

ISSUE FIFTY  
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# THE HALL OF FIRE FAN WEBZINE

*The Argonath – New Line Cinemas*

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# GREETINGS, AND GOODBYES

SALUTATIONS... HELLO ALL!

NUMBER 50!

Well we made it! Through thick and thin and now pretty much nothing at all, I've helmed The Hall of Fire for 50 issues and 4+ years. Yikes that's a lot! More than I've seen any of the Dragon editors last in the last few years and I did it without pay and a potential lawsuit hanging over my head. Oh well, it's been worth it to help grow this great game into something more diverse and maybe a little more accessible. This truly has been a labor of love though of course one would've killed at the chance to do this "for real." But now, I will be handing the reigns fully over to the Walles' to continue on... May you and Eru have mercy upon them and this zine go for another 50 issues!

Sincerely,

Matthew A. Kearns  
aka GandalfOfBorg  
Editor

## THE MRKSK:FN:EM HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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NRK:YY·KCK:4HX

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# GREETINGS, FROM THE NEW KEEPERS OF THE FIRE!

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Dear Readers,

This issue is end of an era. One could almost say that it was the end of the First Age of Hall of Fire. Matthew Kearns has guided this webzine through fifty wonderful issues and for more than four years, with the help of Doug Joos and David D. (Issachar). Their legacy is going to be a hard one to follow, but follow we must. During their tenure as editors, they built an excellent foundation for us to grow on. We intend to build upon that foundation, and strive to maintain the current level of professionalism and creativity. To all of you who are moving on, we wish you well and hope that fortune will smile on you in all of your endeavors.

As for the future of Hall of Fire, we intend to continue a monthly publication for as long as we can. The major roadblock is a possible lack of content. Since this is a fan-written webzine, we rely on you, the fans, to keep the content coming. If you have ever thought of a new Trait or Spell, send them in. If your gaming group uses a house rule, write it up and let us know. Having said that, we understand that not everyone who comes up with a great idea for the game is comfortable with writing a full article. That is just fine. Send us your ideas and we will try to flesh them out, with your help, into full articles.

Articles are not the only way that readers can help out. If you have artwork you would like to let others see and use, if there is a section that you want to see more of, or one you don't want in future issues, let us know. Do you have an idea for a new section? Drop us a line.

One last thing. There is a new web presence for Hall of Fire: <http://wiki.halloffire.org>. This is a wiki that has been set up so that all of the articles of Hall of Fire can be read online. We are in the process of putting all of the existing articles on to the wiki and hope to have that completed soon. Some of the nice features of the wiki are:

- Every article has an area where people can leave comments on it or read what others have thought about it
- They will be searchable as well as categorized
- There will be space for anyone who creates an account to put up information about him/herself
- Authors of articles can let us know they've created an account so that we can link information about their articles to their personal page

There is also a page on the wiki that is a list of article ideas in case you wish to write an article but are not sure what to write about. You can also have your ideas listed on this page, if you are not sure how to, or are not comfortable with turning them into full articles. The article submission requirements can also be found on the wiki. They are located at [http://wiki.halloffire.org/Article\\_Ideas](http://wiki.halloffire.org/Article_Ideas) and [http://wiki.halloffire.org/Submission\\_Information](http://wiki.halloffire.org/Submission_Information) respectively. There are still some rough edges that we are trying to smooth out. If you have any comments or suggestions, just let us know.

We look forward to bringing you Issue 51 and many more after that.

Micah A. Walles (Razor77)  
Celebraen



# FAN FLAVOUR

## NEW SKILL TRIGGERS

by Doug "Tomcat" Joos, and Unknown

*'That was a mighty shot in the dark, my friend.'*  
-- Gimli to Legolas, *The Fellowship of the Ring*

In the core rulebook, there are a few skills (Armed Combat, Stealth, and Unarmed Combat) that grant additional special abilities—called *skill triggers*—to those who gain a certain number of ranks in them. Presented here is some new skill triggers that become immediately available to any character that has 6, 9, or 12 ranks in the given skill.

### ACROBATICS

**6 Ranks:** You gain a +1 bonus to all dodge tests.

**9 Ranks:** You gain a +1 to your Defence rating.

**12 Ranks:** You may reduce falling damage by 3.

### JUMP

**6 Ranks:** You gain a +1 bonus to all dodge tests.

**9 Ranks:** You do 3 additional points of damage (after multiplication) when charging.

**12 Ranks:** You immediately recover from being prone (see page 32) as a free action.

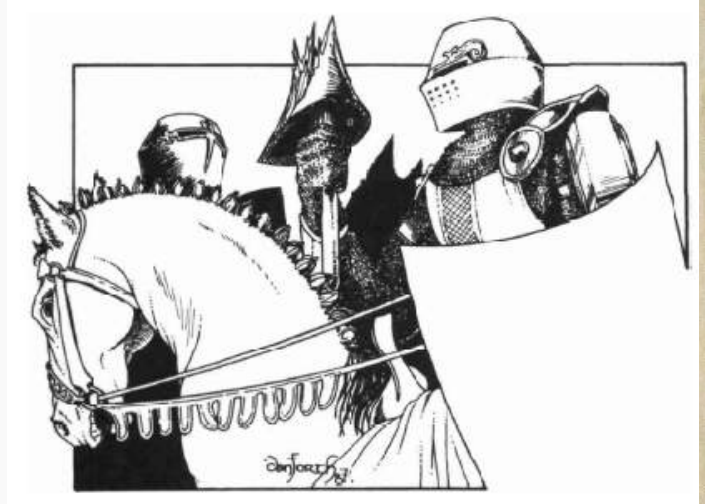


### RANGED COMBAT

**6 Ranks:** Using the aim action (see page 228 of the core rulebook) gives you a +4 test bonus instead of the usual +3.

**9 Ranks:** Using the aim action gives you a +5 test bonus instead of the usual +3.

**12 Ranks:** You do an additional 1d6 points of damage with any ranged weapon.



### RIDE

**6 Ranks:** You may mount any willing creature that can normally be ridden as a free action.

**9 Ranks:** Any creature you ride that has the Trample special ability (see page 80 of *Fell Beasts and Wondrous Magic*) has its trampling damage increased by 1d6 as long as you direct its actions.

**12 Ranks:** You inflict +3 damage when striking an unmounted opponent while you are mounted.

### RUN

**6 Ranks:** You may make one free 'walk' movement action each round.

**9 Ranks:** You may make one free 'jog' movement action each round.

**12 Ranks:** You increase by 25% the distance you can travel at each movement rate (see page 214 of the core rulebook).

### TEAMSTER

**6 Ranks:** You increase your travel rate per hour by .25 miles (see page 252 of the core rulebook).

**9 Ranks:** You increase your travel rate per hour by .50 miles (see page 252 of the core rulebook).

**12 Ranks:** You increase your travel rate per hour by .75 miles (see page 252 of the core rulebook).

## SEA-CRAFT

**6 Ranks:** You increase your travel rate per hour by .50 miles (see page 252 of the core rulebook).

**9 Ranks:** You increase your travel rate per hour by .75 miles (see page 252 of the core rulebook).

**12 Ranks:** You increase your travel rate per hour by 1.0 miles (see page 252 of the core rulebook).

## SMITH-CRAFT

**6 Ranks:** Your skill grants a +1 benefit to the item crafted (i.e. +1 to damage, protection, etc.)

**9 Ranks:** The time it takes to craft the item is reduced by 10%, which is cumulative with the time reduction based on degree of success.

**12 Ranks:** The time it takes to craft the item is reduced by 10%, which is cumulative with the 10% reduction at 9 skill ranks and the time reduction based on degree of success.

## FORCES TO BE RECKONED WITH

by Matt "GandalfOfBorg" Kearns

*'But it was no orc-chieftain or brigand that led the assault upon Gondor. [...] He was still in command, wielding great powers. King, Ringwraith, Lord of the Nazgûl, he had many weapons.'*

-- The Return of the King



## NAZGÛL

Sauron's greatest minions, the most feared figures in Middle-earth second only to their master, the Nazgûl or Ringwraiths were formerly men who were brought under the dominion of Sauron by the rings he gave them. These menacing shades of doom traveled about on two different types of steeds: the black horses, likely stolen from Rohan and twisted into dark service, and the winged fell beasts bred to fight the Great Eagles of Manwë. Either gave Sauron the ability to project his terror over the land quickly and with great effect. See HOF #49 for the Nazgûl on Fell Beasts Mass Combat unit.

### MODIFIERS

Table A: Nazgûl Cavalry (Ground) Mass Combat Modifiers

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

### ABILITIES

Nazgûl cavalry gain the following abilities: Fell Charge, Hard to Hit, Night-walker\*, and Terrifying\*.

**Night-walker:** Nazgûl are weakened by the sun while at night they are at full strength. During the daytime, the Nazgûl suffer -3 to all attributes.

**Terrifying:** Nazgûl spread fear wherever they go. Nazgûl leader performs a Siegecraft test against a TN equal to the Command attribute value of the defending unit. Compare the result's success level to the Table B.

Table B: Terrifying Effect

Success	Situation State
Marginal	Dismayed
Complete	Dismayed
Superior	Double effects of Dismayed
Extraordinary	Untrained

## TACTICS

Here are some of the tactics and info about the Nazgûl:

- Preferring darkness, Nazgûl will usually attack at night.
- Nazgûl unit will attack only one-on-one with another unit
- They are fearful of water and will not tread of large or deep bodies of water



## UNITS

Table C: Nazgûl Cavalry Mass Combat Unit

Type	Command	Ranged	Melee	Toughness	Support	Movement	Abilities
Medium Cavalry	11	7	17	17	3	16	Fell Charge, Hard to Hit, Night-walker, Terrifying

## SONG AND TALE CRAFT

by Doug "Tomcat" Joos, and Unknown

*'Gil-galad was an elven king, of him the harpers sadly sing [...]'*  
 -- Sam, *The Fellowship of the Ring*



## NEW ORDER ABILITY

### SONG-CRAFT or TALE-CRAFT

The minstrel has power of voice to harness the imaginations and emotions of those who listen. There are some tales and songs that can have multiple effects upon those that may hear the words – both good and bad. Spirits may be lifted as the Lay of Gil-galad is told and rally the heroes to victory when all hope was lost, or servants of the Shadow may quell when the name of Elbereth is mentioned before them.

Drawing upon the subtle magic of Middle-earth, Minstrels and Loremasters now have a new ability to add to their portfolio to aid in their professions. Both Song-craft and Tale-craft are available to Minstrels, though Loremasters tend to rely solely on Tale-craft, and thus it is only available to them.

**Cost:** 3 Advancement Picks

**Prerequisites:** Inspiring Performance, Perform 6+ (Minstrels only)

**Description:** When a Minstrel takes this order, it bestows to the character 5 song or tale picks. Like Spellcasting picks, the picks gained from Song-craft or Tale-craft allow the Minstrel to learn (purchase) different songs of power or great tales that when told, or sang, properly can cause varied effects. It also allows them to compose such words of lore.

Tale-craft for Loremasters does not extend the same benefits to the profession as that of Minstrels, providing only 2 picks for tales. But, the Loremaster does not have the prerequisites needed as the Minstrel.

These picks are allowed to be pooled to purchase at later times.

The benefits from such songs or tales can be many. First, the renown of the keeper of the words can increase, as his knowledge becomes more widely known. Kings and lesser nobles may hire such people to work within their halls and tell the great stories of old. Thus the pockets of said Minstrel or Loremaster may be lined with gold should they learn the trade. Finally, the owner of such songs and tales could become a teacher to others who come seeking the knowledge.

## DEFINING TALES AND SONGS

**Name:** The name of the tale.

**Picks:** The number of picks required to learn the song or tale.

**Form:** The way in which the tale or song is told or sang.

**Duration:** The length of time it takes to tell a tale properly or to sing a song. This cannot be shortened or lengthened if it is to have its effects. This is a Demanding task, and the minstrel or loremaster must make Weariness rolls as appropriate. It is, however, possible to spread the telling of particularly long tales over several days.

**Requisites:** Conditions that must be met before the song or tale will have its full effect.

**Tests:** The TN and type of any tests that must be made in order to tell or sing successfully. All have a Perform TN, and some require the use of other skills as well.

**Lore:** Having knowledge in one or more of the listed specialties grants a +1 to the required test, per occurrence.

**Language:** The language of the song or tale.

**Effect:** The game effect of a song or tale properly performed. This is a manifestation of the subtle magic of Middle-earth, so it has a concrete effect on game mechanics, but it is an effect on the psychology of those who listen, not on the unliving or unthinking world. Only those who listen and understand will gain any benefits. This said, telling a tale or singing a song repeatedly to the same audience (even the Minstrel or Loremaster) will wane of its power as it becomes too familiar – the effect will mention the number uses for a song or tale to the same listener.

Understand that not all songs and tales are good. Sometimes there are stories about the Enemy and his efforts to thwart the powers of the West. These stories and songs may have a corrupting effect for both listener and teller.

**Description:** The content of the tale. This has no game effect, but it is very important for roleplaying purposes. Obviously, in most cases this will only be a summary, but if a player wants to write the whole of one of the tales his character knows, that is also good (and probably worth the award of a few experience

points). This also plays into Creating Songs of Power and Tales below.

## SAMPLE TALES and SONGS

*'And then one would sing amid the gloom some staves of the Lay of Nimrodel, or other songs of the Vale of Anduin out of vanished years.'*

*--The Return of the King*

The following tales are merely examples, and not an exhaustive list. Narrators should create others to best serve their chronicle, and players should have their minstrels create new tales celebrating the deeds of the PCs.

### The Lay of Nimrodel (FAMED)

**Picks:** One

**Form:** Lay, song

**Duration:** One hour

**Requisites:** Perform 6+

**Tests:** Perform TN 15

**Lore:** Elves

**Language:** Silvan, Westron

**Effect:** +1 to Wisdom (persistent); may only be used on an audience once

**Description:** A sad tale of the evil that came to Lothlórien when the Dwarves awakened the Balrog of Moria. The love of Amroth and Nimrodel is a central element of the plot.

### The Silmarillion (FAMED)

**Picks:** Three

**Form:** Lay, song

**Duration:** 20 hours

**Requisites:** Perform 10+, Noldorin Elf

**Tests:** Perform TN 20

**Lore:** Noldor, Valar

**Language:** Quenya

**Effect:** +3 to Willpower against the powers of the Shadow (persistent), listeners may make a Willpower test with a +8 bonus to throw off compulsions due to Corruption; may only be used on an audience once

**Description:** The tale of the theft of the Silmarils and of the long battles of the Noldor to recover them, in which they were all but defeated before a great host came out of the West at the request of Eärendil.

### The Ballad of Beren and Luthien (MAJOR)

**Picks:** One

**Form:** Lay, song

**Duration:** Two hours

**Requisites:** Perform 5+, Man or Elf

**Tests:** Perform TN 15

**Lore:** Elves, Men

**Language:** Sindarin, Westron

**Effect:** +2 to any test required to remain true to your beloved through difficulties (persistent); may only be used on an audience once

**Description:** The tale of Beren and Lúthien, focused on the love between the man and the elf and the sacrifices each made for the other.

### The Fall of Gil-galad (FAMED)

**Picks:** Two

**Form:** Lay, song

**Duration:** Ten minutes

**Requisites:** Perform 6+

**Tests:** Perform TN 12

**Lore:** Noldor, Lindon, Sauron

**Language:** Sindarin, Westron

**Effect:** +1 to Wits (persistent); also will gain a +6 to inspire tests to ward off the effects of the Shadow; may only be used on an audience once

**Description:** This ballad tells the story of Gil-galad and his rise as last king of the Noldor in Middle-earth, his alliance with both Númenorean and Dúnedain, and his fall at the hands of Sauron.

## CREATING TALES and SONGS

A minstrel or loremaster can tell *any* story or sing *any* song, but there is usually nothing *great* about them. The truly powerful stories and songs take time to pen and develop so that the cant and tone of the tale has the desired effects.

To create such things requires a series of items including an extended Perform test that ranges from TN 50 to TN 150. The character must have and be at certain skill levels, and also must pay for their piece with a cost in Song or Tale picks. The extended test is broken up into a series of smaller tests and each must be made in order and have the needed degree of success. Understand that the TN of the extended test determines how dramatic are the effects of the song or tale.

First the player pens out what the tale or song is about and the desired effects that he wishes it to attain. The Narrator then will give the statistics for the song or tale (above) and assign the TN necessary for the character to create his opus. Each of the tests defined by the greatness of the tale or song (Minor, Major, or Famed) need to be achieved as stated or the whole project fails. It may be re-attempted but no benefit comes from the prior series of tests. Each test lasts a week in game time of undistracted effort. It is possible for the character to stop mid-creation, but returning to the project requires that the last test made need repeated resulting in at least a Complete Success. The minstrel or loremaster may then continue from that point with the test series requirements.

If the tale or song is successfully composed, the character will still have to overcome their own recitation of their piece and so will be penalized with a -5 to their Perform test when they first attempt the song or tale. The number of times the penalty is exacted is based on the greatness level for the song or tale's creation. Each time the tale is told and is done successfully, the composer learns from his performance and enhances his work – once it has been performed the required number of times with penalty, it will be imbued with the effects granted by the Narrator.

**Table A: Creating Songs or Tales of Power**

<b>MINOR song or Tale</b>	Requires 6+ Perform skill and appropriate 4+ Lore and Language; Song-craft or Tale-craft (1+)
<b>Extended Test</b>	50
<b>Test series and required DOS*</b>	15 – Superior Success 15 – Superior Success 10 – Complete Success 10 – Complete Success
<b>Cost in Picks</b>	1
<b>Suggested powers</b>	Minor bonus to a reaction or skill; may help with healing or weariness
<b># of performances to empower</b>	2

<b>MAJOR song or Tale</b>	Requires 8+ Perform skill and appropriate 6+ Lore and Language; plus any other requested by Narrator; Song-craft or Tale-craft (2+)
<b>Extended Test</b>	100
<b>Test series and required DOS*</b>	20 – Superior Success 20 – Superior Success 20 – Complete Success 20 – Complete Success 10 – Complete Success 10 – Complete Success
<b>Cost in Picks</b>	3
<b>Suggested powers</b>	Major bonus to a reaction or skill; may help with healing or weariness; may have a minor persistent effect
<b># of performances to empower</b>	4

<b>FAMED song or Tale</b>	Requires 10+ Perform skill and appropriate 8+ Lore and Language; plus any other requested by Narrator; Song-craft or Tale-craft (3+)
<b>Extended Test</b>	150
<b>Test series and required DOS*</b>	25 – Superior Success 25 – Superior Success 25 – Complete Success 25 – Complete Success 20 – Complete Success 20 – Complete Success 10 – Complete Success
<b>Cost in Picks</b>	5
<b>Suggested powers</b>	Major bonus to a reaction or skill; will help with healing or weariness; will have a greater persistent effect or a few minor persistent effects
<b># of performances to empower</b>	6





**Table A: Sample bonus suggestions**

Type of tale or song	Suggested bonus:
Minor	+1 to +3 temporary test bonus; restore 1 Courage, or +1 or +2 to a Reaction
Major	+3 or +5 temporary test bonus; restore 2 Courage, or +2 or +3 to a Reaction; +1 persistent effect to Attribute, skill, or Reaction
Famed	+6 to +8 temporary test bonus; restore all Courage, or +3 or +4 to a Reaction; up to two +1 or one +2 persistent effect to Attribute, skill, or Reaction

**# of Performances:** The teller must tell the tale with penalty and no effects for the number of recitations stated based on the greatness of the tale. The number of recitations can be reduced by half, if the loremaster or minstrel is being taught the tale by another who has mastered it.

**LEARNING TALES and SONGS**

A great song or tale does not come easily to the creator, and nor does it come easily for those that just wish to recite what they have heard in the past. For a loremaster or minstrel to learn a great tale or song and be able to create the effects that the tale generates requires the following:

**Picks:** The teller of the tale must have the Order Ability Song-craft or Tale-craft and have enough pooled picks that they may spend the required amount as stated by the lay or song.

**Requisites:** The teller must fill the requisites stated for the lay or song.

**Language and Lore:** The teller must have the appropriate Language and Lore skills of at least the number of ranks required in the original writing based on its greatness.



# THE ROAD GOES EVER ON...

## A RETURN TO POWER: QUEST TWO - OVER HILL, UNDER MOUNTAIN

by Mathew "GandalfOfBorg" Kearns

*'That was a mighty shot in the dark, my friend.'*  
-- Gimli to Legolas, *The Fellowship of the Ring*

### Chapter 1: Once Again, From the Top

#### Adventure Synopsis

This is the Fourth Age – Eldarion is history, Elessar legend, and now Elendil II (see sidebar in Quest 1, **Error! Reference source not found.**) sits upon the throne in Minas Tirith as 16<sup>th</sup> 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 king is seeking the aid of those whom are noteworthy and accomplished... he seeks you!

If you start your campaigning here, another group of worthy heroes has already been sent off to retrieve two of the Elven globes in the North before minions of the remaining darkness seize them for their own nefarious purposes. Word has come to the ears of the King by the quickest of wings that they were not entirely successful: though Carn Dûm has been breached and effectively neutralized, one of the stones has fallen into the hands of the forces of Gundabad and it has fallen to your skilled hands to infiltrate the bastion of the enemy, retrieve the stone, and return it to the safe-keeping of the Reunited Kingdom. The stone that was retrieved is now safe from harm (where it is located is up to the Narrator: Fornost, Imladris, Minas Tirith, or still with the group that retrieved it).

If yours is a group that went off in search of the two North-stones from the depths of Forochel, how you proceed into this quest will depend on how you ended the previous quest (see

Act 2: Come Full Circle).

#### Adventure Hooks

The Narrator may use the following suggested hooks to bring the characters into the story if starting the campaign with this quest or may feel free to create her own.

- The characters have accomplished some great feat noticed by a wealthy patron who's given your name to the king.
- The characters have performed a duty for the crown previously and so your services as sought as one known to be trustworthy and honorable.

- The characters hear of the summons through quiet channels of gossip.
- Any character, through his own vision or another's, may become aware of a new shadow about to cover the land or some other suitable premonition that Gondor needs their aid.

### Act 1: King's Audience, Part II

#### Throne Room

Elendil II, the 16<sup>th</sup> King of the Reunited Kingdom, seeks to recover the lost Seeing-stones that were bestowed upon the ancient Numenoreans during the Second Age – word has come to his ears that enemies of the Free Peoples are seeking them for some nefarious purpose. The crown of Gondor is known to be in possession of two stones; the Minas Tirith stone was left upon the Denethor's pyre, the fateful resting place of the last Steward of Gondor, and the Orthanc stone is in the tower of the High Library of Gondor under guard, lock, and key (the king doesn't share the information of their locations). The king requests of the group to retrieve the stolen *palantiri* of the North from Gundabad and return it to Minas Tirith; the other stones' whereabouts are being sought out by others (though the king doesn't mention this beyond the group sent to recover the stones from the North). He gives the fellowship leave to gather provisions as they see fit for the expedition, reminding them though to go light and fast as he is sure the Shadow's minions of Gundabad are stockpiling for an assault, in defense against the Reunited Kingdom or striking out against the Woodland-realm or Erebor. If asked about further information about the seeing-stones, Gundabad, or the road ahead of them, the king will grant access to all the libraries of Minas Tirith with the Master Librarian at their disposal; there they can find out some of the lore of the *palantiri*.

#### High Library of Gondor

The following guidelines apply to the High Library of Gondor, which houses the Archive of the White Tower (consult *Answering Questions in Libraries* section in *The Paths of the Wise*, page 79).

- Routine Search test for Table 4.5
- The information concerning the lost *palantiri* of the north is a Difficult Lore test for Table 4.7
- Refer to Table 5 for examples of information discovered

If the fellowship encounters or seeks the assistance, the attitude he exudes towards them is indifference at best unless they can somehow impress him with a bit of knowledge or interesting artifact; this is likely the best way to get a copy of a map of western Middle-earth instead of just a look at one.

Finishing their research, the fellowship may wish to seek more information about Arvedui's stones or the *palantiri* in general. If asked, the Master Librarian will advise them to see Bronoldo, who resides in the ancient Elven refuge of Imladris, for more information about the *palantiri*.

### Table 1 – Research Results

<u>Success</u>	<u>Results</u>
Marginal	Brief description of the <i>palantiri</i> (size, weights, how they interact with one another)
Complete	Description of each of their powers
Superior	Last known locations
Extraordinary	Theories on how to detect them

The fellowship now has a choice of seeking out the elf or going directly to Gundabad. If they seek the elf, proceed through the rest of **Error! Reference source not found.**, then proceeding to complete this chapter; rewards for each chapter are gained separately.

## Act 2: Come Full Circle

If your group has completed the first quest, go to the text referring to what to do based on where the group ended the previous quest. Regardless of this act's result, move on to

Act 3: Thieves in the Night.

### Minas Tirith

If the party had either chose to return to Minas Tirith in the first place or decided to return after given the choices by Fornost's Steward, the party will convene with the king just like in

Act 1: King's Audience, Part II, but he already knows who you are and would like to discuss with you the plan of action to retrieve the stolen *palantir*, news from the North, and other worthy bits of information from the previous quest.

If the group returns in disgrace on their own accord or by way of the Steward of Fornost's decree, the king will still convene and audience with them. He will express his displeasure and give the group a chance to show their true worth and confirm his dwindling faith in them: go to Gundabad to retrieve the *palantiri*.

The act will continue as stated, including access to the library though the interaction with the Master Librarian is a bit easier now if the party sought out the library in the previous act (unless the group returned in disgrace); otherwise he will have the same stance as stipulated.

### Imladris

Feeling that Rivendell was the safest and least likely place to hide the *palantir* away until they could figure out what to do next, the group arrives hungry and bedraggled yet unscathed to The Last Homely House. Sador is there to greet them, quite pleased to hear of their success; he immediately shows them to Bronoldo, who is as well delighted at the group's success. He will offer them all the comforts of Rivendell, along with the best supplies as dictated in **Error! Reference source not found.**

If the fellowship shows up, failing to retrieve any stones, Sador greets them with indifference and gives them rooms; only by request will he take them to Bronoldo. If they do meet with Bronoldo, he is angry almost to the point of being livid. Attempting to get any information out of Bronoldo is useless unless the group mentions a desire to go after the stones in Gundabad, thus lightening his mood somewhat. Requests for supplies will only get them adequate restocking but none of the special Elven items from **Error! Reference source not found.**

If the fellowship happens to decide to return to Minas Tirith for guidance regardless of retrieving a stone, go to the previous mini section,

Minas Tirith, and proceed as dictated in the text.

### Gundabad

If the party decides going to Gundabad is the best choice, they proceed to follow any tracks left by the fleeing dark master; otherwise just strike out on their own as best as they may. Throw out some **Error! Reference source not found.** along the way: weather-based and any Advanced mountain-type encounters.

## Act 3: Thieves in the Night

On the way over the Misty Mountains, up The Harad Road, or in the wilderness north of Lorien in effort to find a good path towards Gundabad, the group is waylaid in the night by a skillful band of thieves. They take the party by surprise (TN 20 Observe vs. Stealth, total darkness penalties to physical tests) and subdue them. If the group is one that participated in the previous quest and retained any number of Iron Crown coins, they will begin to interrogate the one or those carrying these coins. It will take an extended TN 50 Persuade test, 5 increments of TN 10 each against Aggressive/Unfriendly subjects, someone is able to present some bit of secret information to impress the thieves with, or another trick up the sleeve of a crafty player. The *palantir*, if found amongst the fellowship's belongings, will immediately be snatched up but jealousy and even infighting could ensue over it.

## Aftermath

The experience is based on an Advanced Bandit encounter as detailed in The Hall of Fire, Issue #43.

If the group secures their release without any hostility (threats, combat, etc.), their former captors will let slip information in conversation about a certain assistant to an “ancient one” across the mountains and his connection to these men. Upon making the connection to Sador, Bronoldo’s assistant, they may wish to return, go there, or send word to Rivendell of this treachery but it will be too late as Sador has left on an errand for Bronoldo. Confronting the elf about it will raise his ire as he won’t believe anything the group says about his assistant.

If hostility ensues, combat will break out. If the group is successful in killing or capturing any of the thieves, a black iron coin is found upon them with the symbol of the Iron Crown on a TN 20 Search. If the group participated in the previous quest, it is immediately recognizable. Any captured alive won’t speak willingly and know very little other than being paid to waylay any group of men of the party’s description. “Angren-ri” is not something that will come up nor will any of the thieves know what it is; they are merely mercenaries.

Table 2 - Chapter 1 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
Manage to free themselves without any hostilities	150 XP + 2 Renown
Manage to free themselves without combat	75 XP
Completed Chapter	250 XP and +2 Renown



## WHAT'S OUT THERE

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

### DECIPHER'S LORD OF THE RINGS RPG HOME

<http://lotrrpg.fanhq.com>

### DECIPHER'S LOTR RPG BOARD

<http://forums.fanhq.com/viewforum.php?f=164>

### THE HALL OF FIRE WEBZINE SITE

<http://halloffire.org>

### FAN MODULES FOR MIDDLE-EARTH

<http://groups.yahoo.com/group/fan-modules>

### THE MAD IRISHMAN

<http://www.mad-irishman.net>

### STARBASE CODA

<http://www.starbase-coda.com>

### ENCYCLOPEDIA OF ARDA

<http://www.glyphweb.com/arda/default.htm>

### SCOTT'S RPG CENTRAL

[http://www.geocities.com/scott\\_metz/](http://www.geocities.com/scott_metz/)

### CHRONICLES OF THE NORTH

<http://roleplay.avioc.org/index.htm>

### THE LAST ALLIANCE

<http://thelastalliance.com>

### RPG TOOLS FOR DECIPHER'S CODA GAMES

<http://groups.yahoo.com/group/rpgtools/>

### THE SLAVE PITS OF BARAD-DUR

<http://www3.sympatico.ca/smaugrob/lotrmain.html>

### THE STEWARD AND THE KING

<http://www.stewardandking.net>

### THE TOWER HILLS

<http://homepage.mac.com/jeremybaker/towerhills>

### TREK-RPG.NET

<http://forum.trek-rpg.net/index.php>

### CODA WEBZINE REPOSITORY

[http://groups.yahoo.com/group/coda\\_webzine](http://groups.yahoo.com/group/coda_webzine)

### THE ONE RING

<http://www.theonering.com/>

### TALES OF MIDDLE-EARTH

[http://games.groups.yahoo.com/group/tales\\_of\\_mid](http://games.groups.yahoo.com/group/tales_of_mid)

### dle\_earth/

### VALINOR

<http://sauron.misled.us>

## CALLING ALL GAMERS!

*Interested in submitting...*

- A mini or side adventure?
- Racial/Personal Development or Order/Professional Development packages?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- NPC's?
- Weapons, equipment, or magical items?
- Fan Art?

If so, write to us for details on submission at: [codawebzine@hotmail.com](mailto: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](mailto: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](mailto:codawebzine@hotmail.com) with 'Ad' in the subject line along with your advertisement. The advertisement is to be less than 100 words and a graphic to go with it no more than 1' x 1'

## CREDITS AND CONTACTS

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