

THE HALL OF FIRE FAN WEBZINE



ISSUE THIRTY-TWO
JULY 2006

Departure at the Grey Havens - by Ted Nasmith



GREETINGS,

SALUTATIONS... HELLO ALL!

Happy Independence Day to the Americans and we wish all a great start to a new month!

It's number 3-2 this month and still going. I hope your games are still going, just starting up, or getting ready to go. With GenCon around the corner and soon the start of a new school year, be it high school, secondary, etc. or college, things should be picking up soon. Now if they aren't, I can't stress enough that you should set up workshops and demos at your local gaming store or wherever is convenient for such a get-together. We can keep things afloat with a little hard work while those diligent volunteers do their part to get us what we want!

Now to the good stuff... in this issue we've got more newbie characters just waiting for adventures to take them somewhere, a new adventure in Rohan, a look at the realm and people of the Blue Mountains, a new feature called Words of Wisdom featuring tips and advice on gaming from your fellow gamers, plus a whole lot more!

Happy Gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor

THE MRKX:FN:CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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ADVENTURING IN

DWARF-REALM OF THE BLUE MOUNTAINS

by Mathew "GandalfOfBorg" Kearns

'...soon afterward they [Thráin and Thorin] removed and wandered in Eriador, until at last they made a home in exile in the east of the Ered Luin beyond the Lune.'
— Appendix, *The Return of the King*

HISTORY

Since early in the First Age, not long after the Seven Fathers awoke, dwarfkind have found homes in the Blue Mountains. It is here that two of their greatest cities were delved: Nogrod (K. Tumunzahar) and Belegost (K. Gabilgathol). For millennia these cities withstood the darkness of Morgoth, tolerated the feisty and unpredictable nature of the Noldor and Sindar elves that lived in Beleriand, and produced some of Middle-earth's greatest works of art and weaponry, such as the Nauglamir, Narsil, and underground mansion, Menegroth.

When finally Morgoth was thrown down, chained, and sent to the Void, the earth was broken and the continent of Beleriand was lost to the crashing sea. This great schism also damaged the Ered Luin, in which the dwarf cities were delved. The catastrophe that ensued sundered these realms, killing untold thousands, and burying these cities and their riches in ruin and rubble. For those who survived, the paths back were lost. But it's not in the nature of dwarves to simply give up, so they once again set about delving a new home beneath Mount Dolmed. Though it only rekindled a lesser flame of the two ancient cities' fire, they were content.

NOTABLE FEATURES

The Blue Mountains

The Blue Mountains (S. Ered Luin) are the mountain chain that formed the border between the lands of Beleriand and the rest of Middle-earth during the First Age. During this time, many roads and passes were made over and through them but were lost in the cataclysm at the end of the First Age. The actual range was broken when Beleriand was sent to the bottom of the ocean, creating the Gulf of Lhûn.

Mount Dolmed

One of the greatest mountains of the Ered Luin, lying at the mid-point of the range near the Dwarf-city, Belegost. It is under this peak that the new dwarf-realm was mined.

The Great Passage

This immense tunnel was the great thoroughfare between the ancient cities of Nogrod and Belegost; now it is naught but a dank, musty cavern that leads to nowhere. On the side to

Nogrod, there was a great cave-in that goes as far as has been explored (which is not very far). On the side to Belegost, a great barrier of masterworked stone, at least 20 feet thick, was erected due to the presence of a great slumbering evil in the bowels of the ruins. Two offshoot passage lead to the furthest extent of the Belegost realm, yet they and the chambers they led to are filled with inky black waters -- those who've dared to trespass them have nevermore been seen. Just out of reach of the barrier was a passage to the coal mines, but it was, fortunately, blocked off due to a mysterious cave-in after the discovery of the beast of Belegost.

Outpost

At the top of the peak, in true dwarven fashion, there is located an outpost of the vigilant. It is here that many eyes keep to the horizons day and night in an effort to not be surprised by an invading force. The outpost is well-provisioned, and a host of warriors stand ready to defend it as it is one of the few entrances to the realm. The warriors are armed with picks and mattocks and protected by heavy hauberks of steel rings. There is also a large contingent of archers laden with shortbows and arrows, both for setting aflame and those for striking enemies at long distances.

HEAVY INFANTRY, DWARVEN

See *The Hall of Fire*, Issue #25 for statistics. The number of units is as the Narrator sees fit.

LIGHT ARCHERS, DWARVEN

See *The Hall of Fire*, Issue #25 for statistics. The number of units is as the Narrator sees fit.

Thorin's Hall

This hall was once called Fortune's Hall, but it was renamed in honor of Thorin Oakenshield after the news of his fall while defending the realm of Erebor. Though he was of royal line, he was considered one of them and they honored his time and service to the realm as one of its great leaders on the ruling council. This hall is where the council meets and holds public hearings. All official business is done here, including entertaining visiting delegates and heads of state.



Places of Business

Near the entrance and Thorin's Hall are the community workshops, the marketplace, and the forge. Anyone of the realm, or others under special circumstances, may set up a temporary workshop in one of the designated alcoves; time and space at the forge is a completely separate fee. Anyone and everyone may set up a temporary shop here hawking anything from trinkets to fine wares to food stuffs. If one is none too careful and a bit too adventurous for your own good, you can even find maps to lost passages of the ancient realms; follow them at your own peril.



ADVENTURE HOOKS

1. Word has come that Sauron has gathered a mighty force of arms, and aims to lay siege to all the Free Peoples in northern Middle-earth. An emissary of that dark land awaits a return message from the council concerning a bid for a truce or at least a promise of non-interference with Sauron's war against the Men and Elves. The dwarves have no strong love of the elves, though trade with them is congenial at best. As for these men, their ambitions appear that they may collide with those of the dwarves sometime in the future. There are many who are in favor of such agreements as well as against them, but those of non-interference are the loudest of all. The council bids a group of steadfast and hearty defenders of the realm to take up an errand to determine if they can trust such a claim made by the Dark Lord. How do you feel about this proposal? Do you

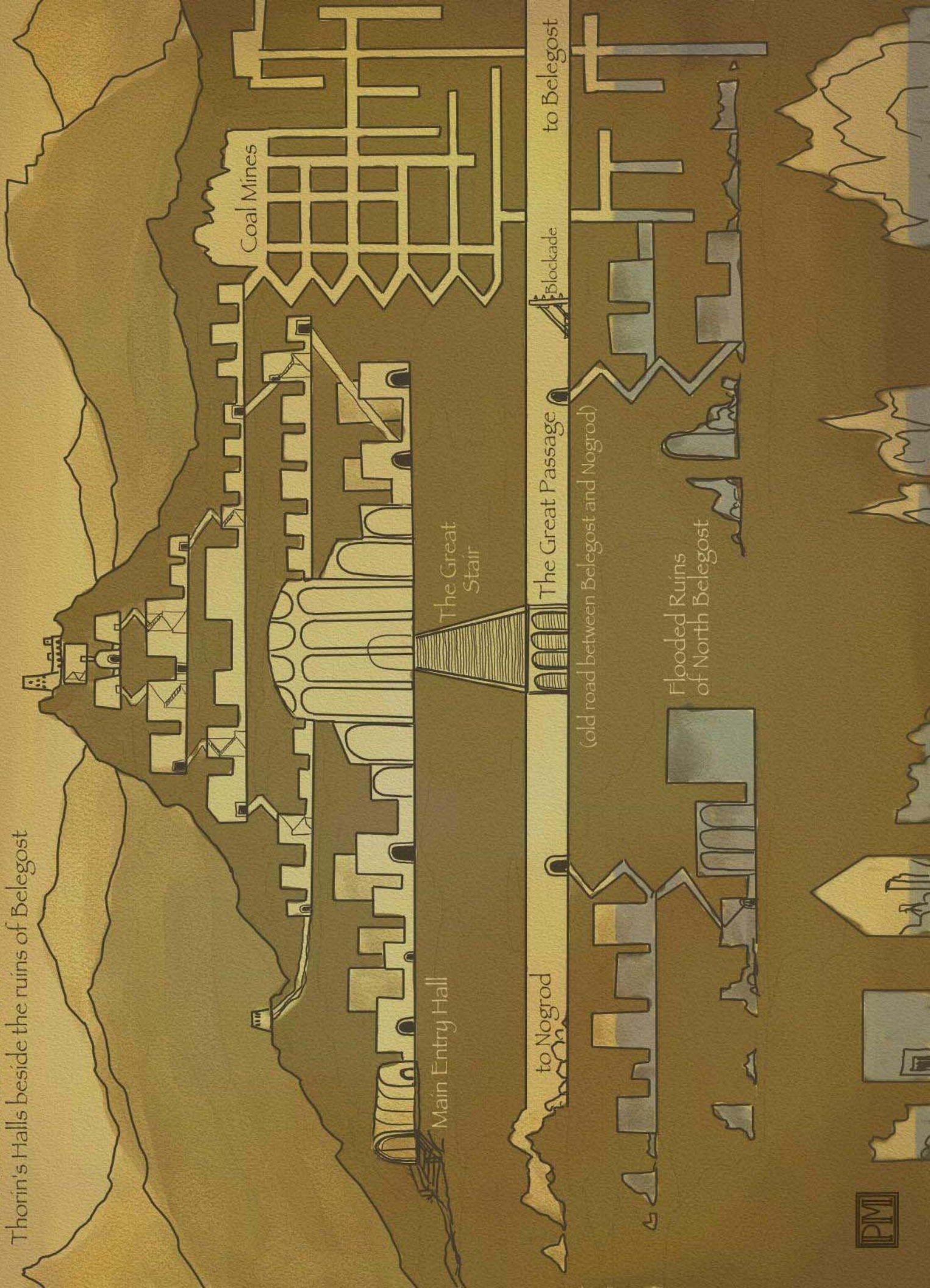
do as requested and remain neutral until the true nature of the overture is revealed or shall you do your duty but remain persistent in your belief one way or another?

2. The creatures of the darkness and the dwarves of the realm have kept to themselves for a long time, but of late, the dark ones are back and threatening the well-being of the dwarf city. Recently there was a whole detachment of craftsmen lost near the flooded deeps of the ruins closest to Nogrod. As none of the realm's forces can be spared, nor could do much against a creature in such confining spaces, the council requests a group of skilled adventurers to investigate and eliminate the threat to the realm. In addition, you are also requested to map and document any passages as you come across them. In exchange, you are allowed to keep whatever items of value you find and are able to carry out.
3. It has been quiet for generations unnumbered since the fall of Sauron at the hand of Isildur, but now disquiet has come to the surrounding lands and there have been whisperings of a dark power that has taken shape in the south of Mirkwood. It troubles the realm little as it is so far away and on the other side of the Misty Mountains, but their ears prick up when a delegation from Erebor returns to bear the tidings of Thorin Oakenshield -- the dark power of Dol Guldur was none other than Sauron himself in disguise. Soon a request from Elrond Halfelven is received requesting that a small delegation from the realm join with others of the Free Peoples in conference to decide the course of action. You and your comrades have been asked to accompany and protect three of the delegates to Rivendell.



The Blue Mountains

Thorin's Halls beside the ruins of Belegost



Coal Mines

The Great Stair

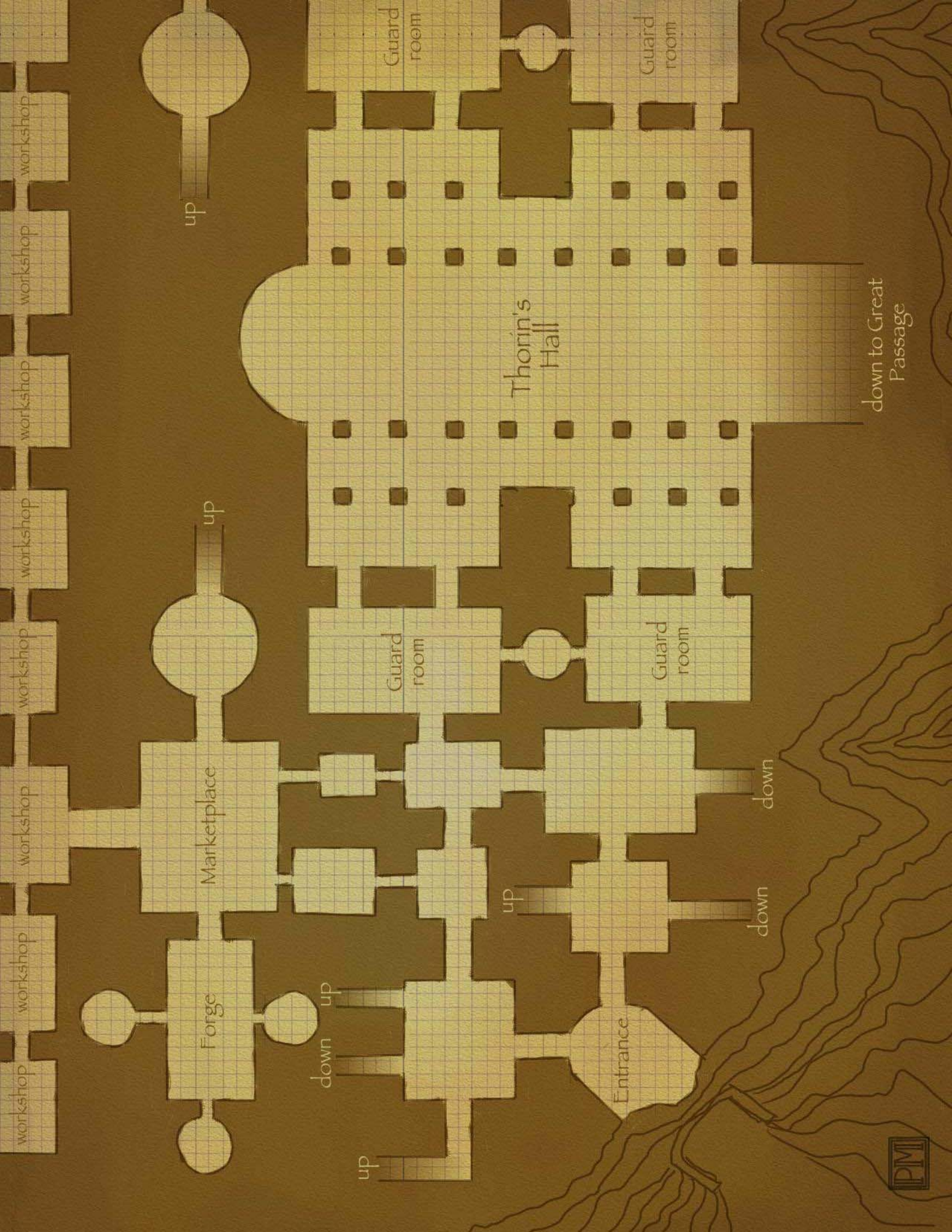
The Great Passage

(old road between Belegost and Nogrod)

Flooded Ruins of North Belegost

to Nogrod

to Belegost



up

up

Marketplace

Forge

down up

up

Guard room

Guard room

up

Thorin's Hall

Entrance

Guard room

Guard room

down

down

down to Great Passage



PEOPLES OF MIDDLE-EARTH

by Mathew "GandalfOfBorg" Kearns

DWARVES OF THE BLUE MOUNTAINS

HISTORY & LANDS

In the early years of the First Age, dwarves sought out riches beneath the earth. Two clans came to the Blue Mountains in those days and discovered vast lodes of coal, precious metals, stones, etc. and acquired great chests of wealth and knowledge of mining and smithying. The realms of Nogrod and Belegost extended deep within the Blue Mountains. Where the two met, beneath Mt Dolmed, a great hall and sentry was erected for protecting the lands, trade, and travel between the two city-states. When Beleriand sank, the mountains were also sundered, destroying both of the great Dwarf-holds. Miraculously, the common area of Mt. Dolmed survived and now became the seat of power of dwarves west of the Misty Mountains. They continued where their forebears left off and managed to support themselves decently for generations.

During the Second Age, they were besieged by the might of Mordor, like all others in Eriador, but the realm was well-fortified and provisioned so none gave any thought that they could be overrun, and through perseverance and legendary dwarven steadfastness, they weren't.

When the time came for the War of the Ring, a large contingent of dwarves -- warriors and volunteers of all professions and station, armed with mattocks and picks -- went to Erebor to aid in its defense. When Dain Ironfoot and King Brand were slain, nearly half of these dwarves were lost defending them. A statue both at Erebor and in the Hall of Thorin commemorates the valiant who perished in that siege.

PHYSICAL INFORMATION

This realm is truly a melting pot for the Dwarf culture, similar to Mithlond in this respect. Due the great mixing of so many different clans, there is no one constant or standard description of the dwarves living here.

SOCIAL INFORMATION

The realm beneath Mt. Dolmed is truly independent; having no king and bearing no allegiance to any monarch or clan. In the aftermath of the cataclysm at the end of the First Age, working collectively to better all was their best chance at survival, which led to the unique style of their ruling body. Those of the Blue Mountain realm are led by a council of the wealthiest merchants who vote to decide what is best for the realm as a whole.

This abdication of monarchy rule was put to the test when Thorin Oakenshield was exiled here by the loss of his kingdom to Smaug. Knowing that his presence could lead to disarray and a possible schism between his people, he was content to be

treated as just another citizen and even went so far as to say this publicly so as to dissuade any future strife.

ECONOMICS

In the area of Mt. Dolmed, there was little in the way of precious gems and metals, but an overabundance of coal was found. Though not as profitable, it kept the colony (later to become a realm) afloat in trading for the goods they needed to live. Trading partners were near and far, from the Elves of Lindon to their Dwarven cousins in the Iron Hills. For those renowned in the making of weapons and armor of war and vanity, it was the coal from the Blue Mountains that fired those forges and folded in with the iron. Once the Reunited Kingdom came to be, they had an even bigger trading partner, as Mithlond diminished from the elves sailing into the West, and the Dwarves became instrumental in the North Kingdom's reconstruction.



STANDARDS & DEVICES

Crest of the Blue Mountain Realm - This device has two picks and a trio of blue mountains on a blue field. The picks reflect the nature of the realm's independence and the people's struggle to survive the loss of their beloved cities. The three mountains represent the three realms -- Nogrod, Belegost, and the unified Blue Mountain realm. The outer peaks represent the lost cities of Nogrod and Belegost and deep down in their hearts, the citizens still see themselves as a part of each of those realms as well. The center mountain is the Blue Mountain realm, standing taller than the others owing to Mt. Dolmed being the tallest peak in the range and that the realm stands taller than the other two due to their unification.

FAN FLAVOUR

NEW TRAITS

by Mathew "GandalfOfBorg" Kearns

IMPROVED PARRY (EDGE)

You have achieved great familiarity with your weapon, making it an extension of your body and allowing you to ward off a flurry of attacks in desperate situations.

Prerequisites: Nimbleness 6+, Armed or Unarmed Combat 6+

Effects: At the cost of a -3 penalty, you may make a parry action as a free action. If the Narrator has imposed a limit to the number of free actions per turn, excluding those given by other abilities or edges, then they count towards that total.

Improvement: For every pick of this ability acquired, gain 1 additional parry attempt, but the penalty is cumulative (-6 for the second pick, -9 for the third pick, etc.). The same restriction above applies.

WEATHER-MASTER (EDGE)

Your practice and study of the nature of wind and weather has given you greater ease in their manipulation.

Prerequisites: Weather-sense 6+

Effects: When casting spells of the Air or Water specialties, gain an affinity bonus from Weather-sense to the Weariness test for casting the spell.

NEW SKILL GROUP

by Mathew "GandalfOfBorg" Kearns

CRAFT: HANDLE ANIMAL

You know how to properly interact with animals in a calming and soothing fashion, eventually able to gain their trust.

Sample Specialties: Specific animal or type of animals

Test: Tests are required to control or direct an animal.

Teaching tricks is covered by the Train Animal ability.

Simple (TN 5): Sit, come, stay

Routine (TN 10): Fetch

Challenging (TN 15): Track, attack

Difficult (TN 20): Obey only master

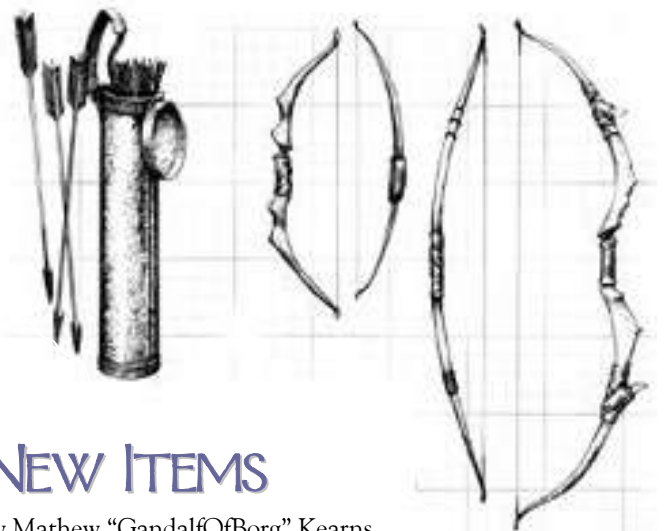
Virtually Impossible (TN 25): Protect something to the death

Care for animals is included in the knowledge of this skill, including mounts even if covered by Ride.

Additional Modifiers: An affinity bonus from Ride is granted for any animal for which you have a Ride specialty. If an animal is injured or weary, take their physical test penalties as a penalty to the test in addition to any penalties you may have.

Action Time: Giving commands is 1 action for Healthy or Dazed animals, 2 actions for Injured or Wounded animals, and a full round action for animals being Incapacitated or Near Death.

Extended Test: N/A



NEW ITEMS

by Mathew "GandalfOfBorg" Kearns

FLIGHT ARROW

This kind of arrow is lighter than a standard arrow for a particular bow type, but a little longer; the design is intended to make an arrow able to travel further, surprising the enemy with their reach. The trade-off is that they deal less damage due to distance travelled and less force behind the impact from a lighter projectile.

Effects: *For PC use:* +10 yards to range increments of Short and greater, -2 damage. *For mass combat units:* Allows unit to attack an enemy in an adjacent sector of the battlefield with a penalty equal to the Movement TN - 5 and Toughness damage dealt is reduced by 1.

To Create: TN 15 Craft: Bows/Arrows

FLAME ARROW

By dipping the end of the arrow in tar or oil or affixing a flammable substance to the end and igniting it, you have created a deadly flaming dart.

Effects: *For PC use:* -10 yards to range increments of Medium and greater, with half damage. A Superior Success or better sets the target aflame (if anything on it is flammable), causing an additional 1/2-d6 damage and 1d6 damage in subsequent rounds. The fire will persist until extinguished. *For mass combat units:* -3 penalty to attack tests. On a Superior success or better, members of the target unit are set aflame, increase the Toughness damage by 1 or 2 for an Extraordinary Success. **Both:** If at any time there are misses, the Narrator shall decide if the environment catches fire, too.

To Create: N/A



RIDING GEAR

Saddle, Riding

This is the standard saddle used for riding a mount, typically horses.

Effects: Grants a +2 bonus to tests to stay mounted (Ride, Nimbleness, Strength, etc.).

Cost: 1 sp (per CRB)

Saddle, Military

This style of saddle is used by knights and cavalry on the field of battle.

Effects: Grants a +4 bonus to tests to stay mounted (Ride, Nimbleness, Strength, etc.).

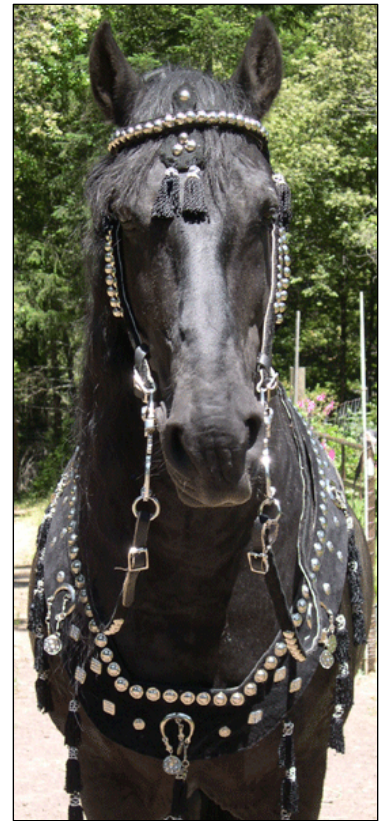
Cost: 1 SP

Barding

This is armor specifically fitted for your steed.

Effects: See Table 8.3, pg. 208 based on type.

Cost: 4x standard



NEW ORDER PACKAGE

by Mathew "GandalfOfBorg" Kearns

ARTISAN (Craftsman Order Package)

Skills: Appraise +3, Any Craft +3 or Smithcraft +3 or Stonecraft +3, Debate (Bargain) +2, Observe +2, Lore +2, Persuade +3

Pick 5 Bonuses: +1 to any Order skill

Edges: Charmed Life, Craftmaster, Favour of Fortune, Hoard



TAKE ANOTHER LOOK

NATURAL SKILLS

by Mathew "GandalfOfBorg" Kearns

The goal of this series of articles is to expand upon the concepts for the skills and traits outlined in the CRB and elsewhere. For skills, I aim to include descriptions of new and listed (where needed) skills, define sources of affinity and other bonuses, and maybe some optional rules. For traits, I will discuss more in-depth uses, slight alterations to their effects, and give an outline to define how to create your own traits pertaining to test bonuses (skill, attribute, test type, etc.).

RIDE

Description: You have the skill needed to control a mount.

Related Skills: Craft: Animal Handling (Above)

Related Traits:

Edges: Bold (CRB), Nimble Rider (HOF, #30), Woodcrafty (CRB)

Flaws: Crippling Wound (CRB), Reckless (CRB)

Related Abilities: Horsemaster (Knight; CRB), Mounted Combat (Knight; CRB)

Related Spells: None, though there are a few spells that can be used on animals used as mounts like Beast Speech.

Ride Expanded

None.

SURVIVAL

Description: You are able to live in the wilderness, surviving on what nature can provide.

Related Skills: None

Related Traits:

Edges: Travel-sense (CRB), Woodcrafty (CRB)

Flaws: None

Related Abilities:

Survival Skills (Master of the Wild Order ability; POTW), Vala Virtue: Oromë (Loremaster Order ability; CRB), Woodsy (Silvan Elf and Wild Men racial ability; CRB)

Related Spells: Blessing of Oromë



Survival Expanded

Survival should really be a skill group and each environment a specific skill; specialties would be up to the Narrator.

Hard March and Walk Without Trace (Barbarian and Ranger Order abilities) can be augmented so that the environments allowed to be selected come from the list of Survival specialties or Survival skills per the above optional rule.

TRACK

Description: Your knowledge of signs and markings made by beasts and beings passing through an area allows you the ability to follow them as long as you see and interpret the tracks correctly.

Related Skills: Search, Observe

Related Traits:

Edges: Bold, Keen-nosed, Woodcrafty

Flaws: Crippling Wound, Reckless

Related Abilities:

Survival Skills (Master of the Wild Order ability; POTW), Vala Virtue: Oromë (Loremaster Order ability; CRB), Woodsy (Silvan Elf and Wild Men racial ability; CRB)

Related Spells: Blessing of Oromë

Track Expanded

None

WEATHER-SENSE

Description: By some means of interpretation (observation, an aching joint, etc.), you are able to forecast the weather for the near future.

Related Skills: None

Related Traits:

Edges: Woodcrafty, Woodwise

Flaws: None.

Related Abilities: Sailor's Eye (Mariner Order ability; CRB), Survival Skills (Master of the Wild Order ability; POTW), Vala Virtue: Manwe (Loremaster Order ability; HOF #20), Wave-rider (Commander Order ability, HOF #2)

Related Spells: None

Weather-sense Expanded

None



THE ROAD GOES EVER ON...

FOLCWINE'S FOLLY by Greg Saunders

Setting

This adventure is set in Rohan, sometime during the Third Age.

The Story

For over a year, Folcwine, a young man of Rohan, has been deeply in love with Hild. She is the daughter of Freca, the headman of the Rohirric village of Fretburg. However the headman has not let Folcwine court Hild, telling him that he must prove that he is a true warrior who is worthy of his daughter. Deeply upset at Freca's stance, Folcwine has been looking for a way to prove himself worthy. Now he believes the chance to prove his manhood has come as a new danger is threatening the peace of Fretburg. Recently, a beast has been attacking the animals on the pastures at the outskirts of the village during the night, dragging them away and leaving no trace. First sheep and then horses have been taken, and the situation has become so serious that the herders have withdrawn most of their animals to the village and sent an emissary to Edoras for assistance. The 'beast' is in fact Angrenanc (S. 'Jaw of iron'), leader of a pack of werewolves. Originally from Dol Guldur, the werewolves were hunted out of Mirkwood by the Wood Elves from Thranduil's realm. Wandering down through Rhovanion, the pack was drawn to the wide plains and large herds of Rohan and has made its lair in close proximity to Fretburg, waiting for a chance to attack the village. Two days ago under cover of darkness and in secret, Folcwine rode out to hunt the creature hoping to win the respect of the elders of the village by slaying whatever has been stalking the village, only telling Hild of his plan and swearing her to secrecy. He has not returned. Hild, almost beside herself with worry, has ridden out to seek him.

Scene 1 – A meeting

The adventure begins with the characters travelling across the plains of Rohan (why the characters are travelling here should be decided by the characters and narrator). It is summer and the plains are green and verdant. About midday, as the sun rides high in the clear sky, the characters spy a lone horseman in the distance, weaving this way and that across the plains as if searching for something. As the figure nears, it becomes clear that it is a woman, the sun catching the long golden hair which is streaming behind her in the wind. She is so absorbed with her search that it takes her a while to spot the characters, when she does she reins in her horse and waits as if trying to decide whether to meet with them. Eventually, she makes up her mind and rides toward the party.

She stops in front of the characters, chewing her lips as if deciding whether to talk to them or not. Eventually she begins

and the words tumble out in rapid succession. She tells the characters that her friend, Folcwine, has been hunting 'the beast' for two days and has not returned to her village. Fearing he is injured, she has ridden out to find him, but she cannot read the tracks on the ground and does not know where he went. She says the beast is an animal that has been hunting the flocks of the village in recent weeks. She asks the characters if they could come to the village to help her find Folcwine, maybe they could read the tracks he left when he rode out. However, she says that the villagers must not know that Folcwine is missing, saying that they believe he has gone to visit a nearby market. Assuming the characters agree to help, she will lead them to the village but she makes them swear that they will speak nothing of Folcwine's disappearance to any of the villagers.

Scene 2 – Freca

Hild leads the characters into the middle of Fretburg, a collection of about fifteen long houses and several corrals of sheep, pigs and horses. Seeing his daughter arrive with strangers, Freca, her father and the village headman, comes out of his home to meet them. He comes forward to greet the characters warily, but before he or any of the characters can speak Hild introduces them as brave warriors sent from Edoras to hunt the beast, looking toward them in desperation.

This places the characters in a difficult position. They are clearly not men native to Rohan and Freca will be extremely wary of this explanation. The characters must explain themselves to Freca's satisfaction without speaking of Folcwine. Persuading Freca that they will help the village with the 'beast' and not betraying Hild's trust will require some skillful talking, and how the people of Fretburg treat the characters from then on will depend on this meeting with the Headman. If they carry on Hild's pretence that they are sent from Edoras and manage to persuade the Headman that this is so, then the villagers will treat them with wary respect. If they convince Freca that they are merely travelers, any help they offer will be accepted but they will be treated like the outsiders they are. If the characters in any way imply that Hild is a liar, she will burst into tears and admit her deception, saying she was 'desperate for the help of these warriors, for the sake of the village'. Freca dotes on his daughter and her tears are her usual method of diverting her father's anger.

In any event, the characters must decide how they wish to proceed. However they have explained themselves to Freca, he will be watching them closely to see what they do. They could ride out to try to find Folcwine, or they could begin searching for the beast.

Scene 3 – The village of Fretburg

Whatever the characters decide to do, they will need to get some information from the villagers before they can take any action. Hild will provide any help she can, but she knows little. However, if asked she will say that Folcwine said he would begin his search for the beast to the north of the village. Altogether the villagers know the following pieces of information which they can provide to inquiring characters, but how helpful the villagers are will depend on the outcome of the meeting between the characters and Freca.

The Beast

- The villagers believe that the beast is some sort of animal, capable of dragging sheep and horses away by nightfall leaving no traces except for some splashes of blood (the springy grass of the plains do not hold prints well). No sounds were heard when the beast attacked.
- So far five sheep and two horses have been taken, each belonging to different people.
- If the characters question a selection of the villagers who have lost animals, they will discover that they all own pasture on the northeast side of the village and this is where the attacks occurred.
- The beast usually attacks every few days, but hasn't attacked for four days now, which is unusual.
- Freca has sent to Edoras begging for aid to kill the beast (this will not be mentioned if the characters are believed to come from the capital).
- Baldor, a young Shepherd, believes he has heard the beast. He says that one night as he returned home he heard something growling strange words in a low guttural voice. When he stopped to search for the source of the sound the noise stopped and Baldor saw a dark shape loping away over the plains to the north. The rest of the villagers dismiss Baldor's story as a boy's fancy, but Baldor will seek out the characters to tell them this regardless of the rest of the villagers.

Folcwine

- Folcwine is the nineteen-year-old son of a herder, Hast.
- He has gone to the neighbouring village of Crammal to buy some supplies, taking his horse, Milt, with him.
- Folcwine is in love with Hild, Freca's daughter, but Freca thinks him too young to court her (the characters will only be told this if they are on good terms with the villagers).

Scene 4 – Hunting

The clearest course of action for the characters is to begin to search for both the beast and Folcwine on the northeastern outskirts of the village. If the characters are not skilled trackers, they could attempt to persuade one of the villagers to help search with them. TN 10 Track tests will reveal the dried blood on the ground at the various spots where the attacks took place. If asked, the villagers who lost animals could lead the characters to these spots. Either a superior result on the original test, or a

TN 15 Track test if the characters were led to the spot, will show that as well as the various footprints of the villagers who discovered the blood, the soft indentations of a shod horse are also present meandering around the spot, as if the rider was searching the ground. This trail leads between all of the sites where the attacks took place, and then from the most northerly point winds northward, with frequent stops where a man has dismounted to check the ground. At these points a TN 20 Track test (with an affinity bonus from Observe if applicable) reveals the faint remains of another trail, presumably the trail the horseman was following. This appears to be some sort of animal trail.

Winding this way and that, the trail moves for about five miles across the plains. Eventually, the trail draws close to the lip of a deep ravine with a dry riverbed at the base and steep 30 ft cliffs on either side. The horseman's trail pauses at this point and then traces the top of the cliff. A TN 10 Observe (Scent) test will discern the faint smell of carrion drifting up from the ravine.

After about two hundred feet, the horseman's trail stops in a confusion of horse and animal prints. Blood liberally splatters the ground. A TN 10 Track test shows another set of prints leading away along the ravine. They appear to be from a large wolf. A TN 10 Observe (Spot) or Search test reveals traces of blood on the lip of the cliff as well as a torn piece of tartan cloth.

The horseman was Folcwine, carefully tracking the faint prints of the beast two days ago. Reaching the top of the ravine, Folcwine continued to trace the cliff top having detected the faint trace of carrion from the valley bottom. However, without warning he was set upon by a huge wolf-like creature. Flung from the horse he landed heavily and rolled towards the lip of the ravine, ripping his cloak as he did so, and fell over the edge and into darkness. Behind him, the beast dragged Milt away. Folcwine woke many hours later on a narrow ledge of rock approximately 10 feet below the cliff top. He has sprained his arm and knocked his head and has not been able to find any way down. By the time the characters find the point where he was attacked, Folcwine is very weak. However, he is conscious. Assuming the characters are talking at normal volume he will begin calling to them as soon as he can, and a TN 10 Observe (Listen) test will alert the characters to his presence.

Rescuing Folcwine will be difficult. He cannot climb; the best approach is for one of the characters to climb down to him (TN 10 Climb). Obviously, a rope will be very helpful at this point! Once they get him up (or down), Folcwine will recover swiftly, needing only food and drink to rally his strength. He insists that he join with the characters to hunt the beast, saying that he cannot return to the village without Milt. He will be little use in a fight, but has enough strength to defend himself.

Scene 5 – Angrenanc's lair

The obvious place to continue the search is the bottom of the ravine. If the characters follow the edge of the cliff, about 500

yards from where Folcwine was attacked the ground dips down to the dry riverbed before climbing upwards again, forming a natural break in the cliffs. Now the stench of carrion is quite strong (TN 5 Observe (Scent)), coming out of the narrow passage of the riverbed. This narrow ravine is the lair of the werewolves. By day they dwell here in human form. So far only Angrenanc has been hunting by night, he is wary of revealing the strength of his pack, but he has been scouting out Fretburg readying for a full-scale attack.

If the characters further penetrate the ravine, the scent of carrion will become unbearably strong. Figure 1 shows a map of the layout of the lair in the ravine.

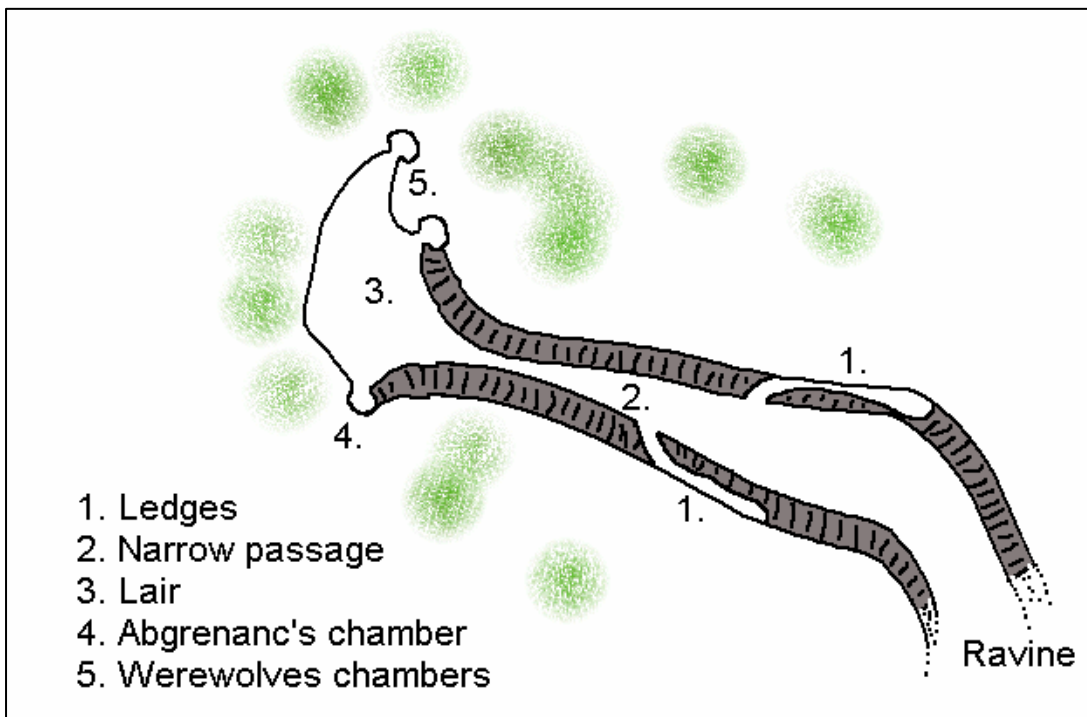


Figure 1: The werewolves' Lair

1. Ledges – During the day, a werewolf in human form sits upon each of these ledges watching the ravine. The ledges are 20ft up the cliffs and the ledges and paths are quite hard to spot from the bottom of the ravine (TN 10 Observe (Spot) or Search). They are unarmed as humans, and will attempt to hide from approaching men, instead raising the alarm with a low, guttural growl. They will then attempt to flank any characters that move further up the ravine.

2. Narrow Passage – here the ravine narrows to a 5-ft wide rocky channel with sheer cliffs on either side. If the werewolves have been warned of the parties approach, Angrenanc will meet with the characters here.

3. Lair – scattered about in this rocky hollow are the corpses of the stolen animals from Fretburg, including the remains of Milt – the werewolves are not fussy eaters. During the day, several of the werewolves will be wandering about in the lair, picking over

bones and arguing in Warg Speech. The cliffs here are high (40 ft) and overhanging, so the werewolves can remain hidden from above by hugging the walls.

4. Angrenanc's Chamber – a natural depression in the side of a cliff is where Angrenanc makes his nest. He lusts after gold, and scattered amongst the filthy bedding are several gold coins from various mints (including Gondor, Arnor and Thranduil), worth in total 10 gold pieces.

5. Werewolves' Chamber – here the rest of the werewolves sleep, some in human form, some as great Wargs. Fighting is very common but Angrenanc rules the pack with an iron hand and they are not permitted to truly harm each other.

If the characters are spotted by the werewolves on the ledges, when they enter the narrow passage Angrenanc will come out to talk to them. He will attempt to persuade them that he and his men are a group of refugees fleeing the Orcs that have been attacking Rohan. If the characters challenge him about the smell of meat coming from the ravine, he will say that they have caught some deer and are skinning them. Unless the characters are particularly trusting, his talk is unlikely to fool them, but it should alert them that they are dealing with more than just wolves.

There are many ways to deal with the werewolves. If the characters approach the lair without raising the alarm they could take the werewolves by surprise, however only two men at a time could fit through the narrow passage. They could return to Fretburg to try to raise some warriors, but Folcwine is keen not to tell the villagers of the menace – he still hopes to sway Freca with a valorous deed without the villagers' help. The werewolves' actions will depend on whether they have been discovered or not. If they do not know that their lair has been located, Angrenanc will lope out at midnight to raid the village - the characters could then attack the lair and hope to ambush him as he returns. If Angrenanc met the characters and feels that he didn't manage to persuade them that he and his 'men' were refugees, at midnight the whole pack will up camp and move on. If Angrenanc thinks he has fooled the characters, the pack will still move on but not before attacking Fretburg and dragging some villagers into the night.

Scene 6 – Aftermath and Rewards

Rescuing Folcwine will win Hild's immeasurable thanks, and she will gift one of the characters (whichever she feels deserves it most) with a necklace bearing a small, carved horse – a symbol of service to the Horse Lords. Presenting this necklace to any man of Rohan will immediately award the bearer a hospitable welcome. Should the characters destroy the werewolves, they will win the thanks of Freca and the villagers who will offer them the hospitality of the village. When the warriors from Edoras finally arrive, talk of the characters' valour could win them some respect in the capitol. Finally, depending on his actions, Freca will allow Folcwine to court Hild, but not before berating him for his rash actions. The adventure should be worth about 2,000 experience points to the characters, with the primary goal being rescuing Folcwine with destroying the werewolves a secondary goal.

Non-Player Characters

Hild

A pretty girl of twenty-three, Hild is a dreamer who lives with her head in the clouds. Folcwine has been courting her in secret for over a year, but she has delayed in asking her father's blessing, thinking the illicit meetings more romantic. When Folcwine threatened to hunt the beast to earn her father's respect, it caused her no undue worry as she did not take it seriously. However, when he rode out and did not return, her fear and guilt have brought her down to earth with a bump.

Freca

A broad-shouldered bull of a man, Freca is nonetheless a careful and considerate leader. He has led the village for over ten years, and no one has challenged his position – he is clearly the best man for the job. However, he is troubled by the appearance of the beast. He does not think it is worth risking his men (who are not warriors) to hunt for a creature that can drag away a horse, and waits desperately for aid from Edoras. He dotes on Hild, and many of the villagers have noted that her smile reduces him to a grinning fool far more easily than his wife ever could.

The Villagers

A hard-working dependable crowd, the villagers have turned Fretburg from a sleepy backwater into an important focal point in the area. Several new buildings have sprung up and the people are proud of their prosperous village. The appearance of the beast has seriously dampened spirits.

Folcwine

An honest boy, Folcwine is deeply in love with Freca's daughter Hild. Freca respects him but when he found that Folcwine had been secretly meeting Hild he was not impressed, considering the boy simply too young for his daughter, and forbade the liaison to continue. Folcwine decided that drastic action was required if he were to win his love's hand, and told Hild of his plan to hunt the beast. Saddling Milt he told his father he was

traveling to a nearby market for supplies. Instead he began to hunt the beast. Although his valour and honesty cannot be denied, he is armed only with a spear and dagger; he has clearly bitten off more than he can chew.

Angrenanc (S. 'Jaws of Iron')

Use statistics for Werewolf on page 297 of the Core rules, except with Strength 12 (+3), Wits 10 (+2), Armed Combat (natural weapons) +9.



A being of darkness, Angrenanc earned his name amongst the Wood Elves of Thranduil's realm for his vicious bite, and now bears the name with evil pride. His formidable bite is a fearsome weapon - if he successfully hits and causes damage with his fangs, the victim must make an opposed Strength test to escape the vice-like grip. If the test is failed the victim suffers an automatic damage roll each turn (this does not count as an action for the Werewolf) and also a -5 penalty to tests. Angrenanc can also still attack with his claws. Angrenanc is quite cunning, and will attempt to dissuade the characters from entering the Werewolf lair. When in human form Angrenanc appears to be a tall rangy man with sallow features and long dirty fingernails and hair. In wolf form, Angrenanc resembles a huge, ferocious Warg, with feral intelligence glinting in his eyes.



The Werewolves

Use statistics for Werewolf on page 297 of the Core rules. The number of werewolves in the pack should be set by the Narrator to match the character's strength.

Angrenanc's pack is a collection of young werewolves, hence his reticence in unleashing them on Fretburg without first assessing the village. They, however, are hungry to kill, and prowl about the lair restlessly both day and night. They kept in check only out of fear of Angrenanc. In human form they resemble a collection of thin, vaguely lupine men. In wolf form they appear as powerful and vicious Wargs.

GETTING STARTED

0-ADVANCED CHARACTERS

by Mathew "GandalfOfBorg" Kearns

ALDADHOR

RACE, SUB-RACE: Elf, Noldor (Elf of the Wandering Companies)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Noldorin Lore

ATTRIBUTES: Bearing 11 (+2), Nimbleness 11 (+2)*, Perception 10 (+2)*, Strength 8 (+1), Vitality 8 (+1), Wits 8 (+1)

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

ORDER: Warrior (Bowman)

ORDER ABILITIES: Evasion

SPELLS: Sense Power (ability)

ADVANCEMENTS: 0

SKILLS: Armed Combat: Blades (Long knife) +3, Healing (Treat Wounds) +4, Jump +1, Language: Westron +3, Language: Sindarin +6, Language: Quenya +4, Lore/Race: Elf (Noldor) +3, Lore/Race: Orc (Misty Mountain tribe) +2, Lore/Realm: Eregion (Geography) +3, Lore/Realm: Rivendell (Nobility) +3, Lore/Realm: Rhudaur (Geography) +2, Perform (Sing) +1, Ranged Combat: Bows (Longbow) +4, Ride (Elven horse) +2, Run +2, Siegecraft (Defense) +1, Stealth (Hide, Move Silently) +2, Survival (Forest) +2, Track (Orcs) +2

EDGES: Accurate, Armour of Heroes, Fair, Quick-draw, Swift Recovery, Travel-sense

FLAWS: Duty (Protect Arathorn), Fealty (Gildor), Fey

HEALTH: 9 (Medium, 6 Wound levels)

COURAGE: 3

RENOWN: 0

DEFENCE: 12

GEAR: Longbow, quiver of arrows (20), rations, wilderness clothing, long knife



BACKGROUND: Aldadhbor, a distant cousin of Gildor, was one of the last Noldor to be born upon the shores of Middle-earth after The Exile. By the time he came to know Arador, chieftain of the Dúnedain in the North, he had lived in Endor for just less than 1000 years. Time flows differently for the elves, and their perception of things is slower to change than that of men. When Arathorn II was born, Aldadhbor had just taken up with his kin in patrolling the lands for servants of the Dark Lord at the behest of Gildor himself. Before this he spent his time in study, listening to stories in the Hall of Fire, or other simple tasks leading to a life that floated as if in a dream. Once he was in the forest, holding a bow and spear, reality came all too quickly.

Arador had first asked Gildor if he would shadow his son, but the elf's foresight saw that Aldadhbor would be the better choice and soon enough that choice soon came apparent as the right one. The two stood by one another through thick and thin and then sadly, died together.



JALETH

RACE, SUB-RACE: Man, Middle (Forodrim)

RACIAL ABILITIES: Adaptable, Dominion of Men, Skilled

ATTRIBUTES: Bearing 11 (+2), Nimbleness 9 (+1), Perception 9 (+1)*, Strength 11 (+2), Vitality 6 (+0), Wits 6 (+0)*

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

ORDER: Craftsman (Artisan*)

ORDER ABILITIES: Speedy Work

SPELLS: None

ADVANCEMENTS: 0

SKILLS: Appraise (Woodcarving) +4, Armed Combat: Clubs (Hammer) +1, Climb +1, Craft: Woodcarving +6, Debate (Bargain, Negotiate) +2, Language: Sindarin +1, Language: Westron +5, Lore/Race: Elf (History) +1, Lore/Race: Forodrim (History) +3, Lore/Race: Dunedain (History) +2, Lore/Realm: Blue Mountains (Geography) +3, Lore/Realm: Arthedain (Geography) +3, Lore/Other: Family History +5, Observe (Spot) +3, Persuade (Charm) +3, Ranged Combat: Thrown (Stones) +1, Survival (Forest) +2

EDGES: Craftsman, Curious, Favour of Fortune, Hoard

FLAWS: Craven, Proud

HEALTH: 8 (Medium, 6 Wound levels)

COURAGE: 4

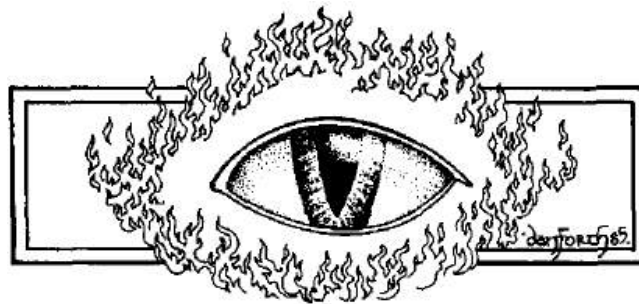
RENOWN: 0

DEFENCE: 11

GEAR: Woodcarving tools, basic survival equipment, horse, rations, 4d6+4 sp



BACKGROUND: Jaleth is a woodcarver -- a fifth-generation woodcarver to be precise. His family's pride for over 100 years has been built upon their attention to detail and somehow knowing just what appeals to their customer. His father, Jaled, is getting old and will soon pass on the business and the mantle as head of the family, but these aren't responsibilities that Jaleth wants. The best part of his job, Jaleth always considered, was the interaction with the customers, especially those who would come from far and wide to purchase his family's wares. The stories he heard greatly appealed to him and caused a stirring of wanderlust in his heart that couldn't be satiated. He aims to leave as soon as he can, for his younger brother has also taken up their father's trade, and though not yet as skilled as Jaleth, he more than makes up for it with his business acumen and drive (mostly to please his father).



SARDO

RACE, SUB-RACE: Man, Middle (Man of Minhiriath)

RACIAL ABILITIES: Adaptable, Dominion of Men, Skilled

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

REACTIONS: Stamina +2, Swiftmess +2, Willpower +2, Wisdom +4*

ORDER: Noble (Eriadorian Gentry)

ORDER ABILITIES: Domain

SPELLS: None

ADVANCEMENTS: 0

SKILLS: Craft: Farming +4, Debate (Parley) +4, Inquire (Converse) +1, Inspire +4, Intimidate (Majesty) +1, Language: Dunning +5, Language: Sindarin +2, Language: Westron +5, Lore/Race: Man (Minhiriathrim, Dúnedain, Dunlendings) +5, Lore/Realm: Minhiriath (Local fiefdom) +4, Lore/Other: Plants and Animals (Farm animals, Crop plants) +3, Observe (Spot) +3, Persuade (Oratory) +3, Ride (Horse) +3, Sea-craft (River boats) +1, Swim +1

EDGES: Friends, Honour's Insight, Rank

FLAWS: Duty (People under his liege)

HEALTH: 8 (Medium, 6 Wound levels)

COURAGE: 4

RENOWN: 0

DEFENCE: 11

GEAR: Scale armor, large metal shield, longsword (all family heirlooms), 2d6+2 sp

BACKGROUND: Sardo is the son of the local regent in the sparsely populated region of Minhiriath. Since the disparity of wealth between the local gentry and peasantry is very small, you wouldn't see the noble birth in him upon first glance behind the mud, dirt, or manure, depending on the day of the week. All folk in this land scrimp and scrounge to survive, including the nobles, who typically value their people's survival more than their title or what it could possibly get them, Sardo being one of them. As his father died early in his life, the title shifted to Sardo when he came of age. Now he seeks to learn the balance between doing what he can for his people while supporting his family at the same time.



INTERVIEW QUESTIONNAIRE

THE PERSON

1. What is your name, where are you located, and what is your profession (if you have one)?

My name is Mark L. Evans (Noeyg on the messageboards). I live in Reston, VA, and work as a historian for the US Navy.

THE EXPERIENCE

2. How long have you been in gaming?

I've been doing it for approximately 30 years.

3. What games are you into (besides Lord of the Rings, of course)?

At this point I barely have time, as my career is very demanding.

THE GAME YOU PLAY

4. Are you running/playing in a game right now? If so, what is its format (tabletop, Play-by-Post, etc.). Tell us about it and your character.

None currently, though I am learning D&D 3.5 (you did ask). ☺ My favorite is Grór, son of Mím, son of Nár, a Dwarf from the Ered Luin. I have played him for almost 20 years, so there is no connection with his name and origins with the NPC presented in the game.



4b. What are some of this illustrious and highly-experienced dwarf's exploits?

We began in 2941 T.A., following the footsteps of a certain Halfling and his Dwarven companions, and progressed through the War of the Ring. Our chronicle took place in the North, and we attempted to resist the incursions of the servants of the Shadow into the ruins of the Witch-realm of old (Angmar).

Grór and his companions discovered these servants and their intrigues, including their smuggling into the Shire and the Bree-land. Saruman and his agents initiated these conspiracies, however, what the traitorous wizard did not know was that Sauron (through the Witch-king) learned of and infiltrated Saruman's servants, not all of whom proved loyal.¹

We fought long and hard against them and ultimately succeeded in dividing the enemy. Our heroes infiltrated several key outposts, fighting climactic battles even unto Carn Dûm and the Mountains. Grór's exploits included a suicidal battle to save his friends from a cunning creature of darkness (a servant of the Balrog of Moria), who tore his right eye from him, so

¹ "Some years ago one of Saruman's most trusted servants (yet a ruffianly fellow, an outlaw driven from Dunland, where many said that he had Orc-blood) had returned from the borders of the Shire, where he had been negotiating for the purpose of 'leaf' and other supplies. Saruman was beginning to store Isengard against war. This man was now on his way back to continue the business, and to arrange for the transport of many goods before autumn failed. He had orders also to get into the Shire if possible and learn if there had been any departures of persons well-known recently. He was well supplied with maps, lists of names, and notes concerning the Shire.

This Dunlending was overtaken by several of the Black Riders as they approached the Tharbad crossing. In an extremity of terror he was haled to the Witch-king and questioned. He saved his life by betraying Saruman. The Witch-king thus learned that Saruman knew well all along where the Shire was, and knew much about it, which he could and should have told to Sauron's servants if he had been a true ally. The Witch-king also obtained much information, including some about the only name that interested him: *Baggins*. It was for this reason that Hobbiton was singled out as one of the points for immediate visit and enquiry.

The Witch-king had now a clearer understanding of the matter. He had known something of the country long ago, in his wars with the Dúnedain, and especially of the Tyn Gorthad of Cardolan, now the Barrow-downs, whose evil wights had been sent there by himself. Seeing that his Master suspected some move between the Shire and Rivendell, he saw also that Bree (the position of which he knew) would be an important point, at least for information. He put therefore the Shadow of Fear on the Dunlending, and sent him on to Bree as an agent. He was the squint-eyed southerner at the Inn."

Unfinished Tales of Númenor and Middle-earth, The Hunt for the Ring, p. 363.

that he now must wear an eye patch; another against a fierce fell beast that gnawed him savagely ere he dispatched it; and a frightening ambush by a scheming Black Númenorean sorcerer whom we later discovered to be none other than the Mouth of Sauron (!), who the Dark Lord sent northward in the years just before the War to prepare the way for his return, but who escaped from us to the south, only later emerging again as the Lieutenant of the Dark Tower.

They are still some of the best games I have ever participated in as either a player or a Narrator, and by reducing magic we maintained Professor Tolkien's creation.

THE GAME ITSELF

5. How were you attracted to the game? Are/have you been involved with the creation or playtesting of the line?

I love Middle-earth and am thrilled that Decipher has introduced the Lord of the Rings RPG, though was not involved in its creation.

6. Out of what is available officially from Decipher, what do you own? What is your favorite? Least favorite?

I own most of their publications. My favorites would probably be either the Core Book or Moria.

7. What do you think is done the best? Worst?

IMHO, the Core Book captures what Gandalf would call "the feel" of Middle-earth more accurately and professionally than any RPG attempted to date. Their maps are also beautiful creations artistically, though not always accurate and contain considerable gaps. I find the first two sourcebooks (The Fellowship of the Ring and The Two Towers) to be very dissatisfying, riddled with errors, not typos -- but errors regarding canon. Moria shows what they could have done.

8. If there were to be only one more supplement released, what would you like it to be?

Having said that, there are items from The Return of the King that I would like to see covered (and accurately I might add): creatures, characters, lairs, etc.

8b. Is there anything in particular you have your eye on that could be covered in a Return of the King Sourcebook?

I am very disappointed with their coverage of Mordor, and in particular, Cirith Ungol and several of the potential sites within the Black Land, together with certain characters, such as the Mouth of Sauron, Shagrat, which are long overdue for more adequate development. More than mere stat blocks or templates, they are cunning foes just begging for elaboration. Decipher also leaves us tantalizing hints from their maps, such as Thaurband, Naurgroth, Seregost, etc.

9. If there were to be a second edition for CODA, what would you scrap, change, and/or add?

Many fellow gamers post concerning combat, flaws and so forth. These seem to be the paramount issues requiring revision, while the former concerns both role-playing and war-gaming.

10. If you don't like using the CODA system, what system do you use?

I began learning the CODA system, which is excellent, however, finding players is so difficult and my time is limited, so I am reverting to D&D (gasp). I grew up playing it and for all its problems, it is well supported and popular, so it is easier finding both players and supplemental material.

In addition, the band I learned to game with played in Middle-earth, and we maintained a very strict adherence to canon by reducing magic as appropriate. It worked wonderfully and we had some very rewarding and challenging adventures without heroes (rarely) wielding more than a "+1" anything!



I have heard gamers complain that this is not possible with other systems, however, it can work if you pay close attention to the magic. Not everyone wishes to do that and that's fine, whatever works for you. It worked well for us as we loved Middle-earth and were willing to adapt to be accurate. In the end, it's just a game and the purpose is to have fun.

THE HALL OF FIRE

11. How long have you read the webzine (if you read it at all)? How did you hear about it?

I've been a fan since Issue No. 1. I learned of it through you (GandalfOfBorg) on the message boards.

12. What do you think of it? What are your favorite sections?

It is by far one of the most professional and useful webzines I have ever seen for RPGs. Gamers produce it with a high degree of attention to detail and accuracy for Middle-earth, AND it is free and available to the world. HOF provides a wealth of material for anyone gaming in Middle-earth. My favorite entries concern creatures/characters and their lairs.

13. Besides The Hall of Fire, where else do you find information and inspiration for your gaming in this system?

I look to Tolkien's books and letters, supporting material concerning Middle-earth, and studies of early medieval history (Beowulf, et al), warfare, lifestyles and the arts.

THE SOURCE

14. What got you interested in Tolkien's writings?

A friend recommended them to me in high school and I have never looked back -- they are superb!

15. What did you think of the movies?

They are beautifully rendered, however, there are so many errors and departures from the books (beyond what should have been necessary for compression to fit the stories into their limited time slots) that they deeply offend me. They have, in effect, re-written entire scenes, which I find insulting to the memory of Professor Tolkien. They are good films for the entertainment and only Peter Jackson's interpretations, and do interest people in reading the books. Nonetheless, to delete characters or scenes due to time constraints is completely understandable; however, altering them so as to effectively re-write the books is unpardonable.

WORDS OF WISDOM

TIPS AND SUGGESTIONS FROM YOUR FELLOW GAMERS

Nybbles on preparing a chronicle:

"Don't expect to weave an epic tale in the hopes of equaling the grandeur of the Professor. Chances are that it will not work out the way you had hoped and disappointment will assuredly follow."

Yngvar on preparing a chronicle:

"Adding flavour with familiar characters. It will inevitably happen - as it has already done in my chronicle - that if the setting is close to the WOTR period the PCs will 'bump' into the more famous people's of ME; some PCs might actually expect it to happen. Try to weave them in as purely cameo roles or have them meet a famous character as a plot hook. Do not throw them in to meet the PCs just because you can and 'it's really cool'."

For example, my PCs met Gandalf, Bilbo and Dáin. They saw Bard and Thranduil, the great Eagles and Beorn. About 2/3s of the evening was taken up with the PCs getting comfortable with their surroundings then (and this is where I have to say I had not actually planned this) off they went to the Lonely Mountain before the battle. It was there - at a 'historical battle' they met Gandalf - who they knew due to his wanderings and 3 of the four characters were elves the other was a man from Laketown. Bilbo was completely new to them as was Dáin when only one of the elves met him. They merely witnessed the others from a distance."

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

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