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THE HALL OF FIRE FAN WEBZINE



GREETINGS, SALUTATIONS...

We are sorry for the lateness of this issue. A combination of "Real-Life" intrusions and lack of content contributed to the delay.

In this issue, we continue The Unofficial Guide to the Elder Days with a chapter describing the people that were around during the First Age. We also have some new NPCs that will help liven up your campaign.

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PEOPLES OF THE FIRST AGE

by Afrodyte

The First Age offers a striking diversity of cultures to choose from—Noldor, Sindar, Edain, Dwarves, Laiquendi, Easterlings, Petty-dwarves, and so on make the Elder Days a rich cultural tapestry to play with.

Here you will find details about the races of the First Age, the gifts and powers unique to them. Unless stated otherwise, what's presented here replaces the information in the Core Rulebook.

NOLDOR

They are the Deep Elves, and the friends of Aule, and they are renowned in song, for they fought and labored long and grievously in the northern lands of

old.

The Noldor were the second group of the Eldar to complete the Great Journey to Aman. Their name means "wise," for they possess great knowledge of lore and crafts, and they are ever thirsty for more. They are the most skilled of the Elves, and Aule is their friend. During the First Age, the Noldor are at their peak in both might and knowledge. The crafting of the Silmarils by Feanor was their crowning achievement. It is to retrieve these hallowed jewels that the Noldor of the House of Feanor have returned to Middle-earth. The Noldor of the Houses of Fingolfin and Finarfin venture to the Hither Lands to protect others from the rashness of Feanor and his sons, as well as to avenge Finwe's murder.

Lands: Gondolin, Nargothrond, Hithlum, Dorthonion, Thargelion, Himlad

Speech: Quenya, Sindarin, Taliska

OTHER CALAQUENDI

Vanyar

[T]hey are the Fair Elves, the beloved of Manwe and Varda, and few among Men have spoken with them

Vanyar are not usually appropriate characters for most First Age games. They only venture to Middle-earth during the War of Wrath.

However, your Narrator may approve a Vanya who comes to Middle-earth as an emissary of the Valar sent to convince more Elves to come to the Undying Lands.

To make a Vanya character, use the Attribute adjustments, skills, and edges for Noldor. Vanyar have the same basic abilities as all Elves, and they have the following racial traits:

Vanyarin Lore. Vanyar receive a +3 bonus to all Lore tests dealing with knowledge of the Valar.

Poetry & Song

Vanyar get a +3 bonus to Perform tests.

Inner Light

Vanyar get a +6 bonus to Inner Light instead of the usual +4.

Teleri

In water they had great delight, and those that came at last to the western shores were enamoured of the sea. The Sea-elves therefore they became in the land of Aman . . . for they made music beside the breaking waves

Like Vanyar, Teleri only return to Middle-earth during the War of Wrath, and they do not leave their ships. But with a good backstory, the Narrator may approve a Teleri character coming to Middle-earth to reconnect with lost kin and convince them to come to Valinor.

Teleri characters use Sindar traits, but they also gain the Inner Light ability of the Noldor.

Racial Traits:

In addition to the abilities that all Elves receive, Noldor gain the following traits:

Attribute Adjustments

+3 BRG, +2 NIM, +2 PER, +2 VIT, +2 WIT

Beloved of Aule

Though they are already gifted in crafts, the Noldor have enhanced their abilities after learning from Aule. Noldor receive a +2 bonus to a Craft, Smithcraft, or Stonecraft skill. Alternatively, they can have a +1 bonus to any two Craft, Smithcraft, or Stonecraft skills. This replaces the Noldorin Lore trait in the CRB.

Noldorin Lore

In addition to crafts, Noldor take great delight in languages and lore. Noldor receive a +2 bonus to any

Language or Lore skill or a +1 bonus to any two Language or Lore skills. This replaces the trait in the CRB.

Inner Light

As CRB.

Racial Skills

Appraise, Armed Combat, Craft, Debate, Insight, Inspire, Intimidate, Language, Lore, Observe, Perform, Persuade, Ranged Combat, Ride, Smithcraft, Stonecraft, Survival, Track

Racial Edges

Ally, Athletic, Craftsmaster, Curious, Eloquent, Fair, Faithful, Fell-handed, Friends, Gift of Tongues, Hardy, Honey-tongued, Incorruptible, Indomitable, Keen-eyed, Resolute, Stalwart, Strong-willed, Tireless, Valour, Wise

Racial Flaws

Arrogant, Code of Honour, Duty, Enemy, Fealty, Hatred, Proud, Rival, Stiff-necked

Background Packages

Noldo of Gondolin

Appraise +1, Armed Combat +2, Debate +3, Inquire +1, Insight +2, Lore +2, Persuade +3, Ranged Combat +2, Faithful Edge, Wise Edge

Noldo of Hithlum or East Beleriand

Armed Combat +3, Lore +1, Observe +2, Ranged Combat +2, Ride +3, Stealth +1, Survival +3, Track +1, Warcraft +2, Valour Edge

Noldo of Nargothrond

Appraise +2, Debate +3, Inquire +1, Insight +1, Language +2, Lore +2, Persuade +3, Faithful Edge, Friends Edge, Wise Edge

SINDAR

They are called the Sindar, the Grey-elves . . . and although they were Moriquend . . . they became the fairest and the most wise and skillful of all the Elves of Middle-earth.

The Sindar come from the Teleri who were led by Elwe (now named Elu Thingol) during the Great Journey. They remained in Beleriand instead of continuing to Valinor. Though not as mighty or learned as the Noldor, the Sindar are wise and skillful. Sindar live throughout Beleriand, but many call Doriath home. Most Sindar are reluctant to involve themselves in the quest for the Silmarils or in the campaign against Morgoth. But there are those who desire a part in the great deeds of the First Age, and who have their own reasons for fighting against the Enemy and his agents.

Lands: All over Beleriand, especially Doriath, Falas, Gondolin, and Nargothrond

Speech: Sindarin, Taliska

Racial Traits

In addition to the racial traits all Elves receive in the CRB, Sindar gain the following traits:

Attribute Adjustments

+2 BRG, +2 NIM, +2 PER, +1 VIT

Musical Gifts

Instructed in music by Ulmo himself, Sindar gain a +2 bonus to all Perform tests..

Sea-crafty

During the Great Journey, the Maia Osse befriended the ancestors of the Sindar and taught them much about the sea. Sindar gain a +2 bonus to all Sea-craft tests.

Racial Skills

Acrobatics, Armed Combat, Athletics, Craft, Debate, Healing, Inquire, Insight, Inspire, Intimidate, Language, Lore, Mimicry, Observe, Perform, Persuade, Ranged Combat, Ride, Sea-craft, Stealth, Survival, Track

Racial Edges

Accurate, Ally, Athletic, Curious, Eloquent, Fair, Faithful, Fell-handed, Friends, Honey-tongued, Incorruptible, Keen-eared, Keen-eyed, Night-eyed, Stalwart, Tireless, Travel-sense, Wise, Woodcrafty

Racial Flaws

Arrogant, Code of Honour, Duty, Enemy, Fealty, Hatred, Proud, Rival, Stiff-necked

Background Packages

Sinda of Doriath

Acrobatics +2, Athletics +2, Healing +1, Observe +2, Ranged Combat +1, Ride +1, Stealth +3, Survival +3, Track +3, Woodcrafty Edge

Sinda of Falas

Acrobatics +2, Athletics +2, Craft +1, Observe +2, Perform +1, Sea-craft +3, Survival +3, Athletic Edge, Night-eyed Edge, Travel-sense Edge

Sinda of Gondolin or Menegroth

Armed Combat +1, Debate +2, Inquire +2, Insight +2, Lore +3, Perform +3, Persuade +2, Ranged Combat +1, Eloquent Edge, Faithful Edge

LAIGUENDI

Greater knowledge they had of living things, tree and herb, bird and beast, than all other Elves.

The Laiquendi, or Green-elves (so named for their leaf-green raiment) are the remnants of the Teleri who began the Great Journey but turned back toward Middle-earth and settled in East Beleriand. For this they are also known as the Nandor, or Those Who Turn Back. Most live freely in Ossiriand, but some dwell in Doriath as subjects of Elu Thingol. A few may choose to leave their peaceful woodland lives if need is great or if something directly threatens their homes.

Lands: Ossiriand, Doriath

Speech: Nandorin, Sindarin, Taliska

Racial Traits

In addition to the racial traits all Elves receive in the CRB, Nandor gain the following traits:

Attribute Adjustments

+1 BRG, +2 NIM, +2 PER.

These replace the original attribute adjustments.

Woodsy

As CRB ability.

Nandorin Lore

Nandor are the most well-versed in the knowledge and care of living things. They receive a +2 bonus to all tests that involve knowledge of or

care for living things.

Racial Skills

Acrobatics, Armed Combat, Athletics, Craft, Debate, Games, Healing, Insight, Inspire, Intimidate, Language, Lore, Mimicry, Observe, Perform, Persuade, Ranged Combat, Ride, Stealth, Survival, Track, Unarmed Combat

Racial Edges

Accurate, Ally, Athletic, Fair, Friends, Furtive, Healing Hands, Incorruptible, Keen-eared, Keen-eyed, Night-Eyed, Tireless, Travel-sense, Wary, Woodcrafty

Racial Flaws

Arrogant, Enemy, Hatred, Rival

Background Packages

Nando of Ossiriand or Doriath

Acrobatics +2, Athletics +2, Healing +1, Observe +2, Perform +1, Stealth +3, Survival +3, Track +2, Furtive Edge, Woodcrafty Edge

Nando of Menegroth

Debate +3, Insight +2, Language +2, Lore +2, Perform +3, Persuade +3, Stealth +1, Survival +1, Track +1, Friends Edge

EDAIN

The Atani they were named by the Eldar, the Second People; but they called them also Hildar, the Followers, and many other names . . . Of Men little is told in these tales, which concern the Eldest Days before the waxing of mortals and the waning of the Elves, save those fathers of men, the Atanatar . . .

The Edain are the Men of the Three Houses who traveled into Beleriand seeking the light of the West. Tall, fair, and strong, they are noble in spirit and fierce in battle. Although they succumb to illness and injury more easily than Elves and Dwarves, Edain are courageous and loyal. They often commit deeds of valor that rival those of the greatest Elven heroes. Many serve as vassals to Elven kings.

Lands: Estolad, Brethil, Hithlum, Dorthonion, Thargelion

Speech: Taliska, Sindarin, Haladin

OTHER MEN

There are other Men in Middle-earth besides the Edain. Many of them, such as the Easterlings, ventured into Beleriand in search of rich lands. Unlike the Edain, the other Men of Middle-earth are short and swarthy. Some of these Men are as noble and honourable as the Edain. Others are greedy and as cruel as any Orc.

These men are created with the same traits as Edain, but they do not get Attribute adjustments, and they do not gain bonus Courage.

Racial Traits

Attribute Adjustments

Edain receive +1 BRG, +1 STR, +1 VIT, +1 WIT. Other Men receive no adjustments.

Dominion of Man

As CRB trait. However, starting Courage for the Edain is 5 instead of 4.

Adaptable

As CRB trait.

Skilled

As CRB trait.

Racial Skills

Armed Combat, Athletics, Craft, Debate, Games, Healing, Inquire, Insight, Inspire, Intimidate, Language, Lore, Observe,

Perform, Persuade, Ranged Combat, Ride, Stealth, Survival, Track, Unarmed Combat, Warcraft

Racial Edges

Ally, Curious, Doughty, Faithful, Fell-handed, Friends, Hardy, Honour's Insight, Indomitable, Resolute, Stalwart, Stern, Strong-willed, Tireless, Travel-sense, Valour, Wary, Woodcrafty

Racial Flaws

Arrogant, Battle-fury, Code of Honour, Duty, Enemy, Fealty, Hatred, Proud, Reckless, Rival, Stiff-necked

Background Packages

Adan of House of Beor

Armed Combat +2, Craft +1, Debate +2, Insight +1, Language +3, Lore +3, Ranged Combat +2, Survival +2, Doughty Edge, Stalwart Edge

Adan of House of Haleth

Armed Combat +1, Athletics +2, Observe +1, Ranged Combat +2, Stealth +2, Survival +3, Track +3, Stern Edge, Wary Edge, Woodcrafty Edge

Adan of House of Marach

Armed Combat +3, Athletics +2, Debate +1, Intimidate +1, Language +2, Lore +2, Ranged Combat +3, Ride +3, Warcraft +1, Valour Edge

DWARVES

Since they were to come in the days of the power of Melkor, Aule made the Dwarves strong to endure. Therefore they are stone-hard, stubborn, fast in friendship and in enmity, and they suffer toil and hunger and hurt of body more hardily than all the other speaking peoples . . .

Besides the deeds of Elves and Men, the First Age also covers the Dwarves and their great works. Though shorter and broader than Elves and Men, they are strong, hardy, and skillful. Most Dwarves remain in their great mountain halls (Belegost, Nogrod, and Khazad-dum the most renowned), but some dwell in Elven realms to enrich the homes and armouries of Elven kings. They usually remain aloof from the war against Morgoth, but they give swift retribution to any who threaten their homes, clans, or treasures.

Lands: Belegost, Menegroth, Nargothrond, Nogrod.

Speech: Khuzdul, Sindarin, Taliska

PETTY-DWARVES

Petty-dwarves are Dwarves who have been exiled from their homes. They wander Middle-earth, eking out a living in whatever way they can. They loathe all save their own kind. Because of this, Petty-dwarves are not usually appropriate characters for a First Age game. But if the Narrator allows it, use the standard traits for Dwarves to create a Petty-dwarf character.

Racial Traits

Attribute Adjustment

+1 BRG, +2 STR, +2 VIT.

The Craft

Dwarves have inherited their maker's love and skill with crafts. They automatically have the craftsman's Enchantment order ability, and they only need Craft 6+ to use it.

Resistant (Fire)

See FBWM for details.

Racial Skills

Appraise, Armed Combat, Athletics, Craft, Debate, Games, Insight, Inspire, Intimidate, Language, Lore,

Observe, Persuade, Ranged Combat, Smithcraft, Stonecraft, Survival, Track, Unarmed Combat, Warcraft.

Racial Edges

Ally, Athletic, Craftsmaster, Doughty, Faithful, Fell-handed, Friends, Hardy, Incorruptible, Indomitable, Night-eyed, Resolute, Stern, Stalwart, Strong-willed, Swift Recovery, Tireless, Valour, Wakefulness

Racial Flaws

Arrogant, Code of Honour, Duty, Enemy, Grasping, Hatred, Proud, Reckless, Rival, Stiff-necked

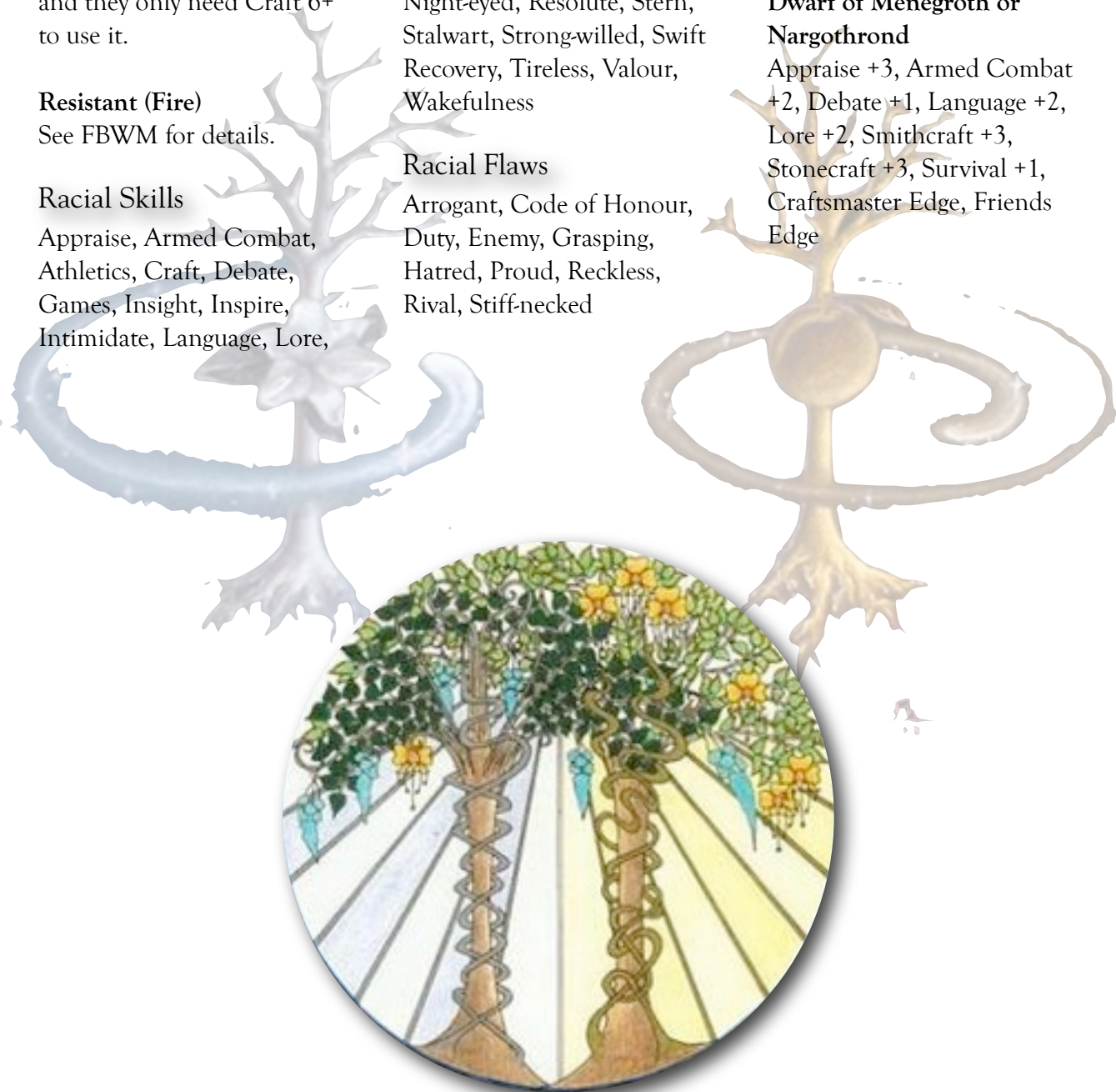
Background Packages

Dwarf of Belegost or Nogrod

Appraise +3, Armed Combat +3, Debate +1, Language +1, Lore +2, Observe +2, Persuade +1, Smithcraft +3, Stonecraft +2, Craftsmaster Edge

Dwarf of Menegroth or Nargothrond

Appraise +3, Armed Combat +2, Debate +1, Language +2, Lore +2, Smithcraft +3, Stonecraft +3, Survival +1, Craftsmaster Edge, Friends Edge



ALLIES AND ADVERSARIES

ANAWEN, WANDERING HEALER

by Celebraen

Race: Man (Dunedain)

Racial Abilities: Adaptable (+2 Willpower), Dominion of Man, Skilled

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

Reactions: Stamina: +2, Swiftiness: +1, Willpower: +5, Wisdom: +3*

Order: Loremaster

Order Abilities: Scroll Hoard, Expertise

Advancements: 7

Skills: Armed Combat: 3, Climb: 1, Craft: 4, Craft (Potions): 4, Healing: 8, Insight: 4, Language (Quenya): 2, Lore (History-Gondor): 2, Lore (Herbs): 5, Lore (Region-Gondor): 1, Lore (Region-Eregion): 1, Observe: 5, Persuade: 3, Run: 2, Survival: 3

Edges: Healing Hands, Wise (+2), Favour of Fortune (+2), Charmed Life

Flaws: Enemy 2, Proud

Health: 10

Courage: 4

Renown: 2

Gear: horse, traveling clothing, scroll bag (water-resistant), scrolls (mostly concerning healing but some include history and botany), dried herbs, blanket, rope, lantern, 1 dose Sweetened Death poison, insect repellent bundles, staff, dagger

BACKGROUND

Born to a well-off family in Gondor, Anawen received every advantage growing up. Highly educated, she was fascinated by the herbal lore found in the Minas Tirith Houses of Healing. She spent a great deal of her free time as a child running errands for the healers and listening to their wisdom. Her father taught her the basics of sword-play, believing that every citizen of Gondor had the right and responsibility to be able to defend the glories of the realm. She grew into a capable young woman, intelligent and curious, finding great satisfaction in her work in the Houses of Healing.

Anawen's willingness to try other means when traditional Gondorian lore failed to help a patient led to her healing a couple of cases thought by the other healers to be incurable. This innovativeness caught the eye of Garavon, a Minas Tirith noble, and he approached her with a "special request from Lord Denethor himself." The Steward apparently desired a fast-acting, painless poison for several soldiers who were undertaking a secret mission that had a high chance of them being captured; the poison was to prevent their torture at the hands of the Orcs. Flattered by the Steward's notice, Anawen put considerable effort into developing a sweet-tasting poison.

Garavon came to Anawen several times over the next couple of years, each time with a "secret commission" from Denethor. Most involved creating poisons, though once he requested a drink that would weaken the will. Though Anawen accepted the task and began work on a potion, she was puzzled, feeling that such a drink could

only be used for dishonorable purposes. She began discretely investigating Garavon. Using a sample of the potion she was developing, she questioned one of his servants and discovered that the poisons she brewed for him were being used against Gondorians to aid Mordor. Horrified, she raced to her workroom and destroyed all the special potions she'd made for Garavon, except one. Very early the next morning she slipped into the kitchens of his house and poured the most deadly, painful poison she'd made into his goblet of wine.

Anawen then returned home briefly, filled her herb-gathering basket with supplies, and left Minas Tirith. She headed to the woods of Lossarnach as she often did to gather herbs. Once deep in the forest, she pulled off her old cloak, slashed it several times with her knife, then carefully cut her palm. She smeared the cloak with her blood and left it. Confident that her family would think she'd been killed by a wild animal, she headed into the very heart of the woods.

Anawen, now calling herself simply Ana, wandered through Gondor and Rohan, seeking healing for her spirit through healing the bodies of others. She would stay in towns for anywhere from a few weeks to several months, teaching anyone interested the herbal arts. But her guilty conscience always drove her on eventually. Acting as healer for a caravan to the town of Dale, she came to the north, hoping that there would be less to remind her of what she'd done. She stayed there for several years, healing Man and Dwarf alike.

As Orcs grew more numerous, Ana moved on, leaving her apprentice behind as Dale's healer. She headed west, hoping to find some place where Mordor was only a faint whisper in the oldest stories. She settled in Bree, winning acceptance through her healing skills. Rumors circulated concerning her past, including one that she was a princess from the south, but she ignored them. People rude enough to question her received only the brief reply, "My past is my business and no one else's."

Now approaching her 60th year, Ana began training a young Bree girl to replace her. She passed on all of her knowledge, including that of poisons, something she'd never taught before. Her apprentice became her friend and heir.

POTIONS

Sweetened Death

Anawen created this poison out of the hellebores wildflower that grows in shady, wooded areas. Only the petals can be used so quite a few flowers are needed to distill the poison. The petals give it a reddish tint and sweet taste, though there is a faint aftertaste. The taste is strong enough that only a half-dose can be added to a single cup of wine without the drinker noticing. If only a half-dose is consumed, the victim merely goes into a coma-like sleep that lasts for three days. A full dose means the victim dies in their sleep. Diagnosing the poison requires a Healing roll TN of 20, and countering it requires a Healing roll TN 20 as well.



CHARACTERS FOR A FOURTH-AGE CAMPAIGN

by daedel

JULIAN FINANTH

Background

Iulian Finanth is one of the sons of Bargal Finanth, an eriadorean/dunedain noble established near Annuminas in the first years of the Fourth Age. When Aragorn Elessar reconstructed the lost realm of Arnor at the beginning of the age, many nobles were called to occupy the land. Descendants from old Arthedain houses like Eketya or Taermar (Tarma) claimed rights over great portions of the territory, but Bargal's father established himself in the west coast of the Nenuial.

Bargal loved to travel, and Iulian was born in Mirkwood when Bargal felt in love with a Woodmen Town woman. When the noble decided to come back to Barad Finanth, he left his lover behind but kept Iulian with him, decided to educate him under the dunedain ways. When Iulian discovered what his father did, he decided to go to Mirkwood to unveil his mother's fate.

Where to find

You can find Iulian at any place between Annuminas and Mirkwood. He travels with Arath, former Explorer's Captain of Finanth House, who joined him in his quest. Although his main purpose is to reach Mirkwood as soon as possible, he is willing to provide help to other people if this doesn't delay his march too much.



ARATH

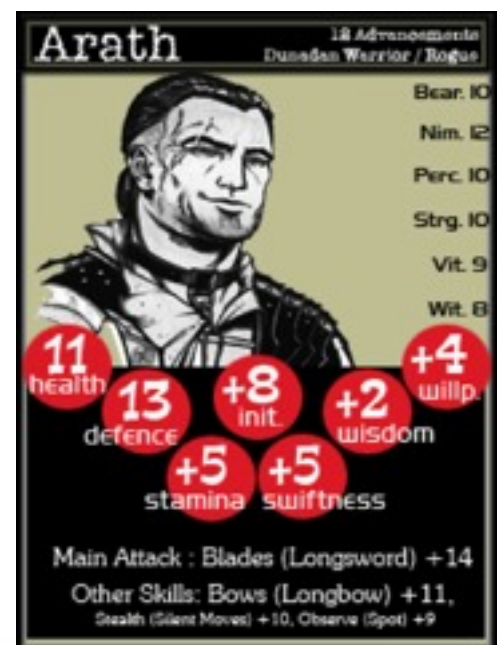
Background

Arath was born in an Eriadorean farm near the Misty Mountains in the first years of the Fourth Age. His father had dunedain blood but his mother was from Bree. They lived a little bit isolated but happy, until one dark night when Orcs from Moria descended upon the outskirts of the Hithaeglrir looking for food and slaves. Arath's parents died trying to defend themselves, and Arath was kidnapped and taken into Moria. He spent around twenty years in the Mines until he finally managed to escape. He went into the east where he met Bargal Finanth in Mirkwood. After saving the noble's life and his son's, he came with him to Barad Finanth and was appointed Captain of Explorers.

He had been living there last twenty-five years, becoming the trusted friend of Bargal's son, Iulian. When Iulian decided to look for his mother, Arath promised Bargal to protect him with his own life if necessary.

Where to find

Arath is always where Iulian is. He took the oath to protect Iulian and will take any risk to accomplish this task.



MENAITAL EKETYA

Background

The youngest daughter of the Eketya House, Menaital is a pure dunedain woman of unsurpassable beauty. But her deep green eyes hide a terrible secret: unbeknownst to all, she has been studying Dark Sorcery under the tutelage of Kather-Tamat, an Eastern magician of great power. Kather-Tamat is a Follower of Melkor, an eastern organization whose main purpose is to bring the Dark Vala back from the Void. Menaital met him in Annuminas, where he has been silently spying and collecting info about the new Arnor: impressed by Menaital's natural talent for magic, he perverted her mind and now the dunadan woman is part of the Followers. She doesn't care about betraying her people – she only lives now to follow the will of her master. She normally behaves as a shy and educated dunedain noble, but she is evil to the core and ruthless.

Where to find

Menaital can be found anywhere in Eketya's lands, or in Annuminas Court, accomplishing tasks for Kather-Tamat. Being the daughter of one of the most powerful nobles of old Arthedain, she is able to spy unnoticed in the very centre of the power of the realm.



AILWA, THYN OF BUHR WIDU

Background

In the first century of the Fourth Age, a bunch of brave and intrepid Rohirrim decided to settle again in the old lands of their ancestors: the Buhrs of Rhovanion. They reconstructed Buhr Widu, Buhr Ailgra and Buhr Waldmardh, and other old places of the Eothraim were claimed later. Ailwa is the current Thyn of Buhr Widu. A powerful, strong and beloved leader, Ailwa is a 50-years old warrior who has fought hard to make Buhr Widu a safe place to live in. He is open and well-mannered, but it's not easy to fool him, and if he discovers something can harm Buhr Widu will take even personal risks to protect it.

Where to find

Ailwa is most of the time at Buhr Widu, although he sometimes travels to the other Buhrs to meet with the rest of Thyns. He also loves to ride his horse and hunt along the edge of Mirkwood. When hunting, he prefers to be alone – something his friends and wife don't like at all.



A NOTE ABOUT CARDS

Skills in the cards show the total bonus for ranks, attributes and edges.

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>THE HALL OF FIRE WEBZINE http://halloffire.org</p> <p>THE HALL OF FIRE WIKI http://wiki.halloffire.org</p> <p>DECIPHER'S LORD OF THE RINGS RPG HOME http://lotrrpg.fanhq.com</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>
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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 submissions@halloffire.org 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.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

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

Write to us at ads@halloffire.org 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'.