

Issue 55
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**THE
HALL OF FIRE**
FAN WEBZINE



GREETINGS, SALUTATIONS...

Sorry for the delay in getting this issue out. There are several reasons that it is so late. The first is that real life keeps getting in the way. The second is simply the lack of content being sent to us. The first hopefully will take care of itself. As for the content, we are going to need your help. We don't just need articles. One thing that we need is new outlets to advertise Hall of Fire. With the Decipher forums being essentially shut down, we don't have anywhere to solicit new readers. With new readership will hopefully come new ideas.

As for this issue, we have some new items of power and new rules on drinking. We hope you enjoy and we hope you keep reading.

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In This Issue

IT'S ALL OPTIONAL	2
• Mead, Beer, Ale, and Your Character	
FAN FLAVOUR	4
• Rings of Insight	
WHAT'S OUT THERE	5
CALLING ALL GAMERS	5



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IT'S ALL OPTIONAL

MEAD, BEER, ALE, AND YOUR CHARACTER

by Micah A. Walles (Razor77@halloffire.org)

There are many brewed and fermented beverages thought Middle-Earth. Each and every race that resides in Middle-Earth has come up with their own concoctions and several have borrowed secrets from other races. Even with all of their differences, they all have several things in common. Not the least of which is that if someone does not know their limits, they might not be able to remember how they came to be at the place that they woke up.

TOLERANCE

There are four major factors that determine how a someone will deal with the alcohol that they drink: potency of the beverage, natural tolerance, race, and how much they are used to drinking.

Potency

Every alcoholic beverage has its own potency. Some have very little alcohol and therefore do not affect people very easily. Other are very strong and only those of stern resolve can stay unaffected.

In terms of game mechanics the potency of a drink determines two things: how long the drink will affect someone and to what degree it affects them. The chart to the right shows how long a drink will effect someone after it has been consumed. It also shows what the Stamina TN for that potency.

Potency	Time	TN
0	0	0
1-3	30	5
4-5	45	7
6	60	10
7-8	60	12
9-10	75	14
+2	+15	+2

The amount of time is from when the drink was started. If a second beverage is consumed prior to the first having run its course, the time for the potency of the second drink is added on to the remaining time of the first.

Example

Seax drinks a light Hobbit beer with a potency of 3 that beer will affect him for 30 minutes. Fifteen minutes later, he drinks a stronger Dwarf beer with a potency of 7, he will have to wait 75 minutes before all of the alcohol has left his system.

The Stamina test is explained under Natural Tolerance.

Natural Tolerance

An individual's Natural Tolerance is based on their Stamina. Whenever they have an alcoholic beverage, they must make a Stamina test to determine if they are able to accomplish any tasks that they try. The degree of failure on the Stamina test will determine if there are any penalties related to the alcohol. The two ways that the Narrator can handle these tests are as follows:

Degree of Failure	TN Modifier
Success	0
Failure	+5
Complete Failure	+10
Disastrous Failure	+15

If there is a large amount of action going on, such as a fight, a Narrator can choose to have a single Stamina roll every minute to determine the penalty

If there is very little action going on, the Narrator can choose to have a roll before each action to determine the penalty

The previous section has a chart that shows what the Stamina test TN is for a certain potency. To simplify these tests, the TN for them will be determined by adding all of the potencies together and then using the TN for the combined potency.

Example:

Seax drinks a light Hobbit beer with a potency of 3; that beer will cause him to have a Stamina test with a TN of 5 to perform any actions. Before the effects of the Hobbit beer wears off, he drinks a Dwarf beer with a potency of 7. While both beers are in his system, his Stamina test TN is 14, equivalent to that of a beer with a potency of 10. Once the first beer is out of his system, his stamina TN will be down to 12, that of a potency 7 beer.



Race

Each race has their own tolerance. In part, this is because of how much that race typically drinks as well as how potent the their usual drinks are.

Dwarf

Dwarves are very stout individuals. They enjoy hearty ales in large mugs. Because of this, all alcoholic beverages that they drink are treated as -2 potency.

Elf

One of the many gifts of the Eldar is alcohol has a reduced effect on them. That, in combination with the simple fact that elves excel at all that they put their hands to, all alcoholic beverages that they drink are treated as -3 potency.

Hobbit

Hobbits are used to drinking less alcohol as well as the alcohol that they do drink is less potent. Because of this, all alcoholic beverages that they drink are treated as +2 potency.

Man

There is a no modifiers for Man.

Usual Consumption

On top of which race and what their natural tolerance is, the most important factor is how much an individual usually drinks and how potent it is. While I encourage Narrators to come up with their own ways of determining this, one simple way is based off of the Rank edge. The reasoning behind this is that those of a higher rank are going to drink more often and what they drink will be of higher quality and therefore higher potency. The chart to the right shows

Level of Rank	Potency Modifier
1 or 2	-1
3	-2
4	-3

FAN FLAVOUR

RINGS OF INSIGHT

by Celebraen

In Eregion long ago many Elven-rings were made, magic rings as you call them, and they were, of course, of various kinds: some more potent and some less.
 --Gandalf, The Fellowship of the Ring, The Shadow of the Past

DESCRIPTION

Actually a pair of rings, one ring is of silver with a garnet in a flower-like setting; the other is also silver but the garnet is carved into a deer. The rings are comfortable to touch regardless of surrounding temperatures. The rings cannot change size or become invisible. The flower-like ring is slightly smaller than the other.

HISTORY

This set of rings was created by an elf-smith for herself and her love for their wedding. The lovers used the rings to aid communication and see what was in the other's heart. As the centuries passed, the two elves grew more attuned to each other and their rings reflected this. Separated from her husband in the confusion in Lothlorien, where they were visiting when the Balrog was first freed in Moria, the elf-smith was killed and her ring lost. Grieving, her warrior love channeled his rage against the Dwarves and the Orcs into fighting the Shadow but even that didn't sustain his spirit for long. He grew careless about his own safety, eventually disappearing, and is believed by those elves who remember him to be searching for his wife's ring in hope of bringing peace to her spirit. Crafted before Sauron began influencing the elves, these rings are very old, even to an elf.

EFFECT

Each ring gives its wearer a +3 to Insight tests on Elves and those of the same race as the wearer, and a +2 on other Insight tests. If both rings are worn at the same time, they are drawn to each other and wearers must make a Willpower check to resist heading towards the other one. They also give a +2 to Persuade tests against the other wearer and a +4 to Insight tests on them.

USAGE

The flower-like ring could be anywhere in the area surrounding Lothlorien. It might even have been found and brought to one of the kingdoms of Man. If the elf-warrior is still alive, he would head for whoever wore his wife's ring with all possible speed; he might even be inclined to aid them but his rage against the Dwarves still burns hot. Alternatively, spending centuries consumed with grief and rage may have unbalanced the warrior's mind, to the extent that he might see any female wearer of the ring as being his wife if she has the faintest resemblance to the dead elf-smith. Also, if Sauron were to have claimed one of the rings, he could draw the other one's wearer to him easily.



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'.