

THE HALL OF FIRE FAN WEBZINE



Issue 57

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GREETINGS, SALUTATIONS...

Welcome to another issue of Hall of Fire. We are glad to welcome back GandalfOfBorg as a contributor to the webzine. He has come up with a variation on the rules for Initiative as well as how to deal with Nazgûl in Mass Combat. We also have a new item that will light the way in some chronicles.

We hope you enjoy the issue, and good gaming,
Micah A. Walles (Razor77) &
Celebraen
Co-Editors Hall of Fire



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IT'S ALL OPTIONAL

EXTRAORDINARY INITIATIVE

By GandalfOfBorg

Initiative: The bog-standard mechanic for determining who goes first in any sort of confrontation, typically physical combat, where you roll $2d6 + \text{Nimbleness modifier} + \text{miscellaneous modifiers}$.

Extraordinary Success: The condition in *The Lord of the Rings Roleplaying Game* that allows a myriad of options depending on the situation and test type (academic, physical, or social) to Narrators/players when an exceptional result (attacker's result $>$ defender's result + 10) is rolled.

Recently in a game, a character of mine rolled an ungodly initiative of 33 ($[6,6]+[6]+[6]+[6]+3$) ... "YAY!" you might think but you'd be wrong. If you know this game with a defender's initiative of 10 and my 33, it's no different than if I rolled 11, or even if I rolled 10 and won whatever tie-breaker resolving mechanic; I just get to go before my opponent ... whoop-dee! So I decided something had to be done. Being a fan of random table effects and wanting a simple list of possible benefits of an extraordinary Initiative success, I've devised the table below to give a group the option of spicing up their game.

To use this table, roll $2d6$ on it when there would be an Extraordinary Success if you compared your initiative with your opponent(s) and an additional time for every 5 above that. For example, my 33 versus my opponents 10 would allow me to roll 3 times on the table.

Table A: Extraordinary Initiative

Result	Bonus
2	+1 Action or improve interaction condition one step ^A
3	+1 Courage point ^B
4	+2 skill bonus ^C
5	+2 skill bonus
6	+1 skill bonus
7	+1 skill bonus
8	+1 skill bonus
9	+2 skill bonus
10	+2 skill bonus
11	+1 Courage point
12	+1 Action or improve interaction condition one step

^A – For example, refer to CRB, Table 9.9

^B – Lost at the end of confrontation if not used

^C – Usable this round only

These stipulations apply to each roll result that lists the same effect.

I know this table isn't terribly inventive or diverse but I wanted to keep it general enough to be applicable either the battlefield or the king's court. It also wouldn't that useful if your game rolls initiative once at the beginning of the confrontation. Before any of you say anything, yes, incorporating this into your game could become unbalancing and could have your players gear their characters even more towards Nimbleness-Swiftness-Wary heavy characters, so here are some ideas a Narrator could use to curtail such desires:

- Temporary Courage point must be used in the current round or lost instead at the end of the confrontation to avoid hoarding
- Additional actions are capped at the character's Nimbleness modifier (minimum 1)
- Use Wisdom as the roll modifier for social 'combat' initiative

FAN FLAVOUR FORCES TO RECKON WITH

By GandalfOfBorg

NAZGÛL

Sauron's greatest minions, the most feared figures in Middle-earth second only to their master, the Nazgul 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 Manwe. Either gave Sauron the ability to project his terror over the land quickly and with great effect. See HOF #49 for the Nazgul 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 Nazgul 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 A: 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 against another unit
- They are fearful of water and will not tread over large or deep bodies of water

Units

Table B: 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



NEW ITEMS

LIGHT-STONES

by Celebraen

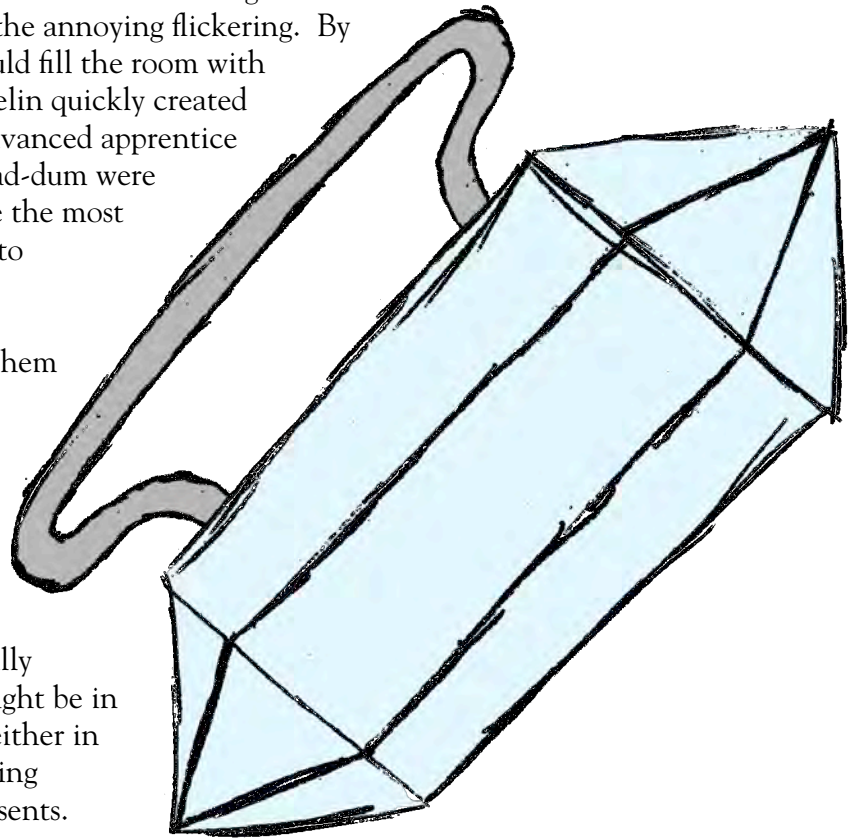
Description:

A simple magical item, if any magical item can be called simple, a light-stone is crafted from flawless quartz crystal & either gold or silver for the handle. The runes etched into the crystal & metal cause the crystal to glow when exposed to a heat source, such as the warmth of a hand. To activate the light, hold the handle in one hand & bring the crystal close enough to breathe on it. The crystal will then emit a clear, steady light, either silver or golden in color, depending upon which metal was used in crafting the handle.

History:

Far back in Dwarven-history, a skilled craftsman named Belin grew frustrated with trying to do delicate craftwork in the flickering of the lamps & firelight that illuminated Khazad-dum. After some trial & error, he created light-stones to serve as a good light source when working on items requiring precision & skill. He found that placing a light-stone on the hearth of a fire or near his forge would give the same amount of light as a torch without the annoying flickering. By placing a few of them about his craft room, he could fill the room with light and work at any hour of the day or night. Belin quickly created more for his friends & began teaching his most advanced apprentice to make them as well. Soon the dwarves of Khazad-dum were taking advantage of the new light source to create the most beautiful & delicate of work, from ornate jewelry to exquisite weapons.

Dwarf traders took a few of the light-stones with them on their caravans & the stones soon found their ways into the hands of Men & Elves. The Elves, with their natural skills, were the first to duplicate the lights but Men, with their boundless curiosity about how things work, soon fashioned their own light-stones as well. While not exactly common, the stones may be found among any of the three races, being especially popular among craftspeople & scholars. A few might be in the possession of Hobbits, probably as mathoms, either in the Mathom House in Michel Delving or circulating through the more well-off families as birthday presents.



Creation:

Crafting a light-stone requires a piece of quartz crystal about the size of a man's thumb, gold or silver to use in the handle, & a knowledge of runes. If the quartz is flawed, the light emitted from the completed stone is greatly reduced. Quartz is the most common mineral in Middle-Earth's crust, often found in geodes & caves, with the largest crystals being several meters in length & weighing hundreds of kilograms, enough to light all of Moria.

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'.