

THE HALL OF FIRE

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ANNOUNCEMENT

GREETINGS,

Salutations... Hello All!

It's Christmastime and what a gift we've got for you this month. This issue not only has the second chapter in my epic campaign of the 4th Age, a new Random Encounter, and more, but we've also got for you the introduction of the new caretakers of *The Hall of Fire: The Walles*. Check below for the hello by Micah ("Razor77").

Happy Holidays,

Matthew A. Kearns
aka GandalfOfBorg
Editor/Writer



Greetings and Mae Govannen,

Here we stand like Frodo and Sam at the edge of the Shire, about to leave the comforts that we are familiar with and head into the wide unknown. There has been much talk about where Hall of Fire will be going after Issue 50. GandalfOfBorg began the webzine to give fans of the Lord of the Rings RPG a place to find new information on both familiar & unknown characters, places, and things. *The Hall of Fire* has done so for four years. It is our hope as the new co-editors that this webzine will continue to do so for years to come.

As Frodo passed the Red Book on to Sam, so has GandalfOfBorg selected us to continue his legacy. We first discovered *The Hall of Fire* back in 2005. Since then, both of us have contributed articles, as Micah and Chrissy Walles.

We are fans of the books and movies as well as the RPG, having read and watched The Lord of the Rings multiple times. Micah, known as Razor77 in the online Decipher The Lord of the Rings forum, has served as Narrator for the game, running a pre-War of the Rings campaign. Chrissy, aka Celebraen, was involved in the campaign as both a player and a "ghost-Narrator."

We look forward to the challenge and the adventure that editing *The Hall of Fire* will provide.

Na-den pedim ad,

Razor77 and Celebraen

A RETURN TO POWER

A languishing elf in a distant Fourth Age has lost his way, not only in morality but also in his way to Valinor. Thus he seeks a means to force open the road to the Undying Lands that once existed in the First Age – the “straight path” – so that the dwindling power of the Eldar can once again flourish in Middle-earth. To do so he requires powerful artifacts of bygone eras to complete this task. Unfortunately for him and the rest of the world, a secret cult, devoted to Morgoth, thought long gone has discovered the elf’s plan and intend to twist it toward their goal of freeing the Dark Lord from his bonds from beyond the reaches of the world.

INTRODUCTION

"A Return to Power" is a campaign for *The Lord of the Rings Roleplaying Game* by Decipher, taking place in the Fourth Age during any year suitable to equate to the passing of 15 kings of the Reunited Kingdom. "A Return to Power" is suitable for a company of 4-5 characters ranging from 5 to 7 Advancements and at least 5 Renown.

Narrators will require the use of *The Lord of the Rings: Core Rule Book*, *Fell Beasts and Wondrous Magic*, *Paths of the Wise*, and a few issues of *The Hall of Fire* (each will be specified) for running this adventure.

The campaign begins in Minas Tirith with a special request made by the king and moves across western Middle-earth. The missing *palantiri* are to be recovered, starting with those lost in the North, but another power behind the scenes seeks them as well for purposes unknown to but one other. More is going on than anyone knows with events conspiring to bring about the end of the world!

Players who plan to take part in this adventure should not read any further.

QUEST 1: STONES OF THE NORTH

CHAPTER 2: NORTHERN WASTES

ADVENTURE SYNOPSIS

This is the Fourth Age – Eldarion is history, Elessar legend, and now Elendil II sits upon the throne in Minas Tirith as 16th King of the Reunited Kingdom. Peace has generally come to the lands of northwestern Middle-earth with Gondor having quelled most of the barbaric realms that surround the region. The fellowship is on its way to the northern reaches of the Reunited Kingdom, encountering the Lossoth, Ice-men of the North, by design or happenstance. With their help, the fellowship finds the location where the ill-fated fleet set sail from centuries ago and the spirit of a grief-stricken woman.

ADVENTURE HOOKS

If the fellowship didn't participate in the previous chapter, the Narrator may use the following suggested hooks to bring the characters into the story or may feel free to create her own; otherwise, just continue where the previous chapter left off.

- Their last adventure had already brought them to the region and they are waylaid by Lossoth hunters
- They are another errand that requires them to seek out the Lossoth (e.g., special herb, a bit of lore, etc.); use Optional Act: The Prancing Pony, Bree as the introduction to this chapter
- A character or fellowship may be of Lossoth origin

OPTIONAL ACT: THE PRANCING PONY, BREE

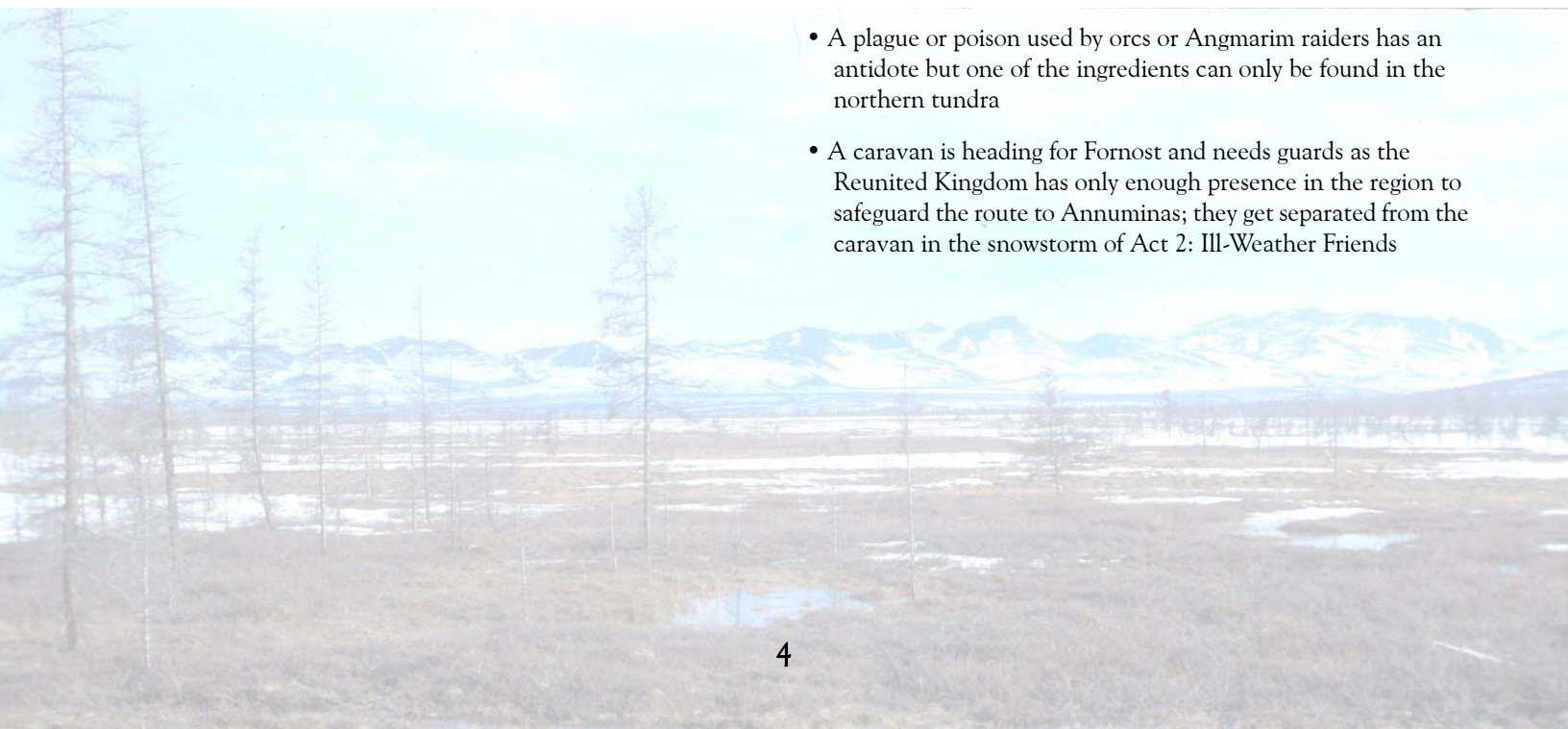
Could be skipped depending upon the route taken; act may be played out prior to Chapter 2, Act 1. Not much happens directly here, the fellowship can interact with the town: gain information about the area, purchase supplies, etc.; it could also be used as the first act in the campaign as meeting place for the fellowship. A TN 10 Inquire will receive rumors coming out from east of the mountains about how the goblins of the Grey Mountains are multiplying like crazy and they seem more organized and opportunistic; Superior result or greater will get a reaction as to the goblins seem to have either good scouts or spies or can see long distances without detection because many of the places raided had little protection. Dale and Erebor have had their hands full trying to remain on the defensive without being routed at times.

If this act is used as the introduction to this campaign, use the following hook:

A mysterious fellow with a southern accent, probably from Gondor, hires the fellowship to search for and retrieve some chests from an ancient Numenorean wreckage in the north. He offers no recompense other than any other treasure found and some supplies to get the fellowship there. If the fellowship ever goes to Rivendell, they discover that their employer is Sador.

Some other options could be used to get the group going to Forochel:

- A plague or poison used by orcs or Angmarim raiders has an antidote but one of the ingredients can only be found in the northern tundra
- A caravan is heading for Fornost and needs guards as the Reunited Kingdom has only enough presence in the region to safeguard the route to Annuminas; they get separated from the caravan in the snowstorm of Act 2: Ill-Weather Friends



ACT 1: ONWARD NORTH

The fellowship travels the long distance from Imladris to the Northern Wastes near Forochel. They could stop back at Bree for winter supplies if they didn't already have them (see Optional Act: The Prancing Pony, Bree). They probably have a random encounter or two along the way, trolls most likely or wolves or the rag-tag remnant forces of Angmar (see Random Encounters). The region is still quite uninhabited even though the Reunited Kingdom has encouraged settling here. There just isn't much good land to till or raise livestock.

ACT 2: ILL-WEATHER FRIENDS

As the fellowship passes the northern reaches of the Reunited Kingdom, they enter upon the wind-swept tundra and are caught in a snowstorm (see Ill Weather Encounters). Once it's over and the group attempts to proceed, they are surrounded by wild men appearing out of nowhere in the snow – more men than would be wise to assault (especially if anyone is wounded or weary due to the environment). This is a troop of men on patrol of their borders; they believe you are spies for the realm of Angmar, regardless of the attire or racial make-up of the fellowship.



Though they can speak Westron, it is difficult for them and you to understand one another using different dialects. The warriors are currently Indifferent and it will take some good roleplaying and/or an extended test of TN 60 Persuade or Debate test, 5 stages each of TN 12. Affinities are gained from Lore skills pertaining to the Lossoth people and/or if a character knows the Lossoth's language. The Ring of Barahir provides a one-time +5 bonus to one of the stages in the extended test. Extraordinary successes reduce the number of stages by one, while a Failure or Complete Failure increases the number of stages by one and a Disastrous Failure moves the warriors' social condition to Unfriendly and Hostile on subsequent stages. If they become Hostile, they attack, acting like an Advanced Bandit encounter.

Successful negotiations will have the fellowship led back to the warrior's tribe under arms with a very successful outcome allowing them to walk freely as guests. An unsuccessful outcome will lead to combat. If any are alive after the combat, the characters will be led, bound as prisoners, back to the tribe for further interrogation.

ACT 3: LOSSOTH TRIBE

Regardless of the manner in which the fellowship is brought to the tribe's camp, they are scrutinized by the tribal elders, especially one old one – he is Hamlúk the Elder (see sidebar). It is this elder who seems the most knowledgeable about the encounter with the tall men with bright eyes from the south for he foresaw their arrival when he was young. He is also the direct descendent of the one who led the tribe at the time, giving the advice to the tall king about not departing over the Forochel. Being shown the Ring of Barahir or if asked, he will recall the tale of Arvedui and detail where along the coast the fleet foundered, dashed upon the grinding ice.

If the situation is right, such as the fellowship was brought as guests or an Inquire test vs. his Willpower, he will let slip that other men of the south have recently been encountered as well searching for the lost stones but they were turned away. Also, Angmarim have begun raiding the tribes of the Lossoth; their tactics seem reminiscent of those discussed of the goblins east of the Misty Mountains if the fellowship has been to Bree before this act.

HAMLÛK THE ELDER

RACE: Wild Man, Man (Lossoth)

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 13 (+3)*, Nimbleness 10 (+2), Perception 12 (+3)*, Strength 10 (+2), Vitality 8 (+1), Wits 12 (+3)

REACTIONS: Stamina +4, Swiftiness +3, Willpower +3, Wisdom +5*

ORDERS: Loremaster (Shaman*)

ORDER ABILITIES: Secretive, Vala Virtue (Vaire)

ADVANCEMENTS: 3

SKILLS: Debate (Oratory) +3, Healing (Herbalism, Treat Illness) +7, Insight +4, Language: Lossoth +6, Language: Westron +3, Lore/Group: Council of Elders +4, Lore/History: Lossoth (His tribe) +6, Lore/History: Arnor (Forochel) +6, Lore/Race: Men (Lossoth) +6, Lore/Realm: Forochel +6, Lore/Realm: Arnor (Arthedain) +3, Observe (Hear) +3, Persuade (Charm) +3, Weather-sense +6

EDGES: Foresighted, Wise

FLAWS: Oath (Family's vow to aid Numenoreans)

SIZE: Medium (6 Wound Levels, 1 Healthy)

DEFENCE: 12

HEALTH: 10

COURAGE: 4

DESCRIPTION: Hamlúk is the oldest of the elders in the village's council. He is a seer and witch-doctor like all those he is descended. The vision of the fellowship's arrival was his very first vision when he was quite young and it has haunted him in his visions and dreams to this day. His ancestry and abilities mark him as one of the bloodline from the elder who consulted and befriended the last king of Arnor, Arvedui. It was he who cautioned the king not to sail out of the north lest he meet his doom, which he, of course, did.

If the fellowship is brought in as guests, the old man is hesitant but will volunteer to take the fellowship to the ruins if asked. The ruins are sacred hallows of the Lossoth and they fear the spirits that inhabit the area. If the fellowship was brought in otherwise, an extended TN 30 Debate, Inquire, or Persuade test (3 stages of TN 10, modified based upon the tribe's social condition towards the fellowship) needs to be made to get either information about the location of the ruins or ask for the tribe's assistance (each is an individual extended test). As for supplies, the tribe has little to offer other than a few days' ration of dried meats and winter clothing if so desired.

OPTIONAL ACT: RANDOM ENCOUNTERS

Refer to Random Encounters for the types of encounters pertaining to Plains or Tundra encounters. Likely encounter types are ill weather encounters, bandits, Angmarim spies, Angmarim soldiers, or even acolytes of the Angren-ri in search of the *palantiri* (if this option is used, refer to Act 2: Waylaid on the Greenway in Chapter 1).

ACT 4: FOUND & LOST

The fellowship is advised that where they are being taken is considered hallowed ground to honor the dead, but since they are the ancestors of the lost, they will make an exception, especially if it will lead to the spies and invasions on their lands to cease. The journey is slow going, taking 1d6+2 days to arrive at the cove where the ancient Numenorean ships were once moored. A few ruins of ancient docks and moorings can still be seen littering the coast and cove. As soon as someone mentions anything about what happened or the *palantiri*, the environment suddenly becomes oppressive and a harsh wind begins to blow with a fell cry upon it. The Lossoth quail and flee in great fear, leaving the fellowship to alone. A Sense Power test would reveal the presence of a restless and, as of yet, unseen spirit Niníel (see sidebar).

When she is encountered, she will try to drive them off with her terrifying cry (Terror ability) unless she can be persuaded to stop such as resisting her fear, persuasion, etc. If the fellowship is driven off by Niníel, they can come back the following day or days to try again or as many times as needed since she loses the memory of the previous day, forever cursed to remain where she took her own life.

The fellowship must roleplay this encounter to obtain any help from her as she unknowingly has information about the location of the *palantiri*, though Persuade tests can help the Narrator in his decision of how well their pleas affect Niníel.



If she made upset for any reason, she will direct her full Fear effect with Evoke Fear and cast Bladeshattering against the one who caused her distress.

In the event that the fellowship devises a way, acceptable to the Narrator, to help Niníel overcome her grief and repent her sin, a prize awaits them. When the fellowship discovers the broken chests that once carried the *palantiri*, they will also find some treasure of ancient Numenor (weapons, armor, trinkets, etc. – Narrator's prerogative) discarded or previously undiscovered. The weapons and have enchantments akin to those on the blades of Westensse given to the hobbits. Other stuff is just extremely valuable and could be used as plot hooks for other adventures. You can use the optional rules for creating random hoards (no greater than Hoard 2) in HOF #14.

Regardless if the fellowship is able to help the phantom, when the chests are found with the seal of Arvedui, all were broken open and empty (except for those found with the treasure if so awarded). Though quite old, two were found with what appear to be expensive inner linings indicating that they are the chests in which the *palantiri* were kept. Some gear and a few bodies are also discovered in the surrounding area – it looks as though they were fighting amongst themselves over the chests. A TN 12 Lore: Heraldry or applicable Angmar Lore skill identifies the livery as that of Angmar.

NINÍEL (S. 'TEARFUL')**RACE:** Ghost **GENDER:** Female**RACIAL ABILITIES:** Skilled, Adaptable, Dominion of Man**ATTRIBUTES:** Bearing 11 (+2)*, Nimbleness 9 (+1), Perception 6 (+0), Strength 8 (+1), Vitality 10 (+2)*, Wits 7 (+0)**REACTIONS:** Stamina +2*, Swiftiness +1, Willpower +2, Wisdom +2**SKILLS:** Intimidate (Fear) +8, Observe (Sense Power) +6, Stealth (Hide, Sneak) +8**EDGES:** None**FLAWS:** Dark Secret (Suicide)**SPELLS:** Bladeshattering, Evoke Fear**SPECIAL ABILITIES:** Icy Touch, Incorporeal, Invisible, Invulnerable (Physical damage), Resistance (Physical damage), Spellcasting, Terror, Undead Stamina, Vulnerability (Sunlight, 1d6 Wounds/round)**SIZE:** Medium (6 Wound Levels, 1 Healthy)**DEFENCE:** 11 **HEALTH:** 10 **MOVEMENT:** 6**TN EQUIVALENT:** 8

DESCRIPTION: Long ago at the outset of the armada fleeing the pursuit of the Witch-king, a man said farewell to the woman he loved most dear. He was one of the *palantir's* honor guard and she was Silind (S. 'Shining Heart'), his betrothed. Though his king did not listen to the foreboding fortune of the ice-man, he did. Though he was bound to accompany his lord, he forbade Silind to go with the ships and remain with those who didn't follow, staying with the wild men until they could travel safely by land to the south where they would meet once again and be married. She sat upon the shore and could do naught but tearfully bid her love good-bye.

The great storm swept through the icy bay of Forochel and the fleet was lost. Word soon came to the ears of Silind and, fraught with despair, she fled back to the shores where she left her love. It took her a long time but at the end of all hope, she found his broken body and she lay down next to it and died.

Since that time, the whole of the wreckage has been haunted by the spirit of a broken-hearted woman. When asked her name, she gives Niníel and not her true name. The spirit believes the day is the same day that she returned to the wreckage to find her true love. Though she can become corporeal, the phantom Niníel usually is found in the form of a disembodied voice wailing in despair upon the wind.

THE ADVENTURE CONTINUES...

Look for the next installments of A Return to Power in upcoming issues of *The Hall of Fire*. The adventure continues in Chapter 3: All Roads Lead to Angmar!

TABLE 1. Chapter 2 Rewards

Accomplishment	Reward
Skill tests indicated in text	XP is the result rolled, +5 for each level of success
Any skill tests not in text that Narrator deems worthy of reward	XP is the result rolled
Combat encounters	XP is the TN Equivalent value
Does not provoke attack by Lossoth warriors	50 XP
Character that comes up with plan to help Niníel	100 XP
Complete an Act	250 XP
Completed Chapter	250 XP and +2 Renown



RANDOM ENCOUNTERS

In the later days of the Fourth Age, the uninhabited lands of the Third Age are becoming more and more populated, but not just with the farmers and woodsmen. The evils of previous ages are beginning to flourish once again as the long peace secured by kings of distant times becomes lax in its watch. Use the tables in this section to create random encounters as scheduled in the adventure and for any other time that you as the Narrator decide that one would be appropriate or just need something to fill in a lull in the story. To determine random encounters during an adventure, roll 1d6 for each of the following things:

- Number of Encounters
- Encounter Environment
- Type of Encounter
- Scale of Difficulty

ENCOUNTER NUMBER, ENVIRONMENT

TABLE 2. Random Encounters

<u>Result</u>	<u>Number of Encounters</u>	<u>Encounter Environment</u>
1-3	1	Table 2 – Plains Encounters Roll 1d6:
4-5	2	1-4: Table 2 – Plains Encounters 5-6: Table 3 – Forest Encounters Roll 1d6:
6	3	1-3: Table 2 – Plains Encounters 4-5: Table 3 – Forest Encounters 6: Table 4 – Mountain Encounters

ENCOUNTER TYPE

Roll 2d6 and refer to Table 2, 3, or 4 based on the result from Table 1 - Random Encounters.

ENCOUNTER SCALE OF DIFFICULTY

The scale of an encounter other than for ill weather (see Ill Weather Encounters below) and demons is determined by rolling an additional 1d6. Multiply the result of this roll by 5 to determine the TN Equivalent value of the encounter. For example, a result of 1 for TN 5 – a Standard Random encounter as detailed in the Random Encounter article. Another example would be a result of 4 for TN 20. To achieve this from a random encounter, start with the Standard encounter and increase its TN Equivalent value by adding leaders/captains, putting the encounter at its lair, increasing the numbers of individuals, etc. (see Table 0.3 on page 7 in *Fell Beasts and Wondrous Magic* for more ideas).

TABLE 3. Plains Encounters

<u>Result</u>	<u>Encounter</u>
2	Undead (see HOF #47); ghostly warriors of ancient battleground
3	Ill weather (Hazardous) (Roll 1d6; 1-2 High Winds, 3-4 Thunderstorm, 5-6 Extreme Weather Event)
4-6	Wolf/warg (see HOF #41)
7-9	Bandit encounter (see HOF #43)
10	Ill weather (Difficult) (Roll 1d6; 1-3 High Winds, 4-6 Thunderstorm)
11	Undead (see HOF #47); spectral sentinels of a burial ground (unarmed)
12	Demon (Roll 1d6; 1-3 Sulrog, 4-5 Gondrog; 6 Ninlindrog)

TABLE 4. Forest Encounters

<u>Result</u>	<u>Encounter</u>
2	Troll (see HOF #46)
3	Ill weather (Hazardous) (Roll 1d6; 1-2 High Winds, 3-4 Thunderstorm, 5-6 Extreme Weather Event)
4-5	Orc encounter (see HOF #46)
6	Wolf/warg (see HOF #41)
7-9	Bandit encounter (see HOF #43)
10	Ill weather (Difficult) (Roll 1d6; 1-3 High Winds, 4-6 Thunderstorm)
11	Troll (see HOF #46)
12	Demon (Roll 1d6; 1-3 Sulrog, 4-5 Gondrog; 6 Ninlindrog)

TABLE 5. Mountain Encounters

<u>Result</u>	<u>Encounter</u>
2	Undead (see HOF #47); ghosts of lost souls, barrow-wights, etc.
3	Ill weather (Hazardous) (Roll 1d6; 1-2 High Winds, 3-4 Thunderstorm, 5-6 Extreme Weather Event)
4	Troll (see HOF #46)
5	Wolf/warg (see HOF #41)
6-7	Bandit encounter (see HOF #43)
8	Orc encounter (see HOF #46)
9	Troll (see HOF #46)
10	Ill weather (Difficult) (Roll 1d6; 1-3 High Winds, 4-6 Thunderstorm)
11	Undead (see HOF #47); ghosts of lost souls, barrow-wights, etc.
12	Demon (Roll 1d6; 1-3 Sulrog, 4-5 Gondrog; 6 Ninlindrog)

ENCOUNTER DESCRIPTIONS

ILL WEATHER ENCOUNTERS

Types

There are three types of possible ill weather encounters – High Winds, Thunderstorm, and Extreme Weather Event. Each of these come in two versions: Difficult and Hazardous. Difficult ill weather encounters are hindrances along a group's path, slowing them down and causing injury to the unlucky. In contrast, Hazardous ill weather encounters have a greater potential for danger and likely causing injury to more than one in the group.

High Winds

High winds come in a couple of forms – insidious gusts of wind coming at inopportune times and kind that would knock you off your feet if you aren't already off them already due to flying debris. The first (Difficult) are the intense gusts of wind that can blow a man over or cause a horse to falter on a precarious precipice. When encountering these kinds of high winds, characters must make a TN 5 x Encounter Table roll result (5, 10, or 15) Quickness to survive the encounter. Every degree of failure causes the character to suffer +1d6 Wound points of damage.

The other (Hazardous) is gale-force winds whipping through the region that break branches off of trees, kick up fierce dust storms, and the like. When encountering these kinds of high winds, characters must make a TN 10 + (5 x Encounter Table roll result) (15 or 20) Quickness to survive the encounter. Every degree of failure causes the character to suffer +2d6 Wound points of damage.

Thunderstorm

Thunderstorms themselves aren't all that perilous unless you are struck by lightning, but being soaked by rain, blown about by strong winds, slippery footings, etc. make life generally miserable and dangerous for characters. Mild thunderstorms (Difficult) have some lightning, gusting winds, and plenty of rain. When encountering a thunderstorm like this, characters must make a TN 5 x Encounter Table roll result (5, 10, or 15) Stamina test to survive the encounter. Every degree of failure causes the character to lose 1 Weariness Level.

When a thunderstorm is a torrent, thoroughly drenching the area, causing flash floods, the sky exploding with lightning all around and causing avalanches of stone, etc. then the group is in some serious trouble. When encountering violent thunderstorms (Hazardous) such as these, characters must make a TN 10 + (5 x Encounter Table roll result) (15 or 20) Swiftiness to survive the encounter. Every degree of failure causes the character to lose 2 Weariness Levels.

Extreme Weather Event

Extreme weather events are severe weather conditions such as tornados, typhoons, etc. Unlike high winds or thunderstorms, these only come in one type, Hazardous. Everyone in the party must make a TN 15 Survival (*current environment*) test on a roll of 5 or TN 20 Survival (*current environment*) test on a roll of 6 to survive unscathed; those skilled in Weather-sense gain an affinity bonus from it. For every level of failure, the character will lose 1 Wound Level due to being hit by errant debris, blown away, struck by lightning, etc.



DEMON ENCOUNTERS

Demon encounters are relatively rare in Middle-earth after the First Age, making the encounter with the Balrog of Moria by the dwarves and subsequently by the Fellowship at the end of the Third Age all the more extraordinary. In the Fourth Age they are virtually non-existent, as much of the magic in the world has left it with the destruction of Sauron, the passing of the Elves into the West, and the loss of a straight path to Valinor. But because of Bronoldo Mordirachas and his quest to unlock the mystic bonds shutting off Valinor from the rest of the world, such beings of dread power become more frequent as the story progresses. The number of demon encounters allowed in each quest is equal to the quest's number (1 demon encounter in Stones of the North, 2 demon encounters in The Osgiliath Stone, etc.); if any other are rolled, re-roll until the result isn't 12. For information on different types of demons, see issues 24 and 25 of *The Hall of Fire*.



FAN FLAVOUR

LOREMASTER PACKAGE by Matthew "GandalfOfBorg" Kearns

SHAMAN (LOREMASTER)

Order Skills: Debate +1, Healing +2, Insight +2, any Lore skill +3, any other Lore skill +1, Observe +2, Persuade +1, Weather-sense +2

Pick 5 Bonuses: +1 to any order skill

Pick 1 Edge: Eloquent, Foresighted (must meet prerequisites), Healing Hands, Rank, Woodcrafty



SMITH-WORKS OF TELCHAR by David "Issachar" D.

Telchar was a Dwarven master smith who attained great renown in the First Age. He dwelt in the city Nogrod in the Blue Mountains. Among his many works, the most famous are:

Narsil, the sword Elendil bore to the siege of Barad-dûr at the end of the Second Age. With its broken shards Isildur cut the One Ring from Sauron's hand, bringing an end to Sauron's power in that Age. The shards were later reforged at the end of the Third Age, and the sword was renamed Andúril and borne by Aragorn in the War of the Ring.

Angrist, the knife that Beren used to cut a Silmaril from the iron crown of Morgoth. When he tried to cut free a second Silmaril, the blade snapped and the knife was left behind as Beren and Luthien fled.

The Dragon-helm of Dor-lómin, a steel helm decorated with gold, bearing as its crest a likeness of Glaurung, in defiance of the dragon. The Elf-kings Maedhros and Fingon kept this helm until it was given to one of the Edain, Hador, as a sign of his lordship over Dor-lómin. From Hador the helm passed to his great-grandson Túrin, who wore it until his death shortly after he slew Glaurung.

Of these great works, only Anduril survived the destruction of Beleriand at the end of the First Age. But many items wrought by Telchar may have passed eastward and remained in Middle-earth through the Second and Third Ages, and into the Fourth.



Recognizing an item as the work of Telchar could be problematic, for it is not told that he used any distinctive maker's mark. Long and difficult research into an item's history might be required to ascertain whether or not it came from Telchar's forge. Identifying such an item requires a Lore/History: Dwarves test at TN 30, or a TN 20 or 25 test if using a more specialized Lore skill (such as Lore/History: Dwarven Smithwork). Old scrolls or libraries would be useful in tracing an item's history back to Telchar of Nogrod.

Any work of Telchar's craftsmanship, even his lesser efforts, would be of enormous value, perhaps even if it is not known to be of his making. Such an item could serve as the centerpiece of an entire adventure. Following are a few examples of Telchar's "lesser works" that are suitable for inclusion in your game. None of the items are named, or else their names are lost to history.

LONG KNIFE: blue-tinged steel blade, white steel hilt with tiny sapphires set in the guard. 2d6 damage, +2 vs. Orcs. The sapphires glow with a faint inner light when Orcs are within 50 yards.

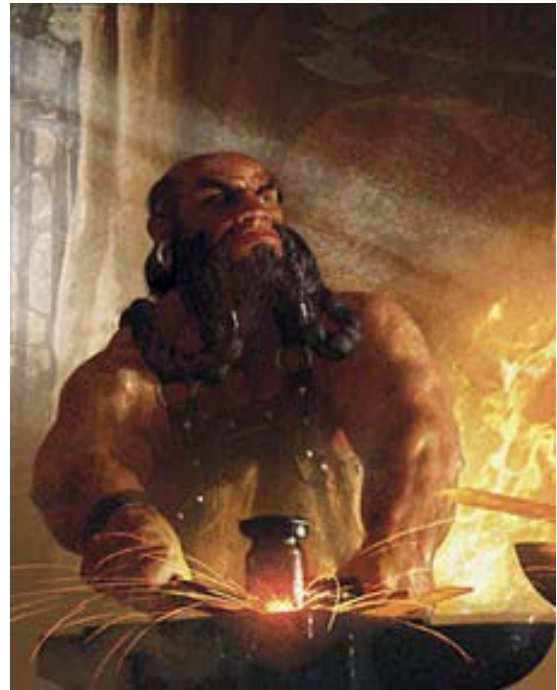
SPEAR-HEAD: black, barbed metal tip with a silvery steel base on which are inscribed Dwarven runes of warfare. 2d6+4 damage, +5 vs. Trolls. The original wooden haft is gone, and the spearhead must be mounted on a new haft. When wielded against Trolls, on a Superior success or better the spear seeks the enemy's heart and dispatches the Troll in a single stroke. It takes a full round to remove the spear after slaying a Troll in this way.

HELM: Red-tinged iron helm with a full mask extending below the chin. The mask was originally painted with sharp black and red lines in a fearsome design, but the pigments are now faded almost to vanishing. The mask's wearer gains +1 to Intimidate tests except against Dwarves; against Orcs the bonus is +2. If the mask is repainted with its original design (TN 10 Craft: Painting test), the bonus to Intimidate tests is doubled. The helmet's wearer is immune to called shots made against the head, and cannot be knocked unconscious or stunned.

SHIELD: A small octagonal shield with Dwarf-runes engraved around the perimeter. The shield grants +4 to its wielder's Defence score against ranged attacks, and a +4 bonus to Parry tests. In addition, if the wielder's Parry test beats a foe's attack test by 5 or more, the attacker must succeed a TN 10 Swift test or lose his grip on his weapon as it rebounds sharply from the iron shield.

HAMMER: A small double-peen hammer, with one head flat and the other pointed. Though ancient, the hammer is unscratched and the point unblunted. Its grip is textured with soft diamond patterns, and an emerald is set in the end of the handle. The hammer is designed for use in jewel-smithing and other delicate work. When used for such crafts, it grants a +3 bonus to the Craft or Smithcraft test.

HEAVY GAUNTLET: Hinged bands of thick black steel cover the outside of a mailed glove with an attached bracer. A wearer with Strength 10 or better can use the gauntlet and bracer to parry melee attacks, with a +2 bonus to the Parry roll. (It grants no bonus to Defence against ranged attacks, and cannot be used to parry ranged attacks.) In addition, the gauntlet doubles the wearer's Strength bonus to damage inflicted by unarmed Punch attacks. (If the wearer has the Hammerhand edge, the combined effect is to triple the Strength bonus to damage, not quadruple it.)



TWIN RINGS: Broad golden rings with silver runes written along the center of the band. One ring has tiny white stones along the edges of the band, and bears the inscription, "Friendship and bounty to the honest laborer and the courteous guest." The other ring is set with red stones around the edges, and reads: "Vengeance and justice upon the faithless servant and the treacherous friend." The rings are designed to be worn by a Dwarf lord, one on each hand.

CEREMONIAL ROD: A heavy, rune-carven stone rod about two feet long. One end is shod with gold and the other with bright steel, representing the wealth and the industry, respectively, of the Dwarf people. The chiseled runes along the length of the stone rod proclaim reverence for Aulë the Maker and his works.

RANDOM ENCOUNTERS

UNDEAD by Matthew "GandalfOfBorg" Kearns



From the Dead Marshes to the burial mounds of Tyn Gorthad, the undead stalk the living at the whim of the Dark Lord and his minions or they are spawned from the darkness that inhabits the earth.

Description: This encounter is comprised of different kinds of undead creatures, excluding the Nazgul.

Type: Combat

Numbers: (Standard) Size of the Fellowship / 2
(Advanced) +2 TN for each additional creature, +1 for each level the creature has

Locales: Undead can be encountered in pretty much any environ.

ENCOUNTER PROBABILITY

Roll 2d6 to determine if there is an encounter. If there is, roll a 1d6 for the encounter's difficulty.

<u>TERRAIN TYPE</u>	<u>RESULT</u>	<u>DIFFICULTY</u>
Forest	4-9	1-4 Standard, 5-6 Advanced
Plains	5-8	1-3 Standard, 4-6 Advanced
Mountains	6-7	1-4 Standard, 5-6 Advanced
Desert	6-7	Always Advanced
Swamp	5-8	1-2 Standard, 3-6 Advanced
Tundra	6-7	Always Advanced
Underground	2, 3, 11, 12	1-2 Standard, 3-6 Advanced
Sea Coast	2, 3, 11, 12	1 Standard, 2-6 Advanced
At Sea	2, 12	Always Advanced



STATS

Additional stats and unique abilities can be found in *Fell Beasts and Wondrous Magic* along with issues of *The Hall of Fire* with fan-inspired creations:

- Bog-wights (HOF 3:21)
- Cadoc's Minions (HOF 4:24)
- Corpse candles (HOF 1:14)
- Dwimmerlaiks (HOF 8:40)
- Greater wights (HOF 13:33)
- Marsh ghouls (HOF 4:25)
- Men of Carn Dum (HOF 12:36-37)
- Mewlips (HOF 8:38)
- Morgul wraiths (HOF 37:11-12)
- Skeletons (HOF 8:39)
- Ta'fa'lisch (HOF 8:41)
- Vampires (HOF 12:14; 18:17)
- Warg-wights (HOF 12:33-34)

UNIT STATS

See HOF #25 for how to create a mass combat unit. Undead units that are not comprised of soldiers will use the following unit attribute modifiers:

- Command -2
- Ranged -2
- Melee +5
- Toughness +5
- Support N/A
- Movement +0



SPECIAL ENCOUNTER UNIQUE ABILITIES AND MODIFIERS

UNDEAD

Unless the unit is comprised of former soldiers with captains, the unit may not perform complex maneuvers beyond moving and attacking.

TERRIBLE PRESENCE

Undead can evoke terror in the most stalwart of men. Undead focus a fear-based attack against an opposing unit, using an opposed Toughness test (or Inspire for the opposing unit) with the Undead unit gaining a temporary Toughness bonus equal to the average member's Intimidate ranks. This ability can be used at range, but a -1 penalty is applied for every 5 Movement the opposing unit is from the Undead unit. Upon a success, 5% of the opposing unit flees the battle per level of success.

SAP THE WILL

Undead can drain the very courage out of a man merely in its presence. Undead can perform an opposed Toughness test (or Inspire for the opposing unit) with the Undead unit gaining a temporary Toughness bonus equal to the average member's Intimidate ranks. This ability can be used at range, but a -1 penalty is applied for every 5 Movement the opposing unit is from the Undead unit. Upon a success, the unit cannot use Courage points to perform any maneuvers against the attacking unit.



DEFINITIONS

Fellowship: Number of characters, PC and NPC, in group

Standard: This is the base number of foes suitable for a beginning level group (0-3 advancements)

Advanced: This refers to the base creature template from above augmented with options in the section about special encounter abilities and modifiers.

IT'S ALL OPTIONAL

BROAD SPELL KNOWLEDGE

by David "Issachar" D.

"I once knew every spell in all the tongues of Elves or Men or Orcs, that was ever used for such a purpose. I can still remember ten score of them without searching in my mind."

—Gandalf, The Fellowship of the Ring

OVERVIEW

Some spellcasters have an encyclopedic knowledge of certain types of spells. Gandalf knew many variations of opening and shutting spells, for example, and was prepared to try as many as it took to achieve the result he desired.

The optional rule presented in this article is a way to model the sort of comprehensive knowledge Gandalf displayed, and to reward characters who invest many skill ranks in Lore skills that pertain to the casting of spells.

Broad spell knowledge can be used in the following ways:

TESTING VARIATIONS OF A SPELL

When you are not casting spells in combat or in a similarly pressuring situation, you can "try out" variations of a spell to see which one works best. This requires less effort of will and is less exhausting than casting spells of different types in succession.

If you fail to cast a spell (either by failing the Weariness test according to the Core rules, or by failing the Spellcasting test according to the "Greater Weariness" optional rules in *Paths of the Wise*), you can make a TN 15 Lore/Spellcraft test to see whether your character knows additional variations of the spell that are useful in the current situation. For each level of success, you can attempt to cast the spell one more time *without suffering the usual -3 Weariness test penalty* for casting a spell less than one minute after a previous attempt. For example, if you roll a 17 (a Complete success), you can attempt two variations of the spell on successive rounds, without a penalty on the Weariness test.

The Lore/Spellcraft skill you use to make the test must match the specialty of the spell you are attempting. For example, if you are attempting to cast a spell with the Beasts specialty, you must succeed a TN 15 Lore/Spellcraft: Beasts test to attempt other variations of the spell on successive rounds. If the spell you are attempting has no specialty, you can substitute a TN 20 test using any Lore/Spellcasting skill instead.

CHOOSING THE RIGHT SPELL FOR THE JOB

When you cast a spell on a target, you can attempt to choose, from a number of spell variations, the one that will be most effective.

To do this, you must make two Lore tests. The first test is a TN 15 test concerning specifics about the target. For example, if the target is an Orc of a particular tribal group in the Misty Mountains, you must succeed a TN 15 Lore/Group: <name of Orc tribe> test or an equivalent test. Similarly, to affect an object such as a Dwarf-door in the Lonely Mountain, you would need to succeed a TN 15 Lore/History: Dwarves of Erebor or equivalent test.

If you succeed the first Lore test, you know enough about the target to choose an effective spell variation. Now you must make a TN 15 test using a Lore/Spellcraft skill that matches the specialty of the spell you want to cast (or, for spells without specialties, a TN 20 test using any Lore/Spellcraft skill).

If you succeed the second Lore test, you know a variation of the spell that is particularly effective against the selected target. For each level of success on the second Lore test, you can improve the spell's effects in one of the following ways:

- Increase by 1 the TN of an opposed test to resist the spell.
- Increase the spell's duration by one increment. For example, if the spell's duration is one minute per point of Bearing, increase the duration by one minute. If the spell does not have a variable duration, increase the duration by 10%.
- Increase the spell's damage by one point per die of damage. For example, if the spell normally deals 3d6 points of damage, increase the damage to 3d6+3. If the spell's damage is not variable, increase the damage by 25%.

ADVENTURING IN...

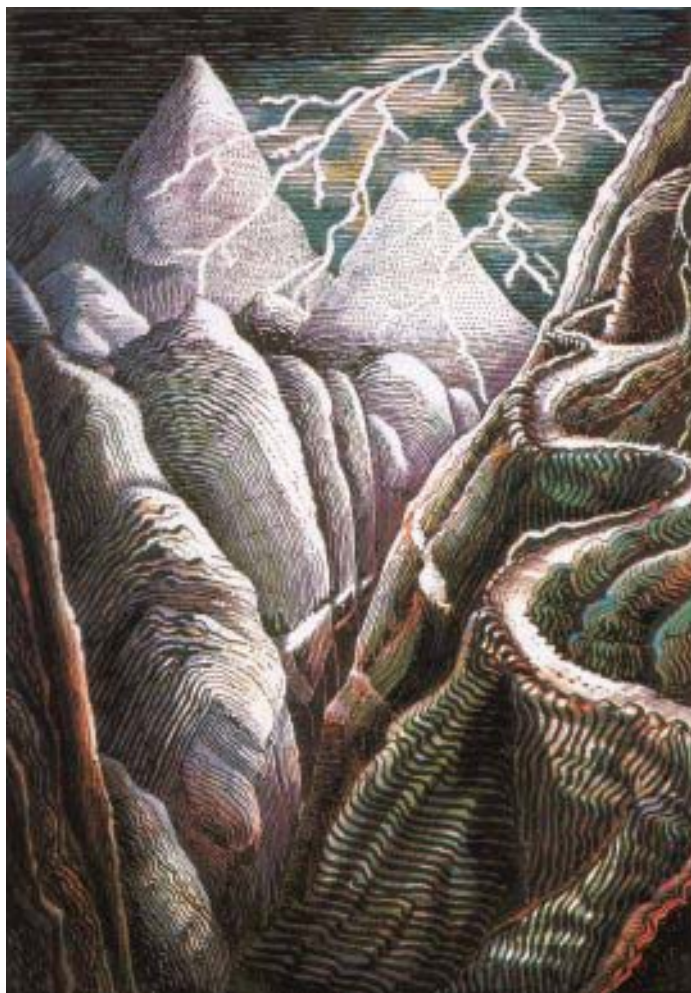
THE HIGH PASS OVER THE MISTY MOUNTAINS

by David "Issachar" D.

OVERVIEW

The High Pass runs for approximately 80 miles over the Misty Mountains, between Rivendell in the west and the Anduin valley in the east. It connects the west and east lengths of the Great East Road, which was built long ages ago by the Dwarves and runs from the Blue Mountains all the way to the Iron Hills.

The High Pass actually consists of two separate parallel routes several miles apart. The southern route is lower and easier to traverse, but is also more frequently plagued by Orcish raiding parties. The higher northern route is more difficult; it was this route that Thorin's company took on their journey to the Lonely Mountain.



HISTORY

Long before even the First Age had commenced, when the Two Trees still shone in Valinor and the Sun had not yet been set in the sky, Melkor raised the Mountains of Mist to hinder the riding of Oromë throughout Middle-earth. Later, when Oromë discovered that the Eldar had awoken in Cuiviënen, and summoned them to Valinor, the Misty Mountains proved a difficult obstacle in the westward journey. Some of the Eldar refused the journey, daunted by the towering peaks, and became known as the Nandor, the Silvan Elves.

As a creation of Melkor, the Misty Mountains have always retained an evil character despite their rehabilitation by the Dwarves, who made their great delving of Khazad-dûm in the heart of the mountain range. In undiscovered pits far below the Dwarf-mines, Balrogs and other evil creatures long lay hidden. The Misty Mountains also became infested with Orcs, who enlarged natural caves for their dwellings, or set slaves to the task. Even some of the mountain peaks themselves seem to have a malicious will of their own, notably Caradhras the Cruel, over whose feet the Redhorn Pass runs.

As for the High Pass, it was created by Oromë himself in the First Age to help the Elves cross over the Misty Mountains. Later in the First Age, the pass was often used by Dwarves, who connected it with the roads they built east and west of the mountains.

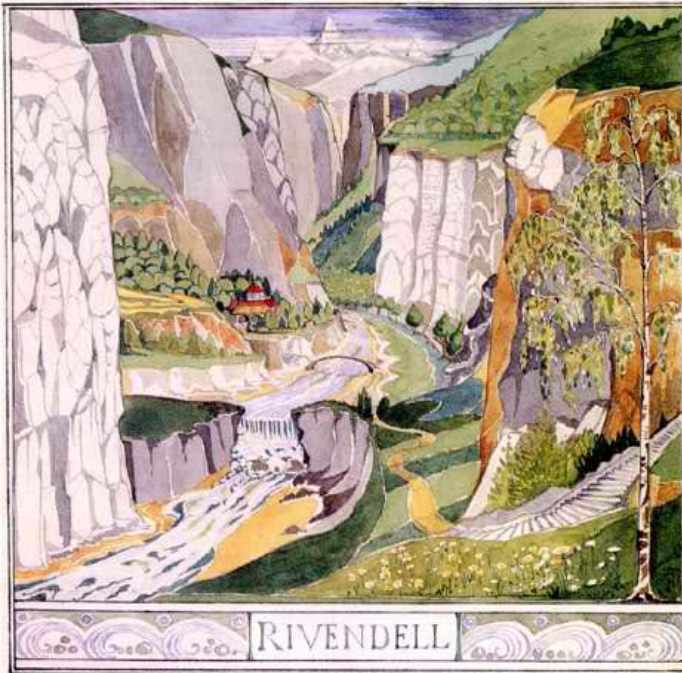
In the Second Age, the allied armies of Gil-galad and Elendil marched eastward over the High Pass on their way to assail Mordor in the War of the Last Alliance of Elves and Men. After achieving victory, Isildur was making his way to return westward over the High Pass when he was waylaid by Orcs in the Gladden Fields and slain.

In the middle of the Third Age, after the Witch-king founded Angmar at the north end of the Misty Mountains, Orcs began to multiply and spread southward, making passage across the mountains dangerous. This continued throughout the Third Age, though the Orcish threat was lessened at certain times such as the defeat of Angmar, the War of the Dwarves and Orcs, and the Battle of Five Armies. But travel along the High Pass, especially its lower route, is almost always perilous in the Third Age.

PLACES OF INTEREST

RIVENDELL

Also known as Imladris or The Last Homely House, Rivendell was founded by Elrond in the middle of the Second Age after Sauron's army sacked the Elven kingdom of Eregion. The house sheltered many refugees from Eregion and became a seat of power for Elves west of the Misty Mountains. Though Sauron's minions searched long for Rivendell, they were never able to find it.



The house is hidden in a very deep section of the Bruinen river valley between sheer cliffs. The river tumbles down from the Misty Mountains through twisting valleys that obscure objects in the distance, so that one travelling by river (if he could navigate the rapids) would not discover Rivendell until he was right upon it. The lands about are a jumble of hills and moors, difficult to traverse. Elvish scouts patrol the area to intercept or mislead spies and accidental wanderers.

Tolkien portrayed the house itself as a large manor-house with many gables and tall chimneys. Elrond kept extensive gardens around the house, and terraced walkways led from the house down the steep riverbank to the turbulent water. Samwise Gamgee found the house almost confusingly large, always seeming to have new rooms and halls to discover.

Elves of many kindreds live together in Rivendell. Notable Elves who inhabited Rivendell at various times include Elrond, Celebrían, Elladan, Elrohir, Arwen, Glorfindel, Gildor Inglorion, and Celeborn (Fourth Age only). Player characters who are Elves or Elf-friends are likely to either visit Rivendell on their travels or meet Elves of Rivendell on various errands abroad.

WESTERN FORK

Soon after entering the foothills of the Misty Mountains, a party travelling eastward must decide whether to take the more southerly route, which follows the course of streams and is relatively easy to traverse, or the northern route, which is a small track running up into narrow gorges between the mountains.

The lower track permits travel by animals and even small wagons, provided they move slowly and carefully. It generally takes two to four days to cross the mountains using this route. The northern track is more difficult. Only sure-footed mounts can be taken up the steep shoulders of the mountains, and the journey might take a week or longer.

A broken stone column stands at the junction, the remains of an ancient marker bearing inscriptions in the languages of Men, Elves and Dwarves. Nearby is a bare rock wall, the side of a high hill shorn away long ago. It affords some shelter from the wind and has been a popular spot for travelers to pitch camp before rising early to make the ascent into the mountains. In times when the Orcish presence in the Misty Mountains is strongest, kindling a campfire is risky even here on the edges of the mountains.

THE GATES OF GOBLIN-TOWN

Near the east end of the northern mountain-path lies a cave, in which Thorin's company took shelter from a thunderstorm and boulders hurled by stone-giants. This cave proved to be a secret entrance to the subterranean Orc lair known as Goblin-town. Through the cleverly concealed stone door in the back of the cave, Orcs entered the cave, which they called their "front porch", and captured Thorin and his companions.



Goblin-town is an extensive network of tunnels and caves ranging for miles below the eastern peaks of the Misty Mountains. In addition to the "front porch", there is a larger gate close to the route of the low pass, and a "back door" that opens on the east side of the mountains, leading into the Anduin valley. The lair of Gollum was not far from this back door, and Bilbo used that exit to escape from Goblin-town invisibly while wearing the One Ring.

EASTERN FORK

The northern and southern tracks of the High Pass exit the mountains to the east in stream-beds that eventually meet among the forested slopes. From this junction, east-bound travellers can continue southeast along the trail until they reach the Old Ford, or leave the trail and follow the watercourse to a more northerly point on the Anduin, midway between the Old Ford and the Carrock.

This forested area is where Thorin's company was overtaken by Orcs and Wargs after their escape from Goblin-town. Bilbo, Gandalf and the Dwarves climbed into the tree-branches for safety, but when the Orcs set the trees afire, only the timely intervention of the Great Eagles from a nearby eyrie saved the day. The Eagles see much of what occurs in the lands around, including travellers approaching the eastern fork of the High Pass or exiting from it.

PEOPLE AND ENCOUNTERS

ELVES

The Elves who guard the paths into Rivendell are ever vigilant. They are master scouts and hunters, and have successfully kept servants of the Shadow from discovering Rivendell for thousands of years.

Use the following statistics for a typical Rivendell scout:

RACE: Elf, Sindar (Elf of Rivendell)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven Sense, Elven Sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 10 (+2), Nimbleness 13 (+3)*, Perception 12 (+3)*, Strength 9 (+1), Vitality 10 (+2), Wits 9(+1)

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

ORDERS: Warrior

ORDER ABILITIES: Evasion

ADVANCEMENTS: 6

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +5, Inquire +4, Intimidate +4, Jump +5, Language: Sindarin +7, Language: Westron +6, Lore/Realm: Rivendell +5, Lore/Race: Elves +4, Lore/Group: Elves +4, Observe (Sense Power, Spot) +7, Ranged Combat: Bows (Shortbow) +8, Ride +2, Run +5, Search +5, Siegecraft +2

EDGES: Fair, Keen-eyed, Night-eyed, Quick-draw

FLAWS: Fealty (Elrond)

SIZE: Medium (6 Wound Levels, 1 Healthy)

DEFENCE: 13 **HEALTH:** 11 **COURAGE:** 3

GEAR: Longsword, longbow, quiver of arrows, elven-cloak

DWARVES

Travellers on the High Pass may occasionally encounter Dwarves, either merchant caravans with their wagons (on the low route) or small bands on some specific errand. Dwarves are well aware of the dangers of the mountains, and never cross the High Pass alone unless driven by urgent need.

A typical merchant caravan includes 1d6+2 Dwarven tradesmen and an equal or greater number of hired guards. A typical band of travelling Dwarves taking the high route includes 1d6+1 members, at least half of whom are warriors.

Use the following statistics for a typical Dwarven warrior:

RACE: Dwarf (Dwarf of Erebor)

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

ATTRIBUTES: Bearing 7 (+0), Nimbleness 8 (+1), Perception 10 (+2), Strength 11 (+2)*, Vitality 13 (+3)*, Wits 8 (+1)

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

ORDERS: Warrior

ORDER ABILITIES: Warrior-born

ADVANCEMENTS: 3

SKILLS: Armed Combat: Axes (Battle-axe) +6, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language: Khuzdul +7, Language: Westron +6, Lore/Realm: Northern Rhovanion +5, Lore/Race: Dwarves +4, Lore/Group: Dwarves +4, Observe (Spot) +4, Ranged Combat: Bows (Shortbow) +5, Ride +2, Run +3, Search +2, Siegecraft +3, Smithcraft (Weaponsmith) +3

EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (King under the Mountain)

SIZE: Small (6 Wound Levels, 1 Healthy)

DEFENCE: 11 **HEALTH:** 15 **COURAGE:** 3

GEAR: Battle axe, shortbow, quiver of arrows, chain armour, small shield



Use the following statistics for a typical Dwarven merchant:

RACE: Dwarf (Dwarf of Erebor)

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

ATTRIBUTES: Bearing 8 (+1), Nimbleness 7 (+0), Perception 11 (+2), Strength 10 (+2)*, Vitality 12 (+3), Wits 9 (+1)*

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

ORDERS: Craftsman

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 1

SKILLS: Appraise (Coin) +3, Armed Combat: Blades (Short sword) +2, Climb +1, Craft: [any] +5, Debate (Bargain) +3, Inquire +2, Jump +1, Language: Khuzdul +7, Language: Westron +6, Lore/Realm: Northern Rhovanion +5, Lore/Race: Dwarves +4, Lore/Group: Dwarves +4, Observe (Spot) +3, Perform (Sing) +2, Persuade (Oratory) +3, Ride +2, Run +1, Search +1, Smithcraft: [any] +5, Teamster +3

EDGES: Craftmaster

FLAWS: None

SIZE: Small (6 Wound Levels, 1 Healthy)

DEFENCE: 10 **HEALTH:** 14 **COURAGE:** 3

GEAR: Short sword, leather armour, wares for trade

ORCS

While most bands of mountain-orcs are similar to the slavish breeds from Mordor, the large Orcs who inhabit Goblin-town are comparable to Uruks. Use the published creature statistics from *Fell Beasts and Wondrous Magic*.

An encounter with Orcs is all too likely when PC's cross the Misty Mountains, unless they take great care not to be seen, or travel in sufficient numbers to discourage would-be attackers.

If you wish, you can use the following tables to determine whether a party will randomly encounter Orcs on their journey over the High Pass. On the upper trail (the northern path), there is less chance of meeting Orcs, and they are usually encountered in smaller numbers.

TABLE 1. Orc Encounters on the Upper Trail

<u>Result</u>	<u>Encounter</u>
2	1d6+2 Orcs of Goblin-town (Uruks)
3	1d6 Orcs of Goblin-town (Uruks)
4-10	No encounter
11	1d6+2 wandering mountain orcs
12	2d6+2 wandering mountain orcs

TABLE 2. Orc Encounters on the Lower Trail

<u>Result</u>	<u>Encounter</u>
2	2d6+4 Orcs of Goblin-town (Uruks)
3	2d6 Orcs of Goblin-town (Uruks)
4	1d6 Orcs of Goblin-town (Uruks)
5-9	No encounter
10	1d6+2 wandering mountain orcs
11	2d6+4 wandering mountain orcs
12	4d6+4 wandering mountain orcs

STONE-GIANTS

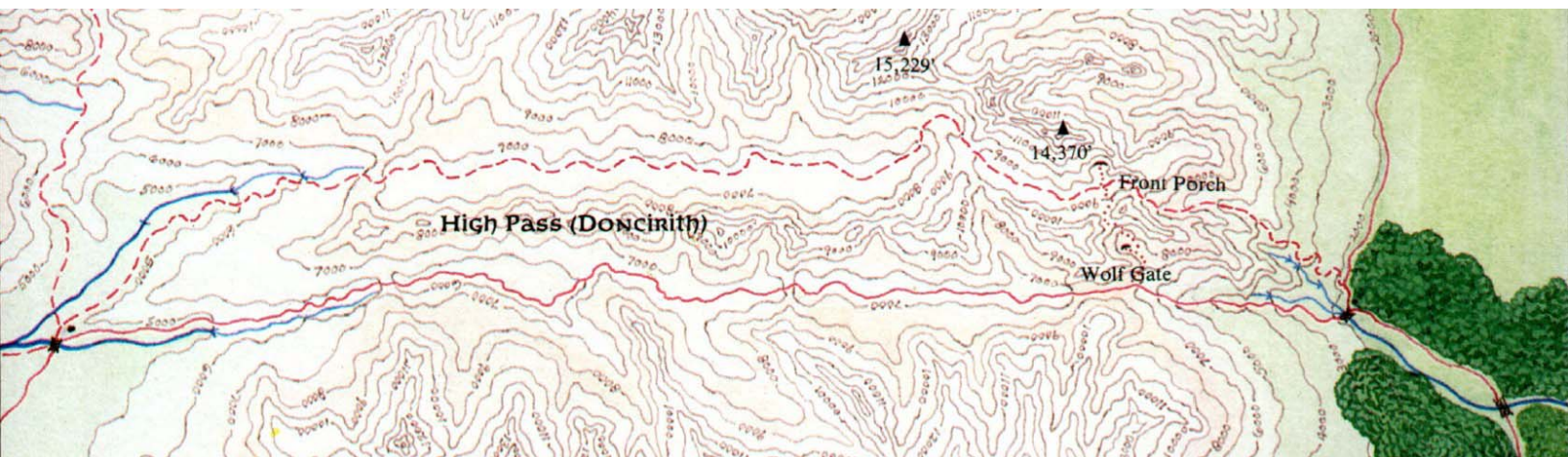
Little is known about the giants who dwell high in the Misty Mountains. Thorin's company observed them only from a distance in the flashes of lightning, and saw the great boulders the giants threw, landing too near them for comfort. Few travellers on the High Pass have ever encountered stone-giants up close, for they are a reclusive folk. But when a thunderstorm shakes the stony peaks, the giants enjoy coming out to revel in the wind and rain, and throw great rocks at one another for sport.

See HOF 7:36-37 for statistics and other information on stone-giants, should your group spy them while traversing the High Pass.



Top: Overland view of the High Pass from Rivendell (lower left corner) up over the noutnains to the forested area in the upper right. The Carrock and Old Ford are visible on the extreme right edge of the map.

Bottom: A topographical map of the High Pass over the Misty Mountains. The upper trail is marked with a dotted line while the lower trail is marked with a solid line. The “front porch” to Goblin-town is labeled.



WORDS OF WISDOM

YNGVAR ON RUNNING THE CHRONICLE

Repeat 'I am not a dictator'. The Narrator is the storyteller and the interaction point for players with their PCs and NPCs. The Narrator's word is final. However, this does not mean PCs should be railroaded in a particular direction or forced down a particular story line. They might as well pick up a 'Fighting Fantasy' book for better opportunities. The Narrator should listen to a player and make a decision on the case the player has made – for instance the way they would react in a situation – and allow some flexibility. Also be prepared to allow flexibility in PC choices when you find your players going in the opposite direction to your carefully created plot. Remember, PCs may actually come up with good plot ideas that you had not thought about and might spark something off in your mind.

For example, I had it in my mind that some of the orcs arriving for the Battle of the Five Armies would split off from the main force and attack Laketown. The PCs would fight them but not be part of the big battle. Can you guess what happened? Yup they decided the alliance of Elves and Men were taking too long thought something might be wrong and set off for the Lonely Mountain. I hoofed it and taking the story they had contributed to allowed them to play a part in the battle.

NYBBLES ON RUNNING THE CHRONICLE

Before each game prepare yourself and familiarize yourself with the material you think may be helpful to the scenario you are building; it takes a lot out of a game if you have to stop and flip through your books to find that certain something in the middle of playing. Make some quick notes before you begin your game session, but also be prepared to throw those notes away.

Keep the themes of your game fairly simple and straight forward. start with a few simple plot points and let the players work their way outwards from there, but remember to keep them on-track without leading them by the nose.



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WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. 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 ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/ CHRONICLES OF THE NORTH http://roleplay.avioc.org/index.htm MERPCOM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com</p>	<p>THE MAD IRISHMAN http://www.mad-irishman.net 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/</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'.