Complete or Marginal Successes from Armed or Unarmed attacks equal to its Vitality to destroy the stone form of the creature; Superior Successes count as two attacks and Extraordinary Successes count as three attacks.

GWELUNAUROG

These demons of Fire and Water are usually found stationary, losing much of their ability to move. They closely resemble geysers or mud pots found in young mountain ranges and near volcanoes. If stirred up enough to act, they will find that they are strong and will do so accordingly to their hot and temperamental nature.

ATTRIBUTES: Bearing 14 (+4), Nimbleness Naught, Perception 18 (+6)*, Strength 20 (+7), Vitality 20 (+7)*, Wits 4 (+0)

REACTIONS: Stamina +9, Swiftiness -6, Willpower +4, Wisdom +6

DEFENCE: 10

MOVEMENT RATE: 1

SKILLS: Understand: Sindarin +4, Understand: Westron +4, Observe (Sense Power, Touch) +12, Intimidate (Fear) +8, Stealth (Hide) +10

SPECIAL ABILITIES: Limited Mobility, Power Over Magic, Resistance (Physical Damage), Scorch the Air, Tremor-sense

SPELLS: Fog-raising, Fog-weaving, Misdirection, Power of the Land, Sense Power (all spells are cast as abilities)

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 26

COURAGE: 0

RENOWN: 3

TN EQUIVALENT: 23

UNIQUE SPECIAL ABILITIES

Limited Mobility - Normally this type of demon is immobile, but when it senses the approach of a particularly powerful being of Good, it will take form and become mobile to confront its enemy. When mobile, it is still very slow, with Nimbleness 0 (-6), Swiftiness -6, and Defense 7.

Power Over Magic - Same as in description of Balrog, except only for spell specialties are Fire and Water.

Scorch the Air - When its ire is raised, the Gwelunaurog can let off a great cloud of hot steam that fills a cube with each dimension equal to its Vitality in yards. The cloud greatly obscures vision, requiring a TN 10 Observe (Spot) test +1 TN per 1 foot over 5 to move out of the cloud. It will dissipate after a number of rounds equal to the demon's Stamina. Those caught within the cloud are burned for 3d6+Vitality modifier damage each round and must also make a TN 10 Stamina vs. Temperature test (Elves are exempt) or lose 1 Weariness Level per level of failure.

Tremor-sense - The demon can sense the movement on the ground of anything to a distance of Vitality x100 with a TN 12 Observe (Touch) test. It can identify characteristics of whatever is moving based on the success of the Observe (Touch) test.

<u>Situation</u>	<u>TN Modifier</u>
For every 5 creatures in group	+1
Elves in mixed group	+3
Only Elves	+5
<u>Success</u>	<u>Characteristics</u>
Marginal	Number in group, 2- or 4-legged
Complete	Size
Superior	Size of each member of group
Extraordinary	Race of each member of group



HELM'S DEEP CONTEST

The Helm's Deep Contest

First off, I'd like to thank all the contestants for their wonderful entries -- they certainly were more than I thought we'd get and all well done! And I'd like to thank the volunteer judges for their help.

The prizes are as follows:

- All entrants will receive a Year 2 CD of The Hall of Fire (when I have it finally designed)
- Two Runners Up shall receive a \$10 certificate at DriveThruRPG.com or the Decipher store (their choice)
- The grand prize is a copy of the Helm's Deep Sourcebook

For the two Runners-up, the prize goes to (in no particular order):

- 1) **Fell Snow-beast by Zehn Waters**
- 2) **Harpy by Celegorn**

Now for the grand prize winner <drums rolling>:

Siege of Dunharrow by Borandil!

Congratulations to all the winners!!!

Look for the entries to be featured in upcoming issues of The Hall of Fire.

Thanks again all for making this a great contest!

GandalfOfBorg



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/

CHRONICLES OF THE NORTH

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

CALLING ALL GAMERS!

Interested in submitting...

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

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

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

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

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

If you would like to post an advertisement for:

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

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



CREDITS AND CONTACTS

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Note to any that wish to print out their copies of *The Hall of Fire*: If you wish to print this document in a book style (front and back pages), understand that the cover was intended to be printed by itself on one page.



Imrahil tends his nephew by Anke Eissmann

