

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™

THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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CONCEPT ART
RIVENDELL



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THE HALL OF FIRE

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GREETINGS...

LETTERS FROM THE CREW

Greetings, Salutations... Hello All!

My name is Matthew Kearns and I am pleased to present you with the first issue of the monthly webzine, *The Hall of Fire*. As managing editor, I like to thank you for first being a fan of Decipher's Lord of the Rings RPG and second, deciding to take your time to read what a few devoted fans of the games have to say about them. The content of this and upcoming issues will include items for both the Narrator and player in helping create better characters, nastier villains, and enhance your entire gaming experience.

Here is an outline and description of *The Hall of Fire's* content:

Postmaster (Future issues)

Reader opinions, observations, and questions about the webzine

What's Up With This? (Future issues)

Readers' questions answered concerning game mechanics, errata, the product line, etc. Answers will be in accordance with official sources.

Treasure Trove

Lists and describes Decipher's product line for the Lord of the Rings RPG

It's All Optional

Discusses some problematic rules and mechanics of the games and includes suggestions for improvement

Adventuring In

Discusses the many different realms within Middle-Earth and their chronicle potential

At a Glance...

Reviews of official products, fan-made game enhancements (i.e. character generators, character sheets, etc.), and fan/game websites

Fan Flavour

New packages, traits, spells, weapons, etc. submitted by fans

Allies and Adversaries

Featured NPC descriptions for our favorite characters that haven't been seen in Decipher products or new NPC's created by fans

Featured Creatures

A look at fell beasts and other creatures created by Decipher and fans alike

On the Side

Mini or side adventures submitted by fans and writers

Calling All Gamers!

A section dedicated to advertising for game openings (local and online), RPG events, and more!

What's Out There?

Links to major RPG websites for CODA Lord of the Rings and Star Trek

This entire publication has been put together by a precious few who have volunteered their time and effort into writing articles and submitting fan extras; their only compensation is helping making two great games better for everyone, so I'd like to give them a chance to say a few words to you...

Mae govannen! Call me Scottomir. I'm glad to be a part of this new fan-based webzine devoted to Decipher's Roleplaying Games. CODA is a flexible, narrative-based gaming system with great promise as an alternative to the rigidity and density of the d20 system. This flexibility and adaptability allows for a wide range of possibilities in modifying what can be done with the CODA rules, and in the IT'S ALL OPTIONAL feature I'm looking forward to sharing with you some of my gaming group's efforts. My players and I most frequently play the LOTR RPG by e-mail, and in future issues I hope to have the opportunity to share my thoughts on this challenging but rewarding alternate method for playing the game. Namarie!

- Scottomir

It is my pleasure to be writing to you here and to be part of this webzine. I have spent the last 23 years playing and enjoying many different roleplaying games, but I have never played a game that captures the "feel" of a world as well as Decipher's Lord of the Rings Roleplaying Game. From the moment I first read J.R.R. Tolkien's literary works, I have loved Middle-Earth and to be able to create within this world is even more of a treat. There have been many critiques, both good and bad, of the CODA system and it is my goal to see this webzine be the resource for all CODA LOTR RPG gamers to turn to when their questions arise. Some of the material here may be verbatim, some may be optional rules created by others, but it is all here to make sure that each gamer has the same wonderful experience playing within Middle-Earth that they had reading about it, and to make sure Decipher has great success with this product line!

The Road goes ever on...

-Douglas Joos aka Tomcat

But no matter what we put forth here, neither the game nor this webzine can survive without you, the fans. So once you have finished reading this issue and if you'd be interested in writing to us at The Hall of Fire, please send your email to this address: codawebzine@hotmail.com

It can only get better with your help!

Matthew A. Kearns
aka GandalfOfBorg
Editor

IT'S ALL OPTIONAL

DEALING MORE DAMAGE

By Scottomir

The Horn of Gondor sounds at the Falls of Rauros, alerting the scattered Fellowship of the Ring that Uruk-hai are attacking! While searching for the missing Frodo, Legolas and Gimli encounter marauding orcs in the woods. The stout Gimli grips his dwarven battle-axe in two hands and chops at a charging Uruk, landing an extraordinary blow. Gimli's masterful stroke inflicts maximum damage. After suffering the Dwarf's most devastating attack, the Uruk is... **only** dazed!

At least this is how the scene plays out using the standard CODA rules in Decipher's *The Lord of the Rings* RPG. Gimli's battle-axe inflicts 2d6+4 damage, and we can presume the burly Dwarf gets a +2 Strength damage bonus. If he makes a Two-Handed Attack (+4 damage) and scores an extraordinary success on the attack test, he inflicts maximum possible damage (22 points). The Uruk has 12 Health and (even without body armor) absorbs 1 damage due to tough skin. Gimli's best attack does 21 damage to the Uruk: the orc is Dazed and still three points away from even being Injured. The limited range of damage outcomes in the standard rules is disappointing to many players, especially when combat slows down to a drawn-out series of paltry blows. One way around this, of course, is to use some kind of accelerated pacing ("mook" rules), but we'll save that topic for another time. Instead, this article is going to look at options for how Narrators and players can broaden the range of damage possibilities in regular combat.

EXTRA SUCCESSES

Using the standard rules, a character scoring an extraordinary success on an attack test automatically inflicts maximum damage without even needing to roll the dice. Though this is a nice effect, it actually narrows the range of damage possibilities when it occurs because there is only one possible outcome. Here's an optional variation that Narrators can adopt. If a character scores an extraordinary success, he inflicts +2d6 extra damage instead of maximum damage. If he scores a superior success, he inflicts +1d6 extra damage. (A character could still choose one of the listed special effects instead of the extra damage, if he prefers.)

What is the impact of this optional rule? On average, it is slightly better than the normal rule of maximum damage for a 2 dice weapon and vastly

better for a one-die weapon. The most commonly occurring result on a roll of two 6-sided dice is a total of 7. So the most common outcome of an extraordinary success with a two-dice weapon is 14 (7+7), which is 2 points better than the maximum-damage rule (12 on 2d6). However, what is really interesting is that with this optional rule characters have the possibility of inflicting considerably more damage. Gimli, in the example above, could potentially inflict 35 damage with his one extraordinary Two-Handed Attack. Furthermore, characters are more likely to inflict higher damage because they receive a bonus die on a superior success.

However, it needs to be pointed out that this optional rule also makes it possible to inflict less damage than normal. The standard CODA rule is a sure thing (maximum damage without even rolling). But, even rolling 4d6 it is possible to roll all 1's and get only a total of 4. Realistic perhaps, but dramatically disappointing for high-powered players. For Narrators who want to see the possibility of higher damage ranges but don't want the lower possibilities, there are some easy fixes. A fair Narrator could allow a character to spend 1 Courage point to re-roll a bad damage roll. An even kinder Narrator might let a character that scores a superior or extraordinary success re-roll any damage dice that turn up a 1. A very generous Narrator could make the normal maximum-damage rule the default minimum, the amount inflicted even if the character rolls less than that on all the bonus dice.

CALLED SHOTS

Using the above variation, we have managed to find a way to get Gimli's maximum possible damage up to 35, but our example Uruk is still only Injured and two points away from being Wounded. Another way to increase the possible damage is with "Called Shots" -- targeted attacks against a specific body part. By allowing an attacker to target the head/neck area to inflict, he could do, say, +2d6 extra damage. If Gimli manages to score an extraordinary success on his Two-Handed Attack "called shot" to the Uruk's head and rolls 6's on all the dice (2d6+2d6+2d6), his maximum possible damage goes up to 47. Now the Uruk is badly Wounded and close to being Incapacitated.

How hard should it be to make a "called shot"? Decipher's errata has suggested +12 TN on the attack test. I recommend +12 as the highest modifier, and only if the target is heavily armored (wearing a mail hauberk and great helm, for example). A target that

is only lightly armored (and, thus, wearing only a light helmet) should only impose +9 TN, and an unarmored target (with no head protection) should only impose +6 TN. This also can be applied to “stun” Blunt Attacks (after all, it should be easier to knock out somebody not protected by a helmet). But what about beasts that don’t wear armor? The Narrator could rule that most beasts are naturally lightly armored (+9 TN), and beasts with substantial damage reduction are naturally heavily armored (+12 TN).



What about “called shots” to areas other than the head/neck? Arms and legs are other reasonable targets, and the “called shot” TN penalties might be 3 easier (e.g., only +3 TN against an unarmored target). A “called shot” to an arm or leg inflicts regular damage; additionally, the victim suffers a -2 penalty to all tests made using an injured arm and a -4 penalty to all Run and other movement tests if a leg is injured. These penalties last until the mangled limb is treated (Healing test at a TN equal to the damage inflicted on the limb) or until the lost Health points are naturally healed.

SPECIAL ATTACKS

So, we’ve managed to get Gimli’s maximum potential damage (however unlikely) up to 47. Is there anything else we can do to boost his damage possibilities? Another idea is to increase the potential value of Power Attack and Two-Handed Attack. As written in the standard rules using Decipher’s CODA errata, these maneuvers are of questionable value. They give only a +3/+4 damage bonus but cost 2 actions, so the character is almost always better off simply making two standard attacks. As an optional variation, the Narrator could

replace the +3 damage bonus for Power Attack with +1d6 damage bonus and increasing the character’s Strength bonus by +1. This option does have the possibility of doing less than the normal +3, but 80% of the time it will be as good or better. The Narrator can replace the +4 damage bonus for Two-Handed Attack with +1d6 bonus damage and increasing character’s Strength bonus by +3; it is not possible to do less than the normal +4, which is only fair since he has to forego the benefit of a shield.

Using all these optional rules, where does Gimli stand in our example? If the burly Dwarf makes a “called shot” to the lightly armored Uruk’s head (+9 TN), uses the optional Two-Handed Attack (+1d6 and doubling his +3 Strength bonus), and scores an extraordinary success, he has the potential to inflict 52 damage by rolling all 6’s (16 on his ax’s 2d6+4, 12 on his called shot’s +2d6, 12 on the +2d6 for his extraordinary success, 6 on his Two-Handed Attack’s +1d6, plus 6 for his increased Strength bonus). Our hypothetical Uruk would be reduced to Incapacitated in a single blow. Now that is dramatic!



ADVENTURING IN

THE OLD DÚNEDAIN KINGDOMS OF THE NORTH

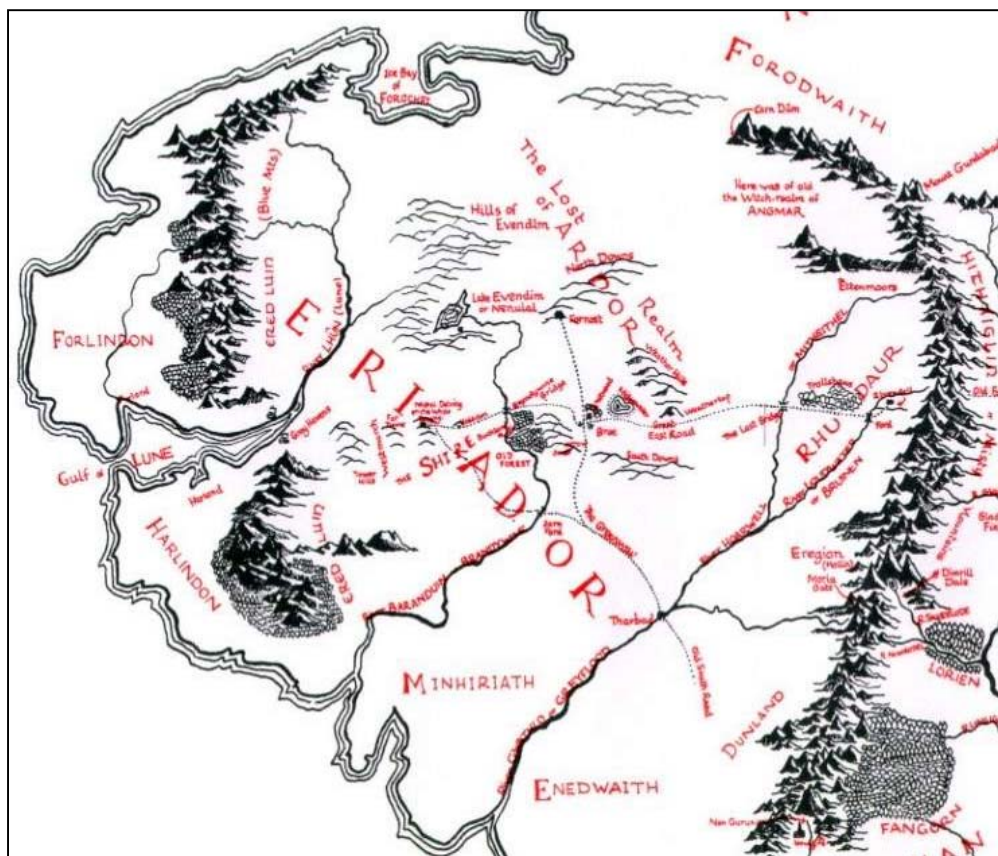
By Doug Joos

It must be said that one of the jewels for building chronicles lies in the empty northlands of Middle-Earth. During the time of the *Lord of the Rings* books, for example, just thinking about the Shire and Bree, the only thing between the common folk and danger are the Rangers of the North. The realization that wild and dangerous lands cut off these two communities makes you wonder, what were the lands like while the Dúnedain ruled here? From the rich farmlands of Cardolan to the cold and rocky lands of Arthedain and Rhudaur, this region is ripe for chronicles both within Tolkien's canon history and where he left off.

Fortunately, Tolkien gave us good information on notable events, such as the wars that raged across the borders of these countries and the kings that sat on the thrones. Unfortunately, most of this information is very thin and limited, which is the reason for it to be perfect for chronicle building; you can take the few nuggets of canon that we do know and build a wonderfully, rich story around them. Go ahead, pick any year from the beginning of the Second through the Fourth Ages and you will see that there is a story to be written; one that can be based on canon but be completely derived from the Narrator's thoughts. So, what do we know about old Arnor and the Kingdoms of the North? Let's take a brief look at the northland realms of the Dúnedain and talk about the potential for chronicle building that lies within.

HISTORY OF ARNOR AND THE THREE KINGDOMS

Arnor was established by Elendil the Fair, leader of the Faithful that escaped the destruction of Númenor in the year 3319 of the Second Age. Along



with his two sons, Isildur and Anárion, they led the Faithful back to Middle-Earth and established not only Arnor, but also Gondor in the south. At its greatest, Arnor included all the lands between the Loudwater (Gwathlo-Bruinen) and the Gulf of Lune (Lhûn). Elendil was High King of all the Dúnedain in Middle-Earth until 3441 of the Second Age, when he perished, along with Gil-Galad, in combat with Sauron, the *Lord of the Rings*. The North Kingdom suffered again when Isildur, returning from the wars with Mordor to take up his father's place, was also slain. The rule of the kingdom would fall into the hands of Isildur's son and the two Dúnedain kingdoms would become somewhat estranged from one another.

From year 3 to 861 of the Third Age, the country saw eight rulers sit upon the throne – Valandil, Eldacar, Arantar, Tarcil, Tarondor, Valandur, Elendur, and Eärendur. After Eärendur, the country split apart into Arthedain, Cardolan, and Rhudaur – three separate kingdoms ruled by Eärendur's three sons. This period stems much political intrigue and allows a Narrator wide berth due to the limited

information of what took place up until the beginning of *The Hobbit*.

There are some major events that took place in the Third Age that a Narrator needs to know to make a historical chronicle:

250 – 861 – Somewhere between these dates, Annúminas is deserted due to the decline of Arnor. The throne is moved to Fornost.

1000 – The arrival of the Istari in Lindon, west of Arthedain and Cardolan.

1050 – A shadow falls in Greenwood the Great. It is now called Mirkwood; the return of Sauron.

1300 – The Nazgûl reappear in Middle-Earth and Angmar is established.

1350 – The land of Rhudaur, always few in number of Dúnedain, is taken over by the Hill-Men that reside there and form an allegiance with Angmar.

1409 – The Witch King of Angmar invades the North Kingdoms. Amon Sûl is destroyed and Arveleg I, King of Arthedain is slain. Also slain is the last Prince of Cardolan and the Dúnedain of Cardolan are scattered and hide within the Barrow Downs (Tyrn Gorthad) and the Old Forest.

1601 – The founding of the Shire and the beginning of Shire-Reckoning.

1636 – The Great Plague ravages Gondor and makes its way up into the lands of the North Kingdoms.

1974 – The forces of Angmar capture Fornost; the remnant of the North Kingdom is destroyed.

1975 – Forces from Gondor come north and destroy the forces of Angmar. Arvedui, last of the Kings of Arthedain, drowns in the icy Bay of Forochel. Angmar is destroyed and the Witch King returns to Mordor five years later.

Beginning of Fourth Age – Aragorn, king of the Reunited Kingdom, has Annúminas rebuilt and it becomes the northern capital.

Throughout its many troubles, the north kingdom preserved the Line of Isildur all the way down to Aragorn the Elessar.

LANDS AND PEOPLES

So what can we assume the lands and people were like, for not much information has been given? First of all, we must consider that the Dúnedain were the scarcest of all folk that lived in the region, especially after the Last Alliance. Still, they were high men, lordly and with great wisdom, so the common men would have looked to them for guidance and rule.

These common men are descended of the same people as the Dúnedain, but they never went to Númenor or even unto Beleriand. They are made up of Eriadorians, Dunlendings, Northmen, the Rohirrim, Beornings, and most men of Gondor. It is

these folk that would have “served” the Dúnedain lords, making up their civil work forces and armies.

In Cardolan, the lands appear as if they would be large prairies – good for farming and the grazing of livestock. Tharbad, the chief city of Cardolan, was the center of commerce between both the North Kingdoms and Gondor. It would obviously be a center of intrigue, politics, and both clean and dirty business. We can envision a wide land with few people, except in the large settlements, and that these people would for the most part be farmers and shepherds.

To the north in Rhudaur and Arthedain, the colder clime and the rockier terrain would make for a hardier breed of folk. There were great forests in both regions as well that would have supplied an abundance of wood for building and tool making. These people would have been hunters and relied on the crops of Cardolan to support them. They would also have been shepherds of goats and other livestock that flourish in rocky lands with sparse vegetation. Perhaps they were miners and had good relations with the Dwarves of both the Blue and Misty Mountains.

All three kingdoms were rich in rivers and water so minerals would definitely have been readily available to all as an economic resource. Two other key assets these countries had were the Greenway and the Great East-West Road. These two roads were always busy with dwarf caravans and elf companies going between the mountains and the sea. From them came a wealth of information, stories, crafts, and lore.

It must also be said that though the Dúnedain are the heroes of the *Lord of the Rings*, it must be remembered that these men were not infallible. Remember that Ar-Pharazôn, the King of Númenor, led his fleet against the Valar himself. As a Narrator, you can use the idea of corrupted Dúnedain masters, especially in the regions of Rhudaur and Angmar. It was a hard place and it would make men do whatever they needed to do to achieve the power that they wished. The Witch-King would have come with very enticing gifts to turn the Dúnedain of the north against their own – Rhudaur against Arthedain. Remember, the Dark Lord had brought the gift of rings to mortal kings who gladly accepted them and the power they hoped they would bring.

As you can see, there are many places a Narrator can weave a chronicle into these few major dates in the North Kingdom’s history. I have personally picked the year 1636 and the time of the Plague. I asked what if Arvegil, the son of Arveleg II, had been stricken with the plague? I also asked what if some Cardolan nobles went on a trek to Rivendell to find a cure to help their stricken families? Would these people willingly sacrifice their own kin to aid the Prince of Arthedain? Well, we shall see - the chronicle is being played as you read this article.

Except for adding the idea of a sick prince, I am not interfering in Tolkien's canon - unless of course the company lets the Prince succumb to the Plague. As a Narrator, I cannot interfere in my players' choices but it is my job to add to the story heroic sacrifice of what the characters must do and hope they choose correctly. Imagine what the Witch-King would have done to stop this company from returning from

Rivendell with a cure. He could end Isildur's Line and there would be no Aragorn in the future. Fun, isn't it?

So, let's work to enrich and cultivate this land that has been forgotten and make it a memorable place to go and adventure!

A PC's SO-CALLED LIFE

CHARACTER CREATION, PART 1

By Matthew Kearns

Character creation has got to be one of the best parts of playing an RPG. Here is where you, the player, decide the persona in which you would like to portray in the story along with picking skills, rolling dice for attributes, etc. This article is here to help the novices and those who are still not quite sure how to properly create your character. These instructions and guidelines are suited for creating a character by Decipher's rules so be mindful, your Narrator may decide to do things a bit differently. I will create a character for you as I explain these guidelines.

This shall be a three-part article. Part I will explain how to generate your character's primary attribute scores, secondary and other attributes, and racial development (selecting your race, applying racial modifiers, selecting native skills, and choosing a racial package). Part II will come in the next issue and cover order development and using your 5 free picks. Part III will consist of developing a suitable background and history of characters.

#1 DETERMINE YOUR PRIMARY ATTRIBUTES

You have two options for generating your character's primary attributes: the Pick Method or the Roll Method. In the Pick Method, start with the values 10, 9, 7, 7, 5, and 4. You are then allotted 8 points to add to any and/or all of these scores to achieve your desired scores, but remember, none of these scores may be above 12. In the Random Method, you take 2d6 and roll them nine times, disregarding the three lowest scores. There are good and bad points about either method, such as you have the potential to have, on average, a character with higher starting stats with the Random Method while the Pick Method has the character start on even footing attribute-wise with the others in the group if the Narrator chooses this method. Once you have gotten your attribute scores, apply them however you like to the six primary attributes: Bearing, Nimbleness, Perception, Strength, Vitality, and Wits. For descriptions of these attributes and more on

generating your primary attributes, see page 46 in the Core Rule Book (CRB).

For the example I shall use the Random Method. I rolled 10, 4, 8, 3, 3, 11, 8, 5, and 12, so my character's scores are 12, 10, 8, 8, 5, and 4. See Figure 1: Initial Primary Attributes for the example character's attributes.

Figure 1: Initial Primary Attributes



BEARING:	8
NIMBLENESS:	10
PERCEPTION:	4
STRENGTH:	8
VITALITY:	5
WITS:	12

#2 CHOOSE YOUR RACE

In the world of Tolkien, there are the Free Peoples: Dwarves, Elves, Ents, Hobbits, and Men. As Decipher didn't think it proper to consider the Ents worthwhile as PC's, you are left with four races to choose from and within each of those races there are unique sub-races with their own aspects mechanics- and roleplaying-wise. For the Dwarves, see the Moria Boxed Set for more information about their sub-races as I am just following the basics from the CRB. For the Elves, there are the Noldor, Silvan, and Sindar; they are described in the CRB starting on page 63. For the Hobbits, there are the Fallohides, Harfoots, and Stoors; they are described in the CRB starting on page 67. Finally for Men, there are the Dúnedain, Middle Men, Dark Men, and Wild Men; they are described starting on page 70 of the CRB.

For the example I have randomly chosen to make a Dúnadan Man. The racial adjustments for the Dúnedain are: +1 Bearing and Wits. My character's adjusted primary attributes are seen in Figure 2: Adjusted Primary Attributes.

Figure 2: Adjusted Primary Attributes

BEARING:	9
NIMBLENESS:	10
PERCEPTION:	4
STRENGTH:	8
VITALITY:	5
WITS:	13

As you can see, my character's Wits are greater than the usual 12 as the absolute highest a character's starting attributes may be is 12 + racial modifiers. There is another mechanic for increasing attributes potentially higher than this, but will be mentioned later.

#3 DETERMINING YOUR OTHER ATTRIBUTES

There are a number of secondary and other attributes: Reactions, Defence, Health, Size, Courage, Renown, Wound Levels, and Weariness Levels. I won't go into detail about what each are as they are adequately explained in the CRB, but will help you in determining them.

Figure 3: Attribute Modifiers and Reactions

BEARING:	9/+1	STAMINA	+1
NIMBLENESS:	10/+2	SWIFTNESS	+2
PERCEPTION:	4/+0	WILLPOWER	+3
STRENGTH:	8/+1	WISDOM	+1
VITALITY:	5/+0		
WITS:	13/+3		

I'll start first with the Reactions: Stamina, Swiftiness, Willpower, and Wisdom. They are based on your attribute modifiers. For more information about each reaction, see page 49 of the CRB. To determine your character's attribute modifiers, see Table 2.1: Attribute Modifiers on page 49 in the CRB. Once you have your attribute modifiers, see Table 2.2: Reactions on page 49 of the CRB. The example character's attribute modifiers and initial reaction scores are shown in Figure 3: Attribute Modifiers and Reactions.

Your reactions are the base modifiers for rolls pertaining to situations like avoid traps, resisting poisons and weariness, etc. There are edges and abilities, which can increase these modifiers, and flaws to decrease them.

Next are your Defence, Health, Size and Wound Levels. Defence and Health are simple calculations: 10 + Nimbleness modifier and Vitality + Strength modifier, respectively. Size and Wound Levels go together; Hobbits and Dwarfs are considered Small (Dwarfs have a racial ability pertaining to this) while Elves and Men are considered Medium. Small creatures have 5 Wound Levels (Healthy, Dazed, Injured, Wounded, Incapacitated) and Medium creatures have 6 Wound Levels (same as Small, but also with Near Death). Wound Levels are blocks of Wound Points equal to your character's Health. If a character loses enough Wound Points, she may have to apply penalties to her rolls due to her injuries. The example character's secondary attributes are shown in Figure 4: Secondary Attributes.

Figure 4: Secondary Attributes

DEFENCE:	12
HEALTH:	6
SIZE:	MEDIUM
WOUND LEVELS:	6 (1 HEALTHY)

Finally, there is Courage, Renown, and Weariness Levels. Courage gives an extra bonus of (typically) +3 to any roll excluding damage. Each character starts with 3 Courage points and they can be bought with advancements or gained through abilities. Renown is an attribute which designates how well known your character is in the world of Middle Earth and characters typically start with 0 Renown. Weariness Levels are similar to Wound Levels in that they cause a character to apply penalties to her rolls, but these levels are due to failed Weariness rolls from things like spellcasting, long marches, or extensive fighting. The different levels of Weariness are Hale, Winded, Tired, Weary, Spent, and Exhausted; each have a penalty associated to them for tests made by the character. The example character's other attributes are shown in Figure 5: Other Attributes.

Figure 5: Other Attributes

COURAGE:	3
RENOWN:	0
WEARINESS:	HALE ± 0

#4 RACIAL DEVELOPMENT

The first part of racial development is choosing your native skills. These skills represent your character's basic knowledge from growing up, as they are limited to only Language and Lore skills. Each character starts with a number of picks equal to her Wits x3 where 1 pick = +1 rank to a skill, so this character has 13 x 3 = 39 picks to spend on Lore and Language skills. Remember two things: you may acquire one specialty for free for each skill, all subsequent specialties cost 1 pick; and, a 0-advancement character cannot start with more than 6 ranks in any one skill. This character's native skills are listed in Figure 6: Native Skills.

Figure 6: Native Skills



Next, you select your character's Racial Package or choose 6 picks from the list of racial skills and edges listed at the end of the section describing the race you chose. Each edge or +1 ranks you acquire cost 1 pick. The note about specialties from above applies here as well. As this character shall be of the Dúnedain of the north and the CRB has no example

packages for a character like this, I shall create my own; this "package" is listed in Figure 7: Racial Package.

Figure 7: Racial Package



Once finished with that, you then have the option of acquiring an additional edge from the list of racial edges at the cost of a flaw. My character will take the option of purchasing the additional edge:

Edge: Friends (Elves of the Wandering Companies)
Flaw: Duty (Protect the Shire)

The final part of racial development is applying the mechanics of your racial abilities. For Men, there are three:

Adaptable: Apply a +2 bonus to Stamina, Swiftiness, or Willpower. I will choose Stamina.

The Dominion of Man: +1 Courage Point.

Skilled: Add either +2 ranks to any one racial skill (skills obtained by spending the 6 picks or choosing a racial package) or +1 ranks to any two racial skills. I will choose Armed Combat: Swords +1 and Observe +1.

Next month I shall continue with Part II by completing the stats portion of my sample character.



FAN FLAVOUR

This section provides new packages, traits, spells, weapons, etc. submitted by fans to enhance your game play. Would you like to see one of your creations here? Send your submissions to *The Hall of Fire* e-mail address listed in the Credits.

MAN OF ARNOR (DÚNADAN)

Armed Combat +1, Debate +1, Lore +1, Persuade +1, Ranged Combat +1, Survival +1

MAN OF ARTHEDAIN (DÚNADAN)

Armed Combat +1, Climb +1, Lore +1, Ranged Combat +1, Stealth (Sneak) +1, Survival (Forest) +1

MAN OF CARDOLAN (DÚNADAN)

Armed Combat +1, Craft +1, Lore +1, Ranged Combat +1, Ride +1, Survival (Plains) +1

MAN OF RHU DAUR (DÚNADAN)

Armed Combat +1, Climb +1, Observe +1, Ranged Combat +1, Survival (Mountains) +2

ALLIES AND ADVERSARIES

GILDOR INGLORION

By Jason Durall

"I am Gildor," answered their leader, the Elf who first hailed him. "Gildor Inglorion of the House of Finrod. We are Exiles, and most of our kindred have long ago departed and we too are now only tarrying here a while, ere we return over the Great Sea."

- The Fellowship of the Ring

RACE: Elf, Noldor

RACIAL ABILITIES: Noldorin Lore (History), The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing

ATTRIBUTES: Bearing 13 (+3), Nimbleness 12 (+3)*, Perception 14 (+4)*, Strength 10 (+2), Vitality 9 (+1), Wits 12 (+3)

REACTIONS: Stamina +3, Swiftiness +7, Willpower +5, Wisdom +8*

DEFENCE: 13

ORDERS: Captain, Loremaster, Minstrel, Warrior

ORDER ABILITIES: Air of Command, Deference, Gladden, Inspiring Performance, Leadership, Noble Mien, Spellcasting 3, Voice of Power, Vala Virtue (Elbereth)

ADVANCEMENTS: 60

SKILLS: Acrobatics (Balance) +3, Armed Combat: Blades (Longsword) +9, Armed Combat: Polearms (Spear) +4, Climb +3, Conceal (Hide Treasure) +2, Debate (Parley) +8, Healing (Treat Illness) +3, Inquire (Converse) +5, Insight +8, Inspire +9, Intimidate (Majesty) +5, Jump +2, Language: Quenya +7, Language: Silvan +5, Language: Sindarin +7, Language: Westron +6, Lore: Group (Wandering Companies) +6, Lore: History (Elves) +6, Lore: Race (Elves) +5, Lore: Realm (Rhudaur, Arthedain) +5, Lore: Astrology +7, Observe (Hear, Sense Power, Spot) +11, Perform (Sing) +10, Persuade (Charm) +10, Ranged Combat: Bows (Longbow) +8, Ride (Horse) +2, Run +4, Search +6, Stealth (Surveil) +8, Survival (Forests) +3, Swim +2, Weather-sense +5

SPELLS: Calling, Enhance Food, Exclusion, Reading the Heart, Sense Power (ability), Slumber

EDGES: Allies (Elrond, Galadriel, Gandalf, Aragorn), Command 1, Eloquent, Fair, Foresighted, Honey-tongued 2, Honor's Insight, Keen-eyed, Night-eyed, Rank 1, Wise 2, Woodcrafty

FLAWS: Duty (Wandering Companies), Fealty (Elrond)

GEAR: Masterwork longsword, clothing, masterwork bow, quiver of arrows (20), lantern, dagger, *lembas*, flask of *miruvor*

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 10

COURAGE: 8

RENOWN: 20

*: Favored attribute or reaction.

IN THE NOVELS

A Noldorin Elf of the House of Finarfin, Gildor Inglorion was born in the Second Age, and is a wise and powerful elf of some renown. Of a great and noble lineage, he is counted among his kin one of the greatest of the elf-heroes. He is a nephew to the Lady Galadriel, and as such, Gildor is of the rare golden-haired Noldorin stock, while his eyes are bright and his voice high and clear, radiating his humor, wisdom, and confidence. His name means "star-land" in Sindarin, and he is wise with the knowledge of the heavens. He was born in Middle-earth, and has not seen the light of Valinor. Gildor often journeys to the elven towers atop the Tower Hills to use the palantir there, gazing across the waters of the Great Sea to behold the Undying Land of Valinor, a place he has long desired to see. Though he would dearly love travel to there, Gildor's duty is to his people and friends and he knows that he is not destined to leave Middle-earth until the fight against the Enemy is complete.

As a leader of the Wandering Companies, Gildor frequently dwells in Rivendell with his folk, though they move throughout the lands of the north, vigilant against the Enemy. A close ally of the wise and powerful in Rivendell and Rangers of the North, Gildor and his folk patrol the lands of Eregion and he is known to the mysterious woodslord of the Old Forest, Tom Bombadil.

A friend to the Shire, Gildor knows Bilbo Baggins well, having stopped in Hobbit to speak with the hobbit and also appointed with overseeing the hobbit's safety, by Elrond and Gandalf. As Bilbo's

friend, Gildor knows much of Frodo and has seen the young hobbit from afar, though Frodo was unaware of this observation. When Bilbo Baggins left the Shire on his 111th birthday, he encountered Gildor and his Wandering Company on the road east en route to Rivendell. Then, once again, met Bilbo again in Rivendell. Years later, when Frodo, Sam, and Pippin traveled upon the same path, Gildor and his folk met them and sheltered the three young hobbits for the night, shielding them from the sight of the Nazgul. They spent the night speaking about the troubles of the world, the news of the growing darkness, wars of Men, and the passing of the Elves. Though Gildor knew of Bilbo's whereabouts and had a premonition of the importance of Frodo's burden, he would not speak of them, troubled as he was by the presence of the Enemy at the border of the Shire. If the Enemy were to capture the hobbits, Sauron's triumph would swift and complete. Thus, Gildor and he and his people continued their patrol of the area, letting the hobbits pass on their way, though he names Frodo "Elf-friend," and passes word along to all the Wandering Companies to look after them along their journey.

Throughout the War of the Ring, Gildor and his folk frequently returned to Rivendell, and helped defend the elven realm against the attacks by

Sauron's forces, both subtle and overt. When the One Ring was destroyed, the time had come for the passing of the Elves from Middle-earth and Gildor journeyed with Elrond and his household to the Grey Havens, encountering Frodo and Sam near the Tower Hills. Finally at the end of the Third Age did Gildor Inglorion, High-elf of the House of Finarfin, pass across the Sea with many of his kinsmen and fellows, who included the Lord Elrond, Lady Galadriel, Gandalf the White, and two of the Ringbearers, Bilbo and Frodo Baggins.

IN THE GAME

In the later years of the Third Age, Gildor, as a captain of the Wandering Companies and an ally to Elrond, Galadriel, and Strider, might be found anywhere in Rhudaur, Arnor, or even the Shire itself, though he will likely only make himself known to those who interest him, or are clearly needing his aid. A doughty warrior, a wise counsel, and a gracious and intuitive host, Gildor will offer sanctuary with his folk to those who need it, and will not presume to influence the decisions of those he aids. Information and succor he will offer, however, and sanctuary against the forces of the Enemy.



FEATURED CREATURES

CORPSE CANDLE

"But I have seen them too. In the pools when the candles were lit. They lie all in the pools, pale faces, deep deep under the dark water. I saw them: grim faces and evil, noble faces and sad. Many faces proud and fair, and weeds in their silver hair. But all foul, all rotting, all dead. A fell light is in them." Frodo hid his eyes in his hands."

—The Two Towers.

ATTRIBUTES: Bearing 12 (+3)*, Nimbleness 3, Perception 8 (+1)*, Strength naught, Vitality 10 (+2), Wits 6 (+0)

REACTIONS: Stamina +2, Swiftiness +1, Willpower +3*, Wisdom +3

DEFENCE: 10

MOVEMENT RATE: Naught

SKILLS: Intimidate (Fear) +4, Observe (Sense the Living) +8, Unarmed Combat (Touch) +4

SPECIAL ABILITIES: Drain Vitality, Extraordinary Sense (Sense the Living), Holding, Immobility, Incorporeal, Spirit-Light, Lure (the living), Undead Stamina

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 10

TN EQUIVALENT: 10

UNIQUE SPECIAL ABILITIES

HOLDING - Living creatures that fall to the Lure of a corpse-candle are held as if by the Holding-Spell. They are paralyzed with fear and dread, and may drown in the stagnant water.

SPIRIT-LIGHT - When it detects living prey, a corpse candle generates a soft, eerie glow with the approximate brightness of a candle. The spirit-light is the bases of the corpse candle's Lure ability; a potential victim that cannot see this light cannot be affected by the Lure.

DESCRIPTION

Corpse candles are eerie, glowing orbs that appear to be floating just under the water's surface in some swamps and marshes. One should take heed not to look too closely, for beneath the lights can be seen the vague faces of rotting corpses from long ago. The light of a corpse candle has a luring affect on those that see them, causing many an unwary traveler to be come lost or drown. Those unfortunate souls lost to a corpse candle become one of the foul creatures and light a candle of their own.

A corpse candle attacks by luring a living victim into a deep pool and draining its Vitality. Often, victims paralyzed by the corpse candle's Holding ability drown before the creature can drain them

completely.

HISTORY

Corpse candles have their beginning in the decisive battle of the War of the Last Alliance. The alliance of Elves and Men, led by Elendil and Gil-galad, assailed Morder in an effort to rid Middle-Earth of Sauron. The battle was one of the greatest ever before witnessed in the land, and the sounds of war rung long and loud over the dusty plain. Eventually, Sauron fled back to Barad-Dûr where the Last Alliance besieged him for 7 years.

The open plain upon which the battle was waged was thenceforth known as Dagorlad, the Battle Plain. Thousands of Elves, Men, and Orcs were buried there. Eventually, their graves were inundated and befouled by the waters of a fetid swamp. Now known as the Dead Marshes, this swampland is an eerie expanse of stinking fens, stagnant water, and rushes. Nothing pure lives there, only snakes and worms and fouler things. The spirits of those that fell in the battle linger still as corpse candles.

HABITAT

Corpse candles exist only in swamps that were places of great strife and death. They lurk under the water's surface, waiting for living creatures to pass by. When they find prey, they rise to the surface in a jealous attempt to snuff out its life and breath.

SOCIETY

Corpse candles have no real society, and they only congregate together because they were buried together. Depending on the size of the battle that causes their death, there may be dozens, hundreds, or even thousands of them in a single marsh.

USAGE

An assault by corpse candles lends an eerie touch to a journey through marshlands. Since the formation of these mournful undead creatures depends on great strife, the history of the swamp in which they dwell can play a role in your chronicle. A TN 10 Lore: Realm (appropriate region) test provides some insight into the history of the place, and might even attach some ancient names to some more powerful corpse candles.

CREBAIN

“Flocks of birds, flying at great speed, were wheeling and circling, and traversing all the land as if they were searching for something; and they were steadily drawing nearer.”

—The Fellowship of the Ring

ATTRIBUTES: Bearing 2 (-2), Nimbleness 8 (+1), Perception 12 (+3)*, Strength 3 (-1), Vitality 5 (±0), Wits 6 (±0)*

REACTIONS: Stamina ±0, Swiftiness +3*, Willpower ±0, Wisdom +3

DEFENCE: 11

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Beak) +2, Observe (Spot, Sense Power) +6, Survival (Mountain) +4

SPECIAL ABILITIES: Extraordinary Sense (Sense Power), Flight (8 yards), Natural Weapon (beak, 1d6)

SIZE: Small (4 Wound Levels, 1 Healthy)

HEALTH: 4

TN EQUIVALENT: 5

DESCRIPTION

Crebain are large black birds of crow-kind. They can understand Westron, but not speak it. Understanding the cawed reports of a flock of crebain requires the Beast Speech spell.

HISTORY

Although related to crows and ravens and generally indistinguishable from them, the crebain are greatly feared as spies of the Shadow. They may as a species be in some way be related to the ravens of the North—such as Roäc of Ravenhill near the Lonely Mountain—that were corrupted by the Enemy. From TA 3000 to 3018, Saruman the White had many flocks of crebain scouring Eriador in search of the One Ring.

HABITAT

The crebain are native to the lands that border the southern Misty Mountains, Dunland to the west and Fangorn to the east. They also congregate in

great flocks amid the peaks and crags of the mountains around Isengard.

SOCIETY

The crow-like crebain maintain a society similar to their normal counterparts. Massive groups of these uncanny birds, called rookeries, can be found throughout the southern Misty Mountains. When they fly on missions for their masters, crebain mass in dark clouds that wheel and bank over the countryside in search of their quarry. They also fly quietly, unlike other crow-kind; rarely does even one of their kind utter a sound while on the wing.



USAGE

The crebain make excellent spies for the Enemy—truly, that is their sole purpose. An entire flock of ravens poses a unique threat: One spy is easily removed, but what can one do against hundreds? The crebain can understand Westron and have the Wits to carry out simple commands. A Sorcerer or corrupted Elf would undoubtedly have a rookery with flock of crebain at his beck and call, especially if his domain is near Eregion or Dunland.

LITHROG

ATTRIBUTES: Bearing 9 (+1), Nimbleness 12 (+3)*, Perception 8 (+1), Strength 14 (+4)*, Vitality 14 (+4), Wits 10 (+2)
REACTIONS: Stamina +4, Swiftess +2, Willpower +2*, Wisdom +2
DEFENCE: 13
MOVEMENT RATE: 24
SKILLS: Armed Combat: Blades (Ash Daggers) +8, Intimidate (Power, Torture) +8, Observe (Spot, Sense Power) +6, Ranged Combat: Thrown (Ash Daggers) +8, Run +7, Stealth (Hide) +8, Survival (Plains) +6, Track (Scent) +6
SPELLS: Bladeshattering, Evoke Fear, Holding-spell, Misdirection, Sense Power, Spellbinding, Veiling Shadow, Wind-mastery (all may cast as abilities)
EDGES: Ambidexterity 2, Quick-draw, Two-Weapon Fighting, Weapon Specialty (Ash Daggers)
FLAWS: Battle-fury 3, Hatred (Men, Elves)
SPECIAL ABILITIES: Armour (4), Cloaked in Ash, Ash Daggers, Invisible (Sight), Resistance (Physical damage), Spellcasting, Vulnerability (Visible in Sunlight)
SIZE: Huge (6 Wound Levels, 2 Healthy)
HEALTH: 18
COURAGE: 5
REOWN: 0
TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

CLOAKED IN ASH - Swirling winds with ash, sand, and pumice surround the Lithrog like a small tornado upon its command. All non-magical lights are extinguished within 20 ft of the Lithrog. Anyone caught inside the radius of hurtling ash and bits of stone suffer a -5 penalty to physical tests and 1d6 damage per round. All ranged attacks, except from magic, suffer a +6 TN to hit from the winds and cover.

DAGGERS OF ASH - The Lithrog can pull daggers of hardened ash, sand, and pumice right from the ground or from the ash cloak, but is limited to two daggers per round. They are Troll-sized daggers and deal 2d6 + Strength modifier damage on a successful strike. Once the Lithrog loses a dagger (by dropping it or is spent in a ranged attack action), it dissolves back into its powdery components.

VULNERABILITY (Visible in Sunlight) - In direct sunlight, a shadowy outline of the Lithrog's form can be seen with a TN 12 Observe (Spot) test.

DESCRIPTION

A Lithrog (*S.* "Demon of Ash") is a great grayish-black creature with wings (when they are able to be seen); otherwise they're invisible but for their cloaks of ash and dust.

HISTORY

Lesser than Balrogs, the Lithrogs were demons of ash and rock in the deep bowels of Thangorodrim used as task masters for slaves fueling the pits and fires of Morgoth's great war-machine. Although many were destroyed in the fall of Ancalagon, survivors fled to the mountains and especially into Mordor where Orodruin and the ashen plain of Gorgoroth were located. It was here that they found by Sauron and fell into his service performing the same duties they once held.

Upon the overthrow of Sauron and fall of Barad-dur, they were finally free to do their own bidding. Some lead groups of evil creatures and undead from the ruins of Barad-dur or hunt alone in Mordor and terrorize the lands of Men and Elves.

HABITAT

Lithrogs like the deserts, mountains, plains, but prefer volcanoes. None build strongholds for they live a nomadic existence, not liking to stay in one place for too long.

SOCIETY

Being solitary creatures mostly, they will combine forces with one another if the cause is great enough. They derive immense pleasure from inflicting wanton destruction and misery upon Men and Elves; torture is their specialty, which they inflict with their torrents of ash, dust, and rock.

USAGE

Lithrogs are great adversaries for heroes who travel within Mordor or any lands with mountains and volcanoes, deserts, and plains like Dagorlad, Nurn, Khand, and Rhun. Not as tough as Balrogs, they still make deadly use of their talents and of the lands they inhabit.

TREASURE TROVE

THE LORD OF THE RINGS RPG CORE BOOK

The *Lord of the Rings* Roleplaying Game brings Tolkien's epic adventure to players and fans the world over. Enter Middle-Earth to take on the role of any character or hero you can imagine, from a reluctant hobbit to a powerful wizard.

Status: *Released*



MAPS OF MIDDLE-EARTH



Drawn by renowned illustrator Daniel Reeve, these six 17"x22" archival quality collector's maps depict the lands of western Middle-Earth in vibrant and painstaking detail. Includes a 32-page guide to the lands of Middle-Earth, including keys to each of the maps.

Status: *Released*

NARRATOR'S SCREEN

A four-panel, full-color foldout screen with 19 reference tables from the Core Book; includes character sheets and a 16-page adventure entitled "The House of Margil."

Note: Originally there were going to be 4 grimoire pages to accompany the screen, but they were forgotten at printing. PDFs of these sheets can be found at the Decipher website.

Status: *Released*

THE FELLOWSHIP OF THE RING SOURCEBOOK

A 128-page, full-color, hardcover book detailing the people, places, and events from *The Fellowship of the Ring* (both book and film). Includes a detailed timeline and guide to the events of the story, game statistics for numerous enchanted items and artifacts, and 15 illustrated maps of places visited by the Fellowship.

Status: *Released*



HERO'S JOURNAL

A handy 44-page booklet for recording character attributes and background, *The Lord of the Rings* information and specific RPG strategies. Includes step-by-step instructions for creating a player character and 14 pages of charts for character skills and other details.

Status: *Released*

FELL BEASTS AND WONDROUS MAGIC

This 96-page hardbound book details the creatures, both fair and foul, and the magical places and items found throughout the trilogy.

Status: *Released*



MORIA



Boxed with maps, a 32-page book, and a 96-page book. Details the ancient realm of the dwarf-lords. An old-fashioned subterranean adventure with lots of twists, traps, and caverns. The fellowship will be tested at every turn as they journey through the twisted underground mazes of Moria.

Status: *Released*

THE TWO TOWERS SOURCEBOOK

A 128-page full-color, hardback book detailing the characters, places, and events found in The Two Towers (both book and film). Includes character write-ups for the main characters, plus detailed write-ups and adventure seeds for Rohan, Edoras, and Meduseld, Isengard, Fangorn and the Ents, Gondor, Helm's Dike, and the Glittering Caves of Aglarond.

Note: The expanded mass combat rules were not added to this book but are to be a part of an upcoming publication.

Status: *Released*



MAPS OF MIDDLE-EARTH, SET 2: CITIES AND STRONGHOLDS

A boxed set containing six collector's maps of cities and strongholds of Middle-Earth and a 32-page soft-cover booklet with in-depth background information on the locations depicted on the maps. Maps include Minas Tirith, Helm's Deep, Rivendell, Isengard, Edoras, and Umbar.

Status: *Released*



HELM'S DEEP SOURCEBOOK

This full-color, 96-page hardcover book provides in-depth information and detailed discussions of many of the never-before-seen or explored topics in Middle-Earth. This sourcebook is a must-have for Tolkien fans and fans of the movies, as well as game players.

Status: **Delayed**

PATHS OF THE WISE: THE GUIDE TO MAGICIANS & LOREMASTERS

This 96-page full-color, hardcover book includes details on the magician and Loremaster orders, including new professional abilities, skills, traits, and elite orders.

Status: **Delayed**

LIMITED EDITION CORE BOOK

A premium printing of the core RPG, packaged in a slipcase with a special Limited Edition Guide to Hobbits and the Shire.

Status: **Canceled**

ROLEPLAYING ADVENTURE GAMES

THROUGH THE MINES OF MORIA ADVENTURE GAME

An entry-level Adventure Game, beginning at the western doors to Moria and taking players through several encounters with servants of the Shadow, culminating in a battle against the dreaded Balrog. The boxed set also includes a 24-page guide to Middle-Earth, full-color character sheets, tactical maps, and a poster map of Middle-Earth.

Status: *Released*



THE TWO TOWERS ADVENTURE GAME

A boxed Adventure Game that follows the splintered Fellowship through events from The Two Towers. Depicts the climactic Battle of Helm's Deep, complete with maps and rules for mass combat. An entry point to *The Lord of the Rings* gaming, the boxed set includes a 56-page adventure booklet, four full-color character sheets, three full-color tactical maps, dice, and counters.

Status: *Released*

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 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 is to be less than 100 words and a graphic to go with it no more than 1" x 1".

Looking for Players!!

Triumph of the Witch-King

We need a couple of players for an online Play-By-Post adventure. The Chronicle has been going on for about five weeks, but we need a couple more players that can regularly check in with the message board. **Contact Doug Joos (Tomcat) at uvonbek@yahoo.com for more information.**

WHAT'S OUT THERE

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

Decipher's *Lord of the Rings* RPG Main Page

<http://decipher.com/lordoftherings/rpg/index.html>

Decipher's *Lord of the Rings* RPG Messageboard

<http://calder.decipher.com/cgi-bin/msgbd?lotr-rpg>

Decipher's *Lord of the Rings* RPG Support Docs

<http://decipher.com/lordoftherings/rpg/support/index.html>

The Hall of Fire Webzine Website

<http://home.bellsouth.net/p/pwp-lotrwebzine>

Fan-Modules for Middle-Earth

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

Lord of the Rings CODA RPG Group

http://groups.yahoo.com/group/lotrrpg_coda

Mad Irishman

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

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>

Valinor

<http://sauron.misled.us>



CREDITS AND CONTACTS

- All pictures and graphics were obtained from Decipher, New Line Cinema, independent artists and unknown contributors.
- Some material has been obtained off various websites created by unknown contributors.

CREW

THE HALL OF FIRE

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