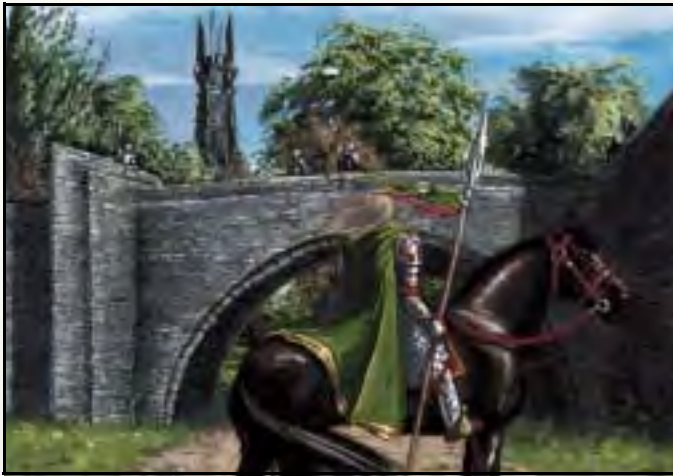




THE HALL OF FIRE FAN WEBZINE

Issue Thirty-Six
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By Moonlight in Neldoreth Forest—by Ted Nasmith



GREETINGS,

Salutations... Hello All!

Thanks to his great job on last month's issue, Issachar has agreed to continue creating the layout for the webzine for the foreseeable future. I am very grateful for his help, as I'm sure we all are! The holiday season is upon us and I hope this issue finds you all happy, healthy, and warm.

Now to the sweet and sticky of the issue. In it we've got a new Hostile Haunt, an article on Elostirion and the Tower Hills, a few more souls fated to adventure in the world, and the last article on Personality-based traits.

Happy Gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor



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ADVENTURING IN

ELOSTIRION by Matthew "GandalfOfBorg" Kearns

Between Lindon and what would later be called The Shire, Gil-galad built three great towers upon the Tower Hills as a gift to Elendil. The tallest was called Elostirion and it housed one of the palantiri. This stone (also called the Elendil Stone), no matter how powerful its wielder was, did naught but look back along the Straight Road and glimpse the Master-stone's Tower on Tol Eressëa and the Stone of Osgiliath, Middle-earth's master stone. When the Ringbearers left the shores of Middle-earth, they took with them the stone of Elostirion.

The other two towers – Tirech and Forgamech – though of lesser note were important, too. Tirech, the second tallest, was used to house a great library and had a flat top ideal for stargazing. Forgamech is where the region's steward was housed along with the barracks; it had a large stable attached at the base. All three were useful vantage points for observing the hills and plains around – nothing in the area went unnoticed if the towers were manned with watchers. Standing atop Elostirion, one with keen vision could see all the way to the sea.

Men controlled this area for many years until the realm of Arnor dissolved into bickering child-realms. At this time, the elves of the Grey Havens took over stewardship of the towers and the region. Over the years, the support of this effort dwindled into a minor outpost containing a small garrison of warriors and a handful of loremasters. As the influence of the elves waned further, a hobbit delegation moved to the down-lands just east of the Eryn Beraid known as the Far Downs, granted to them by King Elessar. These hobbits were none other than the Fairbairns, descendants of Samwise Gamgee and the inheritors of the legacy of the broken Baggins line. Here a great smial called the Undertowers was created to house the seat of the Warden of Westmarch and the final residence of the Red Book of Westmarch (Bilbo, Frodo, and Sam's account of The War of the Ring).

After the Ringbearer's departure, the elven presence too diminished to nothing. The keys of the towers were given to the King of the Reunited Kingdom, who in turn gave them to the Fairbairns for safekeeping. All that remains of this once grand campus are the three moss- and ivy-covered towers, echoes of the elven presence, and four proud Gondorian soldiers who stand guard over it.

ADVENTURE HOOKS

1. LOST KNOWLEDGE

The Master Librarian of Gondor is seeking knowledge to supplement the fragmented information he has gleaned from various scrolls and tomes within his library. He seeks a favor from the king to commission an expedition to Elostirion and Annúminas to search the ruins for other sources to complete his research.

2. RESTORE ELOSTIRION

Elendil II, son of Eldarion, wishes to resurrect Elostirion and the other towers residing upon the Tower Hills. The reasons for his ambition are two-fold: to continue the restoration of the ancient realm of Arnor and to create a new outpost to help defend it, Mithlond, and The Shire from invasion in the west (for raiders from the deep south have been pillaging up and down the coast of Belegaer).

3. SILENCE FROM THE TOWERS

The honor guard tasked with guarding the towers upon Eryn Beraid have not reported back nor has the relief guard been heard from either in some time. The Warden of the Westmarch even sent word that a few adventuring hobbits that have ventured that way have not been heard from either. The king sends an expedition to determine the fate of the men and hobbits. Has some dark force taken over the towers? Are enemies of the kingdom roaming about in lands thought safe?



FAN FLAVOUR

NEW SPELLS by Micah A. Walles (razor77@gmail.com)

FORGETTING

CAST TIME: 3

RANGE: 5 feet per point of Bearing

DURATION: Special

WEARINESS TN: 15

COST: 5 spell picks

REQUISITE: Forgetfulness

METHOD: Standard, Song

SPECIALTY: Sorcery



EFFECT: When cast successfully, the target forgets everything that has happened for the last number of hours equal to the bearing of the caster (the caster may decide to have it be fewer hours than that if they would like but the lost time must be the hours immediately before the casting of the spell). The target and the caster make opposed Willpower rolls to determine if the target forgets the last few hours. If the target wins, she still remembers everything that has happened. She will also feel slightly disorientated, but is not incapacitated. If the caster wins, the target feels like they have just woken up and don't know where they are or why they are there. If the caster succeeds with his Weariness test, he receives a + 10 to his Willpower roll.

The target of the spell makes a Wits test at a TN of 15 if they run into someone or something that may trigger their memory of the events to see if they can remember what happened. If they fail, they have no recollection of the events that took place or that the person or item is familiar. If they make a Marginal Success, they get a sense of Deja Vu. With a Complete Success, they know that the item/person is familiar. On a Superior Success, they remember bits and pieces of the lost memories. Any memories that come back are at the discretion of the Narrator. On a Extraordinary Success, the memories flood back. They know everything that happened. With an Extraordinary Success the target must make a Wits roll with a TN of 15 to prevent himself from being overwhelmed by the experience of these memories flooding back. If they succeed, they remember every thing instantly. If they fail, they are incapacitated for 10 minutes. If they suffer a Complete Failure, they are incapacitated for one hour. If they suffer a Disastrous Failure, they are incapacitated for one full day.

MASK POWER

CAST TIME: 2

RANGE: Self

DURATION: 1 hour per point of Bearing

WEARINESS TN: Special

COST: 2 spell picks

REQUISITE: Sense Power

METHOD: Standard, Song, Rune

SPECIALTY: None



EFFECT: When cast, this spell makes it harder for others to determine what the caster's level of power is. The Weariness TN for this spell is the difference between what the TN for Sense Power would be normally and what the caster would like it to become plus 5 (i.e. if the TN for Sense Power would be 10 and you would like the TN to be 20, the Weariness TN would be 15). If you pass the Weariness Test, for the duration of the spell any one that casts Sense Power will see you as whatever level you intended. If you fail, you can't try to cast it again for two hours. If the spell is cast as a Rune it may be painted/engraved on a small charm that the caster wears or it may be painted on the caster's body.

NEW ITEM: RING OF DESIRE

by Chrissy Walles (starsuns@yahoo.com)

*"The lesser rings were only essays in the craft... yet still to my mind dangerous for mortals."
—Gandalf to Frodo, *The Fellowship of the Ring**

DESCRIPTION: The ring's band is of scalloped gold set with diamond chips. A large faceted ruby sparkles atop it. Always warm to the touch, it is capable of changing size to fit its wearer. It doesn't have the power to hide itself—in fact, its wearers usually delight in showing it off.

HISTORY: This lesser ring was suggested to Sauron by one of the Nazgul, who sought to break the will of Men as his own will had been broken. It is designed to bring down heroes in such a way as to disgrace them and dishearten others. Sauron supervised its crafting himself. It was sent as a gift to an Easterling chieftain who was resistant to Sauron. Once the Easterling hero had succumbed to lust and fallen from power, Sauron had the ring retrieved to be sent to another Man. The ring has occasionally made its way back to Sauron through Men whose desire for power brought them into agreements with him. The Witch-king took it with him when he went north to establish his kingdom of Angmar. Sauron doesn't pay a great deal of attention to the ring's location, knowing it will accomplish its task of corruption regardless.

EFFECTS: The ring works on the wearer's deepest desire, magnifying it. If the person seeks wealth, suddenly there is nothing he won't do for it; alternatively, if the wearer wants glory and renown, she is suddenly willing to take credit for others' deeds as well as manipulate and back-stab her way to the top. Honor, integrity, all of the person's former values are tossed aside in pursuit of her desire. In the case of a person who merely desires comfort or pleasure, he becomes a slothful hedonist, or perhaps his libido is unquenchable. In any case, the ring fuels the longings that are already present, and steadily erodes the wearer's sense of right and wrong. By its very nature, it is corrupting, requiring Willpower tests to resist Corruption with the TNs increasing the longer the ring is worn. The player and/or the Narrator should decide what desire of the wearer the ring will amplify.

Whenever exposed to her desire, the bearer must make a Corruption roll. The TN for the Corruption roll is $TN\ 15 + 2$ for every 3 points of Corruption. If she fails the roll, she gives in to the temptation of her desires as well as gains Corruption points as normal according to page 234 in the Core Rule Book.

USAGE: There are allusions to the ring in various chronicles and stories. A character with Lore: Rings of Power may have an idea of what it does, and as such would want to keep others from wearing it. A small group of heroes may wish to find and destroy the ring before it can corrupt any one else. Alternatively, the characters may enter a town and be approached by someone who wants them to find out why an upstanding member of the community has suddenly begun giving into his vices, particularly if there's a magician in the party who might be able to investigate the "mysterious spell" to which the bearer seems to have succumbed. The ring could be anywhere in Angmar, perhaps the Barrow-downs or other tombs, or it could have made its way back towards Mordor, corrupting the heroes of Rohan or Gondor, or even been sent back into Easterling territory.



TAKE ANOTHER LOOK

PERSONALITY TRAITS, PART 3 by Matthew "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.).

CITY-DWELLER

You have spent all your time behind the protective and insular walls of the city, deigning to leave it to experience the rest of the world.

Description: This trait gives penalties to Lore/Realm and Lore/Wilderness tests along with spells with a nature specialty.

Related Skills: Lore

Related Edges: Wise, Woodcrafty, Woodwise

Related Flaws: Dullard, Forgetful, Incredulous, Provincial Upbringing

Related Abilities: (Loremaster) Expertise, Perfect Recall, Scroll Hoard, Versatility; (Antiquarian) Expert Historian, Identify Enchantment; (Pilgrim) Sense of Place

Related Spells: None

City-Dweller Expanded: I would consider penalties to Survival tests that don't use the Urban specialty.

Related Abilities: (Loremaster) Expertise, Perfect Recall, Scroll Hoard, Versatility; (Antiquarian) Expert Historian, Identify Enchantment; (Pilgrim) Sense of Place

Related Spells: None

Provincial Upbringing Expanded: I would consider penalties to Survival tests that use a specialty other than that characterized by the character's home.

STIFF-NECKED

When you make a decision, you stick to it through thick and thin.

Related Skills: None

Related Flaws: Arrogant, Hatred, Proud

Related Abilities: (Loremaster) Secretive

Related Spells: None

PROVINCIAL UPBRINGING

You grew up and have never known anything other than the bit of land surrounding your home in the village or farm.

Description: This trait gives penalties to Lore/Realm and Lore/Wilderness tests along with spells with a nature specialty.

Related Skills: Lore

Related Edges: Wise, Woodcrafty, Woodwise

Related Flaws: City-dweller, Dullard, Forgetful, Incredulous



THE EFFECTIVE: EARTH-READER

by Matthew "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. The Earth-reader is a viable Order that can be used at almost any time and anywhere. Think about where he comes from, his motivations and maybe even sketch out a few of his personal goals. This will help both you in focusing your roleplaying and your Narrator for creating side adventures for developing your character. Work with your Narrator to come up with something suitable for the game in which you will be playing.

PREREQUISITES

Aside from having at least 7 advancements in one Order and the willingness to leave another Order if necessary, these are the other prerequisites:

- Craft: Gemcutting 6+
- Lore: Alchemy 6+
- Perception 8+
- Wits 8+
- Ability to cast spells

RACE

It seems that only those of the Dwarven race have the unique gift of earth-reading and mostly by instruction, but that isn't to say that others such as Men or possibly Hobbits couldn't come into this strange power as well naturally. Elves aren't as likely since they don't mine much, giving their fancy to crafted jewels instead.

ATTRIBUTES

Those listed in the prerequisites tend to be the most important as they can help find and identify the gems. The others aren't nearly as useful, unless it be Strength for actually doing some mining.

REACTIONS

Wisdom and Willpower are important for learning, understanding, and resisting attempts against giving up secrets. Stamina is useful for mining and the like for work. Quickness isn't very useful at all except for avoiding underground catastrophes.

SKILLS

All the skills are quite useful to the Earth-reader except maybe Weather-sense, as one of this Order would be spending most of his time and interest underground. One could wonder why Survival isn't on the list though.

EDGES

There are many edges that enhance the effectiveness and give a bit of flavor to the Earth-reader: Charmed Life, Craftmaster, Curious, Favour of Fortune, Hardy, Travel-sense, and Wise.

FLAWS

With the pros of being an Earth-reader, there are always cons—that reflect their eccentric lifestyle: Arrogant, Code of Honour, Grasping, Proud, and Stiff-necked.

ABILITIES

UNLOCK GEM: This ability allows a character to unlock the subtle magic of Middle-earth that resides within certain gemstones. They can be highly useful, but it requires the dedicated use of one hand.

GIFT GEM: This ability allows a character to bestow the powers of an unlocked gem to another; the same requirement still holds true.

MULTIPLE ORDERS

Craftsman—Earth-readers may come from this Order, but only if it is multi-Ordered with a spellcasting Order.

Foremaster, Magician, Wizard, Artificer—Earth-readers come primarily from these Orders as they allow for the focus on the craft skill along with granting the ability to cast spells.

The other Orders don't support this Order well or at all.

SPELLS

These spells can prove useful to an Earth-reader: Crafting-spell, Create Light, Sense Power, Shatter, and Shutting-spell.

PLAYING AN EARTH-READER

Characters of this Order would seem to be quite single-minded in their focus, always on the lookout for new gemstones to acquire and learning their secrets. They would do well in aiding parties underground and searching out particular items found in this environ. If not found underground, they could be found in the employ of great craftsmen or operating a business of their own.



HOSTILE HAUNTS

by Matthew "GandalfOfBorg" Kearns

HILLMAN AND ANGMARIM STRONGHOLD

In the distant past, the Dunedain of the North Kingdom ruled most of the region called Eriador. After the downfall of Sauron at the foot of Mount Doom, their chief threat came from the dark realm of Angmar, led by the Dark Lord's chief servant: The Witch-king. Over many years the realms contested one another, but the realm of Man splintered, becoming three smaller realms.

This fracture was the weakness sought by the Sorcerer of Angmar and he eventually took Rhudaur, the realm closest to Angmar, with the aid of the tracherous Hillmen. It is in this realm that the stronghold of Bryndol Tower lies. Its proximity to Angmar makes it a formidable fortress: a fortified tower upon a precipice overlooking the village of Bryn. The village is the last stop on any journey north over the desolate and dangerous pass into Angmar, thus making it also a key foothold for any that wish to invade the realm.

The fortress is staffed by a garrison of men and supplies. Most are conscripts of the Hillmen, unhappy villagers, farmers, and the like who wish for no more than to live their lives in peace while their leaders sold their loyalties to Angmar. There is a contingent of Angmarim sent to keep the natives in line, but unhappy as well having to sit as stewards over such rabble. The individual of note would be the Angmarim captain, Jalek, an ambitious man seeking both to improve his status along with lining his coffers off the hard-working Hillmen. He is a decent swordfighter and horseman, but his true skill is in large scale battle and sieges.

The Tower of Bryndol has at its disposal a large number of Hillmen light infantry, a small contingent of Angmarim medium infantry, and a unit of highly trained and slavishly loyal Angmarim heavy infantry as the captain's personal guard. The walls of the fortress are defended by archers and five vats of boiling and burning oil. Two large and four small catapults are used to defend against large sorties and other siege craft, launching both rocks and burning projectiles.

The downside of the fortress is that it is old and damage to it from the last siege (namely the one in which Angmar took it) hasn't been repaired to any satisfaction. The main tower is an average tower with -20 Structure and -3 Protection. There are two main breaches to the walls: the first is a crack in the base near the main gate through which one man in at a time can get in, and a major cave-in further around to the left (as if looking at the wall from the outside). These weak points are where the defense is the heaviest on the wall and on the ground, besides at the main gate.

The troops' morale isn't the best. The Hillmen, if meeting a heavy assault or commanded to do something potentially suicidal,

will break apart in cohesiveness, rendering them quite ineffectual. The Angmarim medium infantry will hold out longer than the Hillmen, but not by much, and they have a chance of breaking down in the same way. Only the personal guard of the captain will fight to the last man.

TABLE 1: COMBAT MODIFIERS

RACE/REALM	ANGMARIM	HILLMEN
Command	+1	-1
Ranged	+2/-2	+1/-3
Melee	+2	+1
Toughness	+1	+0
Support	+0	-2
Movement	+2/+1	+1/+1



LIGHT INFANTRY, HILLMEN (10)

Command	6
Ranged	4
Melee	9
Toughness	8
Support	5
Movement	8

Abilities: Disheartened, Mountain-Native

DISHEARTENED: Unless a leader can make a TN 10 Inspire test, the unit's attack value (Ranged or Melee) will be reduced by half. The test TN shall increase by +2 for every loss of 10% of the original size. To regain effectiveness, another Inspire test will need to be made, regaining +1 to the attack value for each level of success and full effectiveness on an Extraordinary Success. If the unit loses more than 50% of the original size, the unit will disband.

MEDIUM INFANTRY, ANGMARIM

Command	8
Ranged	5
Melee	11
Toughness	12
Support	7
Movement	7

Abilities: Disheartened, Whips At Their Feet

WHIPS AT THEIR FEET: A unit with this ability will increase its Ranged attack, Melee attack, or Movement by +2 for each level of success of an Intimidate (Fear) made by a terrifying leader (one that has the Terror ability) or Inspire test.

HEAVY INFANTRY, ANGMARIM

Command	8
Ranged	4
Melee	14
Toughness	15
Support	5
Movement	6

Abilities: Devoted

DEVOTED: A unit with this ability may increase either its primary attack value or Toughness value by +1 per level of success of an Inspire or Intimidate (Fear) test while decreasing the other stat by the same amount. This effect lasts for a number of rounds equal to the leader's Bearing modifier or until the unit suffers demoralization for some reason (Narrator's discretion).



TRUSTED LOCALES

THE MOONLIT MANSE by David "Issachar" D.

In a wooded river valley, a pool of water lies a long stone's throw from the main river branch. Tucked into a sharp fold in the land, this pool is about one hundred feet long, twenty-five feet across, and sixteen feet deep at its lowest point, though the water is not clear enough to see the bottom. It is a quiet and attractive spot, with dappled light filtering through the partial canopy of the large trees whose roots grip the moss-covered rocks along the water's edge. The west bank rises steeply up into the stony hills; to the east, the land falls gently away toward the river, whose voice can be heard only faintly at this distance.

In the middle of the west bank, a rocky ledge juts out several feet over the water, forming a shelf whose underside hangs about a foot above the surface of the pool. Webs of dimly reflected sunlight dance beneath the shadowed ledge by day...but on a moonlit night, those with sharp eyes may spy a strange thing indeed.



A DISCOVERY BY MOONLIGHT

When the moonlight breaks through the forest canopy and shines upon the pool, characters may make a **TN 15 Observe (Spot)** test to notice a silvery glow coming from the underside of the rocky ledge overhanging the water. A character who lies atop the ledge and hangs his head over the side to get a better view will discover that the light is coming from a band of glowing runes inscribed across the whole width of the ledge and, apparently, down the rock into the water as well. A character who can read Khuzdul might recognize these runes as Dwarven, though from this awkward angle it is impossible to tell what they say.

Characters who dive into the pool at night to investigate have extremely limited visibility. Treat a submerged character as if functioning in darkness *and* light fog, due to the particles in the water. Waiting until daylight to dive in makes things a bit better: treat this as if functioning in dim lighting and light fog. A magical source of light that can function underwater would be a great help, but the dim light of day is sufficient for a character to discover what lies within the pool.

Submerged below the rocky ledge and recessed about a foot into the slope is a wooden door, its once stout beams now dark with rot and overgrown with small aquatic plants. Although partially decayed, this door still requires a **TN 12 Strength** test to force open, with a penalty of -3 on the test because of the slick surfaces that reduce leverage. If the characters attempt to break the door instead of forcing it open, they must deal 8 points of damage to it, but normal damage is halved because of the underwater environment, and the door itself absorbs 3 points of damage per hit.



VENTURING INSIDE

Beyond the door is a passage carved straight into the hillside. The stone floor is flat and smooth, but impossible to see without a source of light that will function underwater. After twenty feet, the passage becomes a stone stairway rising upward in twenty short and shallow steps, the last four of which rise above the surface of the water.

This place, whatever it is, is as dark as a tomb. In the pitch darkness, however, characters can easily spot a faint glow outlining what appears to be the seam of a small box or casket resting at about knee-height to a Man. (Characters with a magical light source might miss this glow, which requires a **TN 15 Observe (Spot)** test to notice in the presence of other light.) Inspection by touch confirms that the glow is coming from a small box on a stone table. The box is unlocked and its hinged lid opens easily.

As soon as the box is opened, a wondrous illumination fills the vision of all in the room. A bright silver light emanates from the only object in the box: a smoothly polished stone not quite large enough to fill a Man's palm. It takes only a moment longer for the party to notice that the light is coming not only from the stone in the box, but now also from the very stone of the corridor around them. Looking around, they discover that the walls and ceiling of the passage are decorated with glowing silvery runes of a similar character to those inscribed beneath the rocky ledge outside. In the characteristic angular style of the Dwarves, these runes crisscross the ceiling and walls in intricate patterns, occasionally clustering in vertices so thick with tracery that one gets the impression of invisible lanterns illuminating the hallway at regular intervals.

But no lantern ever shone such light as this: the bright, clear, silvery light of the moon itself. Indeed, it does not take long for the party to recognize that the silver runes on the walls are reacting to the light from the stone in the box, as many Dwarven runes react to the direct light of the moon. Farther away where the stone's light does not reach, the hall dims into blackness again.

By carrying the palm-sized stone with them, the party may fully explore this dwelling without the aid of any other light source. The stone's light alone provides dim illumination in a ten foot radius, but it activates any silver runes within a twenty-five foot radius, and these provide the majority of illumination within the manse. Each room is decorated with its own unique pattern of lines and characters, which must surely be the work of a master artist. The individual rooms and their contents are briefly described in the following section.



EXPLORING THE MANSE

All the halls in this place are five feet wide, with ceilings eight feet high. Most of the rooms have ten-foot ceilings. The stonemasonry is of superb Dwarven craftsmanship and is neither cracked nor worn from use.

1: VESTIBULE. This tiny room is completely submerged. What items used to be here are long decayed. If there is daylight outside, treat this room as having dim lighting and light fog due to the particles in the water. The daylight does not illuminate anything beyond the first few steps leading out of the vestibule.

2: FRONT HALL. This twenty-five foot long corridor features two sets of shallow niches in which are set tables bearing small mundane ornaments. The box containing the Moonstone is in the first niche on the left nearest the stairs.

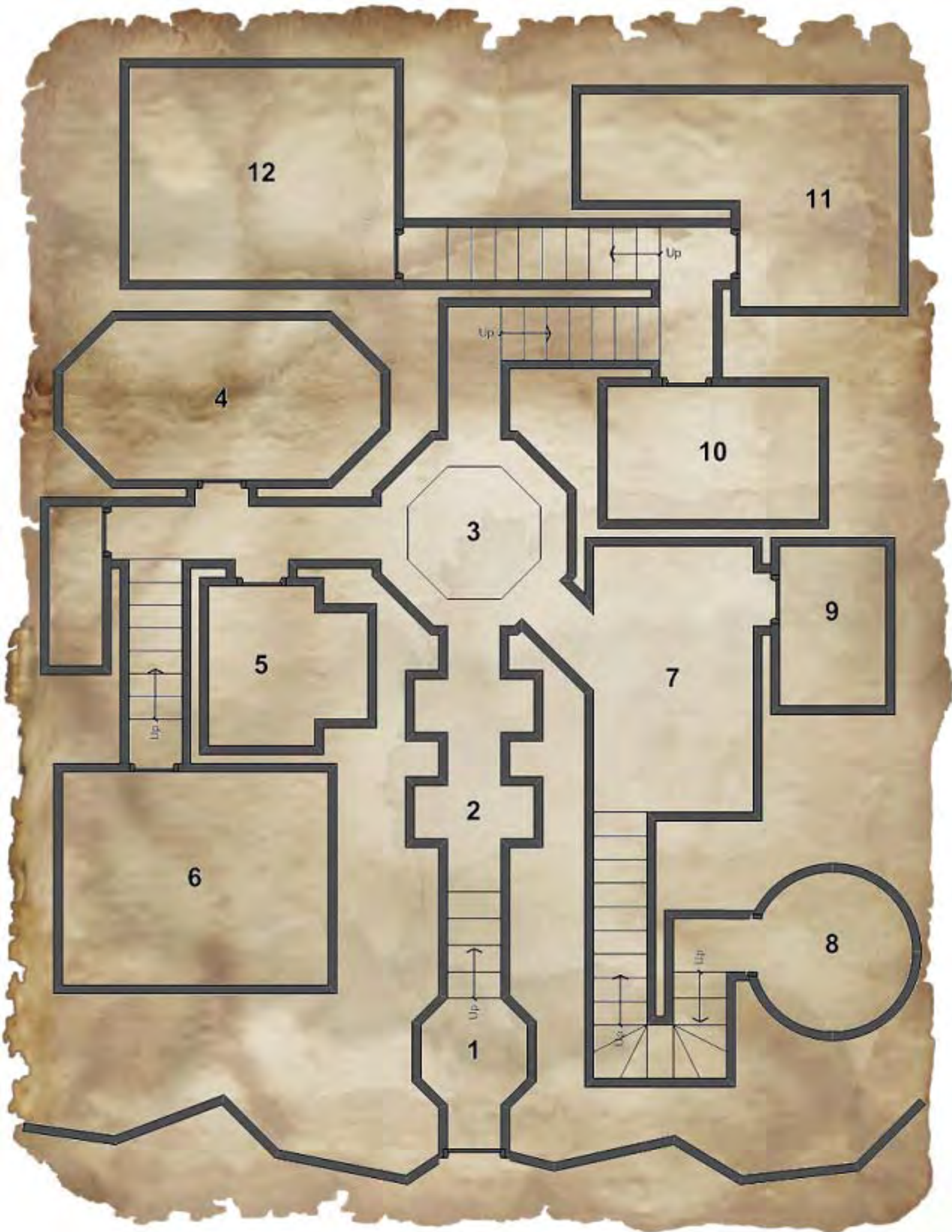
3: SHRINE. A life-sized statue of a beautiful maiden stands elevated on a small pedestal in the center of this octagonal chamber. Robed in a flowing dress, she steps lightly forward on the toes of one foot while casting a glance to her right. Her features are delicate but do not perfectly resemble those of either Elf or Man. Slender columns adorn each of the room's eight corners, and the ceiling arches into a graceful dome, at whose center enough silver runes are clustered to fill the room with radiance.

4: KITCHEN. A fireplace lies at one end of this room, whose walls are lined with shelves and tables. An assortment of pots, knives and other iron implements lie here and there.

5: PANTRY. The shelves of this room fill every wall, but the foodstuffs that were once stored here are long gone. A sturdy footstool-ladder with five steps stands near the door. The closet at the end of the hall, past the kitchen, is similarly bare.

6: FORGE. Although it now lies cold and dark, the furnace on the wall opposite the door still dominates this large workroom. A large anvil stands before it, set at the proper height for a Dwarf. Iron tools of every description hang from racks or lie on tables around the room, and sacks of coal are piled to one side of the furnace. One table pushed into a corner far from the forge exhibits the delicate implements required to fashion fine jewelry, and some snipped fragments of gold and silver wire lie scattered among the tools. Once cleaned and repaired, this room and its contents count as having superior tools for a Dwarf who performs any Smithcraft test here (the test TN is reduced by 5). For a non-Dwarf using the forge, the test TN is reduced by 3.





7: PARLOR. Chairs whose cushions must have once been plush and comfortable are arranged around the fireplace in the corner opposite the entrance to this room.

8: BATH. At the bottom of a curiously long staircase lies this perfectly circular room featuring a shallow pool in its center. On the far wall, a stone spout brings in a steady stream of clear water that spills into the basin; channels cut into the floor permit the water to run out and away under the wall to some unseen destination. The water is cold and fresh, and indeed it is drawn from the same stream that feeds the pool outside.

9: GUEST ROOM. This small room is furnished with a low bed, a table and a single chair. All are well-made.

10: GUEST ROOM. Somewhat larger than the other guest room, this room is decorated with wall hangings, ornamental candelabras and intricately carved furniture. Some of the pieces are obviously valuable, with gold and semi-precious jewels worked into the design.

11: STUDY. A large, imposing table of stone dominates the main area of this room. Its surface is piled with jars and stoppered flasks, a gold inkwell, sheets of parchment, and two or three bound books. A narrower arm of the room is stuffed with bookcases and shelves bearing all manner of ancient and obscure articles. If you are using the rules for libraries in *Paths of the Wise*, treat this as a small, well-organized collection that primarily contains information in the skill groups Lore/Group:Dwarves, Lore/History:Dwarves, Lore/Spellcraft:Runes, and Lore/Other:Smithcraft. Most of the books and scrolls are written in Khuzdul, but a small number are written in Westron or Sindarin.

12: MASTER BEDROOM. Clearly the personal chamber of the master of this dwelling, this large room is furnished lavishly with chairs, tables, and cabinets of the best workmanship. Upon the low bed lies a white-haired dwarf, garbed in fine clothes and surrounded by an assortment of treasures: jeweled bracelets and torcs, intricately wrought clockwork devices, statuettes in the form of animals, and other beautiful and artistic pieces.



THE MAIDEN

When any person approaches within several feet of the dwarf on the bed, a voice is suddenly heard in the room: "Do not touch him!" A moment later, a figure appears standing next to the bed. It is the maiden depicted in the statue downstairs. Her face is set hard and she raises a hand in warning to the person nearest her. She continues, her voice low with anger. "You have entered this place uninvited, and like thieves you would despoil the honored dead. I adjure you—do not touch him!"

The outcome of this encounter must be determined by the Narrator and players. The maiden is in reality a Maia, Ithiloth by name, a servant of Nessa. Though one of the least of her kind, she is a formidable opponent to those who fail to gain her trust. If the characters seek pardon for their intrusion and convince Ithiloth of their intention to behave honorably, she will treat them as friends, though she will still forbid them from disturbing the repose of the deceased Dwarf, whose name is Farin Ironfist. If asked, she will tell them Farin's tale and how she came to be in it.



THE TALE OF FARIN IRONFIST

Farin Ironfist was an unusually gifted Dwarf, with a keen mind for arcane lore as well as for art and craftsmanship. He filled his days with study, and when he had exhausted what lore his teachers could impart to him, he ventured out into the world to discover more. His travels took him to many of the great Dwarven cities of Middle-earth, and he tarried also among Men and Elves for a time.

In the prime of his years, Farin was beginning a journey into the mountains when he caught sight of the Maia Ithiloth dancing in the moonlight by a forest stream. Here was an altogether different form of beauty than the Dwarf had ever conceived or fashioned in his art. When he found his tongue he called out to the maiden and, taken by a whimsy, she came and sat by him and talked until the dawn came. Farin besought her to come and visit him again on the next evening, but Ithiloth laughed and said that the stream and the moonlight were better company than Dwarves, and having learned this, she would not make the same mistake again.

Nonetheless, Farin forsook his journey and remained at the stream, sheltering beneath a cover of reeds and fallen branches. After a fortnight Ithiloth appeared again and scolded the Dwarf for not returning to his own kind. "For Durin's sons were made to live beneath the earth, not to lie in the open air with the moonlight on their faces," she said before vanishing once more into the night. "Perhaps this son of Durin may do both," he murmured, a vision forming in his mind.

The next morning, Farin departed and went up into the mountains. Three weeks later, he returned leading a small team of Dwarves, and set about delving a home for himself in the hillside. This project took years to complete, during which the Maia would appear from time to time to express her dismay at having a dirty, noisy, obstinate Dwarf for a neighbour.

Farin would beg the lady's pardon and promised to show her a beauty not yet devised by any Dwarf. "Show me this very stream in the moonlight, then, and no Dwarf within a dozen leagues all around," she retorted.

When the main work was completed on his home, Farin sent his workers away and began to craft the centerpiece of his vision: a stone imbued with the cold, clear radiance of the moon itself. Long he labored in study, and devised new arts unknown to any other of his kind, to accomplish his task. When the moon-stone was completed, he began to embellish his chambers and halls with *ithildin*, working Dwarven runes together with flowing designs inspired by the graceful movements of his immortal muse.

In the long years that followed, Farin lived contentedly and left his home seldom, in turns laboring in his forge and his library, producing many masterful works of which he sold most and kept few. Visits from Ithiloth came sporadically, and whether her next appearance would be weeks or years away the Dwarf never knew. He liked to surprise her with his latest work, to which she showed grudging admiration, while declaring with exaggerated grief her laments that a sooty forge was ever clanging away below the unsullied beauty of the forest.

Ithiloth knew when the day came that her old companion would die at last. Vexed with sorrow, she appeared once more beside him and stood silent while the aged Dwarf breathed his last. She arranged Farin's body with dignity and surrounded him with some of the fairest pieces of his art, and then put forth her powers to preserve the corpse from decay. With her mastery of the land she caused the stream of water outside his door to rise and fill the fold in the earth that it ran through, creating a deep pool so that none should enter and disturb the peace of the moonlit manse.



Ithiloth ends her tale with obvious bitterness and does not speak again for many moments. "I sought for him," she says softly. "To the halls of Mandos in the ever-living land I went, and searched all its rooms, but no son of Durin dwells there. I begged the lord of that place to bring forth my friend, that I might speak with him once more, but this he could not permit, nor was it in the power of Mandos to do so, he said, for the fate of Durin's folk rests with the Father and will not be revealed before its right time."

She falls silent again, remembering. "A Dwarf. One, thought I, who loves stones and gleaming metals more than life and breath. Long I scorned him, though he earned it with neither word nor deed. He cherished the very sight of me, and I answered his devotion with jibes and feigned disdain. Now he is dear to me, and he is gone! O sweet soul!"

The party might attempt to console Ithiloth, and though words can do little to assuage her sadness, she accepts the kind overture as from a friend. Indeed, Farin has been dead for many lives of Men, and though time touches her race but little, the Maia has already done her grieving and accepted the will and wisdom of her lord.

A Dwarf in the party, or one with sufficient knowledge of their ways, might try to persuade Ithiloth that it is improper to keep the dead preserved in a false semblance of life. Farin should be laid to rest in a tomb of stone, as is the custom of the Dwarves. The Maia will assent to this if she deems that the argument is made in earnest, and will propose creating a place for Farin below the floor of the octagonal chamber in which her statue stands. This work, which would normally take many days to complete, can be quickly accomplished with Ithiloth's aid. If the PC's assist her they will earn her gratitude and will be welcome visitors to the moonlit manse in the future. She will not, however, permit them to remove the moon-stone from the manse, nor any article of value that is particularly dear to her.

Some items with which Ithiloth is willing to part include:

- A brooch, commissioned for the daughter of a wealthy Man but never claimed, as the girl fell sick and died shortly before the brooch's completion. Into its center stone is carved a depiction of a house built of sturdy beams, surrounded by a circle of runes for safety and prosperity.
- A set of tiny stone figurines depicting, in stylized fashion, the seven fathers of the Dwarf clans.
- A ceremonial axe, whose blade is adorned with complicated gold tracery, its handle wound with leather straps interwoven with gold thread.
- A small relief map of the Blue Mountains, made of beaten copper and set in a wooden frame with two rows of small semi-precious stones around its face.

Narrators should feel free to substitute other items of comparable value and utility that are better suited to their chronicles.

Note: If Ithiloth suspects that any party member's intention is merely to sell these treasures for money, she will refuse to part with them.

When the PC's are ready to exit, Ithiloth will use her power to lower the water temporarily to a point below the threshold of the front door. She waits until they have climbed the rocks to the ledge again before filling the pool anew. If they have earned the Maia's friendship, they can call her name at this place by night and she will lower the water to permit them entrance. Ithiloth does not technically live in this place, nor is she always present here, but she has an awareness of it that will alert her to the presence of visitors.



GETTING STARTED

0-ADVANCEMENT CHARACTERS by Matthew "GandalfOfBorg" Kearns

FRAR

RACE, SUB-RACE: Dwarf (Iron Hills)

RACIAL ABILITIES: Animal Aversion, Craftsmanship, Firestarting, Hardness of Body, Hardness of Mind, Healthy, Stout

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

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

ORDER: Rogue (Burglar)

ORDER ABILITIES: Scoundrel's Fortune

ADVANCEMENTS: 0

SKILLS: Acrobatics (Balance) +1, Appraise (Gold) +5, Armed Combat: Axes (Battle axe) +2, Climb +3, Conceal (Hide Treasure) +3, Jump +2, Language: Khuzdul (Iron Hills) +6, Language: Westron +4, Legerdemain (Pick Pocket) +1, Lore/Group: Iron Hills Nobility +3, Lore/History: Iron Hills (Battle of Five Armies) +3, Lore/Race: Dwarf (Durin's Clan) +4, Lore/Realm: Iron Hills +4, Observe (Spot) +1, Persuade (Charm) +1, Ranged Combat: Bow (Short bow) +1, Search +2, Smithcraft (Goldsmith) +2, Stealth (Sneak) +1, Stonecraft (Sculpture) +2, Survival (Mountains) +2

EDGES: Dodge, Furtive, Wary

FLAWS: Dark Secret (Outlaw in Iron Hills), Grasping

HEALTH: 9 (Medium, 6 Wound levels)

COURAGE: 3

RENOWN: 0

DEFENCE: 12

GEAR: Thieves' picks, battle axe, 2d6 sp, rations, trinkets (3d6 SP worth), average clothing



BACKGROUND: Though never good at the art of crafting or smithing, Frar had an exceptional eye for quality. This trait above all else is what's brought him to his current state: manacles and a pick axe, chipping away in the iron mines under the watchful eye of two guards. This is his penance for thinking that he needed a pearl-inlaid necklace more than its owner and acting upon that thought. Frar would be surprised at such a hard punishment if this was the first time he'd done something like this and gotten caught, but as you can suspect it wasn't for either. So what makes him a hero? Not much you might say from this brief look, but Frar does have other qualities that can make him stand out such as his generosity to those with even less fortune than he and the measure of honor he has in only thieving from those who truly don't care for any but themselves. One day though, he just may have to give up on his petty pickpocketing and learn that there is more he can contribute to his people and himself.

MARKUS

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

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 8 (+1), Perception 8 (+1), Nimbleness 10 (+2)*, Strength 12 (+3)*, Vitality 8 (+1), Wits 6 (+0)

REACTIONS: Stamina +3, Swiftiness +4*, Willpower +1, Wisdom +1

ORDER: Warrior (Sheriff)

ORDER ABILITIES: Evasion

ADVANCEMENTS: 0

SKILLS: Armed Combat: Blades (Longsword) +4, Craft: Bowyer/Fletcher +2, Debate (Negotiate) +2, Games: Darts +3, Intimidate (Power) +3, Observe (Spot) +3, Ranged Combat: Thrown +3, Run +4, Stealth (Hide, Sneak) +3, Survival (Forest) +2

EDGES: Friends (Bree-land), Travel-sense

FLAWS: Duty (Laws of Bree)

HEALTH: 11 (Medium, 6 Wound levels)

COURAGE: 4

RENOWN: 0

DEFENCE: 12

GEAR: Longsword, badge of office, trail rations, outdoorsman clothing

BACKGROUND: Markus lives on the outskirts of the small society in Bree. He is the only man of the law in Bree-land and since the area is quite peaceful most of the time, there is really no need for more than him. Markus didn't come by this occupation by choice but rather out of duty since the sheriff title has been passed down in his family for as many generations as the Butterburs have owned The Pony, maybe more. As such, he enjoys a few honorary customs from the people of Bree such as a good stool and free pint in any of the inns, the occasional pie from the local baker, and numerous offers to get hitched to pretty much any of the girls in all of Bree-land of marrying age (so far he hasn't taken any up on the offer). Markus does his job and does it well. He won't back down from danger or a fight quite easily, but at times the Ferny clan has given him trouble, just like their ancestors did to his.



BANKS, LONGHOLES, AND SANDHEAVER

Banks (Falohide)–Craft + 1, Debate + 1, Observe + 1, Persuade + 1, Survival + 1, Weather-sense + 1

Longholes (Stoor)–Craft + 2, Games + 1, Inquire + 1, Observe + 1, Survival + 1

Sandheaver (Harfoot)–Craft + 2, Debate + 1, Games + 1, Observe + 1, Hoard 1

NOTE: Modify the stats below based on the specific Hobbit's sub-race and racial skills above. For Banks, an additional adjustment is required to skills to give him 6 ranks in Craft for the prerequisite of his ability.

RACE, SUB-RACE: Hobbit

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

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

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

ORDER: Craftsman (Basic)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise + 3, Craft: Cooking + 3, any one Craft + 3, any other Craft + 1, Debate (Bargain) + 2, Observe (Listen) + 2, Persuade (Fast Talk) + 2, Smithcraft (Blacksmith) + 1, Stonecraft (Sculpture) + 1, 5 + 1 bonuses to any Craftsman skills, 5 Advancement picks

EDGES: Craftmaster, Friends, Hoard

FLAWS: Duty (Hobbits of Bree), Provincial Upbringing

HEALTH: 6 (Small, 5 Wound levels)

COURAGE: 3

RENOWN: 0

DEFENCE: 11

GEAR: crafting tools, food, store, wares, 2d6 sp each

BACKGROUND: These three hobbits are the closest of friends, thicker than thieves (though I don't mean to say that they are). Growing up together, one might've thought that they were brothers if they hadn't had different parents each. And now they have a small business that offers furniture and other like goods to their hobbit bretheren in Bree-land. As a matter of fact, they are the only ones who do this, so that might be why they do so well. But I have a feeling that it is also due to the quality of their works. Even in The Shire, word of their craftsmanship is well-known – to have a piece from BL&S, as they are known in short, was a source of pride to be sure. One hobbit, Bilbo Baggins, who knew these fine hobbits from his queer travels, has the largest collection from BL&S in The Shire, making their works even more well-known and coveted.



WISDOM OF THE MASSES

TIPS AND SUGGESTIONS FROM YOUR FELLOW GAMERS

ERELGAL ON ROLEPLAYING A CHARACTER:

"I know I have a habit of letting my character sheet sometimes determine the extent of my actions...I don't know if that happens with any of you out there, but I look down at the sheet, and look at my skills and think...there's nothing I have here that can be of use."

"Try not to let the sheet box you in...I tend to think very literally and specifically on many skills...what I mean to say is...I tend to not give myself very much leeway in interpreting what a skill can do...I've been getting better at trying to make unique use of skills lately."

GANDALFOFBORG ON XP AND ALTERNATE METHODS OF REWARDS:

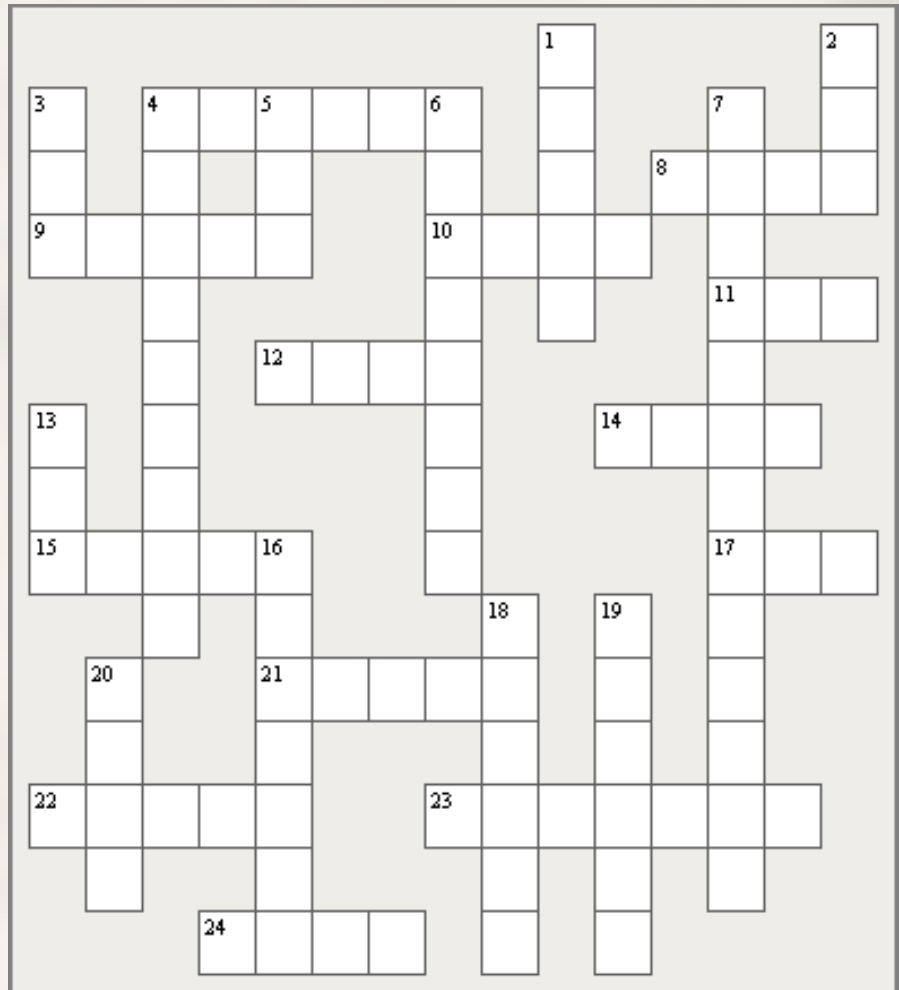
"Another means of slowing down skill advancement is when you figure out how much XP to give after an adventure or whatever; for each member, you "spend" an amount of the XP on some bonus you feel is appropriate (200 XP is equivalent to 1 advancement pick) for the character then award the leftover XP and then allow them to spend whatever XP they've accumulated when they reach 1000 on whatever they want. These special awards don't have to be done for every awarding of XP, nor would I suggest it, but it is a nice change of pace."

CROSSWORD

by Matthew "GandalfOfBorg" Kearns

ACROSS

- 4. Fat dwarf
- 8. The East
- 9. Founder of doomed colony
- 10. One of thirteen
- 11. Hall of Fire abbrev.
- 12. One ___ To Rule Them All
- 14. Cousin of Thorin
- 15. Leads Valar
- 17. One of thirteen
- 21. First-born
- 22. Half-elven
- 23. New party tree
- 24. Men and hobbits live here



DOWN

- 1. Meriadoc Brandybuck
- 2. One of thirteen
- 3. GandalfOfBorg abbrev.
- 4. Bree traitor
- 5. Second-born
- 6. The Brown
- 7. Place of wisdom and learning
- 13. Faithful servant
- 16. Elf-stone
- 18. Wizards
- 19. One of thirteen
- 20. Died at Thorin's side

ANSWERS

- | | |
|-------------|---------------|
| 4. Bombur | 1. Merry |
| 8. Rhun | 2. Oin |
| 9. Balin | 3. GOB |
| 10. Dori | 4. Bill Ferny |
| 11. HOF | 5. Men |
| 12. Ring | 6. Radagast |
| 14. Killi | 7. The Hall |
| 15. Manwe | of Fire |
| 17. OH | 13. Sam |
| 21. Elves | 16. Ellessar |
| 22. Elros | 18. Istar |
| 23. Mallorn | 19. Dwalin |
| 24. Bree | 20. Fili |

INTERVIEW

THE PERSON

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

My name is Sasha Danjus (ThinkingOrc). I live in Berlin, Germany, as a student at Potsdam University.

THE EXPERIENCE

2. How long have you been in gaming?

I've played RPGs since 1996, beginning with Star Wars D6 and after moving to Berlin in September 2001, I got to know a lot of other systems and settings.

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

Well, as I said I came to RPG with Star Wars D6. With the Time I got to know several games including: D&D (1st and 3rd), DSA ("Das Schwarze Auge, a german RPG"), Midgard (also a german RPG), Shadowrun, Sengoku, L5R, 7th Sea, Ars Magica, Feng Shui, Hero Fantasy and other. I am curently playing Ars Magica, Star Wars D6, and Feng Shui.

3b. What's your favorite game (rules-wise) to play? Setting?

Rules-wise I like the generic Fuzion System and its non-official successor Action! Sys best, because the rules are aimple but still have good game mechanics. Also they are easily modified, without destroying any balances. My favorite setting is and will always be Star Wars, though I am a little bit bored by my narrator's stupid (exaggerated and not epic) campaign right now. I also like Middle-Earth a lot, but I actually didn't play a lot in ME. Maybe this will change with the beginning chronicle.

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.

I am currently playing in a P&P chronicle set during the Fourth Age. We just began to play, so there isn't much to tell about. My character is an Elven-blooded Dunadan noble who is helping in the rebuilding and defense of the newly-reacquired Osgiliath. Recently, I was sent to the anniversary of the Battle of Helm's Deep and met King Eomer along with the other PCs of the group: a Sindarin Elf from Mirkwood and a Dwarf from the Iron Hills. We just discovered a traitor amongst the Rohirrim and captured him while killing his Uruk-Hai allies.

THE GAME ITSELF

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

As for the Lord of the Rings RPG, I played it the first time at a convention in summer 2005. No, sadly I had nothing to do with the development.

5b. What convention was that? Did you have a good experience with it?

It was a P&P convention here in Berlin, called Burg-Con (Burg = German, Castle). It is quite small (50 to max. 200 visitors a day) considering that it is in the largest city and capital of Germany but nonetheless it is a very fine con especially because it's not so mainstream (in other words D&D) dominated.

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

I've got actually only the Two Towers Sourcebook from Decipher. But I have the German translations of the Core Rulebook, Fell Beasts and Wondrous Magic SB, The Fellowship SB, Narrators Screen, and both maps packages. My favorite is FB&WM and the least has to be the Narrators screen - just not so clearly arranged.



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

I like the style over substance philosophy which the developers focus on, which relies heavily on a good narrator but makes it possible to have a very atmospheric game. Sadly the rules as they are defined have too much number-crunching (too much adding modifiers) for specific situations, which is slowing the game flow. Also I think that balancing is quite difficult for an inexperienced narrator. The character generation is very complicated and just takes too long.

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

I know that this is not in the License Agreement but a Silmarillion sourcebook would be my favorite. As for possible supplements within the license I would like to have the Return of the King Sourcebook.

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

Oh, this is a difficult one. I would certainly clear up the character generation and shorten it. I would change the 2d6 into 3d6 for a better spreading of possible dice totals. I would implement a progressive cost for higher attribute scores and skill ranks. Balancing of the attributes can be improved. Casting spells has to require a Willpower roll not only Stamina. The healing system needs to be revised.

9b. Have you seen *Paths of the Wise*? There are new rules for spellcasting in there that you may have interest in. How would you suggest revising the healing system?

No, I haven't seen *Paths of the Wise* yet, and this is actually something I don't like with the new "publishing-only-as-pdf" strategy by Decipher. I can't look through the book as I normally would if I was interested in buying a book. I might still be inclined to buy it, but I want to wait to see how my group develops. If we aren't playing anymore in two months or so, I won't be spending the money.

{continuing question 9...}

I think the healing system is too hard and not so heroic like the rest of the system. I don't approve of mass availability of healing potions like in D&D, but the normal healing rate done by the body should be higher. Maybe just reducing the amount of time (currently one week to three days?) would improve a lot or the Vitality score should be not only relevant as a bonus but also for the base healing amount. So you would heal not one Wound Point a day but your Vitality-bonus a day. This would also empower people with more Vitality (and also make it more tantalizing to spend advancement picks on Vitality) through the running game not only at the beginning. I've always thought Vitality as too unimportant in the game – you have a high Vitality from the beginning or you don't – but why spending picks to improve it later on? As for the healers, I think they should be able to give a good situation bonus for the Stamina rolls of the patient, depending on how good their success with their healing tests.

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

For now we are using the CODA system but with some modifications of which there will be several to come.

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 reading them since I hit into the message boards in summer 2005 and managing to get through them all.

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

I like it very much and think they're a great work especially since Decipher doesn't seem quite motivated in publishing additional material. I liked the section A PC's So-Called Life a lot, wish it will continue soon. But the other sections are also awesome. "Adventuring In", "Allies and Adversaries", and the Creatures sections are great, saving a lot of time for a newcomer like me.

12b. What kind of article would you like to see next come from the section "A PC's So-Called Life"? Being the author of it, I would like to know.

Actually I was more interested in the story itself, but the way you connected a story with introducing the game mechanics was a very fine idea and how you made it also transferred well. Working further on through the game mechanics would be fine. I'd like to see situations making Fear and Inspire tasks appropriate. They were somewhat spoken to, but not detailed enough. Also magic hasn't played a role and advancing into an Elite Order (though it isn't much of a difference to normal advancement) would be nice to read.

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

Mostly, of course, in the works of the revered J.R.R. Tolkien, may he rest in peace, but besides that – though strongly inspired by him – the most ideas just come out of my head – but I'm no narrator right now.

THE SOURCE

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

My sister actually was the one who recommended me *The Lord of the Rings* but now I have surpassed her in knowledge and commitment in Middle-earth.

15. What did you think of the movies?

I liked them, but I never expected much that they could capture the whole substance and being of Tolkien's work, so maybe there was no chance for me to be very disappointed.



WHAT'S OUT THERE

This is a list of websites along with Decipher's official websites. We have found they supply useful *Lord of the Rings* game information.

<p>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</p>	<p>THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ 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.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net/ VALINOR http://sauron.misled.us</p>
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / 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 must be less than 100 words and any graphic to go with it must be 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.