

THE HALL OF FIRE FAN WEBZINE

Issue 49

February 2008





GREETINGS, SALUTATIONS... HELLO ALL!

As time passes we march ever closer to the changing of the guard here at The Hall of Fire. But in that time, we have now recently seen the likely demise of the messageboards at Decipher, Inc. Though not wholly unexpected, it is yet another sad reminder of the lacking support and disrespect the company has given this game, its creators, and its fans. If they by some miraculous feat return from the dead, it highly likely that what little traffic they had will now return to only a mere trickle, if at all. Please, let us all take a moment of silence and pay homage to what has now become the final nail in the coffin ... the final spade of sod upon the grave of what once was our beloved game. May it now rest in peace, continuing on in the faithful efforts of the precious few who muse upon its missed potential and attempt to provide some meaningful epitaph through their passionate work in their fan publications.

Like any good funeral, there is a party afterwards and here are the favors. This issue will bring you the final chapter of the first quest in the campaign A Return to Power, new spells, more mass combat units, plus more!

Grab the goodies while their hot!

Matthew Kearns aka GandalfOfBorg
Editor



In This Issue

THE ROAD GOES EVER ON...	2
• A Return To Power	
FAN FLAVOUR	6
• Forces to Reckon With	
• New Spells	
• New Elite Order	
• New Order Ability	
FEATURED CREATURES	11
• Lion	
• Cheetah	
• Tiger	
• Cougar	
• Lynx	
WHAT'S OUT THERE	13
CALLING ALL GAMERS	13



CONTACT THE HALL OF FIRE AT:
CODAWEBZINE@HOTMAIL.COM

CREW

MATTHEW KEARNS (GANDALFOFBORG), EDITOR

ultimac@hotmail.com

MICAH A. WALLS (RAZOR77), LAYOUT

razor77@gmail.com

This is an unofficial fan webzine created for players of Decipher's *The Lord of the Rings Roleplaying Game* and the world of Middle-earth created by J.R.R. Tolkien. There is no affiliation between the creators of this webzine and Decipher, Tolkien Enterprises, or any other related corporation. All material is either direct from Tolkien sources, Decipher, opinion, or has been created for the said purpose of roleplaying in the world of Middle-earth. All pictures and graphics were obtained from Decipher and New Line Cinema or from sources on the Internet. No claim of ownership is made through their use here. These images are used with no permission. **THIS DOCUMENT IS NOT FOR RETAIL SALE AND INDIVIDUALS MAY PHOTOCOPY AND PRINT FOR THEIR PERSONAL USE.**

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 towards their goal freeing the Dark Lord from his bonds from beyond the reaches of the world.

INTRODUCTION

“A Return to Power” is a campaign for use with *The Lord of the Rings Roleplaying Game* by Decipher, taking place in the Fourth Age during any year the Narrator chooses 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 that plan to take part in this adventure should not read any further.

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 by some means – guile and subterfuge or being held prisoner – has come to Carn Dûm. If they are prisoners, they must escape and attempt to retrieve the *palantir* lest they are caught and put to an immediate and grisly death.

ADVENTURE HOOKS

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

- The fellowship is a band of underground insurgents resisting the brutal Angmarim regime. They have broken into the great keep in search of prisoners to set free but encounter a contingent of guards bringing a strange object which is overheard to be a weapon of some sort, valuable to the Reunited Kingdom. They now have decided to steal the weapon and return it to the Men of the West in return for aiding in the destruction of the powers that be in Angmar.
- The fellowship are prisoners of Angmar, a small task force sent from the North Kingdom to spy upon Carn Dûm but were captured. They see and hear the same thing as in the previous hook about the 'weapon'. Do the same thing as in Act 1: Captured!

If at any time the fellowship would be captured again, they would most likely be put to death and thus ending the campaign for this fellowship; of course, new characters can always be made. If so, they can start with King Elendil again, beginning with Quest 2: The Osgiliath Stone, or with the steward of the North Kingdom in Quest 1, Chapter 3: All Roads Lead to Angmar with all previous events having transpired. They could be sent in search of the previous fellowship, pick up where they left off, and proceed on to Chapter 4.

ACT 1: ESCAPE!

The fellowship was captured and made prisoners. Leave it to them to find a means of escape along with allowing them to retrieve their belongings as well.

Carn Dûm is an ancient, underground fortress so vast that it couldn't be mapped properly. There are some maps and details of important sites located in *The Hall of Fire*, Issue #19, but nothing to support the numerous levels. It is suggested though to use some dungeon-mapper program, the *Moria* boxed set's random labyrinth maps and tiles, etc. to set up the tunnels and levels of the stronghold.

This act contains as many random encounters as the Narrator sees fit. Not all of them require fighting to get through; in fact, fighting is probably the last answer to any of them. The encounters are either Angmarim hillmen or orcs; the patrols aren't of mixed race. Engaging in a random encounter within the bowels of this enemy stronghold will have the same effect as directed in *Infiltrating Patrolled Areas* sidebar from Chapter 3: All Roads Lead to Angmar with the Stealth TN starting at TN

7 and increasing by +1 per level upwards to the surface; the number of levels is left up to the Narrator.

ACT 2: PALANTIR UNDER GUARD

As the fellowship evades the patrols and pitfalls of the enemy stronghold, they get wind of the whereabouts of the *palantiri*. A successful TN 15 Observe (Hear) or TN 12 Inquire (Interrogate) test will be sufficient enough to acquire useful information. They discover that the elven artifacts are being kept under special guard at the top of the tower by four wielders of dark, eldritch might. The Stealth TNs increase by +2 per level from now on.

The tactics of the sorcerers are simple: eliminate the party or die in the attempt – well, that is what the Dark Acolytes will do. If the Dark Master sees that the tide is turning against them, he will flee, grabbing the chest that supposedly has both *palantiri* inside if he can, and uses his acolytes as a buffer to make his escape. The acolytes are so blind in their obedience that they won't hesitate in their duty to the master.

ACT 3: SEEKING THE PALANTIR

If the Dark Master escapes with the chest, the fellowship won't find the *palantiri* within the tower chamber. He will escape Carn Dûm, fleeing to Gundabad. If the fellowship defeats the cabal and they search the chamber, they will find a chest similar to those found in the ancient wreckage on the coast of Forochel; inside is found only one of the *palantiri*. A TN 15 Search test or TN 20 Observe (Spot) test will discover some papers that mention the transfer of the other palantir to Gundabad "until the time of the Unchaining." Searching the bodies of the dead will find that they are wearing medallions with the same symbol as the coins from the bandits encountered near Tharbad (if the characters weren't waylaid there, then they wouldn't know that info); refer to the picture of the coin in Chapter 1: The King's Request.

If on the off chance the fellowship attempts to use the *palantir*, the wielder will discover the location of the other in Gundabad. This encounter will be incredibly strenuous and painful for the wielder, as she will fall unconscious, her Stamina score will be reduced by -1 permanently, and gain 1 Corruption. Once she wakes, she will remember her ordeal in vividly painful detail.

ACT 4: TACTICAL RETREAT

Now the fellowship must escape Carn Dûm altogether with whatever boons they managed to acquire. The way out will be the same as escaping: evade the patrols and escape the stronghold. With the escape of the Dark Master, the Angmarim guards are on heightened alert while the orkish guards could care less. The Narrator will now roll 1d6; an even result makes the Stealth TN's for escaping increase by +3 for Angmarim patrols and odd results makes the Stealth TN's -2 for the orkish patrols.

ACT 5: WHAT NOW?

After the fellowship escapes, they must decide which course of action to take.

Decision 1: Return to Fornost

The fellowship returns to Fornost with whatever they managed to retrieve in Carn Dûm – nothing or one of the *palantiri* – and explain to the Steward why they didn't achieve their goal. Regardless of their achievement and his attitude towards them previously, he will read them the riot act for the failure. He will give them two choices as well:

- Failure is not an option; the fellowship must infiltrate Gundabad and retrieve the stones. Proceed to Quest 2: Over Hill, Under Mountain.
- If neither stone is recovered, they are to return to Minas Tirith in disgrace. Proceed to Decision 2: Return to Minas Tirith.
- If one of the stones is acquired, the fellowship may escort the stone by the most direct route back to Minas Tirith. Proceed to Decision 2: Return to Minas Tirith.

Decision 2: Return to Minas Tirith

The fellowship returns to Minas Tirith with whatever they managed to retrieve in Carn Dûm – nothing or one of the *palantiri* – and explain why they didn't achieve their goal. The king will give the fellowship a choice of actions now:

- Seeing as the fellowship is capable of infiltrating and escaping such a well-fortified stronghold as Carn Dum, doing the same in Gundabad should be right up their alley to retrieve the *palantiri* from there. Proceed to Quest 2: Over Hill, Under Mountain.
- As the fellowship seems incapable achieving their goals without additional aid, they will be given one more chance to aid in the recovery of the great Osgiliath stone that is supposed to reside in the ruins of the city. Proceed to Quest 3: The Osgiliath Stone. *Note: If the fellowship proceeded to Decision 2 due to the outcome of Decision 1, this choice is the only one given by the king.*

Decision 3: Take Stone to Imladris

Feeling that his expertise in these matters would serve them well, the fellowship travels to Imladris in search of Bronoldo.

- If the fellowship has never met him, proceed to Chapter 1: The King's Request, Act 4: The Last Elf of The Last Homely House, replacing the reason for the visit from seeking information about the palantir to seeking guidance or advice or to leave the stone in his safekeeping.
- If the fellowship has met the elf and his assistant and parted ways without incident, the elf will attempt to

persuade the fellowship to leave the stone with him and go to Gundabad to retrieve the other; he will send word to the king of the acquisition.

- If the fellowship has met the elf and his assistant and there was an altercation of some sort, by-gones will be by-gones to the elf as he is excited to see that the fellowship has stone, if they have one; otherwise, he will be annoyed at their appearance, shunning any requests for aid or guidance. If this is the case, the fellowship will need to decide their next action.

DARK ACOLYTE

RACE: Man, Black Numenorean

GENDER: Male

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

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

MOVEMENT: 6

SKILLS: Armed Combat: Clubs (Staff) +3, Craft: Draughts and Elixirs +3, Debate (Negotiate) +2, Healing (Herbal Remedies) +3, Inquire (Interrogate) +3, Insight +4, Inspire +2, Intimidate (Fear) +4, Language: Adunaic +5, Language: Black Speech +5, Language: Westron +5, Lore/Group: Angren-ri +5, Lore/Group: Nazgûl +5, Lore/Magic: Sorcery +6, Lore/Realm: Angmar +3, Observe (Spot) +4, Persuade (Charm) +4, Ranged Combat: Spells +2

EDGES: Curious, Rank 2, Strong-willed, Tireless

FLAWS: Arrogant, Fealty (Dark Master)

SPELLS: Bane, Bladeshattering, Blast of Sorcery, Evoke Fear, Fatigue, Veiling Shadow, Vulnerability to Sorcery

ABILITIES: Spellcasting 2, Spell Specialty (Sorcery), Wizard's Heart

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

DEFENCE: 10

TN EQUIVALENT: 5

DESCRIPTION: Dark Acolytes are despicable and horrible men who have studied at the feet of pure evil. They learned all their dark arts from masters who berate, abuse, and practically torture them for their own amusement, and yet they come back for more, yearning for power. They will stop at nothing to achieve the goals of their masters, even dying in the attempt.

Decision 4: Keep Stone, Go on to Gundabad

This is the riskiest of the options as it lends itself towards the possibility of losing the stone or getting it stolen, but if there is a good tracker in the group, they could pick up the trail of the Dark Master and follow him. To do so would require a TN 12 Track (Animal) test with affinities from Ride (Horse), Craft: Animal Handling, or Lore/Wilderness Lore: Beasts. Proceed to Quest 2: Over Hill, Under Mountain.

**DARK MASTER****RACE:** Man, Black Numenorean**GENDER:** Male**ATTRIBUTES:** Bearing 12 (+3)*, Nimbleness 6 (+0), Perception 8 (+1), Strength 6 (+0), Vitality 9 (+1), Wits 10 (+2)***REACTIONS:** Stamina +3*, Swiftmess +1, Willpower +4, Wisdom +3**MOVEMENT:** 6**SKILLS:** Armed Combat: Clubs (Staff) +3, Craft: Draughts and Elixirs +5, Debate (Negotiate) +2, Healing (Herbal Remedies) +3, Inquire (Interrogate) +3, Insight +4, Inspire +4, Intimidate (Fear) +4, Language: Adunaic +5, Language: Black Speech +5, Language: Westron +5, Lore/Group: Angren-ri +5, Lore/Group: Nazgûl +5, Lore/Magic: Sorcery +8, Lore/Realm: Angmar +3, Observe (Spot) +5, Persuade (Charm) +4, Ranged Combat: Spells +5**EDGES:** Curious, Hidden Strength, Rank 3, Strong-willed, Tireless, Wise**FLAWS:** Arrogant, Enemy (Reunited Kingdom)**SPELLS:** Bane, Bladeshattering, Blast of Sorcery, Command, Evoke Fear, Fatigue, Hex-spell, Spawn Wight, Veiling Shadow, Voice of Command, Vulnerability to Sorcery**ABILITIES:** Spellcasting 4, Spell Specialty (Sorcery), Wizard's Heart**SIZE:** Medium (6 Wound Levels, 1 Healthy)**HEALTH:** 9**DEFENCE:** 10**TN EQUIVALENT:** 12**DESCRIPTION:** The Dark Master is disciple of the unholy and darkest of arts. Following the teachings of the Witch-king left behind in the dark stronghold of Carn Dum, he has gathered to him his own rapid followers. Unbeknownst to all, yet unsurprisingly, he is also the shadow head of the cult of the Angren-ri.**Table 13 - Chapter 4 Rewards**

<u>Accomplishment</u>	<u>Reward</u>
Skill tests indicated in text	XP is rolled result +5 for each level of success
Any skill tests not in text that Narrator deems worthy of reward	XP is rolled result
Combat encounters	XP is TN Equivalent value
Escapes Carn Dûm without engaging a patrol	100 XP + 2 Renown
Retrieve a <i>palantir</i>	100 XP + 2 Renown
Completed Chapter	250 XP and +2 Renown
Completed Quest	250 XP

FAN FLAVOUR

FORCES TO RECKON WITH

By GandalfOfBorg

HOBBIT ARCHERS

Though small in stature and numbers, the Took archers of The Shire are a highly skilled and effective group of bowmen. Using their natural gifts with stealth and use of light leather armor, these marksmen of The Shire have seen action in volunteering to aid the North Kingdom in times past, supported Bullroarer's defense of The Shire against the orc invasion, repelling of the sack of The Shire by the White Wolves, and, finally, the demise of Sharky.

MODIFIERS

The Mass Combat Unit modifiers for Hobbits are found in *The Hall of Fire*, Issue 25.

ABILITIES

Hobbit Archers gain the following abilities: Forest-friend, Gifted Shot, Hard to Hit, and Hit and Run (HOF #41).

Gifted Shot: Hobbit Archers apply the effects of their racial ability, *Sure at the Mark*, to any Ranged Combat maneuver test.

Hard To Hit: The Hobbits' small size make it more difficult for them to be targeted by other Ranged Combat attacks; unless the units are adjacent, all Ranged Combat maneuver tests increase their TNs by +4.

TACTICS

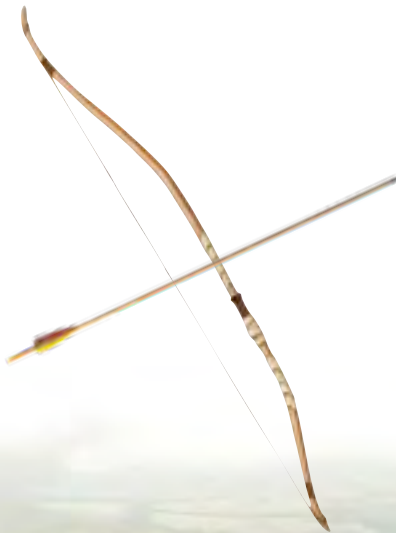
Here are some of the tactics and info about the Hobbit Archers:

- Being a lightly armored and dexterous unit, Hobbit Archers keep to the shadows and rarely confront an enemy directly lest they are overrun.
- Since there are so few units of Hobbit Archers, there is only one elite unit; it's called The Burroughs's Men.
- Being a peaceful people, the Hobbits do not take the use of force or violence lightly, only using any force if mustered under extraordinary circumstances.

UNITS

Table A: Hobbit Archer Mass Combat Units

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Light Archers	3	10	5	3	8	8	Forest-friend, Gifted Shot, Hard To Hit, Hit and Run



SWORDSMEN OF LINDON

Though Lindon prides itself on its shipbuilding, it also maintains a proud tradition of the sword. The infantry of Lindon are well-known for their fell ability of close-quarters combat, especially using the sword. During the Last Alliance, one of their units held off a fierce attack from all sides, being surrounded by hundreds of orcs; the unit only lost one of their own at that encounter.

MODIFIERS

Table B: Swordsmen of Lindon Mass Combat Modifiers

Mass Combat Attribute	Unit Modifiers
Command	+4
Ranged	+5 / +0
Melee	+3
Toughness	+2
Support	+4
Movement	+2 / +4

ABILITIES

The Swordsmen of Lindon gain the following abilities: Devoted, Elite, Swift.

Swift: Swordsmen of Lindon may apply their bonus to Run from the racial ability, Lightfootedness, to a Movement-based maneuver. This can be done a number of times per battle equal to the unit leader's Bearing modifier.

TACTICS

Here are some of the tactics and info about the Swordsmen of Lindon:

- The light infantry units wear leather armor, wield one-handed swords, and carry the leaf-shaped shields of the Noldor.
- The medium infantry units wear the heavier reinforced scale mail while wielding larger two-handed blades.
- The light infantry units will lead the medium infantry units into combat as they can better bear the brunt of volleys from archers and can easily cast aside their shields once their reinforcements arrive and take their place.

UNITS

Table C: Swordsmen of Lindon Mass Combat Units

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Light Infantry	11	7	11	10	11	10	Devoted, Elite, Swift
Medium Infantry	11	7	13	13	11	8	Devoted, Elite, Swift

RED EYE BRIGADE (OLOG-HAI) OF MORDOR

When an enemy's stronghold needs to be breached or defensive line seems impenetrable, the Dark Lord's generals send in the Red Eye Brigade. The brigade is made of the five fiercest units of Olog-hai trolls in all of Sauron's forces. They were the ones sent to accompany Grond to the gates of Minas Tirith with the mission to shatter it.

MODIFIERS

The Mass Combat Unit modifiers for Olog-hai are found in *The Hall of Fire*, Issue 25.

ABILITIES

Units of the Red Eye Brigade gain the following abilities: Devoted, Elite, Fell Charge.

TACTICS

Here are some of the tactics and info about the Swordsmen of Lindon:

- Red Eye Brigade units have no real tactics; they are sent in to do what they are ordered to do and then destroy what's left.

UNITS

Table D: Red Eye Brigade Mass Combat Units

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Heavy Infantry	10	5	21	21	3	4	Devoted, Elite, Fell Charge

GREAT EAGLES

Since land and beasts in the world have existed, so have the Great Eagles of Manwë. Throughout the ages, Gwaihir and Thorondor have led their kin and kept an eye on Arda in the stead of The Lord of the West. In a few instances in times of dire need, their aid unlooked for as come to turn the tide toward hope at least and the fortunes of battle at best. The Great Eagles were at the fall of Gondolin, helped Gandalf, dwarves, and a Hobbit escape the goblins, and made an appearance at both The Battle of the Five Armies and the battle before the Morannon at the end of the Third Age.

MODIFIERS

Table E: Great Eagles Mass Combat Modifiers

Mass Combat Attribute	Unit Modifiers
Command	+3
Ranged	-- / +2
Melee	+7
Toughness	+3
Support	-4
Movement	-- / +8

ABILITIES

Great Eagle units gain the following abilities: Aerial Unit, Inspirational, Noble-led.

Aerial Unit: Aerial Units may enter melee combat with another aerial unit or ranged combat with ground-based units without penalty. Aerial units may enter melee combat with ground-based units but the following penalties are applied: Ranged Combat goes to 0, and Melee and Movement are cut in half (rounded down). Ground-based ranged combat units may attack aerial units but distances must be kept track of for applying range increment penalties, ± 0 Close (\leq Ranged Combat * 10 yards), -3 Medium (\leq Ranged Combat * 20 yards), -7 Far (\leq Ranged Combat * 30 yards). Aerial units apply the same range increment penalties when making ranged attacks against ground-based units.

Inspirational: For a number of rounds equal to the unit leader's Bearing modifier, allied units gain a +2 bonus to Command and Melee or Toughness.

TACTICS

Here are some of the tactics and info about the Great Eagles:

- Though they are beasts, Great Eagles do not have the Beast special ability.
- Great Eagles usually appear at some dire time during combat when the tides of fortune seem to turn in the favor of the forces of darkness (loss of leader in combat, breach of fortification, etc.).
- Great Eagles will engage opposing aerial units before assisting against ground-based units.
- When engaging ground-based units, Great Eagles won't resort to dropping rocks or anything, but will swoop in and carry off troops, horses, or small siege weapons.

UNITS

Table F: Great Eagles Mass Combat Units

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Great Eagles	10	9	14	10	3	15	Aerial Unit, Inspirational, Noble-led

FELL BEASTS

In the Third Age and maybe before, Sauron found these creatures and twisted their forms and will to his own desires. When they had grown to an unnatural size, he gave them to his greatest lieutenants, the Nazgûl, as steeds. He knew that the Eagles of Manwë still resided in Middle-earth and if they made an appearance, he wanted something up to the task to take them on. When the battle before the Morannon came, they had their chance.

MODIFIERS

Table G: Fell Beast Mass Combat Modifiers

Mass Combat Attribute	Unit Modifiers (Beast)	Unit Modifiers (Aerial Cavalry)
Command	-5	+4
Ranged	-- / +2	-- / +3
Melee	+6	+3
Toughness	+3	+1
Support	0	0
Movement	-- / +6	-- / -2

ABILITIES

Fell Beast units have access to the following abilities: Aerial Cavalry, Aerial Unit, Beast, and Fearsome.

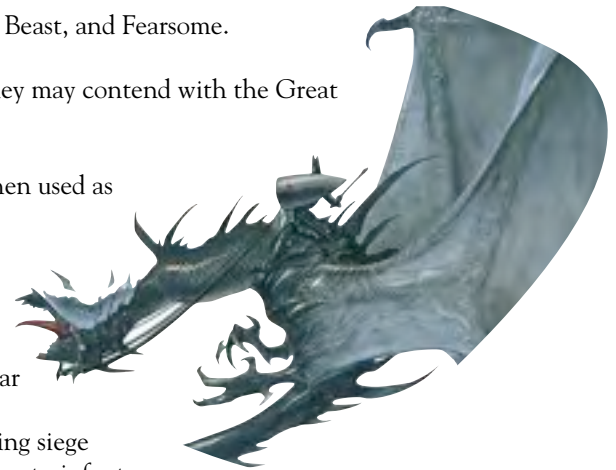
Aerial Cavalry: It was the Nazgûl that Sauron entrusted these beasts to so that they may contend with the Great Eagles of Manwë. Apply bonuses to unit as if it were a light cavalry unit.

Fearsome: Opposing units suffer -2 penalties to all attributes for ½-d6 rounds. When used as mounts for the Nazgûl, double the penalty and make it for 1d6 rounds.

TACTICS

Here are some of the tactics and info about the Swordsmen of Lindon:

- When in combat without riders, Fell Beasts will attack cavalry units first as they are attracted to the horses. They will then move on to the rear guard where most of the wounded and dead are.
- As mounts, the Nazgûl will use them to spread fear over the arena, disabling siege weapons, decimating ground-based archer then cavalry units, and finally on to infantry units.



UNITS

Table H: Fell Beast Mass Combat Units

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Fell Beasts	2	9	13	10	0	13	Aerial Unit, Beast, Fearsome
Fell Beasts w/ Nazgûl	11	10	14	11	0	14	Aerial Cavalry, Aerial Unit, Fearsome



NEW SPELLS

WORDS OF POISON BY ZEHNWATERS

Casting Time: 1 min
Range: 5 feet
Duration: Special
Weariness TN: 15
Cost: 2 picks
Requisite: Evoke Fear, Shadow of Fear, Voice of Suasion
Method: Standard, Song, Ability
Specialty: Sorcery

Wielders of this spell are able to overcome the will of another, sapping the victim's body as well as mind. Upon a successful casting of this spell, the victim's attributes and reactions are reduced by 1 per level of success of the casting attempt. Victims also cannot resist uses of persuasion against them by the caster while ignoring all attempts of logic and debate from others. To continue this effect, the caster must perform a Stamina vs. Weariness test after a number of weeks equal to his unmodified Willpower score.

BREATH OF LIFE BY ZEHNWATERS

Casting Time: 1 min
Range: Touch
Duration: Instant
Weariness TN: 12
Cost: 2
Requisite: Healing-spell, Reading the Heart
Method: Standard, Song, Ability
Specialty: Flame of Anor

Happy are the promises of a good life and good fortune and the caster uses this knowledge to help the soul heal the mind and body. This spell cuts in half the recovery time for healing grievous (Incapacitated or Near Death) wounds of the body, give a +2 bonus per level of success to Stamina vs. Weariness tests or Willpower vs. Grief tests.



NEW ELITE ORDER

DRIVER BY ZEHNWATERS

Description: You are a driver. Being a wainrider, a wagoneer or a mûmak driver you command an animal, or a team of animals, to pull a cart of merchandise or carry a tower of troops. You may also be simply a traveling minstrel or charlatan with a great caravan, or perhaps a craftsman selling his wares as he moves from town to town.

Requirements: Strength 8+; 8+ ranks in Teamster; 5+ ranks in Craft: Handle Animal (HOF #32)

Order Skills: Appraise, Armed Combat, Conceal, Craft, Debate, Games, Inquire, Intimidate, Persuade, Ride, Survival, Teamster, Weather-sense

ORDER ABILITIES

Audacious Manager

Requirements: Experienced Driver edge (HOF #29)

Effect: Whenever you use Courage on Teamster, Craft: Handle Animal and Ride tests you gain an additional +2 bonus.

Experienced Handler

Requirements: +8 ranks in Craft: Handle Animal

Effect: While in command of any team, you gain a +3 to any Teamster rolls you make.

Momentous Driving

Requirements: Experienced Driver edge (HOF #29)

Effect: The speed reduction to the chosen animal for encumbrance (Table 9.22 in CRB) is reduced by one half.

Improvements: Yes, once. Upon attaining 10+ ranks in Teamster you may ignore all speed reductions.

Master Guide

Effect: Once per game session, you can re-roll a Teamster test and choose the better of the two results.

Handy-man**Requirements:** +3 Craft: Woodworking (or equivalent)**Effect:** You may roll a Teamster test with TN 15, and add a bonus equal to your success; a +1 bonus per level of success greater than Marginal.

NEW ORDER ABILITIES

ROGUE (OR SPY) ORDER ABILITY BY ZEHNWATERS**Master of Fate****Requirements:** Favour of Fortune**Effect:** When making a re-roll due to the effects of any trait or ability, you may instead roll of 3d6, using the desired result of any two die from the re-roll.

FEATURED CREATURES

BY ZEHNWATERS

LION

Attributes: Bearing 8*, Nimbleness 6, Perception 8, Strength 12*, Vitality 11, Wits 5**Reactions:** Stamina +3*, Swiftiness +1, Willpower +1, Wisdom +1**Defence:** 10**Movement Rate:** 12**Skills:** Armed Combat: Natural Weapons (Claws, Fangs) +6, Intimidate (Fear) +5, Jump +3, Observe (Spot) +5, Run +5, Stealth (Sneak) +3, Survival (Savanna), +3, Track (Scent) +2**Special Abilities:** Camouflage, Multiple Attacks (claws, fangs), Natural Weapons (Claws 2d6, Fangs 2d6 +1), Roar***Edges:** Night-eyed 2**Size:** Large**Health:** 14

*Roar: The lion is a terrifying creature when it roars. It doubles its Specialty Bonus for Intimidate checks for all those in listening distance after roaring.

CHEETAH

Attributes: Bearing 6, Nimbleness 10*, Perception 8, Strength 8*, Vitality 7, Wits 5**Reactions:** Stamina +2, Swiftiness +2*, Willpower +0, Wisdom +1**Defence:** 12**Movement Rate:** 6**Skills:** Armed Combat: Natural Weapons (Claws, Fangs) +4, Jump +2, Observe (Spot) +5, Run +12, Stealth (Sneak) +6, Survival (Savanna), +3, Track (Scent) +2**Special Abilities:** Camouflage, Multiple Attacks (claws, fangs), Natural Weapons (Claws 2d6, Fangs 2d6 +1), Burst of Speed***Edges:** Night-eyed 2**Size:** Medium**Health:** 8

*Burst of Speed: A Cheetah may Sprint with a speed that is 6x that of a normal creature of its size.

TIGER

Attributes: Bearing 6, Nimbleness 7, Perception 8*, Strength 11*, Vitality 10, Wits 5

Reactions: Stamina +3*, Swiftiness +1, Willpower +1, Wisdom +1

Defence: 10

Movement Rate: 12

Skills: Armed Combat: Natural Weapons (Claws, Fangs) +6, Intimidate (Fear) +4, Jump +3, Observe (Spot) +5, Run +5, Stealth (Sneak) +3, Survival (forests), +3, Track (Scent) +2

Special Abilities: Camouflage, Multiple Attacks (claws, fangs), Natural Weapons (Claws 2d6, Fangs 2d6 +1)

Edges: Night-eyed 2

Size: Large

Health: 12



COUGAR

Attributes: Bearing 6, Nimbleness 10*, Perception 8, Strength 8*, Vitality 8, Wits 5

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

Defence: 12

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Claws, Fangs) +4, Jump +2, Observe (Spot) +5, Run +4, Stealth (Sneak) +6, Survival (mountains), +3, Track (Scent) +2

Special Abilities: Camouflage, Multiple Attacks (claws, fangs), Natural Weapons (Claws 2d6, Fangs 2d6 +1)

Edges: Night-eyed 2

Size: Medium

Health: 9

LYNX

Attributes: Bearing 5, Nimbleness 7*, Perception 10*, Strength 7, Vitality 6, Wits 5

Reactions: Stamina +0, Swiftiness +2*, Willpower +0, Wisdom +2

Defence: 10

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Claws, Fangs) +4, Jump +7, Observe (Spot, Listen) +4, Run +4, Stealth (Sneak) +6, Survival (Mountains, Snow) +4, Track (Scent) +3

Special Abilities: Camouflage, Multiple Attacks (claws, fangs), Natural Weapons (Claws 1d6, Fangs 1d6+1)

Edges: Night-eyed 2

Size: Medium

Health: 6



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</p> <p>DECIPHER'S LOTR RPG BOARD http://forums.fanhq.com/viewforum.php?f=164</p> <p>THE HALL OF FIRE WEBZINE SITE http://halloffire.org</p> <p>ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm</p> <p>FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules</p> <p>SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/</p> <p>CHRONICLES OF THE NORTH http://roleplay.avioc.org/</p> <p>MERP.COM http://www.merp.com</p> <p>OTHER MINDS MAGAZINE http://www.othermindsmagazine.com</p>	<p>THE MAD IRISHMAN http://www.mad-irishman.net</p> <p>THE LAST ALLIANCE http://thelastalliance.com</p> <p>RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/</p> <p>THE STEWARD AND THE KING http://www.stewardandking.net</p> <p>THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills</p> <p>TREK-RPG.NET http://forum.trek-rpg.net/index.php</p> <p>CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine</p> <p>THE ONE RING.COM http://www.theonering.com/</p> <p>THE ONE RING.NET http://www.theonering.net</p>
---	--

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'.