

THE HALL OF FIRE FAN WEBZINE

ISSUE THIRTY-FOUR
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Ulmo the Lord of Waters - by John Howe



GREETINGS,

SALUTATIONS... HELLO ALL!

Wow! It's already time for #34! Time sure does fly. It was like almost yesterday when I was rushing to get my last couple of articles of #33 out the door. Fortunately, it's good to see that DriveThruRPG.net finally resolved their issue with the support of the Decipher PDF products so more fans and gamers could get their hands on these great supplements. As for the front of getting new material, progress is slow but it's moving -- about all that can be said at the moment. Otherwise, it's on to our new issue!

This month, #34's got a ton of great info plus more artwork from Peter Merryman: some optional rules on types of damage that segues into another article about non-lethal attacks and damage, more great advice from fellow gamers, two articles about places to adventure (Pelargir and Dunland), a new Ally write-up, a Fan Flavour section stuffed to the gills, plus a whole lot more!

Happy Gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor

THE BOOKS HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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ADVENTURING IN

PELARGIR by Mathew "GandalfOfBorg" Kearns

'Built in S.A. 2350, Pelargir became the greatest haven of the Faithful in Middle-earth, and Elendil landed here after the downfall of Númenor.'

— *The Complete Guide to Middle-earth*

MAN OF PELARGIR

Man of Dorwinion (Man of Darkness) - Craft +2, Debate +1, Sea-craft +2, Weather-sense +1

HISTORY

The greatest and most ancient of the havens of Gondor, on the northern shore of the wide River Anduin in the land of Lebennin. This port was one of the Númenoreans first locations used to colonize western Middle-earth. Even before the decay of Osgiliath began, the governing seat of the province of Lebennin was held in the highest esteem as Gondor's most important port of call and primary seat of its naval power.



Most trade passes through "The Gateway to Gondor" as the Anduin became much shallower and more treacherous for large cargo vessels upstream of the river Sirith. Only the smaller trading, military, and private vessels are able to traverse the waterways up to the quays at Osgiliath. The Sirith is also navigable by similarly sized ships for quite a distance as well; its use is governed by the harbormaster as it flows deep into the heart of Gondor, providing the closest major waterway to Minas Tirith after the Anduin.

Pelargir also holds the governance over the isle of Tol Falas. The island is not the home to any citizens of the realm, but a naval post is stationed there to patrol the Ethir Anduin and protect these hallowed grounds. Even with the presence of the soldiers of Gondor, Tol Falas is a dangerous place -- it is a harsh and broken land with sharp precipices and dangerous coastal waters (reefs, rocky shoals, etc.). There are many wild rumors and tales about this isle such as the existence treasure buried by Corsair pirates looted from many Gondorian navy and merchant vessels, a secret hideaway for political enemies, and even the lair of a sea-serpent.

Being one of the key positions to the defense and economy of Gondor, Pelargir has seen its share of war with the Corsairs, Harad, and Mordor over the years. During the War of the Ring, it became a lynch pin in Mordor's plans for overrunning the realm of Man, but Aragorn, aided by the Oathbreakers, overran the enemy come to Pelargir, stole their ships and helped turn the tide in the battle upon the Pelennor.

NOTABLE FEATURES

Harbours - These are the most expansive in all of Gondor. They are able and do house a vast array of vessels in their moorings, room enough for about 50 for the Gondorian navy, twice that for merchant galleons (for hauling cargo), and twice that for small merchant (such as fishing boats) or private vessels. The harbormaster of Pelargir is the second most powerful man in Pelargir (with the

mayor following), right behind the crown or Steward as it may be. He is not only responsible for overseeing the port but managing the traffic up and down the two most heavily traveled inland waterways in Gondor.

Sirith Bridge - This structure is certainly one of the great wonders of ancient Númenorean construction achievement. It is the only multi-leveled expanse left in Middle-earth with three levels and four separate lanes traversing the river. It was created as large as it was so as to accommodate the number of settlers leaving the port and the quick movement of troops along the

Pelargir
City of Gondor

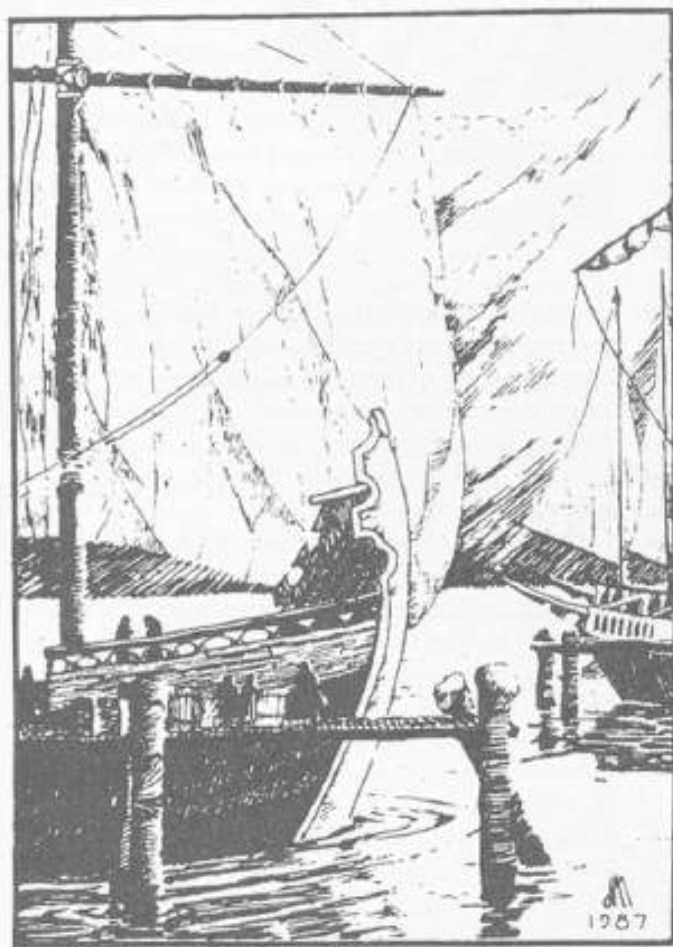


roads that traced the Anduin and the coastline back in the days of the Númenoreans. Along with the quays and wharf, the harbourmaster is responsible for the bridge as well. There is a way -- very secret knowledge known only the king, the steward, the harbourmaster, and his deputy -- to disable the bridge lest the city is overrun by their enemies. There has been only one time that the bridge was near destroyed: during The War of the Ring when it was under siege by Corsairs. It was Aragorn's timely arrival that kept the harbourmaster from disabling it. If the bridge is ever lost like this, there is no way to recreate the bridge as it is now for the knowledge has been lost over the centuries.

Protection: 8

Structure: 125

Special: There is a special switch known only to a select few that will release the arch keystones and other major support stone, causing the bridge to sunder itself into the river, both removing access to the crossing the river and traveling past the mouth without damaging vessels of Size 4 or greater.



Pelargir Lighthouse - The lighthouse is about the only Gondorian-held land on the other side of the Anduin in Harondor. This 75-foot tower high upon the southern shore is has doubly-reinforced walls to withstand the high winds whistling down the gorge and most attacks from either sea or land. The hill it sits upon precarious indeed with difficult path to climb up from the river while with steep and rocky terrain on the other side, making any assault upon it difficult to accomplish. It has a few defenses of its own provided by archers, a few small ballistae, and one unit of medium infantry. It also has a strong metal door that accommodates a thick bar for locking and reinforcement (see *Table 9.29 in the CRB*).

Protection: 8

Structure: 85

ADVENTURE HOOKS

1. Lighthouse Spectre

For years unnumbered, there had been rumors of sightings of a ghost moving about the lighthouse tower, mostly in or near the watch fire at the pinnacle. These sightings were always dismissed as figments of an overactive imagination until recently when tower guards turned up missing during the night ever since the red star over Mordor rose in the eastern sky. A handful of men have been lost and the rest are too afraid to stay at their post during the night, preferring to remain on their ship. You have been chosen to accompany a loremaster, Telemdir, who maybe be able to determine what is actually going in the lighthouse and deal with it.

2. An Untimely Demise

A well-known and well-liked courtier and city elder was found murdered. You have been asked to or spontaneously decide to out respect for him personally investigate the circumstances of his death. Was it political infighting? Petty jealousy? A scheming wife? Shady connections with Umbar and Harad? or maybe Mordor itself?

3. Corsairs Attack!

You are either members of the Gondorian military or happen to be in the city when the Corsairs come to raid the city. This could happen at any time in the history of Gondor or specifically prior to Aragorn's arrival with the ghost army of the Oathbreakers of Erech.

DUNLAND

by Mathew "GandalfOfBorg" Kearns

'Built in S.A. 2350, Pelargir became the greatest haven of the Faithful in Middle-earth, and Elendil landed here after the downfall of Númenor.'

— *The Complete Guide to Middle-earth*

HISTORY

"Dunland" has held the same name yet been attributed to different locations in the history of Middle-earth. First, it could've been considered the western end to the middle of the White Mountains, then on to western Calenardhon until the Eorlingas were granted the realm by Gondor, and now finally a bit of the lands in the eastern Enedwaith, beneath the southern Misty Mountains. Further migrations of these people move them upon the Misty Mountains into eastern Cardolan, Bree, and Rhudaur proper. The land where these people dwell is called Dunland ('brown land') for the people's dark hair and swarthy complexion.



The region in the Enedwaith called Dunland now is the primary settlement of these people, being established in the Second Age. Its northern reaches were inhabited by colonies of Stoor Hobbits, who in concert with the Dunlendings, migrated north to establish the only current Man-Hobbit settlement of Bree and eventually assimilated with other Hobbits in The Shire. Longbeard dwarves also were to be found here while Moria was home to their kin. There is no knowledge of the dealings between the Dunlendings and the dwarves or elves from Eregion, though they must have been either peaceful or at least indifferent lest they were caught up in Mordor's assault on the elven kingdoms in the West.

The Dunlendings have made the Eorlingas or Rohirrim their mortal enemies and to a certain extent Gondor for their forced resettlement into the Enedwaith. Skirmishes and more have flared up throughout the ages, even attempts at political take-overs by those of mixed descent. In the Third Age and beyond, the hostilities continue mostly by the Dunlendings as Rohan has been preoccupied with assisting Gondor in ridding the world of the rest of Mordor's influence.

NOTABLE FEATURES

None of the notable features of this land are either natural or made by other races, few if any being of Dunlending-craft. These people remain a less civilized culture, even moreso than the rustic Rohirrim. The Dunlendings have few permanent settlements as they range their flocks of sheep, cattle, etc. into the mountains during the summer and down into the valleys and plains of the Enedwaith for the winter.

Gates to Moria

Aside from the great gate of Durin at the end of the Holly Road from Ost-in-Edhil, there are numerous other lesser known and even secret entrances to Moria on both sides of the Misty Mountains. All are of Dwarf-make, meaning that they secured seamlessly in the rock and are lost for all time unless the information was written down and the key was preserved.

Eregion Outposts

On the northern reaches of Dunland are deserted settlements and watchposts of Eregion. They are now graveyards, supposedly haunted by "Elvish wights" or other such nonsense. The Dunlendings do not enter them for fear of disturbing evil spirits, though a few have plundered some to be cursed for the rest of

their lives -- some curses so horrible that they perpetuate down the soon-to-be short-lived family line.

Hillmen Barrows

Scattered throughout the region, in the White Mountains, and northward are barrows of chieftains and other persons of great wealth or importance. When the Black Death swept through

western Middle-earth, many of the people died, causing the numbers of the Dunlendings to dwindle considerably. At the same time, a dark evil crept across the land, raising the dead in hideous fashion to terrorize and decimate all the Free Peoples as far as their power would allow.



ADVENTURE HOOKS

1. Blood Feud

There have been attacks on Grimdor clan by what is thought to be their rival clan, the Harlocks. In actuality, the attacks have been perpetrated and sometimes instigated by a barrow-wight in habiting the body of an ancient Dunlending chieftain. The blood-soaked land has given him further strength to further his dark ends and to spread the power of The Shadow in the area. The upcoming battle between the clans should give him enough power to break the bonds of his stony crypt and wreak terror upon the whole of the countryside, covering it in darkness and dread.

2. A Peace Offering

Yet another plague has sprung up in the southern Misty Mountains, killing many Dunlendings. The only course left as seen by a local healer is to seek aid from his people's most hated enemy, the Rohirrim. He is derided and berated for even

entertaining such a thought as they believe it is being caused by the 'forgoil,' but he knows that their medicine is much more powerful than theirs. It doesn't help that his whole family is suffering from this unknown malady. In any case, the healer sets off to the nearest outpost of the Mark bearing an offering of truce, a long-lost heirloom of the ruling house of the West-fold.

3. Civil War

The War of the Ring is nigh and Saruman is breeding discontent among the Dunlending clans to harry the outposts of the Rohirrim as a prelude to his coming war with them. Most of the clans are swayed by the wizard's honey-tongued promises, but a precious few hold out, knowing that this can only end horribly for their people. Unfortunately, those clans that do not comply with Isengard soon taste its wrath at the blade of its orcs and newly converted Dunnish warriors. The people are on the brink of a civil war which could wholly lay waste to the severely diminished people.

FAN FLAVOUR

NEW RACIAL PACKAGES

by Mathew "GandalfOfBorg" Kearns

MAN OF ITHILIEN (MIDDLE MAN)

You hail from the outskirts of Ithilien or are a tradesman in the city of Minas Ithil.

Craft +2, Debate +1, Observe +1, Persuade +1, Survival (Forest or Mountains) +1

MAN OF MINAS ITHIL (DÚNEDAIN)

You come from the city or own an estate in the surrounding hills.

Craft +1, Debate +2, Observe +1, Persuade +1, Ride +1



NEW ORDER PACKAGE

by Mathew "GandalfOfBorg" Kearns

PLAINS FOLK (BARBARIAN)

You grew up with a nomadic life in the arid steppe or rolling plains, living off the land and by what you could hunt.

Order Skills: Armed Combat +2, Observe +2, Ranged Combat +1, Ride +2, Stealth +3, Survival (Plains) +3, Track (Scent) +2

Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Bold, Charmed Life, Hardy, Stern, Travel-sense

FARMER (CRAFTSMAN)

You run a farm or ranch, tending to animals as livestock and/or growing fields of corn, wheat, etc.

Order Skills: Appraise (Fruits & Vegetables) +1, Craft: Carpentry +2, Craft: Farming +3, Lore/Wilderness: Livestock

+2, Lore/Wilderness: Plants (Fruits & Vegetables) +2, Persuade +1, Smithcraft (Blacksmith) +2, Teamster +2

Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Charmed Life, Craftmaster, Favour of Fortune, Friends, Hardy

TRADESMAN (CRAFTSMAN)

You run or are very experienced in maintaining a business in a particular trade.

Order Skills: Appraise +3, Any Craft +3, Any other Craft +2, Debate (Bargain) +2, Lore/Group: Appropriate Guild +2, Lore/Realm: Native Realm +2, Persuade (Charm) +1

Pick 5 Bonuses: +1 to any Order skill

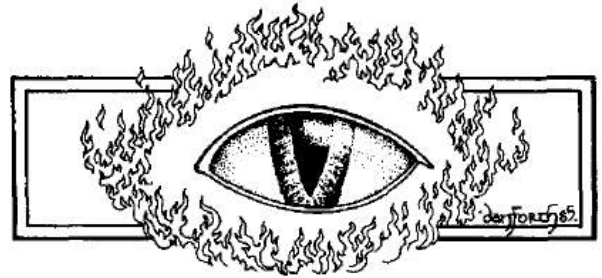
Pick 1 Edge: Craftmaster, Favour of Fortune, Friends, Hoard, Honey-tongued

HARBOURMASTER (MARINER)

Order Skills: Armed Combat +1, Craft: Harbourmaster +3, Observe +2, Ranged Combat +1, Sea-craft +3, Swim +2, Weather-sense +3

Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Ally, Command, Craftmaster, Friends, Rank



NEW ORDER ABILITY

by Mathew "GandalfOfBorg" Kearns

IRON FISTS (WARRIOR)

Your fists and feet are deadly weapons.

Prerequisite: Unarmed Combat: Any 4+

Effects: Your unarmed attacks deal lethal damage without penalty to attempt. The type of damage is determined before attack is attempted.

Improvement: Yes, twice. For each additional pick, you gain a +2 bonus to Lethal damage dealt with your unarmed attacks.

NEW TRAITS

by Mathew "GandalfOfBorg" Kearns

FLAME-LOVER (EDGE)

Effects: +2 bonus to Survival tests for starting fires, reduce casting TN by 1 for Fire, Smoke, Light spells

STRONG JAW (EDGE)

Your opponents find it difficult to find your sweet spot to knock you out.

Prerequisites: Vitality 6+

Effects: You gain a +2 bonus to Stamina tests to resist falling unconscious from Non-Lethal attacks.

Improvement: Yes, twice. Every time you pick this flaw, you gain an additional -2 penalty to resist falling unconscious from Non-Lethal attacks with the associated prerequisites of Vitality 9+ and Vitality 12+, respectively.

RUSTIC (FLAW)

You live in the rural countryside or far away from "civilization".

Effects: You receive a -2 penalty to Language, Lore, and social tests when dealing with those from the city or another realm.

WEAK JAW (FLAW)

Either naturally or after numerous brawls, you are not difficult to knock out.

Effects: You gain a -2 penalty to Stamina tests to resist falling unconscious from Non-Lethal attacks.

Improvement: Yes, three times. Every time you pick this flaw, you gain an additional -2 penalty to resist falling unconscious from Non-Lethal attacks.



Merchant Trader

SAILING VESSELS

by Mathew "GandalfOfBorg" Kearns

One item neglected by my previous articles about sea vessels were their cost and value. Cost is simple -- the materials and labor required to build a vessel is equal to Hoard X where X is Value -1 (Hoard 1 if X=0) or 50/Value if Value comes to be less than 0. Value, in ranks of Hoard, is Size+Type Value-Class Value.

Class	Value	Type	Value
Warship	6	Standard	0
Explorer	5	Light	1
Frigate	4	Fast	2
Scout	3	Heavy	3
Merchant	4		
Private	2		

FISHING BOAT

Class: Private Crew: 9
 Type: Standard Length: 8
 Size: 3 Beam: 5
 Space: 29 Height: 4
 Structure: 15 Decks: 2
 Defense: 10
 Protection: 0

Space
 Cargo: 55 units 21
 Auxiliary Craft: 0 craft 21
 Bridge: EE / +8 13
 Propulsion: EE / +8 5
 Sails 2 0
 Oars: No 0
 Max Move: 12
 Cruise: 9

Weapons: None 0
 Ammunition: None 0
 S/S Swap: 5 Structure 5
 Traits: Nimble 0

Maneuver Modifiers	Damage Tracks	
Command: -2/+0 Helm: +1/+2 Weapons: -2/+1	<u>PROPULSION</u>	<u>BRIDGE</u>
	<input type="checkbox"/> E -5 Movement	<input type="checkbox"/> E -2 Siegecraft tests
	<input type="checkbox"/> D -2 Helm	<input type="checkbox"/> D -2 Command
	<input type="checkbox"/> C -2 Initiative	<input type="checkbox"/> C -2 Siegecraft tests
	<input type="checkbox"/> B -5 Movement	<input type="checkbox"/> B -2 Command
	<input type="checkbox"/> A Disabled!	<input type="checkbox"/> A Disabled!
	Unable to perform Helm Maneuvers, no movement	Unable to perform Command Maneuvers

DAMAGE

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MERCHANT TRADER

Class: Merchant Crew: 42
 Type: Heavy Length: 30
 Size: 6 Beam: 15
 Space: 63 Height: 9
 Structure: 35 Decks: 4
 Defense: 9
 Protection: 1

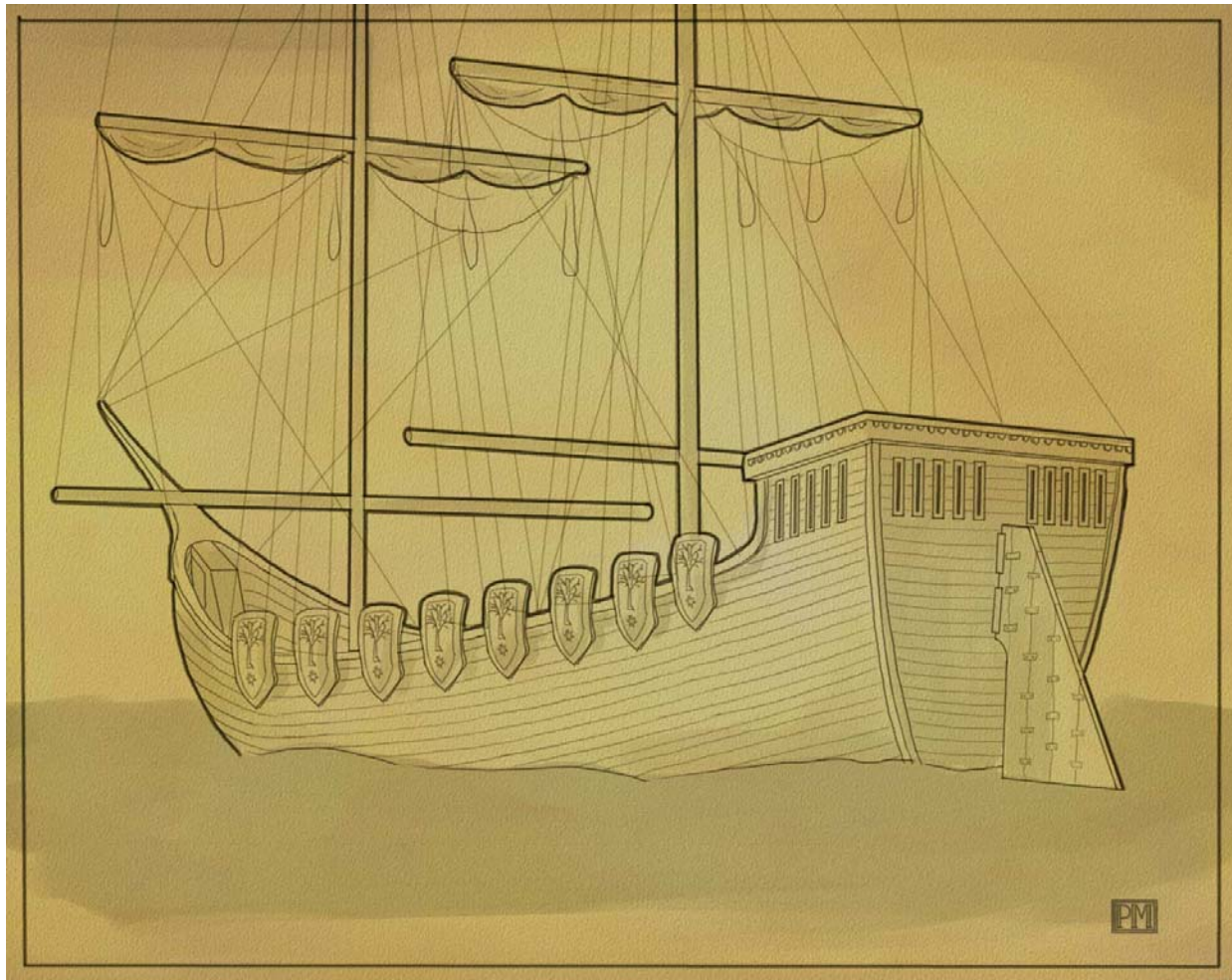
Space
 Cargo: 110 units 58
 Auxiliary Craft: 2 craft 58
 Bridge: D / +6 53
 Propulsion: D / +6 48
 Sails 4 34
 Oars: Yes 28
 Max Move: 12
 Cruise: 6
 Weapons: Ballista, Small x2 10
 Ammunition: 20 Small Ballista 0
 S/S Swap: None 0
 Traits: None 0

Maneuver Modifiers	Damage Tracks	
Command: -1/+0 Helm: +1/+2 Weapons: -2/+1	<u>PROPULSION</u>	<u>BRIDGE</u>
	<input type="checkbox"/> D -2 Helm	<input type="checkbox"/> D -2 Command
	<input type="checkbox"/> C -2 Initiative	<input type="checkbox"/> C -2 Siegecraft tests
	<input type="checkbox"/> B -5 Movement	<input type="checkbox"/> B -2 Command
	<input type="checkbox"/> A Disabled!	<input type="checkbox"/> A Disabled!
	Unable to perform Helm Maneuvers, no movement	Unable to perform Command Maneuvers

DAMAGE

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Gondorian Warship

GONDORIAN WARSHIP

Class: Warship **Crew:** 75
Type: Dreadnaught **Length:** 42
Size: 7 **Beam:** 20
Space: 85 **Height:** 10
Structure: 45 **Decks:** 5
Defense: 8
Protection: 3

		<u>Space</u>
Cargo:	45 units	88
Auxiliary Craft:	2 craft	88
Bridge:	DD / +7	82
Propulsion:	DD / +7	76
	Sails 2	55
	Oars: No	55

Max Move: 11
Cruise: 7

Weapons: Ballista, large 35 (+15)
 Catapult large x2 25 (+15)
Ammunition: Large Ballista x3 (15) 15 (+15)

Large Catapult x3 (30) 0 (+15)

S/S Swap: 15 Structure 15
Traits: Armed to the teeth 0
 * -2 TN to target ship
 * +15 space for weapon and ammo
 Armour x2 0

Maneuver Modifiers	Damage Tracks	
Command: +2/+	<u>PROPULSION</u>	<u>BRIDGE</u>
Helm: +0/+1	<input type="checkbox"/> D -2 Helm	<input type="checkbox"/> D -2 Command
Weapons: +2/+4	<input type="checkbox"/> C -2 Initiative	<input type="checkbox"/> C -2 Siegecraft tests
	<input type="checkbox"/> B -5 Movement	<input type="checkbox"/> B -2 Command
	<input type="checkbox"/> A Disabled!	<input type="checkbox"/> A Disabled!
	Unable to perform Helm Maneuvers, no movement	Unable to perform Command Maneuvers

DAMAGE

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THE EFFECTIVE MASTER OF THE WILD

by Mathew "GandalfOfBorg" Kearns

BACKGROUND

The CODA system and the game itself almost beckons that you create your character's concept and background before rolling the dice. You could be simply a protector of the environs or a force of nature to be reckoned with. Think about where your character comes from and what his motivations are, 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.

PREREQUISITES

To become a Master of the Wild, you must achieve the following besides 7 Advancements in one Order:

- Wits 9+
- Lore/Wilderness 8+

SKILLS

The Master of the Wild's skill list all pertain to interacting with and understanding the natural environment (Lore, Survival, Ride, etc.).

EDGES

There are many traits that may distinguish a Master of the Wild in her profession and personally as well, such as Craftmaster, Curious, Hidden Strength, Woodcrafty, and Woodwise.

FLAWS

The disdain for encroachment upon the wilderness, destruction of forests, and simple pride or arrogance can be too much for those of the Master of the Wild Order and a number of traits to represent their personality failings such as Arrogant, Code of Honour, Duty, Enemy, Oath, or Proud.

ABILITIES

Camouflage - A simple, straight-forward ability that fits well -- by making a Guise test, you are able to gain a bonus to Stealth (Hide) test while in the wild while improving it will allow you to use it to hide others and objects as well. I might have made a couple changes like applying the bonus to Conceal tests, just conferring an affinity bonus from Guise to the Stealth (Hide) test, and restricted the types of environs to those listed as Survival specialties, excluding Urban, but maybe this would work better as a some sort of trait instead.

Curative Herb Lore - With lengthy and hefty prerequisite list, this ability gives a sizable bonus for Search tests when looking for a specific plant plus increases the Courage bonus for Healing tests. Combined with a few other traits and abilities, you could become an exceptional healer who could come close to routinely saving those from Near Death.

Imitate Beasts and Birds - Even without the prerequisites, this ability isn't all that useful or cost-effective. My proposal for some fixes would be to increase the bonus by at least +1 and/or apply the bonus to spells of the Beast specialty.

Nature Magic - Here's another of your average Courage bonus-boosting ability -- this one affects a selected spell specialty as dictated by the Spell Specialty ability(ies). Fortunately, this will be a very useful ability for your character concept based on the selection of spells you probably use the most.

Survival Skills - Once again a Courage bonus-boosting ability affecting nature skill tests like Survival and Weather-sense. Fortunately, this will be a very useful ability for your character concept based on the selection of skills you probably use the most other than Lore/Wilderness.

I would have given Master of the Wild access to Hard March due to his long time spent traversing the wilderness and maybe even Sanctuary or something similar as well. Fortunately, these abilities can be acquired if multiple Orders are taken with Barbarian and/or Ranger.

MULTIPLE ORDERS

Barbarian - A natural fit to any in this Order, especially those that also have Loremaster or Magician.

Craftsman - In a way this Order is an antithesis to the Master of the Wild's concept as they typically use nature in an unnatural fashion (unless they are Elven, but still the fit isn't easy).

Loremaster - The capabilities of the Loremaster can greatly increase the knowledge and healing acumen of a Master of the Wild.

Magician - There is no better Order to start down the path of the Master of the Wild, especially if you can apprentice with Radagast or Alatar.

Mariner - Oddly, this Order if can really be a good start or one to acquire if your area of expertise is the located around bodies of water like the coast of Belegaer or the shores of Evendim.

Minstrel - Your ability to mimic animals and express the qualities of nature can both improve the quality of your performances and instill a greater love and respect for the wild.

Noble - As one of this Order, you would have greater ability and power to protect nature by creating sanctuaries and preserves along with dealing with those who desecrate the land.

Rogue - The abilities of this Order can improve your ability to move quickly and stealthily while also providing a safe hideaway.

Warrior - To survive in the wild and/or to be effective in the fight against The Shadow, the ability to stand up in a fight can be just as effective your other abilities when stealth and spells fail.

Archer - Unless the Master of the Wild is already adept with a ranged weapon, this Order serves no purpose unless it follows a character's theme in-game.



Antiquarian - Beyond Identify Enchantment, this Order again has little use to a Master of the Wild lest he is primarily interested in cataloging the knowledge he acquires.

Artificer - This Order is useful when a Master of the Wild wishes to create natural totems and talismans for enhancing his powers.

Captain - Like the Archer, this Order holds no use to a Master of the Wild unless it follows a character's in-game theme.

Dragon-slayer - None

Earth-reader - None

Knight - Like the Archer, this Order holds no use to a Master of the Wild unless it follows a character's in-game theme.

Miner - None

Pilgrim - Though Masters of the Wild may tend to avoid populous areas, they wander often and can benefit greatly from acquiring this Order.

Ranger - Like the Barbarian and, to a lesser extent, Rogue, this Order works well in conjunction with the Master of the Wild.

Spy - This Order would work well with Master of the Wild especially for villainous characters, using their plant lore, knowledge of poisons, nefarious contacts hiding in the wood, etc. towards unseemly ends.

Wizard - More so than Magician, this Order can greatly enhance the power and ability of a Master of the Wild.

SPELLS

Any and all spells that pertain of the specialty Beasts, Air, Water, Storms, and Fire (in limited fashion) would be those of particular interest to a Master of the Wild.

PLAYING A MASTER OF THE WILD

Unless the chronicle is focused on political intrigue or deals with large amounts of combat centered around a war, the Master of the Wild will fit in quite well as a supporting role within any adventuring group as most of the world is wilderness by employing his skills to keep their bellies full, garnering aid from the local wildlife, and surviving harsh turns in the weather. Though seen only briefly and known little via other works by the Professor, Radagast and probably Alatar can be seen as among this Order's number. From other sources, Native American lore, history, and culture are rife with examples from this Order.



IT'S ALL OPTIONAL

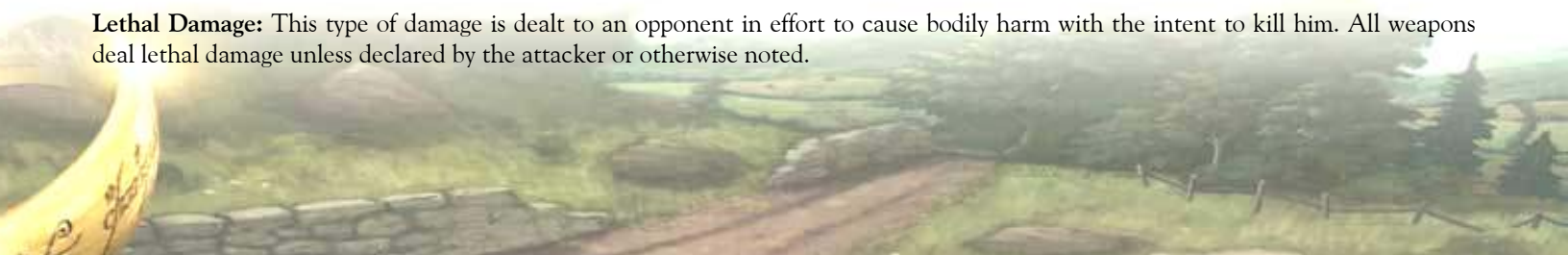
DAMAGE TYPES AND WEAPONS

By Mathew "GandalfOfBorg" Kearns

Damage Type Definitions

Non-lethal Damage: This type of damage is dealt to an opponent in effort to subdue him without killing him.

Lethal Damage: This type of damage is dealt to an opponent in effort to cause bodily harm with the intent to kill him. All weapons deal lethal damage unless declared by the attacker or otherwise noted.



Dealing Non-Lethal Damage

The effects for attempting to deal Non-Lethal damage are detailed below by combat skill rather than individual weapon:

Armed Combat: Axes - Weapons governed by this skill receive a bonus or penalty to deal Non-Lethal damage equal to their parry bonus.

Armed Combat: Clubs - Weapons governed by this skill receive a bonus equal to their parry bonus when dealing Non-Lethal damage. Exceptions are jacks or saps, that may only deal Non-Lethal damage, and any of these weapons with spikes or the like (these deal only Lethal damage). Quarterstaves receive a bonus equal to double parry bonus.

Armed Combat: Blades - Weapons governed by this skill receive a penalty to deal Non-Lethal damage equal to double the weapon's parry bonus, minimum -1.

Armed Combat: Polearms - Weapons governed by this skill receive a bonus to deal Non-Lethal damage equal to double the weapon's parry bonus, minimum +1.

Armed Combat: Whips - Weapons governed by this skill deal only Non-Lethal damage unless otherwise detailed by the individual weapon.

Ranged Combat: Bows - Arrows with blunt ends (not sharpened or without arrowheads) deal Non-Lethal damage.

Ranged Combat: Thrown - Rocks are too small to throw and achieve Non-Lethal damage. The blunt end of spears or other bladed polearms and quarterstaves may be thrown with penalty equal to triple the weapon's parry bonus, minimum -3. If the weapon's Size is greater than the target's Size, it will not deal Non-Lethal damage.

Unarmed Combat: Any - Damage dealt by unarmed attacks (not counting natural weapons from fell beasts, orcs, etc.) are considered to deal Non-Lethal damage. Lethal damage may be dealt with an unarmed attack at a -5 penalty to the attempt, modified or mitigated by traits and/or abilities.

Combatants' Size

A target may only be dealt Non-Lethal damage by an attacker that is within the range of +/- 1 target's Size category. This is due to that either the attacker is too big or small to effectively deal Non-Lethal damage to the target.

Weapon Size

Weapon size also modifies the Non-Lethal attack attempt with a +2 for defender's Size -1, +0 for equal to defender's Size, and -2 for defender's Size +1.

INFLECTING STUN DAMAGE AND KNOCKING AN OPPONENT UNCONSCIOUS

By Mathew "GandalfOfBorg" Kearns

The CRB states that to attempt to stun or knock an opponent unconscious a called shot to the head is required, effectively target's Defence + 12 TN. This makes the attempt quite difficult even under the best of circumstances, but of course that is the point when you are doing this while engaging an opponent actively defending himself against you.

Additional modifiers may be applied as the situation or environment allows to alter this high threshold to remove an opponent from combat without doing serious or lethal harm:

- If the defender is surprised, he should lose his Nimbleness bonus to his Defense.
- Aim may be used prior to the attack to increase its effectiveness.
- Weapon used to deal the stunning blow (see It's All Optional - Damage Types for more info).
- Traits or abilities that give bonuses to the attack

Unfortunately, there are other modifiers that may increase this TN or penalize the attempt such as poor lighting or visibility, position, weapon, etc.

Now that there is some light at the end of the tunnel for making attempts to subdue opponents, what happens when the attempt is successful. There have been a number of options bandied about lately, some of them my own, but I believe this is my best one. This option ties the level of success of the attack and amount of damage to a reduction in Weariness Levels and period of unconsciousness as applicable.

There is a difference between applying this to inconsequential NPC's like mooks, and PC's and major NPC's. For mooks, when there is a successful attack to stun an opponent, each level of success shall reduce the number of successes required to knock them out instead of kill them. Mooks do not receive Stamina tests to resist falling unconscious. When taking on mook hordes as detailed in the last issue, opponents are knocked out instead of killed.

For PC's and major NPC's, when there is a successful attempt to stun an opponent, each level of success shall reduce the target's Weariness Level as shown in Table 1. Once attack would cause the character to fall unconscious, he may make a Stamina test

based off the attack's success level using Table 1; a successful resistance of falling unconscious leaves the target at one Weariness Level above unconscious. The success level of the attack that knocks an opponent unconscious will determine the period of time of unconsciousness while the normal damage rolled determines the length of that period.

Table 1: Stun Effects

Success Level	Weariness Levels	Stamina Test TN	Period of KO
Marginal	-1	5	Rounds
Complete	-2	10	x5 rounds
Superior	-3	15	Minutes
Extraordinary	Unconscious	20	x10 minutes

For example, Lindor achieves a Complete Success while using the flat of his sword to knock out the Easterling captain. The Easterling captain now suffers the effects of the loss of 2 Weariness Levels besides any other physical penalties. On his next attack, Lindor achieves a Superior Success. As this attack brings the Easterling captain on the verge of being knocked out, he makes a TN 15 Stamina test to resist based on Table 1, but fails with a result of a 7 -- the Easterling captain slumps over, unconscious. Lindor's damage roll is 12 so his foe shall remain unconscious for 12 minutes.



TAKE ANOTHER LOOK

PERSONALITY FLAWS, PART 2

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.).

ARROGANT

You believe yourself to be above others.

Description: You cannot spend Courage points on social tests.

Related Skills: All social skills.

Related Edges: Ally (CRB), Elf-Friend (CRB), Eloquent (CRB), Fair (CRB), Friends (CRB), Honey-tongued (CRB), Honour's Insight (CRB), Stern (CRB), Valiant (CRB)

Related Flaws: Craven (CRB), Duty (CRB), Fealty (CRB), Hatred (CRB), Tiresome (PotW), Unnerving Manner (PotW)

Related Abilities: Courtier (Noble, CRB), Deference (Noble, CRB), Friends in Low Places (Spy, CRB), Gladden (Minstrel, CRB), Inspiring Performance (Minstrel, CRB), Leadership (Captain, CRB), Magnanimous (Emissary, HOf #6), Master Negotiator (Emissary, HOF #6), Master of Ships (Commander, HOF #2), Natural Talent (Minstrel, CRB), Noble Mien (Noble,

CRB), Ways of Folk (Pilgrim, PotW), Woven Words (Minstrel, CRB)

Related Spells: Beast Summoning (CRB), Display of Power (CRB), Evoke Awe (CRB), Evoke Fear (CRB), Voice of Suation (CRB)

Arrogant Expanded

None.

DARK HEART

Your pure heart has become sullied as your further your knowledge and understanding of the Enemy.

Description: When you gain ranks in Lore skills concerning the Enemy and such, you must make a Corruption test and all Corruption tests have an additional penalty.

Related Skills: All Lore skill pertaining to the Enemy, his minions, etc.

Related Edges: Incorruptible (CRB), Keeper of Anor (PotW)

Related Flaws: Dark Secret (CRB)

Related Abilities: Folklorist (Loremaster, PotW), Servant of Udûn (Magician, PotW), Spell Specialty (Magician, CRB), Student of the Shadow (Loremaster, PotW), Teach (Loremaster, PotW), Versatility (Loremaster, PotW)

Related Spells: None.

Dark Heart Expanded

I would add restrictions barring the acquisition of any Secret Fire spells and go so far as to include a number of traits (e.g. Keeper of Anor) and abilities (e.g. Spell Specialty: Secret Fire) as well.

GRASPING

Gold sings out to you and diamonds aren't your only best friend. From a miser's purse to a chest full of treasure, you cannot help yourself when it comes to the acquisition of wealth.

Description: Spend Courage to resist the lure of wealth, otherwise do whatever it takes to acquire it.

Related Skills: None

Related Edges: Hoard

Related Flaws: None

Related Abilities: None

Related Spells: None

Grasping Expanded

None

TIRESOME

You are too verbose for your own good.

Description: You receive a penalty to tests involving speaking to others.

Related Skills: Inquire, Intimidate, Perform, Persuade

Related Edges: Ally (CRB), Clear Speech (PotW), Coda (HOF #29), Elf-Friend (CRB), Eloquent (CRB), Fair (CRB), Flamboyant (HOF #33), Friends (CRB), Glib (HOF #29), Honey-tongued (CRB), Seniority (PotW), Stern (CRB)

Related Flaws: Tongue-tied (PotW), Unnerving Manner (PotW)

Related Abilities: Beast's Song (Minstrel, HOF #29), Courtier (Noble, CRB), Deference (Noble, CRB), Friends in Low Places (Spy, CRB), Gladden (Minstrel, CRB), Inspiring Performance (Minstrel, CRB), Loyal Followers (Noble, HOF #33), Master's Ear (Minstrel, #29), Natural Talent (Minstrel, CRB), Noble Mien (Noble, CRB), Persuasive Arcana (Antiquarian, PotW), Song of Authority (Minstrel, #29), Voice of Power (Minstrel, CRB), Ways of Folk (Pilgrim, PotW), Woven Words (Minstrel, CRB)

Related Spells: Beast Summoning (CRB), Command (CRB), Display of Power (CRB), Evoke Awe (CRB), Evoke Fear (CRB), Naming (CRB), Voice of Suasion (CRB)

Tiresome Expanded

Add "-4 Debate and Inspire tests" as this trait should really penalize all skills that require talking.



UNNERVING MANNER

You are an odd person with many quirks and idiosyncracies that put others off.

Description: Penalty to all social tests, except Insight.

Related Skills: Debate, Inquire, Inspire, Intimidate, Perform, Persuade

Related Edges: Ally (CRB), Clear Speech (PotW), Coda (HOF #29), Elf-Friend (CRB), Eloquent (CRB), Fair (CRB), Flamboyant (HOF #33), Friends (CRB), Glib (HOF #29), Honey-tongued (CRB), Seniority (PotW), Stern (CRB)

Related Flaws: Arrogant (CRB), Tongue-tied (PotW), Unnerving Manner (PotW)

Related Abilities: Beast's Song (Minstrel, HOF #29), Courtier (Noble, CRB), Deference (Noble, CRB), Friends in Low Places (Spy, CRB), Gladden (Minstrel, CRB), Inspiring Performance (Minstrel, CRB), Loyal Followers (Noble, HOF #33), Master's Ear (Minstrel, #29), Natural Talent (Minstrel, CRB), Noble Mien (Noble, CRB), Persuasive Arcana (Antiquarian, PotW), Song of Authority (Minstrel, #29), Voice of Power (Minstrel, CRB), Ways of Folk (Pilgrim, PotW), Woven Words (Minstrel, CRB)

Related Spells: Beast Summoning (CRB), Command (CRB), Display of Power (CRB), Evoke Awe (CRB), Evoke Fear (CRB), Naming (CRB), Voice of Suasion (CRB)

Unnerving Manner Expanded

None



ALLIES AND ADVERSARIES

BANDOBRAS "BULLROARER" TOOK by Mathew "GandalfOfBorg" Kearns

RACE, SUB-RACE: Hobbit (Fallohide)

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

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

REACTIONS: Stamina +2, Swiftngess +3*, Willpower +2, Wisdom +2

ORDER: Noble, Warrior

ORDER ABILITIES: Deference, Evasion, Noble Mien, Swift Strike, Warrior-Born

ADVANCEMENTS: 21

SKILLS: Armed Combat: Clubs (Club) +8, Craft: Cooking +7, Debate (Negotiate) +5, Inquire (Converse) +2, Insight +2, Inspire +7, Intimidate (Power) +7, Language: (Westron) +8, Lore/Realm: Shire (Tookborough) +5, Lore/Race: Hobbits (Tooks) +6, Lore/Wilderness: Wild Animals (Wolves) +5, Observe (Sport) +4, Persuade (Oratory) +6, Ranged Combat: Bows (Short Bow) +5, Ride (Horse) +4, Run +3, Siegecraft (Unit Leadership) +6, Stealth (Sneak) +3, Survival (Plains) +4, Track (Beasts) +3

SPELLS: None

EDGES: Accurate (Short Bow), Command 2, Dodge, Fair, Hoard 3, Rank, Valiant, Warrior's Heart

FLAWS: None

HEALTH: 9 (Medium, 6 Wound levels)

COURAGE: 7

RENOWN: 3

DEFENCE: 12

BACKGROUND: Bandobras "Bullroarer" Took was an exceedingly tall, so tall in fact that he could ride a horse (as opposed to a pony). The younger son of Thain Isumbras III. During the Battle of Greenfields he routed an Orc invasion into the Shire. According to (no doubt apocryphal) legend, the events of that battle, coupled with Golfimbul's name, gave rise to the game of golf.



GETTING STARTED

0-ADVANCED CHARACTERS

by Mathew "GandalfOfBorg" Kearns

JALISA

RACE, SUB-RACE: Man of Darkness (Man of the Steppe)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 8 (+1), Nimbleness 12 (+3)*, Perception 11 (+2)*, Strength 9 (+1), Vitality 6 (+0), Wits 5 (-1)

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

ORDER: Barbarian (Plains Folk**)

ORDER ABILITIES: Favoured Weapon - AC: Blades (Longsword)

ADVANCEMENTS: 0

SKILLS: Armed Combat: Clubs (Club) +3, Craft: Leatherworking +2, Language: Speak Easterling (Local Dialect) +3, Language: Understand Dorwinish +3, Lore/History: Painted Sky Clan (Battles) +3, Lore/Race: Men (Men of Steppe) +3, Lore/Realm: Clan's Domain +3, Observe (Spot) +2, Ranged Combat: Bows (Short bow) +1, Ride (Horse) +4, Stealth (Hide, Sneak, Surveil) +5, Survival (Plains) +5, Teamster (Cart) +1, Track (Scent) +6

SPELLS: None

EDGES: Armour of Heroes, Bold, Dodge, Hardy, Travel-sense

FLAWS: Battle-fury, Duty (Protect clan), Hatred (Bear Paw Clan), Rustic**

HEALTH: 7 (Medium, 6 Wound levels)

COURAGE: 4

RENOWN: 0

DEFENCE: 13

GEAR: Longsword, shield, lance, horse, saddle and tack, helm, scale mail

BACKGROUND: Proud and dutiful, Jalisa has continued in her family's tradition of the warrior-maiden. She has grown up along with the other boys and girls learning the ways of the land, how to hunt, and how to fight. Jalisa, herself, is as fierce as they come; uncompromising in battle yet merciful when circumstances warrant. Unlike many other cultures, women are seen as equals for without their steadfastness and dedication just as the men, the tribe would not have survived for so long against other tribes, orcs, and other such terrors. When questioned in their ways, the simple reply is that woman and child die just as easily by the sword, club, and claw as a man.

** See Fan Flavour

BALACH

RACE, SUB-RACE: Man of Darkness (Man of the Outlands)

RACIAL ABILITIES: Adaptable, Dominion of Men, Skilled

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

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

ORDER: Craftsman (Farmer**)

ORDER ABILITIES: Refuge

ADVANCEMENTS: 0

SKILLS: Appraise (Fruits & Vegetables) +3, Craft: Carpentry +3, Craft: Farming +5, Language: Westron +5, Lore/History: Local History (Weather) +3, Lore/Race: Man (Men of Dale, Men of Outlands, Men of Steppe) +4, Lore/Realm: Dale (Merchant Guild) +3, Lore/Realm: Outlands +3, Lore/Wilderness: Livestock (Cattle) +6, Lore/Wilderness: Plants (Fruits & Vegetables) +5, Persuade (Charm) +2, Ride (Horse) +1, Smithcraft (Blacksmith) +3, Survival (Plains) +2, Teamster (Wagon) +3

SPELLS: None

EDGES: Charmed Life, Favour of Fortune

FLAWS: Dull-eared

HEALTH: 9 (Medium, 6 Wound levels)

COURAGE: 4

RENOWN: 0

DEFENCE: 10

GEAR: Some odd tools (e.g. mallet, twine, chisel)

BACKGROUND: Headstrong and starry-eyed, Balach dreams of a life full of adventure and derring-do away from his family's patch of dried up land. Stories told by his father and grandfather recount the trials and tribulations his people had with the coming of the dragon and the great epic of its slaying at the arrowpoint of the now-king Bard. Most of the time he can be found daydreaming at the plow or found under a tree at night staring up at the sky and wondering at the stars. He is often told by his more practical and prudent father that his time is wasted in dreams and should pay attention lest their ox leads him astray while tilling. He plans to one day run away to Dale or maybe further to seek his fortune and glory.

** See Fan Flavour

HALASTOR

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

RACIAL ABILITIES: Adaptable, Dominion of Men, Skilled

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 8 (+1), Perception 9 (+1)*, Strength 7 (+0), Vitality 6 (+0), Wits 10 (+2)

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

ORDER: Craftsman (Tradesman**)

ORDER ABILITIES:

ADVANCEMENTS: 0

SKILLS: Appraise (Fruits & Vegetables, Meat, Wine) +5, Craft: Brewing +3, Craft: Tradesman +6, Debate (Bargain, Negotiate) +4, Language: Sindarin +3, Language: Westron +6, Lore/Group: Esgaroth Merchants' Guild +5, Lore/History: Esgaroth +3, Lore/Race: Man (Man of Esgaroth) +3, Lore/Race: Elves (Wood-elves) +3, Lore/Realm: Esgaroth (Economy) +5, Lore/Realm: Woodland-realm (King Thranduil) +3, Lore/Realm: Dorwinion (Economy) +3, Persuade (Charm, Fast Talk) +3, Sea-craft (Boating) +2, Survival (Forest) +1, Swim +1

SPELLS: None

EDGES: Ally (King Bard), Friends (Esgaroth Merchant), Hoard 2

FLAWS: Code of Honour (Never cheat a customer), Code of Honour (Do what is best for the town in spite of business), Duty (Tend family business)

HEALTH: 6 (Medium, 6 Wound levels)

COURAGE: 4

RENOWN: 0

DEFENCE: 11

GEAR: Excellent clothing, coin purse (2d6 sp), tablet, pen, ink

BACKGROUND: Halastor's father, his father before him and further back, and now Halastor, himself, tends the very profitable business of importing and exporting goods between the Woodland-realm, Esgaroth, and the far-off land of Dorwinion. The voice from this business weighed heavily in the town and guild councils for what was good for this business was good for all in Esgaroth and now for Dale. His grandfather was the better politician, known to put the town's Master in his place a time or thrice when it came to the governance and prosperity of the town, while his father had the greater business acumen, yet was selfish and greedy. Halastor, though neither as great as either of them, he was the better mix between business for himself and the business and welfare of the town. When Dale and Erebor were reestablished, business began to boom like no other and his friendship and support of Bard, now king of Dale, has helped immensely in securing his family's fortune for generations to come.

** See Fan Flavour

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 Nico Bracht. I live in Germany and I'm a student (Law).

1a. What kind of law are you looking to specialize in?

Well, German Law. I hope to become a lawyer one day. In the German university system you don't specialize in a certain field of law during your studies. Later, when you're a lawyer you may take on a special field like copyright, European laws or the like.

THE EXPERIENCE

2. How long have you been into gaming?

I have been gaming for over 15 years now, although I don't constantly get together enough people to play regularly.

2a. What got you into gaming in the first place?

I visited my uncle in Düsseldorf when I was, let's say about 10 years old. His younger son and some friends were playing a boardgame that was called "HeroQuest". I liked it and asked my parents to get me my own. I have always been interested in SciFi and Fantasy Stuff.

Now that you ask, I think that the first time I ever played an actual RPG was during a summer camp with friends. They had a German fantasy RPG "Das Schwarze Auge" meaning "The Black Eye" with them and we tried it. When my English was good enough I picked up my first own RPG book, that I think was Star Wars D6 by West End Games. I think that's about how it started. All a little hazy these days ;-)

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



MERS (german Version of MERP), Star Trek (LUG and CODA), Babylon 5 D20, Lone Wolf, Star Wars (both WEG D6 and WotC D20), Mechwarrior. I think that's about it.

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.

Sadly, I don't play in a LotR game right now. Last time I was in MiddleEarth I played a Sindarin Ranger.

4a. What was the adventure or campaign about? Can you give us more info about your character? What was he like? His history?

I was a starting character. The group didn't survive too long though, due to some tensions between two people, sadly to important people: One mastered the other's parents owned the house we played in. Nothing much to tell about my character though. I had envisioned him (If I'm not mixing things up I think his name was Andúril) coming from the realm of Thranduil. He was a friend of Legolas, but not a member of the ruling family.

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 liked MERS back in its day, although a lot of people I played with called it a downgraded version of RoleMaster. I always enjoyed LotR and the Hobbit. So the new system was a natural buy, as I got into CODA Trek and learned more about Decipher and their products. The fact of having to of my favorite settings using similar rule sets pleased my. Never been a playtester ☺

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

I do own almost everything. Have the Core book, Fellowship, Two Towers, Fell Beasts, Moria box, Narrator's screen, Hero's Journal . Haven't been able to get my hands on Helm's Deep sourcebook over here though. Might get Paths of the Wise.pdf somewhere along the way. I do own some of the products as well in their German translation: Corebook, Fellowship, Fell Beasts and both Map Sets as well as the Narrator's Screen. To my knowledge Two Towers and Moria never got translated due to a certain lack of interest in the series with the German roleplaying market ☺

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

My favorite is the Moria box. I love boxed sets. It draws at first place with the Corebook. That's really good as well. I like the layout and the love that went into creating it. It seems to be

done for the fans by fans very much into the stuff. That's a very good combination. Making it, in essence, one of the best corebooks I know of.

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

That's a hard one: a sourcebook for RofK would be appreciated (if only to fill the open spot on my shelf, there should be a sourcebook for every one of the three novels/movies). Apart from that I would like a cool boxed set about a special region like Mirkwood, Rohan, Mordor or Gondor. Having Moria done I'd think that Mordor or Gondor would be the most likely choice, but I have to admit that I would have more interest in a less discussed region like Mirkwood. Probably something not yet covered by a previous RPG (e.g. MERP)

As far as I know at least a book about Fangorn, Lothlórien and Rohan have been published before detailing those regions quite deeply. Leaving Mordor or Gondor as very important and interesting places. My personal wish publication probably would be a "Hobbit" box.

Following (and exploring) the paths of Gandalf and Bilbo all the way from the shire, through Rivendell up to Mirkwood (that would be cool!) to the city of dale and the dwarven kingdom under the hill. That's most likely not going to happen due to legal issues I'd guess, would be a fun and interesting supplement IMO. So I'd simply wish for a Mirkwood sourcebook about Thranduil's sphere of influence.

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

The few times I played it the system worked fine for me. I would probably include a better write up about character creation, although there are already some well written fan made version out there. I would have liked more background packages being available. In the old MERS rulebook there was more depth to the different Species and their different backgrounds. It included more Elves and Man background issues, like the Wasa or such.

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

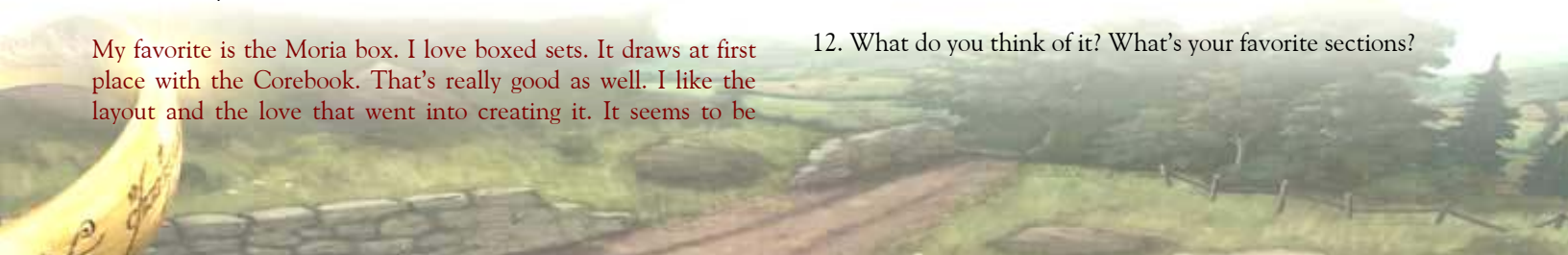
I like it alright ☺

THE HALL OF FIRE

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

Heard about it at TrekRPG.net forums by GoB's posts. I started about let's say a year ago and have read(and liked) them ever since, including back issues.

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



I think very highly of it. It's a great supplement. Filled with loads of ideas and inspiration. I like adventures or write ups about a certain region. Certainly I like the rest of it as well ☺

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

Just my imagination. ☺ I have toyed around with the idea of giving a try to integrate stuff from modules like "Ruins of the Dragon Lord" by Mongoose Publishing for D20 fantasy. But no final decision has been reached.

THE SOURCE

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

My brother and my father. Both having read LotR and The Hobbit, they introduced me to the tale and later on got me my own copies of the works (thanks, guys ☺)!

15. What did you think of the movies?

Liked them. Especially the Special Extended DVD Edition. Would have changed some details though: Definitely would have included the poem from the opening pages of the book ("One ring to rule them all") in the prologue or during the council of Elrond. It did hold a lot of 'magic' and I sorley missed it. Didn't like some casting decision: In my eyes Hugo Weaving is not 'beautiful' enough to portraint a fair half-elven Lord like Elrond. Would like to have seen Tom Bombadil included. I very much approved of the change that Haldir and some Elves came to re-new the Last Alliance and supported mankind in the battle at helm's deep.

WORDS OF WISDOM

TIPS AND SUGGESTIONS FROM YOUR FELLOW GAMERS

GandalfOfBorg on Advancement:

"As a Narrator, I make it a heavily suggested guideline that when it comes to advancements, picks should be spent in relation to the events that transpired since the last advancement (or start of adventure). This way if no combat was had, no combat skills should be increased, unless the PC spent in-game time actively practicing, sparring, etc. This encourages the players to look at other places to spend points and increase skills, gain or increase traits or abilities they wouldn't have looked at before."

Yngvar on Unruly Players:

"I don't actually mind powergaming, in the sense that I like my campaigns to have a cinematic feel about them. Everything but the combat helps to support this feel. But if powergaming is going to happen it should happen for everyone.

It is also up to the Narrator who maybe finds some [of these] as players in their game to balance things out a bit. If there is a powergamer, puff up the actions others can take or focus on an investigative scenario, for the rules/setting lawyer you could try an obscure era to play in or play in the 4th Age or point out flatly to all before play that not everything will be played strictly to the rules or setting and that you are focusing on action (If Peter Jackson can do it and still be adored by strident JRRT fans then so can you)."



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.