

THE HALL OF FIRE

FAN WEBZINE



Issue 59

March 2009

Gondolin - by Ted Nasmith



GREETINGS, SALUTATIONS...

Welcome to another wonderful issue of Hall of Fire. We have a couple of new creatures from Daniel Myers to help liven up any campaign. There is also a new Elven ring that can add a bit of flavor from our own Celebraen.

We are going to be trying something different to get the word out about new issues. We are going to continue to post issues at both <http://halloffire.org> and <http://wiki.halloffire.org> but we are also going to start using Twitter to announce each new issue. If you are interested in following us, we are at <http://twitter.com/halloffire>

Micah A. Walles (Razor77) &
Celebraen
Co-Editors Hall of Fire



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CONTACT THE HALL OF FIRE AT:

submissions@halloffire.org

CREW

MICAH A. WALLS (RAZOR77), CO-EDITOR

razor77@halloffire.org

CELEBRAEN, CO-EDITOR

JEFF IFLAND (BLACKFOX), LAYOUT

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FEATURED CREATURES

CAVE STINGERS

by Daniel Myers

DESCRIPTION

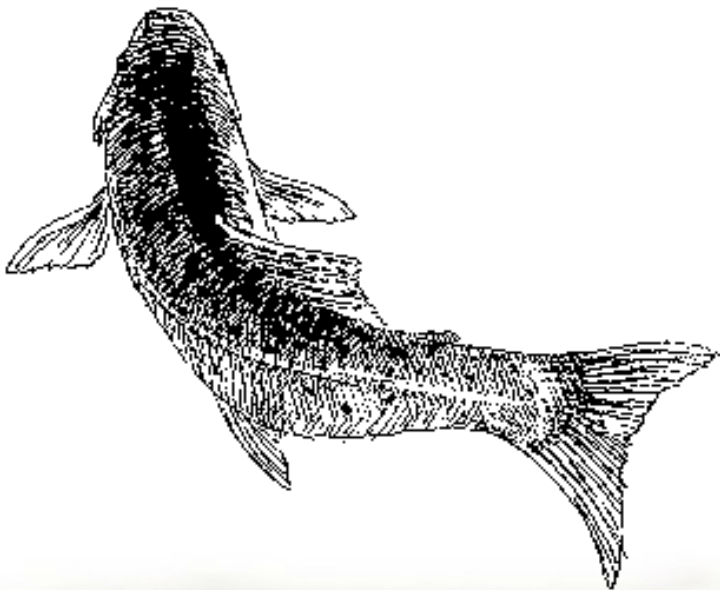
Cave Stingers are small white blind fish that congregate in the hundreds. Their name derives from the fact that they secrete a mild nerve poison much like a jellyfish that sting upon contact through their scales. Like jellyfish the poison stuns tiny cave creatures on which they feed. On larger creatures the poison acts as a harsh irritant rash. Among some dwarves, cave stingers are considered a delicacy because of the sweet taste of their meat. It also takes a skill cook to remove the scales without being inflicted with the poison.

HABITAT

Cave stingers are part of the natural fauna found within the subterranean under-deeps of Middle-Earth. They are rare outside the under-deeps, except on along the coast of Belfalas, a province in Gondor, where the fish emerge from the underground rivers which empty out onto the sea.

SOCIETY

Cave stingers school in the hundreds as a defense mechanism against the larger creatures of the under-deeps. Cave stingers are predatory and scavengers. Due to their tiny size they do not attack anything larger than themselves.



CAVE STINGERS

Attributes

Bearing: (0) -2

Perception: 1

Vitality: 1 (0)

Nimbleness: 8

Strength: 0 (0)

Wits: 1 (0)

Reactions

Stamina: 0

Willpower: 0

Defense: 2

Movement Rate: 2/12

Health: 0

Size: Tiny (0 Wound Levels)

Swiftiness: +3

Wisdom: +0

Skills

Unarmed Combat: Natural Weapons (bite in a group) +1, Observe (Spot) +2, Survival (Underground +2)

Special Abilities

Mild Nerve Poison, Natural Weapon (1d2 bite), Swarm

USAGE

Cave stingers make an excellent encounter for adventurers wondering in the under-deeps of Middle-Earth. While they are tiny and are not going to assault the adventurers, they can school along the unsuspecting adventurers causing a sharp sting and a burning rash. This will affect their ability to maneuver and concentrate for several days.

SPECIAL ABILITIES

The cave stingers has the following power:

Poison

Cave stinger's scales exuded a mild poison which on human skin acts as a harsh irritant and anyone falling in among them will find himself covered in a burning rash. This can leave the PC at -2 for all rolls and maneuver.

EARTH-WOLF (MILMORINNER)

by Daniel Myers

DESCRIPTION

These large subterranean borer beetles are huge by insect standards. Easily measuring in excess of two feet or sixty centimeters, and protected by a hard chitinous shell, this insect exhibits strong mandibles containing long curved tusks projecting forward from their jaws. Their bite is capable of delivering a paralyzing sting. Their physical appearance resembles that of a katydid or long-horned grasshopper but with a much thicker torso and the hind legs enlarged and usually very spiny. Its extremely powerful hind legs enable it to tunnel rapidly through soft earth, where it feeds on decaying vegetation, worms and other creatures. The hind legs also allow it to jump onto an opponent knocking the prey down where by allowing the use of their powerful mandibles more effectively on the poor victim.

Unfortunately, they aren't called Earth-Wolves for nothing. The beetles are voracious to say the least. They attack anything that invades their set domain. They have been known to feed on animals as large as a deer. They show no fear of man and have been know to wipe out an entire mining crew in a matter of minutes. Dwarves hate them. Terminating them whenever they find them. Folks have attributed the beetles to be something of a sinister creation of a mad wizard. Folks in Lebennin, the only place where the beetles appear above ground, say that the beetles sole existence is to harass the Free People of Middle-Earth.

HISTORY

Despite the tales of a dark and foul origin, the Earth-Wolf or Milmorinner, as the Wise in Gondor calls them, are nothing more than part of the wondrous fauna of Middle-Earth albeit dangerous one. Because they jealously guard their domain, servants of Darkness, such as goblins and other foul servants of the under-deeps, have used them as guards and even pets. But this is due more to its ravenous nature than anything inherently evil about them.

HABITAT

On the surface of Middle-Earth, Earth-Wolves are extremely rare. They are only known to exist in the upper reaches of Celos valley in Lebennin, a royal province in Gondor. They are greatly feared by the indigenous folk there. They are more commonly found in the tunnels of the under-deeps of Middle-Earth. They are borers and normally await its prey within a well-defined territory where it

EARTH-WOLF

Attributes

Bearing: (2) -2 **Nimbleness:** 3 (Under-Deep -2)
2 (on Land)
Perception: 3 (+0) **Strength:** 3 (+1)
Vitality: 3 (+0) **Wits:** 0 (+0)

Reactions

Stamina: +2 **Swiftiness:** +1 (burrowing)
0 (on Land)
Willpower: 0 **Wisdom:** +0

Defense: 5

Movement Rate: 2/12

Health: 2

Size: Small (3 Wound Levels)

Skills

Unarmed Combat: Natural Weapons (bite) +3
(bash) +1, Observe (tremor sense) +2, Survival
(Under-Deeps +2), Dig +3

Special Abilities

Armour (3), Natural Weapon (2d6 bite) (1d4
bash), Tremor Sense

QUEEN EARTH-WOLF

Attributes

Bearing: (2) -2 **Nimbleness:** 3 (Under-Deep -2)
2 (on Land)
Perception: 3 (+0) **Strength:** 3 (+1)
Vitality: 4 (+0) **Wits:** 0 (+0)

Reactions

Stamina: +3 **Swiftiness:** +1 (burrowing)
0 (on Land)
Willpower: 1 **Wisdom:** +0

Defense: 6

Movement Rate: 2/12

Health: 2

Size: Small (4 Wound Levels)

Skills

Unarmed Combat: Natural Weapons (bite) +3
(bash) +2, Observe (tremor sense) +2, Survival
(Under-Deeps +2), Dig +4

Special Abilities

Armour (4), Natural Weapon (2d6 bite) (1d4
bash), Tremor Sense

springs up from below attacking their prey from all angles. They will attack anything that intrudes their domain. It is attracted to the reverberation of digging and heavy footsteps. This attraction will lead them to leave their territory to attack the source of the sound. This has led to attacks on poor unsuspecting miners who are busily thrashing their picks looking for minerals.

SOCIETY

Earth-Wolves like their namesake are social insects. A colony will consist of no more than 20 individuals often times led by a queen. The queen Earth-Wolf is much larger than males. She has a long stinger, but it is really an ovipositor, which enables her to lay eggs inside the ground by burrowing and laying their eggs in a special chamber at the end of the burrow. Earth-wolves will do everything possible including sacrificing themselves to save their matriarch.

USAGE

Middle-Earth is not just about fighting evil wizards and hordes of goblins but also about encountering some of its more unsavory fauna such as the Milmorinners. Although rare on the surface, Milmorinners can be easily inserted in a campaign setting such as Moria or in the Goblin tunnels of Goblin-Town. This horrible creature will add variety and excitement. And it might mean the demise of a player character or two aimlessly wondering the under-deep!

SPECIAL ABILITIES

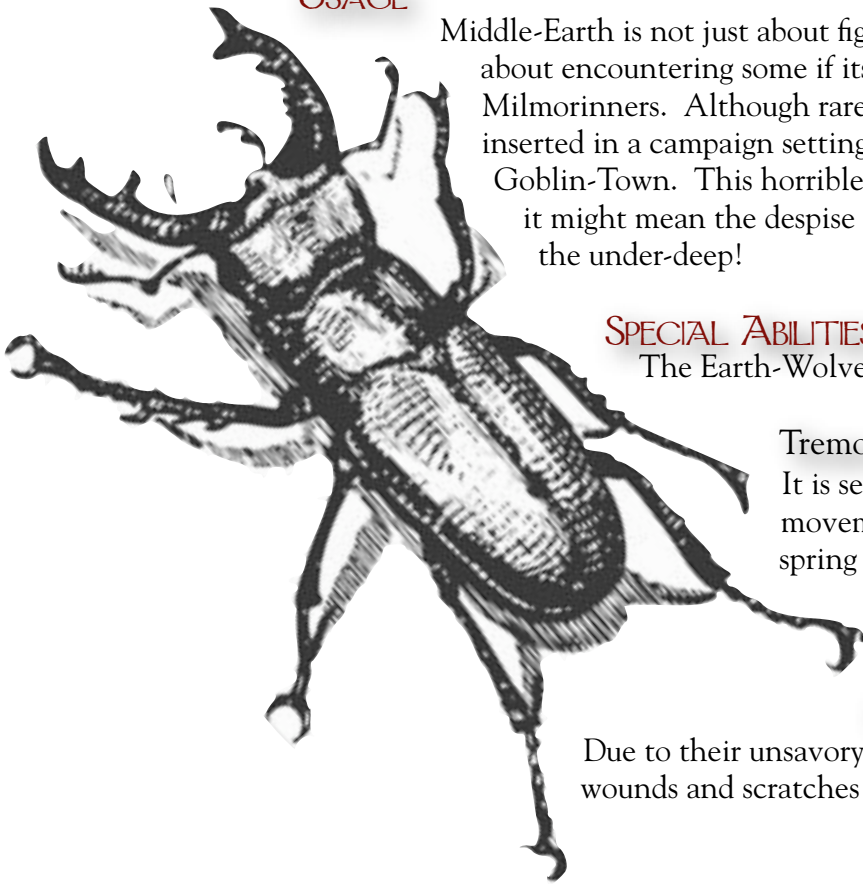
The Earth-Wolves have the following power:

Tremor Sense

It is sensitive to vibrations, which it can detect the movements of those above the surface, allowing it to spring up from underground to attack surprising the prey. This inflicts a -10 penalty to its opponents' surprise rolls.

Infection

Due to their unsavory living environment, there is a 1% chance of wounds and scratches caused by the Earth-Wolf could be infected.



FAN FLAVOUR

NEW ITEMS

RING OF FORTUNE

by Celebraen

"The lesser rings were only essays in the craft before it was full grown,..."

Made of white gold & adorned with a rare black opal, this ring was created as a gift to celebrate a young elf-noble, Amanogil, coming of age. Amanogil's cousin, a skilled artisan named Míriel, crafted it with high hopes for her cousin. While Amanogil was very fortunate during his life, tragedy struck several centuries later. The noble was killed when a dragon attacked his city in Gondolin. His ring is believed to have been collected by the fire-drake, though whether or not the drake still lives is unknown. Quite possibly the earliest ring made, it is said to bring good luck to the wearer. This would be the Favour of Fortune edge in the game, cumulative with same edge if the wearer had it before. There is a slight twist in that the second roll **MUST** be used, there is no choice between rolls.



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'.