

THE HALL OF FIRE FAN WEBZINE

Issue 69

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GÎL SÍLA ERIN LÛ GOVADED VÎN...

Welcome to Issue 69 of the Hall of Fire webzine. This issue has a bit of a Gondorian flavor to it. Inside you'll find an article concerning the history of an area of Gondor that's forbidden during the time of the War of Ring, patrolled by the Rangers who protect Ithilien but still under the shadow of Mordor. Also, you'll meet a pleasant merchant from Minas Tirith, just the sort of man to help your character out, as long as he thinks your character might be useful to him.

There's also a letter concerning some of the recent activity on the forums. We hope everyone will take the time to visit the forums and weigh in on the issue mentioned. You can find the discussion at: <http://forums.halloffire.org/viewtopic.php?f=51&t=27#p106>

Farad vaer.

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In the next Issue of Hall of Fire, we are going to try something a little different. It was suggested on the forums (<http://forums.halloffire.org/viewtopic.php?f=51&t=27#p106>) that having a compilation issue of items that have been previously published in Hall of Fire could be a useful resource to players and narrators. There are too many items that we have published before to put into one issue without it being an incredibly large file download. We will chose several to put into this upcoming issue, and at some time in the future create other compilation issues with the other items that have been created.

If you would like to suggest items that should go into one of these compilations or a theme that could tie an issue together, please email us at submissions@halloffire.org or post a message on the forums here: <http://forums.halloffire.org/viewtopic.php?f=51&t=52>. If there are other types of compilation issues that you would like to see in the future, please let us know: <http://forums.halloffire.org/viewtopic.php?f=51&t=53>.

By no means does this mean that we are going to stop publishing new content. This is something that we are going to try and see what everyone thinks of it.

Also on the forums we have two individuals who are in the process of sharing summaries of the campaigns that they are running with the rest of use. The first (<http://forums.halloffire.org/viewtopic.php?f=44&t=36>) is by HaRaMiZ. They are setting their players against an adventure that might be familiar to many of us. Triumph of the Witch-King (Hall of Fire Issues 7, 8, 9, 14, 20, 28). The other adventure summary is Heritage of Arthedain (<http://forums.halloffire.org/viewtopic.php?f=44&t=30>) by RangerOfIthilien. It is a late Third Age campaign starting out in Rivendell.

HOSTILE HAUNTS

EMYN ARNEN

by Micah A. Walles (Razor77)

Nestled in the Garden of Ithilien is a small series of hills. These hills set near the edge of the Anduin might have been nothing more than a footnote in the history of Middle-earth if it were not for two famous residents: Húrin, the first Steward of Gondor; and Faramir, the last Ruling Steward of Gondor. What was once the base of power that launched a dynasty of hereditary Stewards became a desolate waste land that no man traveled lightly. After many years of abandonment and ruin, it was raised from the ashes to become the home of the Prince of Ithilien.

OVERVIEW

After the destruction of Númenor and the founding of Gondor, a small settlement started in Emyrn Arnen. This settlement began as nothing more than one of the Númenorian survivors' personal villa with several vassel families, made up primarily of the people native to Ithilien, running farms near him in his name.

As his land became more productive, a small village was founded near his villa to handle the logistics of transporting the crops to Osgiliath, Minas Ithil, and even as far as Minas Anor. Over its first ten years, this area became one of the most productive farming areas in Gondor.

When the Last Alliance was formed, and open war was declared on Sauron, Gondor feared an attack on Emyrn Arnen. To protect the food supply of his people, Elendil ordered a fortress to be built at Emyrn Arnen and a small detachment of soldiers was sent to guard this precious resource. Following the soldiers came a new set of settlers. They opened a new set of stores targeted at soldiers now living there and the town at Emyrn Arnen grew larger.

Despite the fear of attack, no thrust of Sauron ever came close to Emyrn Arnen. Despite the lack of trouble, it was decided to maintain the fortifications in case of any new threat that might present itself.

Over the next seventeen centuries what was started as a villa grew into a major town. Instead of one large farm, there were many different farms run by independent farmers surrounding the city. The city itself was maintained by a Council of Elders. This council was selected from those of Númenorian decent that live within the city. One of the most notable members of this council was Húrin, the first Steward of Gondor. In fact, part of the reason he was chosen by Minardil to be the Steward of Gondor was because of his managerial and political skills that he demonstrated on the Council of Elders.

Shortly after Húrin left Emyrn Arnen for Osgiliath, the Great Plague swept across Gondor. Most of the inhabitants died from the Plague. Of those who survived, all but the most stubborn left Emyrn Arnen for Osgiliath or Minas Anor.

As those few that remained died off and Sauron's grasp on Ithilien tightened, the lands around Emyrn Arnen became bare. As the evils from Mordor spread, grass barely clung on in land that was once productive farms. Time and the Mordor's evil were not the only culprits for the destruction on this once-fertile land. As armies marched to Mordor, the soldiers of these armies looted all that they could see with any value and destroyed anything that they could not take.

At the beginning of the Fourth Age, Eryn Arnien was its most desolate. Sauron's evil had saturated the land for almost half an age. Many that crossed the Anduin, fresh with stories of the garden of Ithilien in their ears, despaired at the sight of the barren wasteland that lay before them. So the land might have stayed if it were not for the sheer will and perseverance of Faramir, newly appointed Prince of Ithilien. His desire to see the homeland of his ancestors restored drove those that came with him to heal the hurts of the land and turn Eryn Arnien back into one of the most productive farm-lands of Gondor.

ADVENTURE HOOKS

Lost in the Garden (Mid to Late Third Age)

A nobleman from Minas Tirith has recently discovered records that describe a hidden location where a relic of his house can be found at Eryn Arnien and needs a party of adventurers to cross the river and locate it. He, however, avoids telling the party and/or lies to them about the fact that he has not obtained permission for them to be in Ithilien. In addition to dealing with orcs, trolls, Easterlings, men of Harad, and other evils that Sauron might possibly throw at them, they also may have to deal with the Rangers that do not take kindly to those who trespass in Ithilien.



The Prince is Coming (Fourth Age)

It is a time of great joy in Gondor. Sauron has been defeated and men of Gondor are going to return to Ithilien with their Prince. The one problem with this is that, although Sauron is defeated, not all of his forces are willing to give up so easily. Many of these are merely the corrupt creatures that have served Sauron and have no place in the society of the Free Peoples. There are also many who are simply men that have been raised to fear what the Free Peoples will do to them once they have been caught. It is up to many valiant people to clear these Eryn Arnien of both of these problems and, if possible, make some new friends along the way.



ALLIES AND ADVERSARIES

DRaugion ~ MERCHANT LEADER

by

A wealthy merchant originally from Lossarnach, Draugion moved to Minas Tirith in his early twenties and has spent most of his life since learning the paths of power in the White City. His goals are quite simple in their way: he wants to gain as much power as possible and to establish his family as one of the leading Houses of Gondor. He's already taken several steps towards reaching his goals. At 45, he is the youngest-ever leader of Minas Tirith's Merchants' Guild. Under his command, the guild has slowly been increasing its control of the individual merchants, as well as taking cautious steps towards infiltrating, controlling, and creating alliances with other guilds, such as the Metalworkers' Guild. Draugion intends to bring the Merchants' Guild to a position of higher political power within the city and himself to a position of nobility.

To achieve his personal goals, Draugion has made a point of befriending several of the minor nobles in Minas Tirith. By doing small favors for them, such as acquiring rare items or giving a discreet loan, he's begun to garner a favorable reputation as a trustworthy man who can get things done. While his lack of "noble blood" has been something of a hindrance in this, his charm and apparently light-hearted personality have led to him becoming a fixture among the social circles of the lower levels of the Dunedain nobility. He's careful not to overstep the unwritten rules of protocol and manages to create the impression that he's not overly ambitious.

Privately, the merchant leader is a calculating, driven man. His eyes are set on the main prize and he doesn't care who he steps on to get there, though he's cautious enough not to leave footprints on another's back that might lead to his being suspected of anything criminal or overly dishonorable. Draugion plans far into the future, and always has a back-up plan. His attention to detail, useful when planning caravans, is an asset in bringing down others without leaving tracks. Among his schemes are several to bring down various members of the nobility, thus giving his "friends" opportunities, which will increase his own chances for power as well. Theft, bribery, blackmail, even murder are all tactics he's willing to use.

Draugion is currently married to his second wife, a pretty, charming woman from Minas Tirith who supports her husband's goals whole-heartedly. A skilled herbalist and gardener, Dineneth is also an excellent hostess for the lavish parties they throw for their higher-ranked friends. The small garden she tends in the courtyard of their house features such decorative plants as hemlock and nightshade and she's quite skilled in their various uses. They have two sons and a daughter, all in their late teens. Draugion has one daughter from his previous marriage who recently married a very minor noble; while Draugion sees it as a politically advantageous match, the newly-weds themselves are actually in love.

Draugion is a fairly attractive man. While he doesn't have the height typical of the Dunedain, standing only 5'11", he has dark hair and light hazel eyes. His features are strong and handsome, though his complexion is perhaps a bit more swarthy than the average Gondorian.

IN-GAME USES

Draugion is the type who prefers not to get his own hands dirty. To that end, he needs many hirelings and underlings. Depending on his plans, he may want people visiting the city who are unfamiliar with the ins and outs of the political situation. Or he might need a message specially delivered and be unwilling to have it sent on one of his trading caravans or ships for fear of it being traced back to him. He would also be interested in any character he felt might be of future use to him, and be willing to "invest" in that character, perhaps supplying them with information or small items of use. However, he's not one to tolerate "loose ends" after an illegal task and possesses the skills and resources to make those ends... disappear.



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://rpg.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'.