



THE HALL OF FIRE

FAN WEBZINE

ISSUE TWENTY-SEVEN
FEBRUARY 2006

Dwarrowdelf - by Unknown Artist



GREETINGS,

SALUTATIONS... HELLO ALL!

The new year has come and now many are discussing the Superbowl results, analyzing the State of the Union address, or getting ready for another exciting Winter Olympics. But not you, no... you're here reading this and salivating over what's to come in this issue and waiting anxiously for the next release from Decipher. True to our form, this issue (like the others) is of the best quality we can afford (pretty good since we do it for free). As for Decipher, well the next release doesn't look like it will be coming soon as Kieran Yanner (you're the man by the way) has been working feverishly on laying it out along with the next Star Trek release AND designing the company websites for each RPG to boot. Even with the delay, the outlook for the year looks pretty good for us gamers.

But now, on with the show! This month is another doozy with continued new sections: Trusted Locales, which details places of note such as cities, villages, and the like, with the ability to put them anywhere in any game as needed. This issue lends itself to exploring the depths of Middle-earth with articles about the underground environment, crafting (Craft, Smithcraft, and Stonecraft), the dwarf-folk of the Iron Hills realm, and an article about the Iron Hills realm itself (including some beautiful art by Peter Merryman). Finally, we have more items for general use such as Fan Flavour, and we are nearing the end of The Effective... series with a look at the Rogue. All this plus a whole lot more! I release you from reading this to go off and enjoy this wonderful issue.

Happy Gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor

THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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ADVENTURING IN

DWARF REALM OF THE IRON HILLS

by Mathew Kearns

HISTORY

With the constant plague of cold-drakes of the North on their great mansions in the Grey Mountains, life was difficult for the Dwarves of Durin. On the final and most costly attack, the king was cast down and killed, thoroughly demoralizing the people and the great mansion was evacuated. Many followed Thror to reestablish the Kingdom Under the Mountain, while a large portion of the people followed the banner of Gror, younger brother of Thror, to the Iron Hills, where a great mine and realm was created both in defiance of the wyrm threat and to make something of their own.

Due to the close kinship between the Iron Hills and Erebor, trade and relations remained high. The realm lies only a few days' hard march or a week and a half of leisurely travel away (an item to be noted, especially concerning The Battle of the Five Armies). When the dragon, Smaug, decimated the Kingdom Under the Mountain, the Iron Hills realm took in many of the refugees, while others went west with Thorin Oakenshield into exile to mine coal in the Blue Mountains until the day came when their wrath and vengeance could be sated.

NOTABLE FEATURES

The Roof

The Iron Hills, or "The Roof" as is locally termed by the realm's residents, are a range of hills to the northeast of Erebor. The ground about is of a dusty red hue due to the high iron content in the soil, and at sunset, the hills practically look as though they were covered in blood.

River Carnen

The river's name, Carnen, is a direct Elvish equivalent of its Mannish name, the Redwater. Both are very likely a reference to its source in the Iron Hills, since rivers whose sources lie among iron deposits have water with a very distinctive red-orange colour.

The Iron Mound

This is the greatest Deep within the Iron Hills realm. It is here that the ironsmiths of renown work their metal of choice. There are five primary forges: one of the family of Gror, the largest and the one that boasts the most talented armor- and shieldsmiths; two for the lesser family of Bain, the kingdom's weaponsmiths; one for the lesser family of Grarin, the trusted teachers of the craft; and finally, one for the family of Dor the Commonsmithe, the blacksmiths and smelters of the Iron Hills. There are smaller forges and workshops located elsewhere in the Deep where



gemsmiths, stoneworkers, and the commonfolk can come to work.

Iron-Lace Hall

Like all Dwarf-realms in latter days of the Third Age, those not of Dwarfkind are not allowed within the deeper halls of the realm, so all trade with these folk is made within the Iron-Lace Hall, the great bazaar at the entrance to the realm. It is so named because of the great steel bands bolted into the living rock both as support and decoration. There are two great iron



gates, one at the outside entrance to the hall and an even bigger and stronger one at the entrance to the rest of the realm.

Outside Entrance Gate

Type: Gate, Strong
Protection: 5
Structure: 6
Spells: None
Lock: Good Lock

Inner Entrance Gate

Type: Gate, Strong
Protection: 5
Structure: 6
Spells: Exclusion (“Only dwarves of the Iron Hills”, any befitting curse)
Lock: Amazing Lock

FORCES

The numbers of each mass combat unit are determined by the Narrator. The types available are listed below.

Dwarven Infantry, Heavy

Command: 9
Ranged: 5
Melee: 15
Toughness: 17
Support: 6
Movement: 4
Special: Extra Protection, Mountain-friend

Dwarven Infantry, Medium

Command: 9
Ranged: 5
Melee: 12
Toughness: 14
Support: 6
Movement: 6
Special: Mountain-friend

Dwarven Archers, Light

Command: 9
Ranged: 10
Melee: 10
Toughness: 13
Support: 6
Movement: 10
Special: Mountain-friend

Dwarven Stonemasons

Command: 9
Ranged: 6
Melee: 9
Toughness: 10
Support: 11
Movement: 6
Special: Mountain-friend, Reinforcement

Dwarven Commonfolk

Command: 5
Ranged: 8
Melee: 9
Toughness: 11
Support: 6
Movement: 6
Special: Leaderless, Mountain-friend



Dwarf-doors

Peppered throughout the hills are infamous Dwarf-doors. As the skill and knowledge was not lost to these people, these doors were crafted as both a means for escape or for access by warriors to defend the realm from siege. The average person may know the location of one or two so they may evacuate if need be, while the realm's troops know many of them, including those that commonfolk have no knowledge of. Passwords in Dwarvish are required to open these doors from within or without; the doors can be sealed using keys, but only from within.

Public Dwarf-door

Type: Door, stone, average
Protection: 3
Structure: 5
Spells: Exclusion (“Only dwarves of the Iron Hills”, any befitting curse), Opening-spell, Shutting-spell
Locks: Good Lock

Secret Dwarf-door

Type: Door, stone, strong
Protection: 5
Structure: 7
Spells: Exclusion (“Only dwarves of the Iron Hills”, any befitting curse), Opening-spell, Shutting-spell
Locks: Amazing Lock



ADVENTURE HOOKS

Fire in the Sky

Now that Smaug has claimed Erebor so far south of the typical haunts of the great wyrms, other dragons feel it is time to stretch forth their power and dominion southward as well. One such is Mindonur (S. "Hill of Fire"), hatchling kin of Smaug the Golden. Word has come by beast and bird to the ears of the Iron Hills realm, telling of the wyrms' stirring and of Mindonur in particular. It is now a race against time to prepare the realm for the onslaught to come and to prevent what had befallen their kin at Erebor.

Red Scourge

Just recently, the richest and most pure iron deposit in the history of the realm had been discovered. Upon inspection, the quality of the iron was found to surpass all others and so a call has come from the smiths for more. The mining fervor has greatly increased, including the transferring of many workers from other mines to this one. Not long after, something terrible began to happen: miners of this new deposit began to fall to rampant affliction. This disease causes crusty red pustules to break out over the entire body, inside and out, and eventually the individual dies from their lungs rotting away or dehydration. If a pustule breaks, which they do very painfully, and the liquid is touched by another, that individual will likely contract this disease. The king, too proud to seek aid from outside, is at a loss for what to do -- he doesn't want to close the new mine, but no treatment for the disease has been found, nor even its cause, beyond the link to the new mine. So far only a small fraction of

the populace has succumbed to this disease, but it won't be long before it could take everyone.

Red Scourge

Type: Inhaled, Contact

Onset: 1/2-d6 days

Potency: +10

Treatment: +15

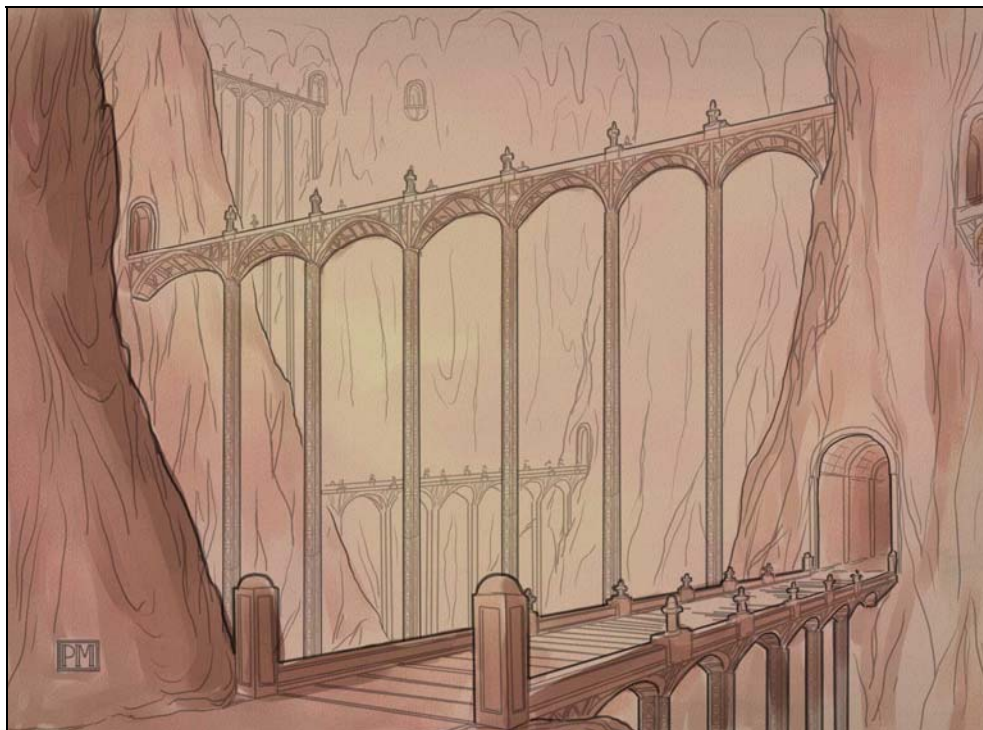
Penalty: 1) 1/2-d6 Vitality, 1 Strength
2) 1 Vitality

Stages: Continuous

The Sky Darkens

Dain has sent news of the Council of Elrond to his cousin and it is grim. It has not been long since a dark emissary had been turned away from the Iron Hills realm, just as was done by Erebor. Orcs in the North are busy once again and evil men from East have been found spying upon the surrounding lands. Soon wagon trains between the Iron Hills and Erebor started to be attacked by these men and in larger numbers than previously seen. It is determined that if the Iron Hills is to remain able to aid Erebor in the coming war, this outpost of Men must be found and destroyed quickly. If it isn't, things could go badly for both realms. Scouting and interrogation of prisoners have garnered some information, but a group will have to go find the outpost and either report back if forces are too great or destroy it.

Piece of Advice: Check out this free cave generator if you don't have the Moria supplement: <http://www.gozzys.com/caves/>



PEOPLES OF MIDDLE-EARTH: DWARVES OF THE IRON HILLS

by Mathew Kearns

HISTORY & LANDS

In the distant years of the Third Age, the dwarves residing in the Grey Mountains of the North were constantly plagued by the encroachment and greed of the great wyrms, especially cold drakes that sought shelter, food, and treasure. One such place was where the throne of the Longbeards sat after they abandoned Erebor for the first time (as the location of the realm is not mentioned, its name and location is considered to be lost and can be only found in old dwarven texts, possibly elven texts). When King Dain I was slain during a dragon attack, his surviving sons decided that the area was too dangerous to continue living there, and so they made an exodus eastward. The eldest survivor, Thror, took those who would follow and recreated the Kingdom Under the Mountain at Erebor, while his younger brother, Gror, led the others further north and east to settle in the Iron Hills. (TN 10 Lore/Realm: Iron Hills, Lore/History: Dwarves of the Iron Hills)

Contact and relations between the folk of the Iron Hills and those of Erebor remained very close, even after the survivors of the sack of Erebor by Smaug fled to the Iron Hills and the Blue Mountains. When Thorin, grandson of Thror, returned to Erebor, he died at the Battle of the Five Armies and the crown of the Longbeards passed to Dain Ironfoot (named after his ancestor). The rest of the royal family moved to Erebor while Dain left his cousin, Gror Stonefist (named so for fighting off dozens of orcs with his bare hands after being cornered alone and disarmed, notably killing many with one hit [TN 12 Lore/History: Dwarves of the Iron Hills, TN 17 Lore/History: Battle of the Five Armies]), to govern the Iron Hills realm. (TN 10 Lore/Realm: Iron Hills)

During the War of the Ring, the people of the Iron Hills once again came to the aid of the dwarven crown. Their answer came late, as their halls were also besieged by the dark forces of Mordor and its allies out of the frozen North. They arrived on the last day of the war and their presence helped turn the tide of the siege even before the destruction of Sauron. (TN 5

Lore/Realm: Iron Hills or Erebor, TN 10 Lore/History: The War of the Ring)

Even into the Fourth Age, the dwarven realm of the Iron Hills remained vigorous. It was the Free People's northern- and eastern-most bastion against the still evil kingdoms of Men of the East and the remaining scourge of goblins and other foul creatures of the wild.

PHYSICAL INFORMATION

The dwarves of the Iron Hills are kin to those of the Blue Mountains and Erebor, being a part of Durin's Folk. Notable features distinct to the Iron Hills dwarves are their coal-black beards and eyes. Their demeanor is typically dour and grim from long toil in the iron mines. (TN 10 Lore/Race: Dwarves to identify an Iron Hill dwarf or to recall this knowledge)

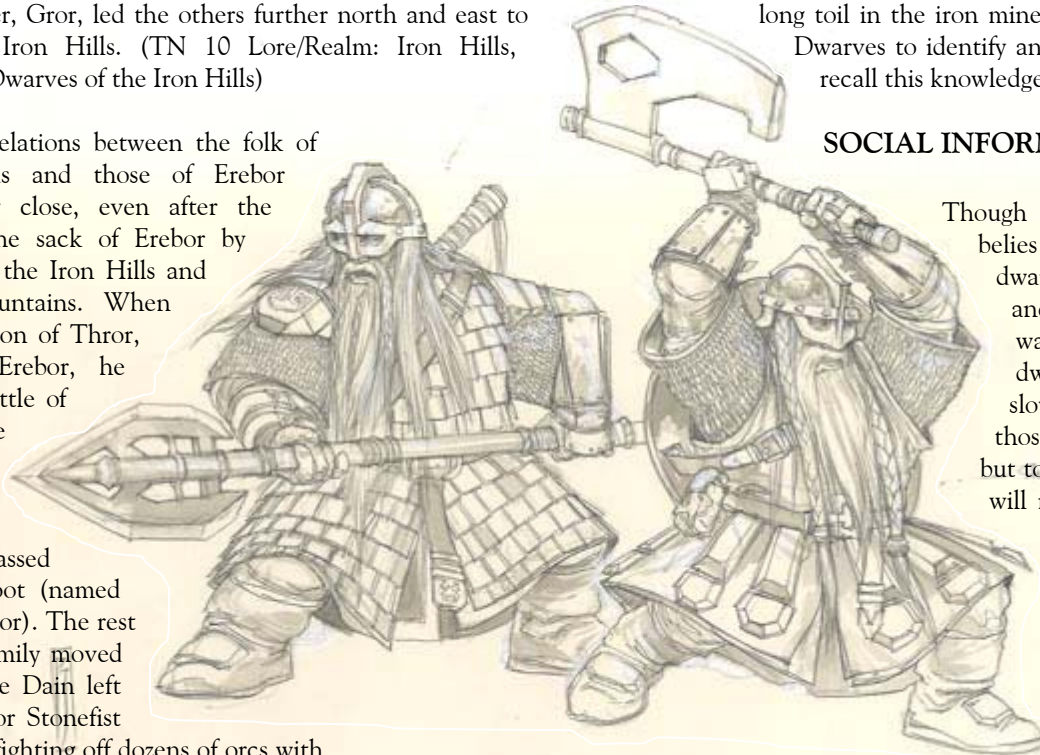
SOCIAL INFORMATION

Though their appearance belies this, Iron Hill dwarves are quite jovial and merry when it is warranted, typical of dwarf-kind. They are slow to offer trust to those unknown to them, but to those they trust they will remain steadfast until a situation dictates otherwise.

The realm remains on good terms with all other dwarf-realms of Durin's Folk, especially Mountain, as the

The Kingdom Under the realm's governor and the clan's king are kin. (TN 5 Lore/Realm: Iron Hills)

Relations with the Elves of Mirkwood were tenuous at best between the re-establishment of Erebor and the end of the Third Age. Once Mirkwood lightened, so did the relations between the Iron Hills realm and the elf-folk. (TN 10 Lore/Realm: Iron Hills)





Relations with realms of Men were non-existent until after the re-establishment of Erebor, after which the dwarves traded in a civil manner with the men of Dale and Esgaroth (TN 5 Lore/Realm: Iron Hills). After The War of the Ring, relations softened further. The Iron Hill dwarves got along quite well with the Reunited Kingdom (TN 10 Lore/Realm: Iron Hills); with Rohan their relations were sparse yet genial (TN 15 Lore/Realm: Iron Hills).

ECONOMICS

The Iron Hills economy is predominantly about one thing: iron. This realm produces high-quality iron ore for shipping and also boasts the best ironsmiths in western Middle-earth. Stonework is also done here, but is not as profitable for the realm. Trade into the realm is mostly foodstuffs that the dwarves cannot provide for themselves and some luxury items. (TN 10 Lore/Realm: Iron Hills)

STANDARDS OR DEVICES

Iron Hill Realm Standard - This standard is borne upon ceremonial shields and banners of the realm's warriors. The Hammer represents the smiths of the realm and is a reminder that hard labor is a reward unto itself. This part of the standard is stamped onto all ironworks (along with the smith's mark) made by this realm. The hills have an obvious representation: the actual hills denoting the location of the realm. The crimson color represents the iron found here and the red river flowing out of the realm. (TN 15 Lore/Other: Heraldry)

Ruling Family's Crest - This is the same as the crest of Durin (hammer and anvil), but the hammer is filled in with crimson to denote the Iron Hills realm. (TN 10 Lore/Other: Heraldry)



FAN FLAVOUR

THE EFFECTIVE ROGUE

by Mathew Kearns

It's been many days since anyone traveled along the East Road and even then the pickings have been slim: a few pieces of copper, a silver penny, and a bit of food. You and your men would give anything for some dandy gent to stroll along with a large purse or maybe even a trade caravan. Life's been tough and some of the boys have been grumbling about your choice of locations and ability to get them the loot. Someone may have to come to a sticky end to show them whose boss.

BACKGROUND

The CODA system and the game itself almost beckons that you create your character's concept and background before rolling the dice. The Rogue is a viable Order that can be used at almost any time and anywhere though the term "thief" or "burglar" may be used in its place. Think about where he 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 in 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.

RACE

There are no racial restrictions to becoming a Rogue, though the least likely are Elves, where they would employ rogues as scouts to surveil the lands of the Enemy. The other races would have them in all manners such as pickpockets, hit-men, or professional assassins.

ATTRIBUTES

Nimbleness governs the best of your skills like Stealth and the combat skills, keeping you on edge and ready to react to anything. Bearing allows you to insinuate yourself into places not meant for your eyes or to charm your way into the heart of an unsuspecting innocent. Wits provides you with knowledge for maintaining your cover, getting yourself around in a city, and how and where to find your quarry. Perception allows you to read others to find an easy mark or to discover hidden or unspoken secrets about them. Vitality is important in keeping yourself alive against others of your craft set against you, especially where poisons are concerned. Strength is something you have little need of, but it can come in handy when you least expect it.

REACTIONS

Swiftiness helps you avoid the pitfalls and sprung traps you are likely to find in your line of work. Stamina helps keep you going long into the night while staking out a mark or when running from the royal guard. Willpower allows you to withstand interrogation if you are caught by the constabulary or other ruffians. You use Wisdom to see past silvery tongues and counterfeits placed to impede you from achieving your goal.

SKILLS

The combat skills are a must in this line of work and there is little need to mention what they are or why they are needed. Conceal, Guise, Search, Stealth, and Mimicry -- the bread and butter of any decent Rogue; captured Rogues are found to linger long in jail cells, be missing appendages or limbs in particular realms, or maybe just dead. Observe and Persuade are both important to a Rogue's abilities and repertoire, for how else would he notice the lovely woman behind him with a dagger and charm his way out of becoming spitted. The others are just gravy.

EDGES

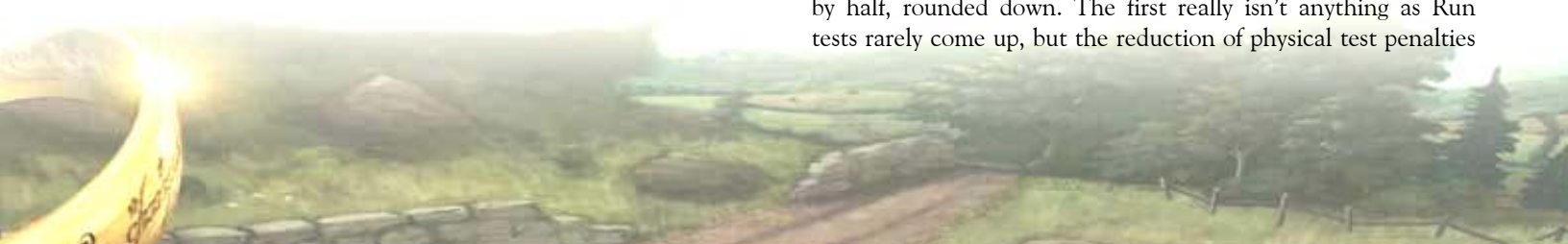
There are many edges that enhance the effectiveness and give a bit of flavor to the Rogue: Accurate, Ally, Ambidextrous, Armour of Heroes, Bold, Charmed Life, Curious, Dodge, Eloquent, Favour of Fortune, Friends, Furtive, Gift of Tongues, Hoard, Honey-tongued, Honor's Insight, Keen-eared, Keen-eyed, Quick-draw, Resolute, Strong-willed, Tireless, Wary, Weapon Mastery, Wise, and Woodcrafty.

FLAWS

With the pros of being a Rogue, there are many cons -- the flaws -- that reflect the nature of their job of guile and deceit: Arrogant, Code of Honour, Craven, Dark Secret, Enemy, Fey, Grasping, Hatred, Proud, Reckless, Rival, and Stiffnecked.

ABILITIES

Fleet-footed - This ability offers two effects: a small bonus to Run tests (nothing great really) and a reduction of physical test penalties on any movement test (mainly the athletic type skills) by half, rounded down. The first really isn't anything as Run tests rarely come up, but the reduction of physical test penalties



for movement can be quite helpful if you are injured and trying to get away from an overpowering threat. I'd say this is a par ability for characters who are able to make use of it in lots of combat, otherwise, it's not very useful.

Lockpicking - This ability is what allows characters to actually pick locks, even if they already had Legerdemain beforehand (which to me makes no sense -- if you've got the skill then you can attempt it; why require an ability?). The prerequisites are a bit odd requiring an ability score of 6+ or a skill with 6+ ranks. It's an ability not really well-thought out, but is a must for thieves if there are no house rules concerning this.

Lurking in Shadows - Like any other ability that gives a bonus for using Courage, it is nice, but an effect better seen in an edge. Also, this ability only affects Stealth tests, so yet another overly expensive ability for its effects, even though the skill is used often by this kind of character.

Scoundrel's Fortune - Almost exactly as the Favour of Fortune edge, this ability narrows the scope of tests available to use this with to Order skills, but provides a +2 bonus to the re-roll. These effects may add up to the spending of an additional pick over the edge, but not by much in my opinion.

Sanctuary - This ability grants you a hideout of sorts that is concealed. The text says that it'd tie a character to a location, but I don't think so. This is a good ability to have even if the character only comes back once in awhile, it's a place that can store plenty of goods as well as a place to stash treasure and other valuables.

Treacherous Blow - Akin to the DnD Sneak Attack, this ability gives a bonus to Armed Combat tests during if the target is caught by surprise or from behind (though it doesn't provide additional damage like Sneak Attack). The ability's use has a stipulated caveat of Narrator discretion unlike Sneak Attack, but is severely restricted in its application -- I believe the ability should open up to all combat skills for the Rogue. A good ability, but like any combat-based character trait (edge or ability), its use will depend on the focus of the chronicle.

MULTIPLE ORDERS

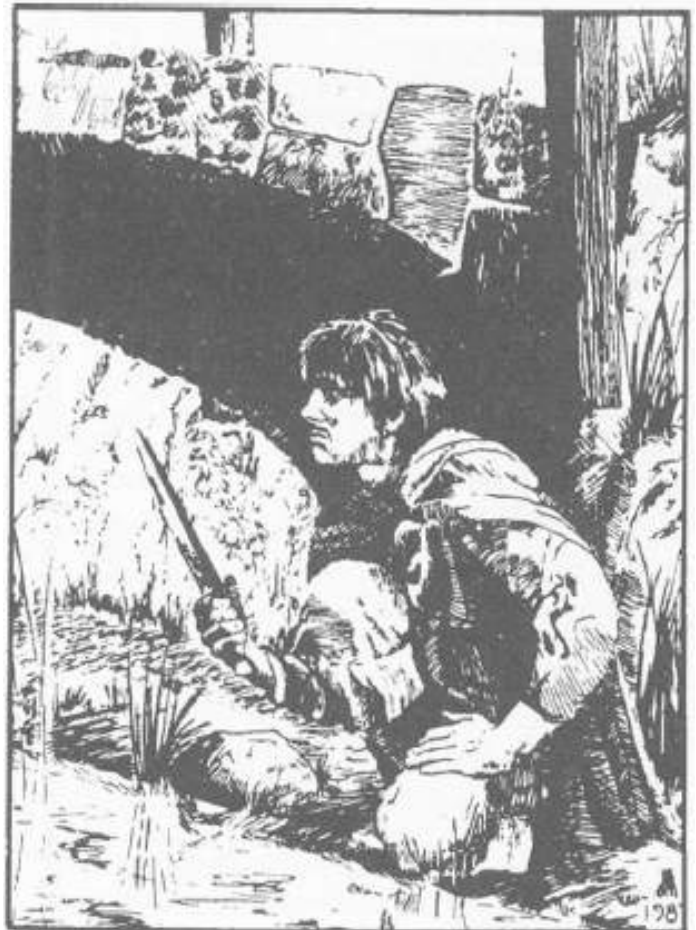
There really isn't a Basic Order that a Rogue couldn't benefit from acquiring, though there would be few that would acquire Rogue down the road unless there was a good role-playing explanation for it. Rogue would heartily benefit from the Archer and Spy Elite Orders and to a certain extent Ranger, *maybe*. The others require too specific requirements both mechanically and in-game that a Rogue on its own wouldn't choose.

SPELLS

Like Orders, there isn't a spell in the grimoire, including Sorcery, that a Rogue couldn't find a use for in obtaining treasure, defending himself in combat, or escaping a trap.

PLAYING A SPY

Playing a Rogue can be difficult in Tolkien's Middle-earth, yet it can also provide some very rewarding role-playing experiences as well. I can't suggest emulating any rogues mentioned in the Lord of the Rings as they all were acting in the service of evil (Bill Ferny, Wormtongue, etc.), but there are many other sources of inspiration for playing a rogue.



ORDERS OF MAGNITUDE: BARBARIANS

by David Issachar

[Introductory Note: In the Lord of the Rings RPG, your character's order is a key part of who that character is. The "Orders of Magnitude" series of articles takes a close look at the PC orders and offers ways to add new possibilities, flavour, and interest to role-playing them.]

The Barbarian order differs from others in that its name describes a cultural identity rather than a professional one. This inverts the usual paradigm: whereas Loremasters (for example) occupy the same professional niche across many cultures, Barbarians can occupy many professional niches within a single culture. It is difficult for one order to accommodate the various roles a barbarian character could fulfill in his or her society, which is a likely reason why Barbarian PCs often default to being only a special flavour of Warrior. How easily can one create a Ghân-buri-Ghân, a shaman, or a wise-woman using the core Barbarian order?

Some players get around this problem by creating characters with barbaric backgrounds but non-Barbarian orders. Others create Barbarians that either take edges or join new orders to broaden their characters' talents beyond the limited set of Barbarian skills and order abilities. And many players want to get beyond the game mechanics and enjoy the barbaric origins of their characters as an interesting feature of the roleplaying experience.

This article tries to provide new resources for all the previously described goals of playing a Barbarian PC. It discusses barbaric culture and the kinds of characters who take the Barbarian order, and provides some new order abilities suitable for characters that play a specific role within their barbaric society.

BARBARIC CHARACTERS

Although the word "barbaric" is often associated with cruelty, ignorance, and animalistic behavior, here it only describes a special set of traits common to cultures outside the recognized boundaries of civilization. These distinguishing traits are discussed below under the headings of technology, isolation, lore, and tradition. The first two traits (technology and isolation) are more definitional of what a barbarian is in game terms, while the last two (lore and tradition) are more useful for their role-playing value.

Technology

Barbaric people in Middle-Earth have two great technological limitations: the lack of a written language and the lack of advanced metallurgy.

Even among civilized people, there are many who have never "learnt their letters". Literacy is a fragile treasure that survives wherever learning can flourish: in conditions of peace, stability

and prosperity. Some barbaric peoples have never known literacy, as Fëanor's invention of the written alphabet, passed from the Elves to other children of Ilúvatar, was never carried to the remotest parts of the world where many barbarians live. Other barbarians are descended from civilized people who fled into the wilds when their lands were destroyed or conquered, and eventually lost the use of written language. A few barbarians are lone wanderers exiled from civilized society; these may be illiterate simply from lack of a complete education.

Barbaric people also lack the technology to excavate metal and forge it into useful implements. Their buildings and tools are made almost exclusively of wood, bone, hide, and occasionally stone. A barbarian never owns metal weapons or armour unless he has looted them from battles with civilized combatants. It is far more typical for a barbarian to wear leather armour, or none at all, and to wield spears, clubs, javelins and bows; he might also have a small hand axe with a stone blade. A barbarian who originated in civilized lands may be better equipped than a native barbarian, though he is unlikely to possess the skills to keep his metal weapons and tools in good repair over the years.

Isolation

The majority of barbarian characters were born into an isolated society with little or no contact with outsiders. The ways of their own people are all they know until adventure calls them irresistibly beyond the lands of their tribe or clan. A small number of barbarians are lone individuals who leave civilized lands to live in the wild. Unlike rangers, pilgrims, and others who spend a lot of time living outdoors, a once-civilized barbarian character does not willingly return to civilization unless the need is great. The old ties are severed.

Lore

Beyond what can be learned from personal experience, the education of native barbarians is limited to the wisdom and information stored in the oral traditions of their elders, for barbarians do not record their lore in writing. A barbarian knows (and frequently quotes) many proverbs and aphorisms, which are an effective method of transmitting intergenerational knowledge in an oral culture.

Barbarians are unlikely to know much about lands and cultures outside their own region, save in fragmentary legends. On the other hand, a barbarian may be quite accomplished in natural and applied sciences, from biology to astronomy to physics. Within the limitations of their technology (the absence of



literacy and metallurgy), barbaric people can be as advanced as their civilized neighbours -- to the frequent surprise of the latter.



A formerly civilized barbarian PC is likely to have broader knowledge but less deep; he knows some things about life in both wild and civilized lands.

Tradition

Custom, tradition and ritual play an important role in the lives of native barbarians. Though some barbaric practices arise from mere superstition (which is not unknown among civilized people as well), most customs serve to make tribal society function smoothly. Traditions and rituals stand in for a formal code of laws and may be as elaborate as any civilized nation's legal system. Even among tribes known for their brutality, tradition prevents the society from devolving into anarchy.

In a mixed adventuring party of civilized and barbaric characters, the latter will observe their traditional practices as well as they can. This is usually only a matter of curiosity for the rest of the group, but it may produce some inconveniences as well -- if the barbarian insists on saving and using every part of an animal slain for food, for example, or will not accept medicines made from a certain revered plant, or angrily confronts an ally who unwittingly violated an important taboo.

Contrarily, a once-civilized barbarian is characteristically free from most customs and rituals. He has rejected (or been rejected by) his native land, and jettisoned much of its tradition along

with it. His customs are typically of personal importance only. If such a character consents to travel with an adventuring party, he is likely to be tolerant of the others' traditions, as long as they do not impose their ways on him.

THE (VERY) FREE PEOPLES

Of the four playable PC races, the vast majority of barbarians are Men, and the foregoing description of barbaric culture assumes a Mannish people as the standard. What if you want to play a barbaric Dwarf, Elf, or Hobbit? In northwestern Middle-Earth, your options are limited. Lone barbarian characters exiled from civilization are easiest to explain, but lack the flavour of full-fledged members of a barbarian society.

One might stretch the Lord of the Rings canon a bit by positing the existence of isolated pockets of Dwarves and Elves who never rejoined their brethren after the various upheavals that changed the face of Middle-Earth. This is somewhat justifiable when one considers that the majority even among civilized Dwarves and Elves rarely travels far from home.

A remote society of Elves would not easily devolve into barbarism. They would long preserve their lore and heritage, even over centuries of isolation from the centres of Elvish culture. However, one could imagine some disaster (an attack by Orcs or other foes) that took the lives of the adult Elves but spared Elvish children placed in hiding. From these young survivors, a barbaric society could develop that preserved only a small fragment of Elvish lore.

Similar events might befall a small group of Dwarves, creating an isolated barbaric clan. These would constitute an exception to the rule that barbarians lack metal-based technologies. Dwarvish barbarians would certainly retain some of their metal-smithing craft, though their accomplishments would pale beside those of civilized Dwarves.

During the westward migration of the Hobbit sub-races, some groups remained in their original homes in the Anduin vales. The northernmost and easternmost of these might follow a

natural progression to barbarism as their neighbors dwindled in number and finally departed altogether, taking many of the conveniences of civilization with them. Barbaric Hobbits along the Anduin might not be altogether different from Shire-Hobbits, leading a clannish, agrarian life in simple hole-dwellings.

BARBARIAN ORDER ABILITIES

Blessed Hunter

Requirements: Code of Honour flaw (never kill for sport and never waste any useful part of an animal you have slain)

Description: You revere the Vala Oromë, though you know him by another name or in the form of a totem. The blessing of Oromë gives you the following benefits: +2 bonus to Survival, Ride, and Track tests, as well as +2 to Armed Combat or Ranged Combat tests made to hunt wild beasts.

Hand of the Ancestors

Requirements: Duty flaw (protect the interests of your people above all others)

Description: Your people recognize in you the mark of ancestral favour, and it is believed that you are fated to perform some great deed. Before performing some act on behalf of your people -- whether as warrior, leader, diplomat, or otherwise -- you can spend one action to call on your ancestors and receive an extra point of Courage.

You can only spend this point of Courage on an action you take on behalf of your people (which may be broadly defined). The point of Courage does not count toward the total number of Courage points you can spend on a single action or in a single round. You can have only one extra point of Courage from this ability at any time. (Note: Depending on the theology of your chronicle, you could interpret the extra Courage as arising from within the individual character as a form of self-inspiration, rather than coming from a supernatural source.)

One with the Wild

Requirements: Survival 8+

Description: You no longer merely live in the wild; you have become part of it. In the region you inhabit (or a geographically and ecologically similar one), you can spend one action to make a special Survival test at TN 15. For each level of success, add a +1 bonus to a physical skill test that you make (or begin) in the same round or the next round.

Pathspeaker

Requirements: Insight 4+; Language 4+ in a barbaric language and one other language

Description: You create paths of communication between a barbaric people and outsiders. Add the following skills to your list of order skills: Debate, Inquire, Insight, Language, and Persuade. When making Language tests, treat a failure as one degree less severe for purposes of determining the level of misunderstanding. Additionally, when you serve as an

interpreter, if the speaker makes a Debate, Inquire, Intimidate, or Persuade test, you can make the same test and use the better result (your result or the speaker's) at your option.

Spirit Seer

Requirements: Observe 6+; Wisdom 4+

Description: You gain Sense Power as a magical ability. You can also communicate with ghosts and spirits. To do so, you must spend ten minutes entering a trance-like state. You can then attempt to communicate with a ghost or spirit within a radius equal to one mile per point of Bearing you have. This includes the spirits that inhabit fell beasts such as wights and werewolves, though more often your contact is with a nature spirit. If you know a particular spirit, you can attempt to contact that one; if more than one spirit is within range and you do not know any of them, determine the one you contact randomly.

A spirit speaks remotely into your mind and does not leave the form it inhabits (if any) or know what your location is, unless you reveal that information. Your conversation with spirits is like any other: you may have to persuade a reluctant spirit to converse with you or give you information, and you must make Insight or Wisdom tests to avoid being tricked by false or misleading statements. A spirit with magical abilities may even attempt to enchant you with its speech.

The contact (and the trance) ends when you conclude the conversation or when a period of time has elapsed equal to one minute per point of Bearing you have. When the trance ends, you immediately make a Stamina test at TN 20 and lose one Weariness level for each degree of failure.

Improvement: You require only one minute to enter the trance-like state necessary to communicate with spirits, and your Stamina test upon ending the trance is at TN 15.

Special: Certain drugs can reduce the amount of time required to enter the trance and also prolong the trance's duration. A TN 12 Lore/Wilderness (or equivalent) test is required to know where to find the ingredients for such a drug and how to prepare it. A spirit seer who uses such a drug can enter the trance in only one-quarter of the time normally required, and the trance can last for up to two minutes per point of Bearing. However, the drug also incurs a -1 penalty to tests the seer makes while conversing with a spirit, such as tests to persuade the spirit to reveal information or tests to see through deceptions.

Tribal Elder

Requirements: 4+ ranks in each of two different Lore skills; Bearing 7+; age in the Old or Aged category for your race.

Description: With age you have gained understanding and the respect of your people. Add the following skills to your list of order skills: Debate, Inquire, Insight, Inspire, Lore, and Persuade. When you spend a point of Courage on tests made for one of these skills, the bonus from Courage increases by +1. If you join the Loremaster or Noble order, you pay only four picks to do so instead of five.



ORDERS OF MAGNITUDE: CRAFTSMAN

by David Issachar

THE ADVENTURING CRAFTSMAN

What assets does a Craftsman have to offer an adventuring party? A single-order Craftsman generally makes a poor fighter and is no great shakes at stealth or survival, either. The Craftsman makes a somewhat better diplomat, though he typically has only an average Bearing score.

One solution would be finding ways to apply the skills a Craftsman develops in the practice of his or her trade to a broader range of situations. Affinity bonuses from Craft skills would be one way to do this. A few new order abilities could also model the kind of Craftsman who, in today's deplorable corporate jargon, "thinks outside the box", is "detail-oriented", and applies "transferable skills" in a "proactive" manner. Ugh, I need to go take a shower now. There, I feel better.

Players and Narrators alike are challenged when it comes to giving spotlight time to the Craftsman's signature talents. Crafting items usually requires some in-game downtime, which is often in short supply. The game needs more complete guidelines on how much time it takes to craft items of varying complexity. Some proposed rules are presented later in this article.

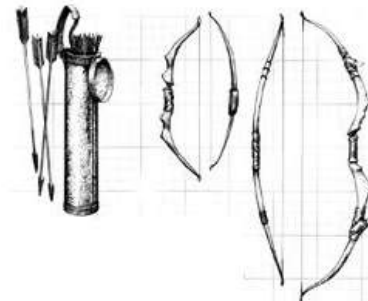
Before we move on to all the crunchy bits, let's take a minute to consider different ways to roleplay a Craftsman. If your PC's craft is more artistic than functional, he or she may be something of a perfectionist who has definite ideas about the way a task should be performed and a high standard of what constitutes success. Some Craftsmen pass the long hours of careful needlework or woodcarving in contemplation of the world, developing an outlook on life that uses metaphors borrowed from their crafts ("a single pulled thread can unravel the garment", "fiery trials purify the metal", "a small lever moves a large stone block", etc.). Additionally, Craftsmen often have good plain "horse sense" and a special rapport with common folk that a high-falutin' emissary with nine ranks in Debate simply lacks.

Determine whether your Craftsman is a genial man of the people, an aloof genius, or something in between. Think about how the character is affected by the circumstances that drew him or her into the chronicle – for a Craftsman is generally a stay-at-home sort of person. Does the character find the adventuring life a welcome escape from a mundane existence, or a nightmare that makes him long for the familiar comforts of home? Will family and neighbors view the character differently when the adventure is over? Like Sam Gamgee the gardener, a Craftsman thrust into a larger sphere of events thinks often of the ordinary life from which he is, at least for a time, separated.

CRAFTSMEN AND PROFESSIONALS

The Craftsman order, as defined in the Core Book, covers a broad range of vocations, from blacksmiths to butlers to tailors to gardeners to innkeepers. This raises the question: among the labouring class, is anyone *not* a Craftsman? There is a useful distinction in other game systems between craft skills (used to create items) and profession skills (for "service" jobs). I believe it would be an improvement to import this division into the CODA system, in the form of a "Profession" skill group. A list of Profession and Craft skills is provided below. If you adopt this rule variant, make the following changes to existing skills in the Core Book:

- ⇒ Sea-craft becomes Profession: Sailor or, for shipwrights, Craft: Carpenter or Craft: Draftsman.
- ⇒ Smithcraft becomes either Craft: Jewelsmith or Craft: Smith (or perhaps Craft: Metalworker)
- ⇒ Stonecraft becomes Craft: Mason
- ⇒ Teamster becomes Profession: Teamster
- ⇒ Profession is an order skill for all orders except Magician and Noble



Craft Skills

Apothecary	Mixes natural ingredients to prepare chemicals, medicines and salves.
Artist	Creates paintings, sculptures, embroidery, calligraphy, or other works of art.
Author	Writes histories, records, tales, memoirs, and poetry.
Basketweaver	Creates containers, covers or mats of woven straw and reeds.
Bowyer	Carves and strings bows, and can also fletch arrows, darts and javelins.
Brewer	Distills alcoholic beverages such as ales, beers, meads, and hard liquor.
Candlemaker	Creates tallow, lamp oil, wicks, candles, and even soap.
Carpenter	Crafts wooden structures such as fences, boats, and houses.
Clothier	Sews garments of common or fine materials,

	and simple cloth items like bags.
Cobbler	Creates and repairs leather garments like shoes and gloves.
Cook	Prepares breads, stews, meats and vegetables, sweets, and other edibles.
Draftsman	Designs structures and creates diagrams, blueprints, and maps.
Glassblower	Creates glass vessels, trinkets and windowpanes.
Jewelsmith	Cuts gems and creates gold or silver settings for rings, crowns, scabbards, etc.
Leatherworker	Cures hides into leather and makes goods such as belts, bags and harnesses.
Locksmith	Makes intricate mechanical devices such as locks and traps.
Mason	Creates bricks and hewn stones and uses them to build structures.
Metalworker	Creates utilitarian items like boxes, cups, and lanterns out of soft metals.
Potter	Makes clay vessels of various sizes, sometimes fire-glazed.
Ropemaker	Collects and prepares various kinds of fibres and weaves them into rope.
Smith	Forges hard metals into tools, weapons and other implements.
Thatcher	Creates roofs, covers, and barriers out of bound straw and reeds.
Weaver	Spins thread and uses a loom to weave large bolts of cloth or tapestries.
Woodcarver	Creates chairs, tables, staves, boxes and other wooden implements.

Profession Skills

Barrister	Is learned in the laws of the lands and aids those that need representation in the courts or other civil matters.
Beekeeper	Maintains colonies of bees and harvests their honey.
Butcher	Slaughters food animals, cleans carcasses, and preserves meat.
Farmer	Tills and tends arable land, harvests and prepares crops.
Fisherman	Fishes rivers, lakes, or seas, and cleans and prepares fish.
Gambler	Plays games of chance and skill for money.
Gardener	Tends habitable land to grow food and for aesthetic purposes.
Guide	Leads travelers across unfamiliar lands.
Healer	Tends injuries and diseases with medicines and basic care.
Herald	Bears messages, makes announcements, and facilitates public events.
Herdsman	Feeds, pastures, stables and grooms domestic animals and livestock.
Hunter	Catches prey in the wild with traps and bows.

Innkeeper	Operates an inn or restaurant, greeting and serving guests.
Launderer	Collects and washes garments in lye and water.
Merchant	Travels around buying and selling goods.
Miller	Operates a mill and produces flour from various kinds of grains.
Miner	Excavates tunnels and extracts valuable metals and gems.
Porter	Carries heavy items, sometimes over long distances.
Sailor	Handles waterborne vessels such as rafts, boats and ships.
Scribe	Keeps records, takes dictation, and maintains libraries.
Servant	Attends to the personal and domestic needs of an employer.
Shopkeeper	Operates a store, procuring goods and selling them to the public.
Teamster	Drives a team of draft animals to convey goods or people overland.
Tutor	Instructs pupils in a variety of areas of study.
Woodcutter	Fells trees and splits or saws wood into boards.

CRAFT SKILL AFFINITY BONUSES

Contrary to the skill affinity rules in the Core Book, it is recommended that you only apply these affinity bonuses when a character has at least 4 ranks in the appropriate Craft skill.

<u>Craft Skill</u>	<u>Provides Affinity Bonus To</u>
Apothecary	Healing (Herbal Remedies)
Author	Language: [Language used in writing]
Bowyer	Ranged Combat: Bows
Brewer	Observe (Smell, Taste)
Carpenter	Siegecraft (Defence)
Clothier	Guise
Cook	Observe (Smell, Taste)
Locksmith	Legerdemain (Open Lock)
Mason	Siegecraft (Defence)
Ropemaker	Acrobatics (Swing), Climb (using rope)

TIME REQUIRED TO CRAFT ITEMS

When crafting an item, make two Craft tests: one to determine whether you succeed or fail at creating the item, and another to determine how quickly you complete the item. (For the sake of convenience, you can use a single Craft test to determine both, comparing the result against both TN's.) The first TN (to successfully craft the item) must be supplied by your Narrator. This article provides the second TN, for the amount of time you spend working.



Categories of Tasks

Categorize the crafting task you want to perform based on approximately how much time it takes to complete:

Effortless: something you can generally create in a couple of minutes or less

Quick: something that takes an hour or so to create

Involved: something that requires a long day of work to complete

Demanding: something that takes about a week to complete

Laborious: something that requires a full month of work to complete

(Tasks that require many months of work, such as building a fortress, should be broken into multiple Laborious tasks.)

The following table shows the amount of time needed to complete a task for each category. The middle three columns show reduced amounts of time, based on the Core Book's rules for completing tasks in less time when you achieve higher levels of success: 75% of the total time for a Complete success, 50% for a Superior success, and 25% for an Extraordinary success. The last three columns show increased amounts of time for different degrees of failure.

TN	Description	Marginal Success	Complete Success	Superior Success	Extraordinary Success	Failure	Complete Failure	Disastrous Failure
TN 5	Effortless	20 rounds	15 rounds	10 rounds	5 rounds	25 rounds	30 rounds	40 rounds
TN 7	Quick	60 min	45 min	30 min	15 min	75 min	90 min	120 min
TN 10	Involved	12 hours	9 hours	6 hours	3 hours	15 hours	18 hours	24 hours
TN 15	Demanding	8 days	6 days	4 days	2 days	10 days	12 days	16 days
TN 20	Laborious	4 weeks	3 weeks	2 weeks	1 week	5 weeks	6 weeks	8 weeks

Note: Failures in this table do not use the Core Book rules, in which the time to complete a task is increased only upon a Disastrous failure.

A Typical Craftsman

These TN's and time periods are calibrated to reflect the talents of a competent Middle-Earth craftsman with the following statistics:

- 4 skill ranks in a Craft skill
- +1 bonus for the attribute related to the Craft skill
- 1 point of Courage

When making Craft tests, this craftsman normally adds +5 to his roll, but can make it +8 in a pinch by spending a point of Courage. The average dice roll results in a 7, so the craftsman will most commonly achieve a 12 on his Craft test. If he spends Courage, he can turn this average roll into a 15. On a horrible roll of 2, he can still spend Courage to pull off a result of 10.

This craftsman, then, can always perform an effortless task in a minute or less. He can do an hour's work in 45 minutes and frequently in only 30 minutes. He never fails to complete a day's work in a single day, and he can usually finish a few hours early.

Rushed Work

What if time is absolutely of the essence and you don't care about quality, only speed? Do the following to determine how quickly you can complete a rush job:

1. Categorize the normal task (Quick, Involved, etc.) and locate it on the table.
2. Add +10 to the normal TN for a task in that category.

3. Make your Craft test and determine your success level.
4. Move up one row in the table to find how much time you took. (You can't rush a task categorized as Effortless.)

For example, if you attempt to rush through a Quick task, your TN is $7+10 = 17$. You roll a 15 and spend a point of Courage for a total result of 18, scoring a Complete success. In the column for Complete successes, move up one row (from Quick to Effortless) and use that value: 15 rounds. Congratulations, you've slapped together an item in 90 seconds that normally would have taken 15 minutes to complete (your test result of 18 would normally be an Extraordinary success for a Quick task).

But how good is the item you've made? Not very. Rushed work produces items with the following characteristics:

- 5% of the item's normal value per level of success
- 10% of other normal qualities (structural strength, armour value, weapon damage, etc.) per level of success
- Noticeably shoddy appearance

CRAFTSMAN ORDER ABILITIES

Avocation

Description: You have a second major talent or interest apart from your craft. Choose a skill from your racial skill list other than Armed Combat, Ranged Combat, or Siegecraft. You gain a +3 bonus to all tests using that skill. This ability can only be acquired once.



Business Savvy**Requirements:** Bearing 7+**Description:** Your trade has taught you the art of bargaining. Gain a +2 bonus to Debate or Persuade tests made to negotiate a deal, and to Insight or Wisdom tests to avoid being deceived.**Improvised Weapon****Requirements:** Craft 6+**Description:** The tools of your trade are so familiar to your hands that you can even use them to defend yourself effectively. Choose a type of durable implement that you use in your craft. Your implement can function either as a melee weapon that deals 1d6+1 damage or as a ranged (thrown) weapon that deals 1d6 damage.

You can also purchase ranks in either Armed Combat: Clubs (or Blades, if the tool is dagger-like) or Ranged Combat: Thrown Weapons as an order skill, but you do not automatically gain a skill specialty, and you cannot use these skills to wield weapons other than the tool of your trade, unless you join an order for which Armed Combat or Ranged Combat (as appropriate) is an order skill.

Maker's Eye**Requirements:** Perception 7+; Craft 6+ in any Craft skill**Description:** The practice of your craft has sharpened your eye for detail. Gain a +2 bonus to all Observe (Spot) and Search tests.**Maker's Insight****Requirements:** Wits 7+; Craft 4+ in any Craft skill**Description:** Long hours of contemplating your craft have given you philosophical insight about the world. Gain a +4 bonus to all Insight tests.**Manual Dexterity****Requirements:** Nimbleness 7+; Craft 4+ in any Craft skill**Description:** You can hardly count the number of times a quick catch has saved the item you were working on. Gain a +1 bonus to all Swiftess and Legerdemain tests.**Protégé****Requirements:** Craft 8+ in any Craft skill**Description:** You have an apprentice who is learning the trade under your tutelage. Your protégé has 2 ranks in your primary Craft skill, a skill specialty (+2 bonus) for the item you primarily manufacture, and a +1 bonus from the appropriate attribute for that skill.

Your protégé assists you in Craft tests (use the Combined Test rules), and can also maintain your place of business while you are away on travels; this meets the work and maintenance requirements for the Place of Trade and Refuge order abilities, if you have either of those. However, while your place of business is operated by the apprentice, income is reduced to 60%.

Improvement: Your protégé is a journeyman, who has 4 ranks in your primary Craft skill, a +2 skill specialty bonus, the Craftmaster Edge, and a +1 bonus from the primary attribute for that skill. When you leave your place of business in the hands of the journeyman, there is no reduction in income.

NEW TRAITS

by Mathew Kearns

FOLLOWERS (EDGE)

Your fame has spread and there are those willing to take up your banner because of you and your deeds.

Prerequisite: Renown 5+, Hoard

Effect: Roll 1d6; 1 - 0 followers, 2-3 - 1 follower, 4-5 - 2 followers, 6 - 3 followers (minimum 1 upon acquiring this edge). This is the number of recruits you have gained as a faithful entourage, to help you in any reasonable way and possibly die under your direction if their faith in you is unwavering and the cause is just.

Having followers costs money, so the character must have some sort of wealth stored away to pay the followers or at least their expenses. For each pick of Hoard, the character can support himself and the needs of a number of followers equal to $5^{\text{number of Hoard picks}}$; therefore, a character with Hoard 2 can support 5^2 followers or 25.

Followers don't blindly follow a character. If the leader PC fails a Corruption test, each of the followers must make a Corruption test of their own with the TN reduced by 5. If any of the followers fail, then they will leave. There will be a penalty to further Corruption and other social tests the PC makes to lead his followers equal to the PC's Corruption points + 1 each time followers leave a PC in this manner until the PC gains a number of Renown points equal to the current penalty. If the PC dies, the followers will disperse.

To gain further followers, you must:

- Gain at least a number of Renown points equal to your picks in Hoard since the previous attempt
- Have no follower Corruption test penalty, and
- Be able to support the additional number of followers

If these conditions are met, then the character can roll another 1d6 and use the result list above. If the result turns out to cause the PC to have a total greater than his ability to support, he is only able to take on the number of followers he can support.

Followers accumulated may be competent or just starting out in their career. Along with the conditions listed above, the total number of advancements of the followers cannot exceed the PC's total advancements; 0-advancement characters equal 1/2 when tallying total follower advancements and the most advancements any one follower may have is PC's advancements -1; if the PC has 1 advancement, he/she may take on a number of 0-advancement followers equal to the roll result. The number of advancements each of the followers has is determined by the PC.

Followers earn XP as the PC earns XP. Followers don't enter into the equation when a Narrator calculates experience for the party, but they are allotted an amount equal to 50% of their PC's share. A Narrator may also award bonuses, treasure, etc. as she sees fit based on what transpires in the course of an adventure.

If a follower acquires an equal number of advancements, the character may choose to make him/her a Right-hand Man but must pay the advancement pick cost for the edge. If the character already has a Right-hand Man, the follower must make a Willpower test against TN 5 + 1 every 2 advancements of the PC - PC's Renown modifier, as the follower feels that he has learned and achieved enough to make it on his/her own.

Improvement: None.

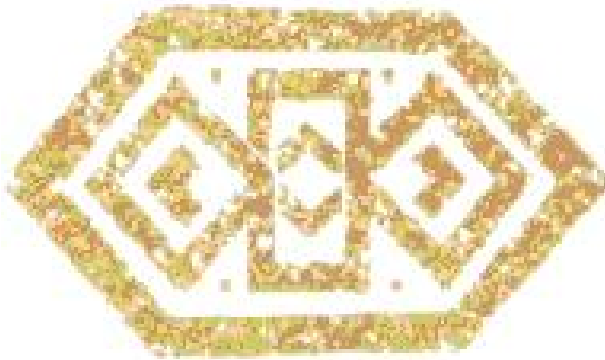


RIGHT-HAND MAN (EDGE)

You have earned the trust and service of a loyal companion. He/she will stick with you through thick and thin.

Effect: A Right-hand Man is a boon companion, friend, and confidant. He/she is not affected, as Followers are, by failing Corruption tests. These sidekicks do not require the character to pay them, as they are self-sufficient and are considered a member of the group when it comes to shares of treasure, etc. When the Narrator awards experience, the Right-hand man is considered as 1/2 when the total XP is divided by the number in the party, so if there are 4 members and a Right-hand Man, the total XP would be divided by 4.5 and that amount is awarded to everyone in the party, including the Right-hand Man. The Narrator may also give bonus awards to the Right-hand Man just like she could for anyone else. The Right-hand Man may not start with more advancements than the PC, but may over time accumulate more advancements and not leave the PC. Finally, if the PC dies, the Right-hand Man may or may not leave the group, as he/she may make a suitable replacement character.

Improvement: None, but if character loses his Right-hand Man for any reason, the edge must be reacquired to gain a new one.



IT'S ALL OPTIONAL

A GUIDE TO ADVENTURING UNDERGROUND

by Mathew Kearns

“There are fouler things than orcs in the deep places of the world.”
- Gandalf, The Fellowship of the Ring

LOCALES

Natural Caves

Caves are hollow regions underground where the environment has conspired to remove earth by a few common ways: water, lava, sea, geothermal activity, or earthquake.

Limestone caves are the most abundant as they form by water seeping through rock. Regions where heavy rains occur can quickly create these types of caves, along with possible sinkholes if the cave's ceiling can no longer be supported. As water seeps in, passageways are widened and the caves grow, creating whole networks of tunnels, grottos, etc. Shifts in the water table can increase or decrease the flow of water, either flooding whole caves or removing the water altogether, leaving them to dry out.

Sea caves are formed along coastlines or where currents have been remarkably strong. The pounding surf and surging waters beat holes into the bedrock, forming caves both above and below the water level. These kinds of caves can be dangerous to explore, especially when an incoming tide is of concern. Otherwise if the sea level has fallen considerably, the cave may be nowhere near the sea that formed it.

Lava caves are created by the surging of lava up through the crust of the earth and then retreating after the pressure has been assuaged, leaving a passage filled with air or possibly noxious gasses. This type of cave is typically found either deep in the earth within mountain ranges (such as the depths of Moria) or near volcanic activity (such as in the area around Orodruin). Many have no exits to the outer world and are found either by connecting to a limestone cave or via excavation.



Caves caused by earthquakes are where pockets of earth loosened and fell away as a fault line shifted. They have a good chance of being completely filled with water, or turn out to be very unstable as their support structure is also inherently unstable. Lava may also soon intrude upon this type of cave as the crust of the earth shifts and stretches to accommodate the pressures from deep below.

Caves created by geothermal activity are also found in or near mountains and regions of volcanic activity. Surface indications of geothermal activity and possibly caves are geysers, mudpots, and hot springs. If any of these are found active on the surface, there will be no empty caves -- but remnants of dead ones are a sure sign that there could be caves beneath.



Unnatural Locales

Dungeons, familiar to all, are a series of rooms excavated for a specific purpose: vaults, prisons, store rooms, etc. Some are entirely delved by hand while others take existing caves and finish them to suit the intended purpose.

Mines are almost always tunnels and/or shafts. Delved over centuries by diligent excavators such as dwarves or elves or orcs, they can become complex three-dimensional networks extending for miles in any direction.

Realms are vast underground reaches that can be made up of worked and natural caves, caverns, rooms, dungeons, etc. They are rare to find and typically delved by dwarves, though the elves have been known to create their own realms in this fashion, while orcs usurp those of ancient dwarfhold and continue excavating them for their own evil purposes. They are rarely found near the surface and typically span many miles beneath it to a size that would rival surface-dwelling nations.

ENCOUNTERS - DENIZENS

Dwarves can be found wandering the world both above and below the ground, and they are not immune to the corruptive effects of greed or the twisting of their hearts by the Dark Lord. Some outcasts and whole clans have been known to be in the service of Sauron or at least in league with goblins, as it is said that all known races save the Elves were represented on both sides during The Last Alliance. If a group is discovered in western Middle-earth, they are likely to be of Durin's Folk, the most renowned family and the most steadfast in their opposition to Mordor; only by unhappy chance would a group discover dwarves of different ilk. For more information about dwarves, see the Moria supplement.

Orcs and goblins make their maggot holes anywhere and everywhere -- deep beneath the earth and as dark as possible is their preference, as they hate the sunlight. Caves, caverns, and old dwarf-realms are their homes of choice. It is here that they dig new pits and mines to feed their war machine. If they take any prisoners (and don't happen to eat them), they set them to work as slaves, never again to see the light of day.

An affinity for stone and the fact that they turn to stone in the presence of sunlight (excepting the Olog-hai) makes trolls at home in the underground. Some are found living as wild creatures while others are kept as slaves of war by goblins and orcs; some are even intelligent enough to speak and carry on conversation in an intelligent yet cruel manner (fortunately these are few).

Undead and evil spirits can be found underground for any number of reasons -- restless spirits of explorers or slaves, ghoulish creatures feeding upon the living, wights sent into barrows. Their presence leaves an almost tangible feeling of dread and despair where they roam.

Krakens and other ancient horrors are abominations found in the very roots of the earth where darkness coalesced into a physical form of pure malice and hunger for light. Krakens are beasts that inhabit the deep pools under mountains. Other horrors lurking in the dark include monstrous creatures like spiders of Ungoliant's and Shelob's ilk.

Balrogs and other demons are the least likely to be encountered and are the most dangerous of any underground denizen save Ungoliant herself. These creatures are more likely to be discovered entombed as they fled from the destruction of Beleriand at the end of the First Age, or possibly leading hordes of orcs, trolls, and/or other creatures of darkness.



ENCOUNTERS - HAZARDS

Lava caves and geothermal caves may just be a few feet or a few inches of stone away from a violent river of molten rock. Even in an area where lava has cooled to a solid crust, it can still be blistering hot. Anyone foolish or careless enough to venture onto it runs the risk of breaking through to his immediate demise.

Exploring caves where geothermal activity has occurred is quite dangerous, as the outer caves may connect to lava caves or active lava chambers. "Dead" caves may not be as dead as they appear, either, with hot steam belching forth between very long intervals of no activity. Apart from naturally-occurring puffs of hot steam, excavation in these kinds of areas might break into a highly pressurized chamber of trapped steam, potentially causing the deaths of many along with collapsing the tunnel.

Poisonous gases are another Adventuring Underground hazard that spelunking adventurers and miners must contend with. Gases like hydrogen sulfide, methane, or carbon dioxide could be present, causing suffocation, severe skin irritation or acid-like burns, or (in the case of methane and other flammables) violent explosions that could severely burn everyone, cause cave-ins, etc.

Fire is very much a danger in caves, even if there isn't much to burn. First, fire consumes oxygen. If a cave-in blocks the flow of fresh air, a fire causes the available air to be consumed more quickly and also leaves carbon dioxide and smoke in its place. Second, a fire could cause an explosion which, besides harming everyone, will also consume much if not all the available oxygen, so if characters do manage to survive the fire and rock, they could still suffocate to death.

Cave-ins are the bane of all underground exploration, killing entire groups in any number of ways:

- burying them alive
- blocking access to fresh air
- exposing a river of lava
- releasing/venting gases or steam
- blocking old passages while creating new ones leading to dead ends or other hazards

They can be caused by:

- Accident: the cave or passage was headed towards a cave-in due to natural causes (flooding, poor support, earthquake, etc.)
- Excavation: mining activities were done in a poorly supervised manner or not enough support was given to aid the carved out area
- Sabotage: traps were left by the previous or current inhabitants (usually orcs and goblins)

Table 1: Random Hazards (Roll 2d6)

(Hazards by Environment)

<u>Result</u>	<u>Mountainous</u>	<u>Volcanic/Geothermal</u>	<u>Near the Sea</u>	<u>Other</u>
2	Passage w/ lava	Passage w/ exposed lava	Passage w/ lava	Methane fissure
3	Poison gas	Passage w/ hidden lava	Methane fissure	Poison gas
4	Cave-in*	Poison gas or hot steam	Cave-in	Cave-in
5	Cave-in	Cave-in	Rising water	None
6	None	None	None	None
7	None	None	None	None
8	None	None	None	None
9	Cave-in	Cave-in	Rising water	None
10	Cave-in	Poison gas or hot steam	Cave-in	Cave-in
11	Methane fissure	Passage w/ hidden lava	Poison gas	Poison gas
12	Earthquake	Earthquake	Earthquake	Rising water

* - See Table 2



Table 2: Location of Cave-In (Roll 2d6)

<u>Result</u>	<u>Location</u>
2	On top of whole party (Near Impossible Dodge test)
3	Behind PC's (Difficult Dodge test, rear half of group)
4	Behind PC's (Challenging Dodge test, rear 2 PCs only)
5	Behind PC's within hearing range
6	Not in vicinity of PC's, they are unaware
7	Not in vicinity of PC's, they are unaware
8	Not in vicinity of PC's, they are unaware
9	In front of PC's within hearing range
10	In front of PC's (Challenging Dodge test, front 2 PCs only)
11	In front of PC's (Difficult Dodge test, front half of group)
12	At entrance to underground

If a PC is caught in the path of a cave-in, he will lose a number of Wound Levels based on the level of difficulty of the Dodge test (i.e. 3 for Challenging), though he may negate the loss of 1 Wound Level per Courage point spent. If he succeeds, then the number of Wound Levels is reduced by 1 per level of success, but he may not spend any Courage to reduce the number further. If a Dodge test could apply to more than the number specified by the result, then assign the test at random.

Table 3: Random Denizens (Roll 2d6; I suggest reviewing the Peril system outlined in the Moria supplement to determine if a random encounter is warranted, and use these tables in conjunction as you see fit. Re-roll as desired if the result isn't appropriate to your game.)

<u>Result</u>	<u>Denizen Type</u>
2	Roll again for new result, and then roll on the table again; this is cumulative.
3	Dwarves (roll 1d6; 1-4 indifferent, 5-6 evil)
4	Dwarves (roll 1d6; 1-4 good, 5-6 indifferent)
5	Orcs/goblins
6	Orcs/goblins
7	None
8	Orcs/goblins
9	Trolls (mountain troll)
10	Trolls (cave troll)
11	Undead or evil spirits (roll 1d6; 1-3 undead, 4-5 lesser wight, 5 greater wight)
12	Kraken, demon, other ancient evil (roll 1d6; 1-3 kraken, 4-5 ancient evil, 6 demon)

Table 4: Number of Denizens (Roll 2d6 – Numbers by Type)

<u>Result</u>	<u>Orc/goblins or Dwarves</u>	<u>Trolls or Undead</u>	<u>Kraken, Demon, or Ancient Evil</u>
2	2d6x10	3d6	½d6+1
3	3d6+5	2d6+2	1
4	2d6	1d6+3	1
5	1d6+3	1d6+1	1
6	1d6	½d6+1	1
7	½d6	½d6	1
8	1d6	½d6+2	1
9	1d6+3	1d6+2	1
10	2d6	2d6	1
11	4d6+3	2d6+4	1
12	1d6x25 or more	4d6	½d6+2



LORE TESTS

by Mathew Kearns

Having trouble trying to determine what the appropriate TN should be for your players when attempting to recall information about their own realm? Another realm that they may have heard about? Or read about in books? I know this issue can get difficult at times, but it can be done logically and reasonably. As a note, these optional rules might be more applicable to the way Lore skills were used before the release of Paths of the Wise, yet they are still a handy reference.

There are really only two steps to this. First, determine what the TN would be if the person were a native of a place, member of a group, of a particular race, etc. Last, apply all modifiers (and any others I may have missed) to this base TN found in the table below. If the resulting TN is less than 0, the character need just not roll double 1 's to succeed in the test.

Lore Test Modifiers

<u>Condition</u>	<u>TN Modifier</u>	<u>Condition</u>	<u>TN Modifier</u>
Same race	+0	Same Order, basic or elite	+0
Friendly race	+1	Related Order (i.e. Loremaster and Magician OR Rogue and Spy)	+2
Enemy race	+2	Unrelated Basic Order (i.e. Craftsman and Warrior)	+6
New or unfamiliar race	+7	Unrelated Elite Order (i.e. Archer and Wizard)	+10
Place of origin	+0		
Area near place of origin	+2		
Region in native realm	+4	Last 20 years*	+0
Native realm	+8	Last 100 years	+2
Region of Middle-earth where native realm is found	+12	Last 250 years	+4
		Last 500 years	+8
Outside region of Middle-earth where native realm is found	+15	Last 1000 years	+12
		Last Age	+15
		Renown 1-5	+0
		Renown 6-10	-1
		Renown 11-15	-2
		Renown 16-20	-3
		Renown 21-25	-4
		Renown 26-30	-5
		Renown 31+	Additional -1 per 5 Renown



* - These modifiers are reduced by half, rounded up, for elves as applicable.

Example:

A Warrior Man of Dale from the time of The War of the Ring is attempting to recall a piece of knowledge about the King Thranduil during The Battle of the Five Armies. The base TN was determined to be TN 5 and these modifiers would be applicable:

- +1 TN, Elves of Mirkwood are friendly to Men of Dale
- +2 TN, Battle of Five Armies occurred in nearby area
- +2 TN, Warrior Order is close in relation to the Noble Order
- +2 TN, The Battle of the Five Armies occurred within 100 years of The War of the Ring
- -2 TN, King Thranduil is fairly well-known in these parts

So, the resulting TN of the test would be 10. The TN could be increased if the Narrator determined the modifier based on location should be higher since King Thranduil is of Mirkwood, a nearby but yet a different realm.



ADVANCED GRIMOIRE SHEET by Doug Joos



CHARACTER'S NAME: Edrahil - Sindarin Mage

SPELLCASTING / WIZARDS SPELLCASTING TOTAL ADVANCEMENT PICKS: 2 (10)

SPELLCASTING METHODS:

SPELLCASTING SPECIALTIES: Secret Fire, Beasts and Birds

Spell Name: Create Light Total Picks: 7

Spell Description: 1 Action, 20 minutes per point of Bearing; creates a 20' radius light;

Weariness TN 5 Specialties +2

Increased Effect: May increase light intensity to cover an additional 2' radius Practiced +1 1

Countering +5 1

Picks: 1 Dwimmer-crafty +2

Ease of Use or Ability Wizard's Heart +2

Gestures Words of Command

Weariness TN Picks (3 + 3 + 4)

Spell Name: Blinding Flash Total Picks: 1

Spell Description: 1 Action, Instant, 4 yds. per point of Bearing; creates a flash that blinds targets for 1d6+1 rounds; TN 12 Swiftness save

Increased Effect: _____ Specialties

Practiced

Countering

Picks: Dwimmer-crafty

Ease of Use or Ability Wizard's Heart +2

Gestures Words of Command

Weariness TN Picks (3 + 3 + 4)

Spell Name: Guarding-spell Total Picks: 2

Spell Description: 1 minute to cast; 1 minute

Casting Bonuses: _____

Spell Name: _____ Total Picks:

Spell Description: _____

Casting Bonuses: _____

You will find on the last page of this issue a new form I have created for the *Lord of the Rings Roleplaying Game*. After playing the game now for over three years, I have found that the accounting of picks, bonuses, and other modifiers can become a bit of a burden.

So, to help maintain ease of game play, and to allow a player (or narrator) to quickly reference the character's capabilities with a spell, or how they might better themselves with it, this form came to mind. The sheer number of picks that can be spent on a single spell makes this form a necessary tool to keep the advancement of the character balanced but also to help the player spend their picks as the character grows to higher levels.

I have created the above sample image of the sheet and the following bullets to exhibit how to properly use the form. The example is that of at least a 6-Advancement Magician who has chosen the following Order Abilities over his growth - *Spellcasting x 2, Spell Specialty x 2, Dwimmer-crafty, Sanctum and Wizard's Heart*. The example further shows how the choices of Order Abilities can affect each spell and how many spell picks can be spent on a single spell.

- The top box is for a player to input their total number of Advancement picks spent on Spellcasting, or Wizard's spellcasting. They should enter the data to look like this: 4 (20), where 4 is the advancements and 20 (4 x 5) is the total of spell picks purchased.

- Spell methods - list the methods that you have chosen through purchasing the Order ability when spending Advancement picks.
- Spell specialties - list the specialties that you have chosen through purchasing the Order ability when spending Advancement picks.
- Spell Name and Total picks - enter here the spell name and the sum of all picks spent on the spell including the initial cost of the spell. The magician player has chosen three spells for his character - *Create Light, Guarding-spell, and Blinding Flash*. This would cost a total of 4 spell picks of his first Spellcasting Order Ability choice. He spends the last spell pick on increasing the effects of *Create Light*, thus the spell cover up to a 40' radius. The player totals the picks spent on each spell and writes the number in the corresponding box by each spell name. *Create Light* would have a 2, *Blinding Flash* a 1, and *Guarding-spell* a 2.
- The second Spellcasting Order Ability advancement gains another 5 picks which are spent as follows: pick 1 to buy the Practiced bonus of +1 (this costs in picks the same number as the original cost of the spell); pick 2 to buy a +5 Countering bonus; and picks 3-5 to eliminate the need for Gestures under Ease of Use (the player darkens in the little box - this also makes the spell a potential Magic Ability). As can be seen, the total picks spent on *Create Light* is now 7

and the sum of all spell total picks equals 10 - the character has advanced and remains balanced.

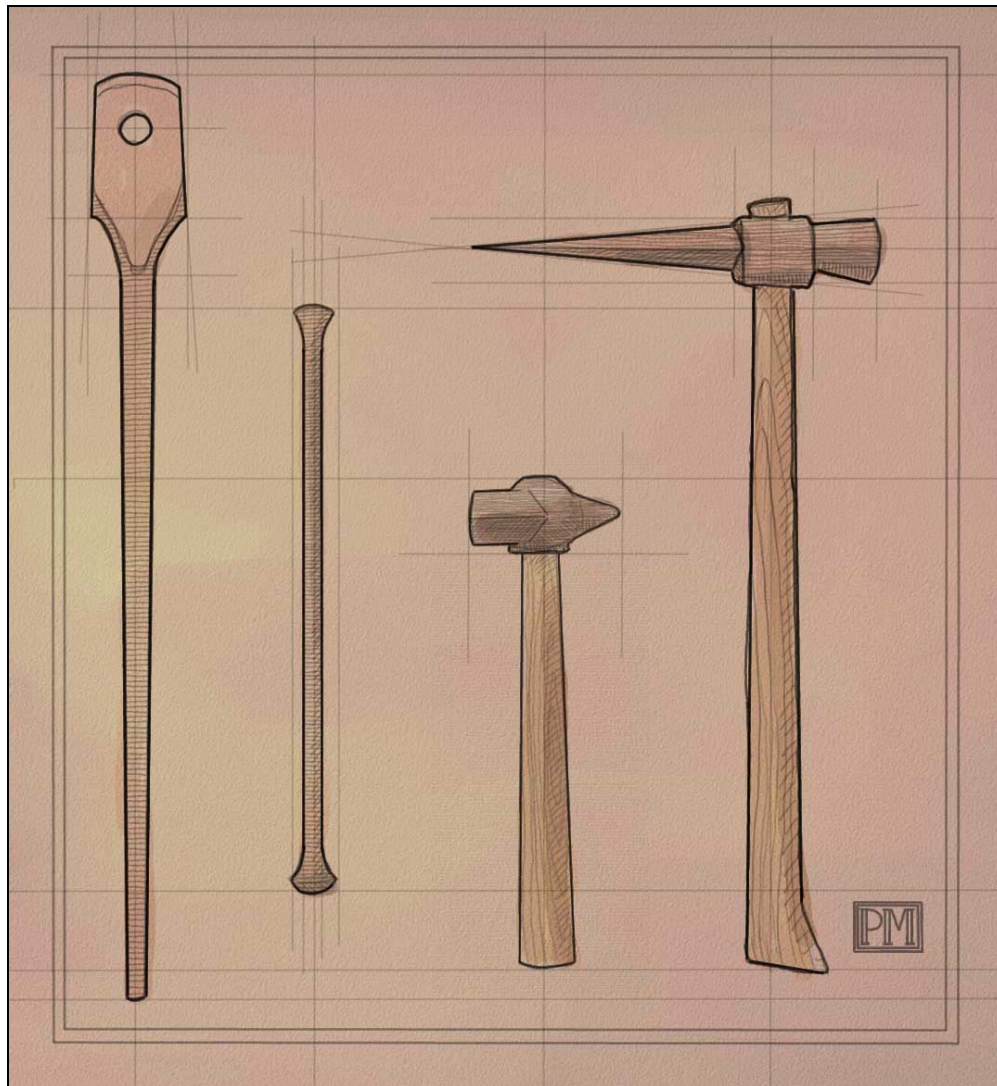
These next few bullets just give a brief description of the areas of the form:

- Brief Description - this area is for the player to write down any pertinent information he or she would like handy so there is no need to have to keep consulting the Core Rule Book.
- Increased effects - write here any increased effects that you may have purchased for the spell and enter the picks spent to acquire increases. These picks will be included in the sum of all spell picks for that spell.
- Ease of use or Ability - check off any boxes for picks spent to ease the use of the spell or to make them an ability. The

cost for doing so is the 3 + 3 + 4 numbers along the bottom. These picks will be included in the sum of all spell picks for that spell.

- Casting Bonuses - write in all bonuses that you may receive to any tests related to the spell, and any picks cost, in this section from Order Abilities or by spending additional spell picks. These picks will be included in the sum of all spell picks for that spell. ***Remember: Wizard's Heart Order Ability will enhance all spells, so be sure to notate this on your sheet.*

After you have entered the particular information, balance your sheet to the top number of allowable picks. The sheet should prove a handy reference to the player in seeing where he or she can enhance a spell, or what they can do with it once they have spent additional picks.



ALLIES AND ADVERSARIES

MORE ISTARI by ZehnWaters

“Of this Order [of Wizards] the number is unknown...”

-The Unfinished Tales

ISTERN

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

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

ORDER: Artificer, Magician, Wizard

ORDER ABILITIES: Determined Craftsman, Dwimmercrafty (Crafting-spell), Enchanting Skill, Imposing, Sense Power, Spellcasting 3, Staff, Staff of Power, Wizard Spellcasting 5

SPELLS: *Bane-spell, Blade Preservation, Blessing of Aulë, Break Binding, Burning Sparks, Crafting-spell, Create Light, Display of Power, Evoke Awe, Exclusion, Fiery Missile, Finding and Returning, Fireshaping, Fortify Works, Guarding Spell, Ithildin-fire, Kindle Fire, Preserve Fire, Quench Fire, Resist Fear, Scribe Moon-letters, Sense Power (ability), Shatter, Shutting-spell, Smoke-weaving, Spellbinding (2 picks), Steady Hand, Sundering, Veil, Victory-spell, Wizard's Hand, Word of Command*

STAFF ABILITIES: Beacon of Hope, Smiting, Spell Patterns (Blade Preservation, Ithildin-fire, Kindle Fire)

ADVANCEMENTS: 48

SKILLS: Armed Combat: Clubs (Staff) +10, Armed Combat: Blades (Longsword) +9, Craft: Jewelry +8, Debate (Parley) +4, Inquire (Converse) +6, Insight +4, Inspire +5, Intimidate (Power) +4, Language: Easterling +8, Language: Westron +2, Language: Avarin +5, Language: Khuzdul +8, Lore/Race: Men (Easterling) +6, Lore/Race: Dwarves (Easterling Dwarves) +7, Lore/History: Men (Easterling) +3, Lore/Spellcraft: Fire +6, Lore/Other: Rings of Power +5, Lore/Other: Ores (Silver) +6, Lore/Realm: East (Orocarni, Rhovanion) +6, Observe (Spot) +6, Persuade (Oratory) +6, Siegecraft (Defence) +6, Smithcraft (Armoursmith) +10, Smithcraft (Silversmith) +7, Stonecraft (Fortification) +7, Survival (Desert) +3

EDGES: Ally 7 (Wise and Powerful), Bold, Craftsmaster, Favour of Fortune 2, Friends (Dwarves of the East), Indomitable, Resolute 2, Strong-willed, Wise

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

HEALTH: 10

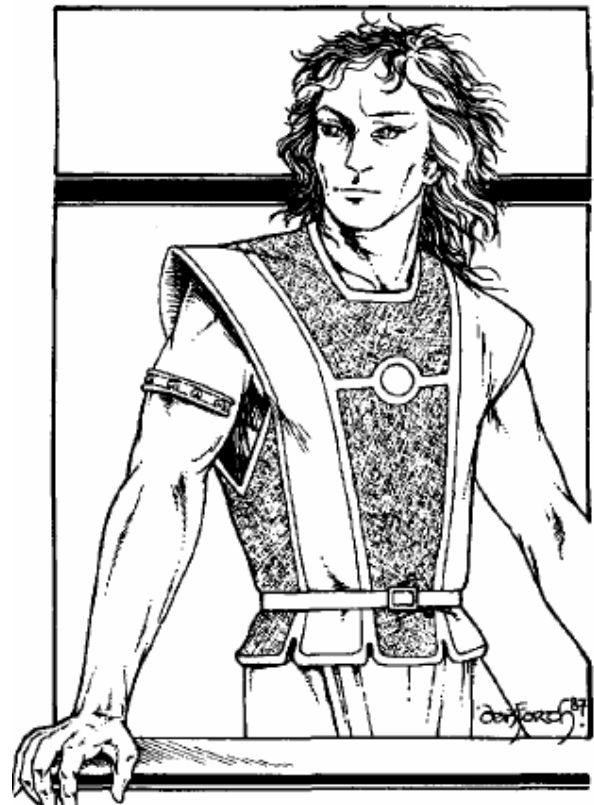
COURAGE: 5

RENOWN: 7

GEAR: Staff, yellow robes, sword, armour

BACKGROUND

Istern (a Maia of Aulë) wore robes of yellow that were often dirty and had burns in them from working in the forge. His sword was well made and glittering white, as was his armour (which he seldom wore). His staff was heavy and polished. His long white hair was often tied back and he had no beard. His eyes were earthy brown. He had good relations with the peoples of the East: the Dwarves, the Avari and the Easterlings. He knew much of crafting and aided the peoples with fortifications and armour. He was the companion of Telede.



TELEDE

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

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

ORDER: Magician, Ranger, Wizard

ORDER ABILITIES: Camouflage 2, Hard March 2, Retreat, Sense Power, Spellcasting, Staff, Staff of Power, Walk Without a Trace 2, Wizard Spellcasting 4, Wizard Spellcasting Specialty (Beasts)

SPELLS: *Animal Messenger, Beast Speech, Beast Summoning, Calling, Change Hue, Create Light, Display of Power, Enhance Food, Evoke Awe, Exclusion, Fireshaping, Kindle Fire, Naming, Quench Fire, Power of the Land, Rain-ward, Resist Fear, Sense Power (Ability), Veil, Word of Command*

STAFF ABILITIES: Beacon of Hope, Scribe Sign, Smiting, Strength of Staff, Wizard's Endurance)

ADVANCEMENTS: 46

SKILLS: Armed Combat: Clubs (Staff) +7, Craft: Cooking +6, Debate (Parley) +4, Healing (Herbal Remedies) +4, Insight +4, Intimidate (Power) +2, Jump +4, Language: Avarin +8, Language: Easterling +5, Language: Westron +3, Lore/Race: Elves (Avari) +6, Lore/Race: Men (Easterling) +5,

Lore/History: Elves (Avari) +6, Lore/Spellcraft: Beasts +6, Lore/Other: Rings of Power +2, Lore/Realm: East (Orocarni, Rhovanion) +6, Observe (Listen) +4, Perform (Dance) +8, Persuade (Charm) +2, Ranged Combat: Bow (Longbow) +8, Ride (Horse) +4, Sea-craft (Sailing) +8, Stealth +5, Survival (Mountains) +7, Swim +1, Track (Orcs) +8, Weather-sense +3

EDGES: Ally 7 (Wise and Powerful), Fair, Hardy, Tireless, Wary, Woodcrafty

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

HEALTH: 10

COURAGE: 5

RENOWN: 7

GEAR: Staff, green robes, elven bow and arrows, bag of herbs

BACKGROUND

Telede (a Maia of Nessa) is well versed in the lore of the wild. He is independent and capable but his friendships are deep. Which is why, despite the fact that he is a bit of a loner, he travels with Istern. He has a long relationship with the Avarin elves with whom he often spends time; indeed that is where his bow comes from. His robes are the color of leaves in the spring and his staff is of thin polished wood. He appears to be in his late fifties and has short, dark brown hair, flecked with grey. His eyes are dark green.

FEATURED CREATURES

HARPY by Celegorn

From one of our two runner-ups in the latest Hall of Fire Contest, Celegorn presents to us this great Featured Creature!

ATTRIBUTES: Bearing 8 (+1), Nimbleness in the air 12 (+3), Nimbleness on the ground 8 (+1)*, Perception 8 (+1), Strength 22 (+8)*, Vitality 12 (+3), Wits 10 (+2)

REACTIONS: Stamina +9, Swiftiness +5, Willpower +2, Wisdom +1

DEFENCE: in the air 13, on the ground 11

MOVEMENT RATE: 24

SKILLS: Armed Combat: Natural Weapons (Beak, Claws) +10, Observe (Spot) +8, Intimidate (Fear) +10, Language: Understand Westron +5, Language: Black Speech +8

EDGES: Night-Eyed 2, Swift Recovery, Wary

FLAWS: Weak

SPECIAL ABILITIES: Natural Armour (3, Tough skin), Natural Weapons (Beak, 2d6), Natural Weapons (Talons, 2d6), Cunning, Extraordinary Sense (Spot), Flight (30), Ferocious (Attacking prey), Mighty Charge, Multiple Attacks, Spellcasting, Fear

SPELLS: Evoke Fear (Ability), Holding-Spell, Sense-Power (Ability), Spell-binding

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 15

TN EQUIVALENT: 15

DESCRIPTION:

Harpies appear as large carrion birds, twisted and distorted by the evil and malice of their creator. Their leathery wings spread far to carry aloft the massive body, creating powerful gusts of wind with each stroke. They have powerful legs ending in wickedly curved iron talons like the tips of spears. At the end of their long wormy neck bobs a small, bald head covered in dark skin with a jagged beak with which to tear the flesh from its victims. Beating crimson eyes bore into the souls of their prey, freezing them in their tracks.



HISTORY:

Late during the Third Age of Man, Sauron the Terrible created and uncovered many a gruesome creature to bring destruction upon the Free Peoples. One such creature was the great Harpy, a terrible winged beast with which to counter Gwaihir's rule of

the sky with terror and destruction. It is thought that Harpies were made as steeds for the Nazgûl, but they were too unruly and independent, often causing more chaos when acting as mounts than their riders desired. So Sauron the Great released them upon the Ered Lithui to breed and watch the old paths.

HABITAT:

Harpies are most commonly found to roost in barren, rocky, and desolate regions, such as the Mountains of Ash and Shadow in Mordor and upon the greater heights of the White Mountains in Gondor and Rohan; they have even been found in the Withered Heath far to the North. They prefer to hunt in open territory around dusk to hide their actions and strike quickly, with enough force to destroy the vitals and break the body of their prey.

USAGE:

Harpies are terrifying predators of the sky. They are swift and powerful, seeking prey not much smaller than a dwarf unless need drives them. A Harpy uses knowledge and natural abilities of spells and power to its utmost skill in order to kill those it hunts with the least amount of danger to itself.

In the years after the War of the Ring, Harpies began to spread and roost in any large mountainous range they laid eyes on. The White Mountains in

Rohan and the Misty Mountains near Mount Gundabad are known to have the largest infestations of Harpies, as horses and orcs are near and in ready supply. Many quests to rid the mountains of the Harpies have been undertaken with little and often disastrous effect to those hunting them -- few ever return, if any.

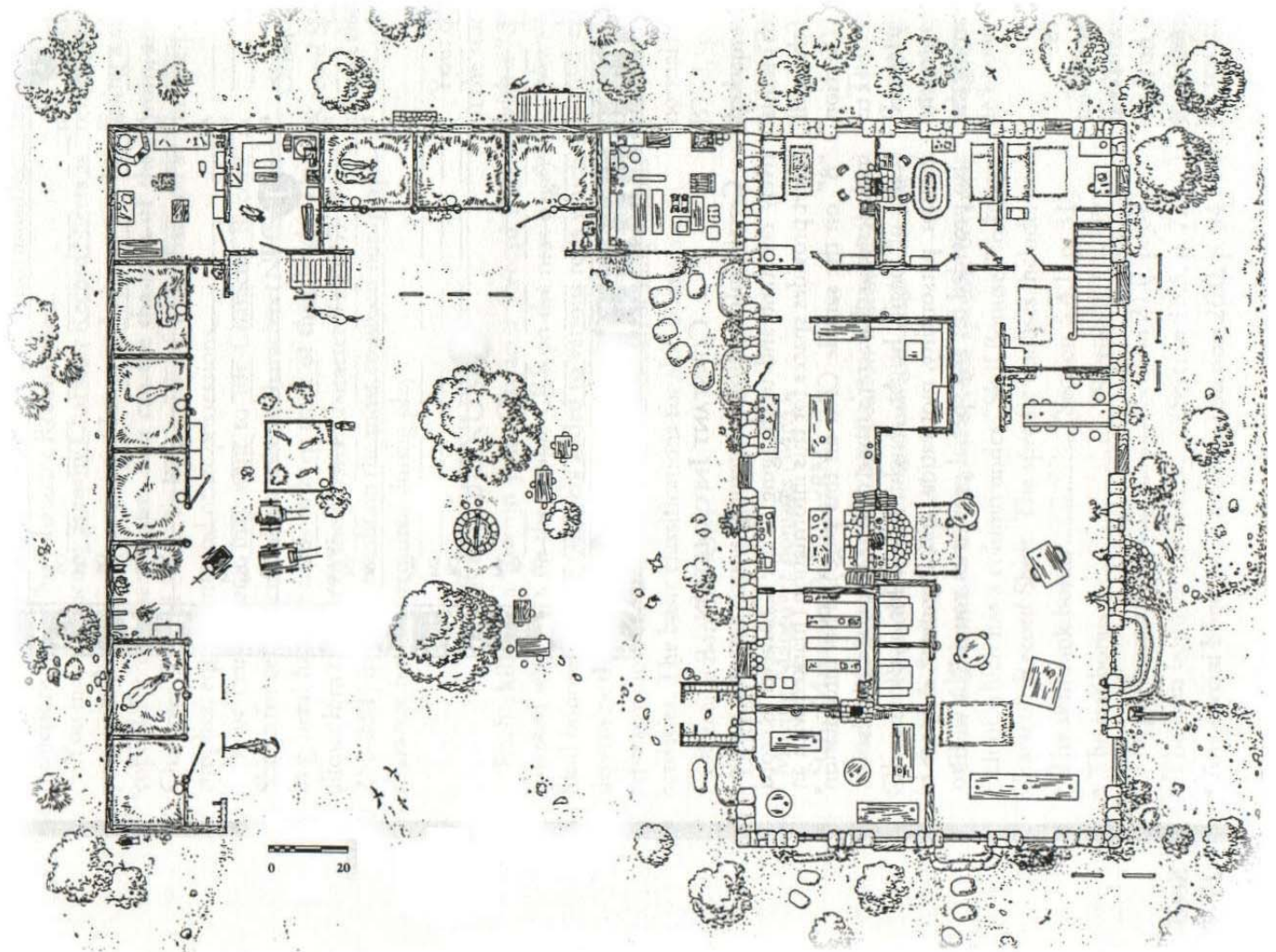


TRUSTED LOCALES

KING'S REST INN by Doug 'Tomcat' Joos

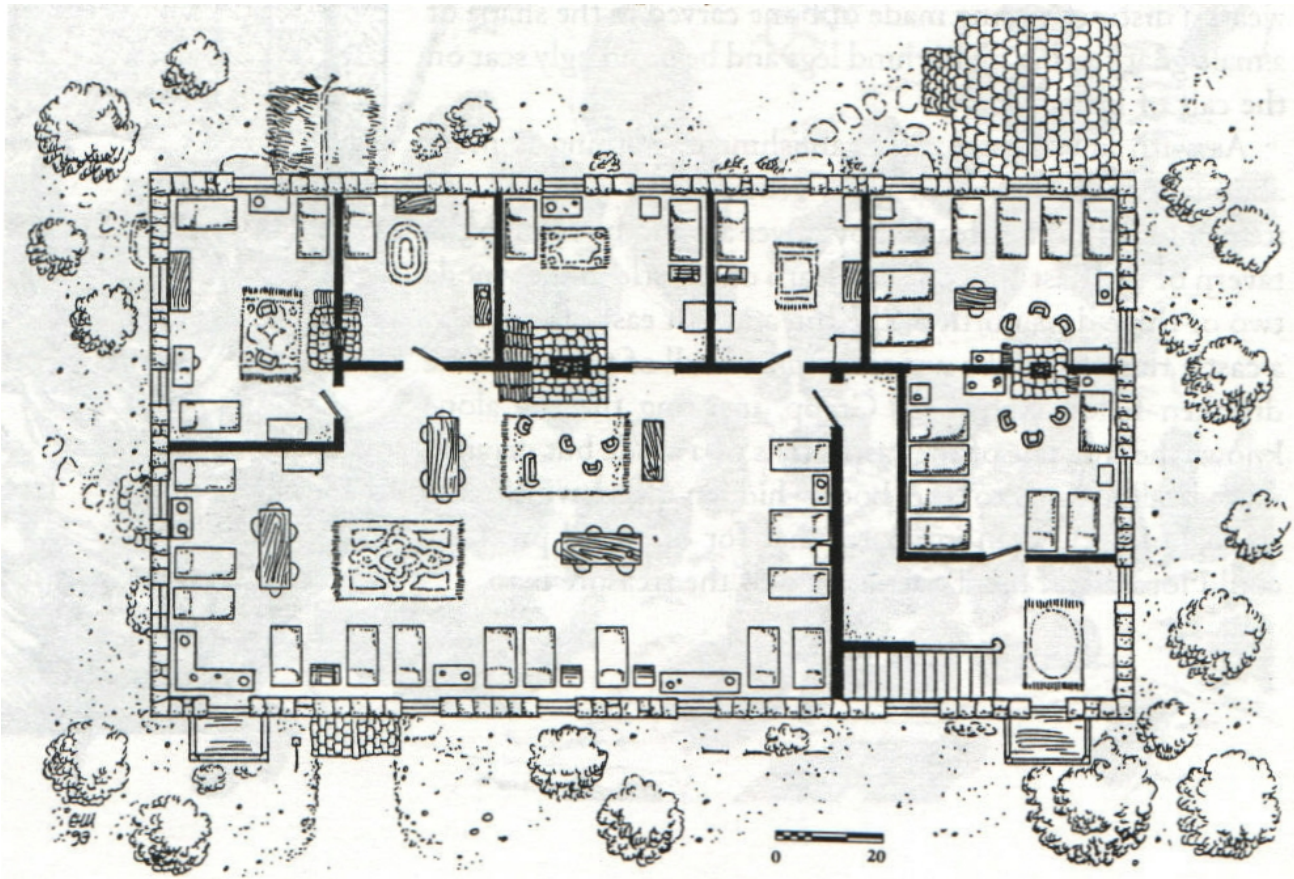
"There are a few inns along my route, but I would have to say the King's Rest is the best by far. Abelman's beer is the finest I've ever tasted."

-Dwarven merchant passing along a suggestion to a fellow traveller



First floor





Second floor

During the day, entering the common room of the King's Rest Inn, your senses are immediately overwhelmed with the aromas of roasting meats, fresh baked bread, and sweet fruit pies. Make your stop after the sun has set and the room is warm from the hearth and the pungent smell of tobacco hangs on the air. But you don't mind as a frothy mug of ale is pulled and handed to you. No finer taste can you remember along your lengthy road - the semi-bitter dark ale does not last too long.

This is the King's Rest Inn - a quaint two-story structure that offers a bed for the weary, a meal for the hungered, or some jovial entertainment for those who need rest from a long day.

The proprietor of this fine establishment is Conner Abelman and his wife Sara. The couple has been running the family inn since Conner's father left it to him and his father before. Along with the King's Rest was passed down the family's secret recipe for dark ale, one that Conner has worked hard to make sure the tradition carries forward.

The inn was called the King's Rest for it is said that when the two kingdoms were united, the King would travel between his realms and would at times take rest there. The King's of course are no longer, but the inn has kept the name and it seems fitting for many would say that their time there was kingly indeed!

A Brief Description

The first floor of the King's rest is laid out as such:

Common / Private Room: entering from the front door or the porch from the stables, you enter either the common room or a quiet (private) dining room. At the far end of the common room is a long bar and a hearth with glowing embers.

Kitchen: the kitchen makes up the two large rooms connected to the two common rooms and it is here where Sara and Conner spend a greater portion of their time.

Private rooms: three private rooms are down the hall from the common room.

Stairs: as set of stairs takes you up to the second floor.

Courtyard / stables: step outside through the backdoor and you will enter the courtyard. It is here that the guests' horses are tended to. Also are chicken coops where Sara comes to get fresh eggs for her kitchen. There is a small storage/utility building and a small forge/smithy to tend any horses or wagons. Olin, the brother of Sara, works the stables and sees to all of the animals. His labors grant him a small area of the outside utility room to live and three meals a day.

The second floor of the King's rest is laid out as such:

Common / Private Sleeping Rooms: the upper floor of the King's Rest is made up of a great common sleeping room, along with private group rooms and private single rooms. The room at the far end from the stairs is the apartment of Conner and Sara and their young son.

CONNER ABELMAN

RACE: Middle-man, Eriadorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

REACTIONS: Stamina +1, Swiftiness +2, Willpower +3, Wisdom +2*

DEFENCE: 11

ORDER: Craftsman (Innkeeper)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 5

SKILLS: Appraise (Coin) +5, Armed Combat (Blades) +2, Conceal +1, Craft (Brew beer) +9, Craft (Cooking) +6, Debate (Bargain) +5, Games +4, Inquire +4, Observe (Spot) +5, Language (Westron) +6, Language (Choose one*) +4, Lore: Realm (Choose one*) +4, Lore: Race (Choose one*) +3, Lore: History (Choose one*) +5, Perform +5, Persuade +5

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOWN: 3

Conner is a tall man but yet he is quite thin from his running about, although this is contradicted by the pot belly that precedes him. Most days he is walking about with his leather, beer-stained apron on over his clothes, racing about to make sure his guests are taken care of and that the daily business needs are tended too.

Conner looks harried by his job but makes no effort to delegate some of the duties to employees or his brother-in-law. Only his wife does he trust to take on the many important duties of making sure the King's Rest maintains its reputation.

SARA ABELMAN

RACE: Middle-man, Eriadorian

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0)*, Nimbleness 6 (+0)*, Perception 8 (+1), Strength 5 (+0), Vitality 7 (+0), Wits 8 (+1)

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

DEFENCE: 10

ORDER: Craftsman (Cook, Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Cooking) +6, Craft (Sewing) +4, Debate (Bargain) +4, Games +1, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Recipes +6, Lore: Clothes Patterns +3, Lore: Herbs +4, Inquire +2, Observe (Spot) +3, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 4

RENOWN: 1

Sara has the look about her that she was once quite beautiful but being a mother, a business-owner has left little time for herself and time has dulled her once bright smile. She is still a very pleasant, voluptuous woman who makes sure her guests are well taken care of. Her cooking is as renowned as her husband's ale. She is a good mother, good wife and a good sister and in truth is the King's Rest Inn, and its home-like feeling, extends mostly from Sara.



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://lotrrpg.fanhq.com>
 DECIPHER'S LOTR RPG BOARD
<http://forums.fanhq.com/viewforum.php?f=164>
 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/
 CHRONICLES OF THE NORTH
<http://roleplay.avioc.org/index.htm>
 THE LAST ALLIANCE
<http://thelastalliance.com>

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
 THE ONE RING
<http://www.theonering.com/>
 TALES OF MIDDLE-EARTH
http://games.groups.yahoo.com/group/tales_of_mid_dle_earth/
 VALINOR
<http://sauron.misled.us>

CALLING ALL GAMERS!

Interested in submitting...

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

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

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

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

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

If you would like to post an advertisement for:

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

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

CREDITS AND CONTACTS

All pictures and graphics were obtained from Decipher and New Line Cinema or from sources on the Internet. No claim of ownership is made through their use here. These images are used with no permission.

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.

THE LORD OF THE RINGS ROLEPLAYING GAME

CHARACTER'S NAME: _____

SPELLCASTING / WIZARDS SPELLCASTING TOTAL ADVANCEMENT PICKS:

SPELLCASTING METHODS: _____

SPELLCASTING SPECIALTIES: _____

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Spell Name: _____ Total Picks:
Spell Description: _____ Casting Bonuses:

Increased Effect: _____
Specialties Practiced Countering

Picks: Dwimmer-crafty
Ease of Use or Ability Wizard's Heart
 Gestures Words of Command
 Weariness TN Picks (3 + 3 + 4)

Specialties bestow a bonus to any test related to the spell; **Practiced** bestows a bonus to Weariness (willpower) tests; **Countering** bestows a bonus to Opposed Bearing test; **Dwimmer-crafty** bestows a bonus to Damage, any test, or Weariness (Willpower) test; **Wizard's Heart** bestows a bonus to Weariness (Willpower) test.