



ADVENTURES IN MIDDLE-EARTH™

RIVENDELL™ REGION GUIDE



Take your adventures West of the Misty Mountains with this
guide to the world's greatest fantasy setting.

- CREDITS -

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- contents -

INTRODUCTION	4	THE REGIONS OF EASTERN ERIADOR	34	Worthless Trinkets	93
How to use the <i>Rivendell Region Guide</i>	5	Elements of the Landscape	34	Precious Objects	95
The Passing of Years	5	Eregion	34	NOT ALL THAT GLITTERS...	97
IMLADRIS	6	The Trollshaws	38	Magical Treasure Indexes	97
The Hidden Valley	6	The Coldfells	41	How to Compile a Magical Treasure Index	97
The Last Homely House	7	The Ettenmoors	44	New Enchanted Qualities	98
Rivendell Map	8	Mount Gram	46	Cursed Items	99
The House of Elrond map	10	Angmar	50	How to Design a Curse	100
Notable Characters	12	The South Downs and Weather Hills	55	Examples of Curses	101
Elrond Halfelven	13	The North Downs	59	Pre-generated Magical Treasure Index Sheets	103
Arwen Undómiel	15	The Barrow-downs	62	THE EYE OF MORDOR	110
Glorfindel	16	Tharbad	65	The Hunt	110
Erestor	17	EVILS OF THE NORTH	69	The Hunt Intensifies	111
Lindir	19	Powerful Adversaries	69	Resetting the Hunt Score	112
Damron, the Elven-smith	19	New Especially Strong Abilities	69	The Veil	112
The Elf-lords of Rivendell	20	New Exceptional Troupe Abilities	70	The Eye Awareness Check	113
The White Council	21	New Creature Abilities	70	Revelation Episodes	113
Things to Do While in Rivendell	22	Concerning the Undead	72	Examples of Revelation Episodes	114
Staying at the Last Homely House	22	Walking Dead	73	HIGH ELVES OF RIVENDELL	116
New Fellowship Phase Undertakings	23	Wights	73	Cultural Virtues	118
A HISTORY OF ERIADOR	27	Ghosts	73	Cultural Heirlooms	121
The Realm of Arnor	27	Special Abilities of the Undead	73	A BARREN AND PATHLESS COUNTRY	122
The Third Age	28	Monsters of Eriador	75	Journey Event Tables	123
The Rise of Angmar	28	Dangers of the Wild	75	High Elf of Rivendell Pre-generated Character Sheet	137
Arthedain Stands Alone	29	Emissaries of the Enemy	79	Blank Magical Treasure Index Sheets	139
The End of Arnor	29	The Restless Dead	82	Index	141
The Fall of Angmar	30	The Lord of the Nazgûl	87		
The Dúnedain go into Hiding	31	ANCIENT AND FORGOTTEN TREASURES	90		
Rise of the Rangers	31	What is a Hoard?	90		
The Orc Wars	32	Magical Treasure Rolls	91		
The Long Winter	33	How to Make Magical Treasure Rolls	92		
Two Centuries of Oblivion	33				
Recent Years	33				



- INTRODUCTION -

The *Rivendell Region Guide* takes *Adventures in Middle-earth* across the Misty Mountains and into Eriador where the Rangers of the North strive to protect the lands of their lost kingdom, and the High Elves of Rivendell maintain a bastion of their ancient culture.

The first part, **Imladris**, describes the House of Elrond, the hidden refuge of the hardest adventurers of the Third Age, and home to personalities like Glorfindel and Arwen Evenstar. The valley of Rivendell offers an invaluable sanctuary to those few who can find it, and a number of unique undertakings are described herein for a visitor to attempt during the Fellowship phase.

A **History of Eriador** and **The Regions of Eastern Eriador** explore the history and geography of the lands of eastern Eriador, from the Greenway in the west to the foothills of the Misty Mountains in the east; from Angmar in the far north to Tharbad and Eregion in the south. Each region is broken down according to the following scheme:

First, the region in general is described, noting its borders and its major features. Any scenery that might play a special role in combat is noted as well.

Secondly, any important flora or fauna are noted. Eriador was once home to ancient kingdoms, but now is desolate

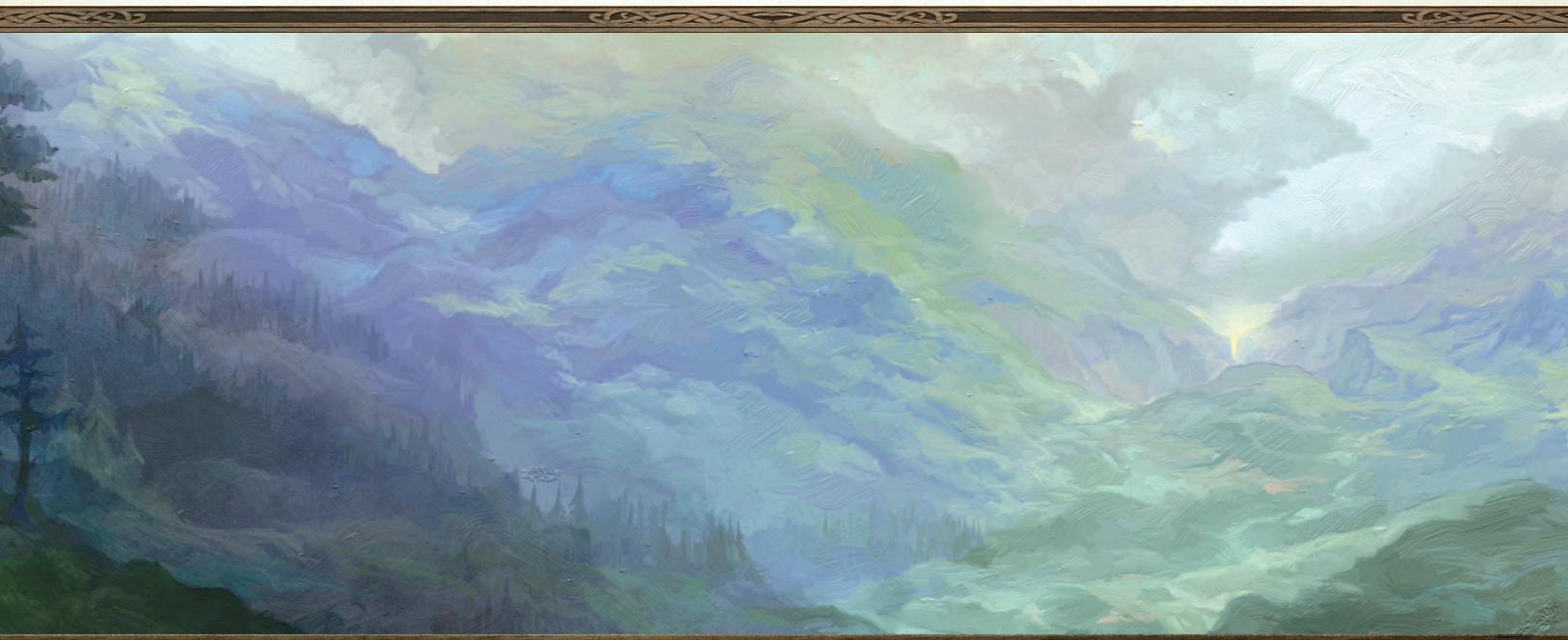
and haunted. All about are scattered old ruins, and nature has been taking over with the passing of centuries.

Next, the region's inhabitants, if any, are described. Most of Eastern Eriador has been abandoned long ago, and is all-but-deserted of civilised folk in the Third Age of Middle-earth. Its denizens are generally wicked creatures that profit from the inhospitable nature of these Lone-lands to hide.

Fourth and fifth come the Notable People and Notable Places of the region. As previously stated, anyone who lives in the wilds of eastern Eriador is generally a wicked creature, or the occasional madman. But there are still those out there who have chosen to be there for a reason or a cause, and who may help – or hinder! – the companions in the course of their adventures.

The Notable Places entries detail locations worthy of mention, ancient ruins of historical significance or landmarks that heroes are likely to visit in their wanderings. As always, everything in this book can be either used or ignored by the Loremaster: what exactly awaits the Company in Eriador must remain a mystery. Several new Fellowship phase undertakings are included in this chapter, accompanying certain special locations in Eriador.

The fourth part, **Evils of the North**, contains a bestiary for Eriador with new dangers of the wild, emissaries of the enemy and especial attention paid to undead. In these



lands, the dead do not rest easily, especially with the Witch-king walking in the North.

The fifth and sixth sections provide rules to introduce **Ancient and Forgotten Treasures** in the form of Hoards and the rules for magical gear are expanded in **Not All That Glitters...** with new properties, cursed items, and rules for Magical Treasure Indexes.

The seventh section **The Eye of Mordor** presents optional rules that the Loremaster can use to reflect the troubling influence of the Shadow upon the land. Adventurers should be wary lest their activities attract the attention of the Enemy or simply draw an ill-luck upon themselves that will plague all their endeavours.

Next, the **High Elves of Rivendell** are presented as a new culture for use in *Adventures in Middle-earth*. While possessing great power, the growing power of the Shadow affects the Firstborn deeply.

Finally, as the Company journeys across **A Barren and Pathless Country** they will chance across many strange things. This chapter provides examples for all Journey Events and sample meetings with the denizens of Eriador.

HOW TO USE THE RIVENDELL REGION GUIDE

This supplement serves as a gazetteer to the places of people of this part of Middle-earth and is an invaluable source

of new gaming material that complements *Adventures in Middle-earth*. It is intended primarily for the Loremaster, who can use this material to greatly enhance an ongoing campaign.

The new rules presented herein are especially suited to a veteran gaming group, counting a number of experienced heroes in its Company. Players may be allowed to read a few selected parts of this guide, but should generally refrain from doing so.

The companion volume to *Rivendell Region Guide* is entitled *Eriador Adventures*. This supplement contains six adventures set in eastern Eriador and based out of Rivendell itself. Many of the Loremaster characters and locations featured in this guide play key roles in these adventures. You don't need *Eriador Adventures* to use the *Rivendell Region Guide*, but you do need this supplement to play *Eriador Adventures*.

THE PASSING OF YEARS

The material presented in the *Rivendell Region Guide* assumes the year is some time after 2951, possibly as far into the Tale of Years as the year 2977, the ideal date for the conclusion of the *Mirkwood Campaign*.

For Loremasters who wish to set their games in Eriador to be contemporary with the starting date in the core rules (2946), note that life has changed little in these lands in the past few decades.



- IMLADRIS -

“...Imladris was of old the name among the Elves of a far northern dale, where Elrond the Halfelven dwelt, greatest of lore-masters.”

Travellers coming from the High Pass or travelling east to cross it might find themselves marching across a high moor, where the wind hisses through the heather. The vast slope climbing towards the mountains is broken by many narrow ravines and gullies, filled with trees or resounding with the crash of falling waters.

If they know their way, or if they are lucky enough, sooner or later they will stumble upon a path marked with white stones, leading to the edge of a steep fall. Over the edge and far below lies a fair valley, cloven by a swift-running river rushing in a rocky bed. A twisting flight of steps first meanders among tall pine trees, then descends among oaks and beech trees, until it reaches the brink of the river, where a narrow bridge of stone leads to the “Last Homely House east of the Sea”.

THE HIDDEN VALLEY

The valley known as Imladris (Elvish for “deep valley of the cleft”) is one of the many gullies and ravines dug by the

waters of the river Bruinen, the Loudwater, as they tumble down from the Misty Mountains to the east. Elrond the Halfelven came here in another age of the world, looking for a refuge for the High Elves of Eregion fleeing from the destruction of their land.

For centuries, the Elves dwelt in peace in the hidden valleys of the region, but their Lord always kept a watchful eye on the manoeuvres of the Enemy. The hosts assembled for the Last Alliance of Elves and Men mustered in Imladris before they were ready to move against Mordor, and Elrond was always a steadfast ally of the Dúnedain of Arnor in their wars against Angmar.

In the Third Age, Elrond chose to give protection to the Heirs of Isildur, and since the end of the North-kingdom the sons of the Chieftains of the Dúnedain have been raised in Rivendell, and the heirlooms of their house left in the keeping of its Master.

But five thousand years are a long time even for the Elves, and the sorrows they endured were many. With the passing of the centuries the number of the Elvenfolk of Rivendell dwindled, as more and more left Imladris to return West over the Great Sea. The house of Elrond became a sanctuary for the weary and the oppressed, and a safe haven where the memory of all that had been fair could be preserved from the injuries of time.



Finding Rivendell

It was not so easy as it sounds to find the Last Homely House.

Adventurers attempting to enter Rivendell without leave or invitation from Elrond and who lack an appropriate guide will find it very difficult to find the right path. To an inexperienced eye, the landscape appears devoid of any useful landmarks, and even a veteran traveller will be confused by the nondescript quality of the territory.

While Rivendell is certainly a remote place, the reasons for such travelling difficulties are not immediately apparent. In truth, Imladris is a secret valley, hidden to the eye of the Enemy by the power of its Master, and the Elven Ring he wears.

When a journeying company approaches Rivendell, the Guide must pass a check to find the path marked with white stones. If the Guide of the company is an Elf, possesses the Elf-friend title or is at least a 4th level hero, then he needs only to succeed at a DC 15 Wisdom (Survival) check. Otherwise, the Guide uncovers the proper path only by passing a DC 30 Survival check instead.

The Guide may attempt the Survival check once a day. The first failure has no impact, but any additional failures cause each member of the Company to gain a level of Exhaustion as the companions search amidst unexpected narrow valleys, gullies and dark ravines and dangerous bogs that at first seem green and pleasant places.

All those who are in grave need of good counsel or protection come looking for the Last Homely House. But the path to Rivendell is not for everyone to find (see above).



THE LAST HOMELY HOUSE

The House of Elrond itself is a large mansion with many halls, pillared porches and comfortable rooms for guests. Several outbuildings are connected to the main house by covered walkways and winding paths, and gardens and terraces open above the steep bank of the river. Bells ring to summon the guests of Elrond to the Great Hall when meals are served, or to signal the beginning of important gatherings.

The Front Porch

The front porch is a vast portico, large enough to shelter many horses, should visitors be in need of haste. It is adorned with a silver fountain in the shape of a slender tree drooping over a marble basin. Many stained glass windows open on the porch, at both sides of the front doors of the House of Elrond.

The wide wooden doors are solidly built using wood from a single holly tree. Their white, smooth panels appear devoid of any decoration, but are actually set with hundreds of tiny white beryls, cunningly cut thousands of years ago by the jewel-smiths of Eregion; the small stones glitter with innumerable sparkles when they reflect and multiply a source of light.

- 1 - Elrond's House
- 2 - Residences, Workshops, Meeting Chambers
- 3 - Armoury
- 4 - Infirmary
- 5 - Baths
- 6 - Servants Quarters and Stables
- 7 - Erebor's House
- 8 - River House
- 9 - Smithy
- 10 - Cloister
- 11 - Cloister
- 12 - House of Glorfindel
- 13 - Garner
- 14 - Training Ground
- 15 - Guest Stables

Rivendell



The doors open on a corridor that leads to the Entrance Hall and to the two great halls of the House of Elrond to the left and right (to the right is the Great Hall, while to the left is the Hall of Fire). There are no guards set to watch the front doors – no enemy may enter Rivendell without the Master of the house being aware of it.

Entrance Hall

The wide opening facing the threshold of the House of Elrond reveals the magnificence of its Entrance Hall: a long, high passage leading across the building to the East Porch and the gardens beyond. It is paved with large flagstones quarried from the Misty Mountains and is illuminated by lanterns hanging from the carved beams crossing the vaulted ceiling. The central lantern, by far the largest, was made by the Dwarves of Moria, and its reddish light makes the passage look like it's dug deep underground.

Passages open to the left and right, and two flights of stairs lead to the upper floors. Along the walls of the hall hang the arms of the household of Elrond, together with many banners, flags and pennants, relics from a time when Elrond was the herald of Gil-galad and marched with his host.

The Great Hall

The main hall of Elrond's house is found to the right side of the building, and it is a high room more than three times as long as it is wide. The hall is entered through a screens passage, leading from the entrance corridor. The high table stands upon a dais, at the opposite end of the hall, and two long tables are placed perpendicular to it, to the sides of the great hearth that opens in the middle of the hall. Above the screens passage is a balcony, where Elvish minstrels play their sweet music.

Tall stained glass windows line the side of the hall facing south, with the largest and most decorated one opening above the high table. A vestibule leads to the terraces outside, while the doors to the left open on the kitchen and pantry.

When meals are served or guests are received, Elrond sits on a great chair at the right end of the high table. He usually invites his most distinguished guests to sit to his right and left sides. But the place of honour in the middle

of the high table is reserved for someone else: against the tapestry hanging upon the east wall is a chair placed under a canopy, and there used to sit Celebrían, daughter of Galadriel and wife of Elrond, before she departed over the Sea. Today, the chair is reserved for Arwen, their daughter, when she resides in Rivendell with her father.

The woven cloth set upon the wall above the high table shows an Elven ship sailing into the High Sea, heading West. The craft of its makers is such that whoever looks at the tapestry experiences something different, depending on the wisdom of the viewer: some feel a sea-breeze gently blowing, some smell a sweet fragrance on the air, or hear the sound of singing as if it came over the water; others swear they can see distant white shores appear over the horizon, beyond the rolling waves...

The Hall of Fire

The Hall of Fire is as wide as the great hall of Elrond, but it is mostly empty, without a screens passage, nor tables or dais. On most days, the only source of light is a bright fire burning in a great hearth between two rows of carven pillars. The fire is fed all year round, and guests of Elrond come here to find comfort and peace, as merely being in the Hall of Fire seems like a cure for the spirit.

On high days the hall comes to life with the sound of many fair voices. Elvish minstrels play the songs they spent decades perfecting, and poems and tales of distant ages of the world are recounted for evenings on end.

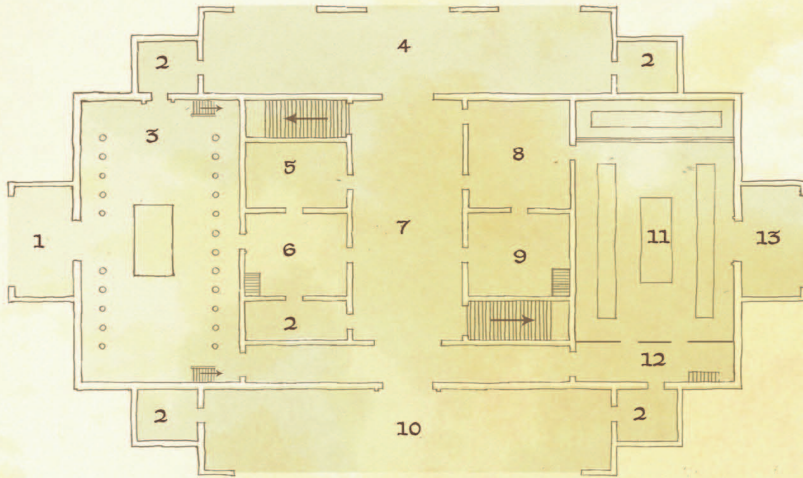
Other folks fall easily under the spell of the Hall of Fire, and may find themselves spending many evenings sitting and thinking, or looking for (and finding!) the right words for a new poem or a song. And if they are skilful enough, or just lucky, the Elves might even recite their poems or sing their songs.

The Eastern Porch

The eastern porch opens on the high garden overlooking the banks of the mountain stream. Several paths start from here and follow the course of the loud-flowing Bruinen towards the mountains, or wind up to the left, in the direction of the pine-woods to the north of the house. The bubbling of the falling water mingles ever with the sound of music being played somewhere in the house of Elrond.

The House of Elrond

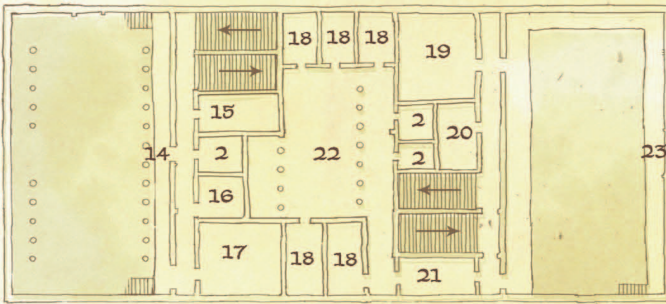
Ground Floor



12 ←

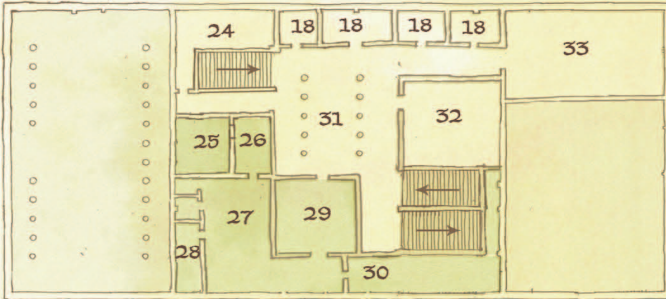
- 1 - North Vestibule
- 2 - Storage
- 3 - Hall of Fire
- 4 - Eastern Porch
- 5 - Armoury
- 6 - Butler
- 7 - Entrance Hall
- 8 - Kitchen
- 9 - Pantry
- 10 - Front Porch
- 11 - Great Hall
- 12 - Screen Passage
- 13 - South Vestibule
- 14 - Hall of Fire Gallery
- 15 - Audience Chamber

First Floor



- 16 - Composition Room
- 17 - Music Room
- 18 - Guest Room
- 19 - Library
- 20 - Lindir's Chamber
- 21 - Guard Room
- 22 - Communal Space
- 23 - Minstrel's Gallery
- 24 - Chamber of Heirlooms
- 25 - Elrond's Secret Chamber

Second Floor



- 26 - Elrond's Chambers - Library
- 27 - Elrond's Chambers - Bedroom
- 28 - Elrond's Chambers - Armoury
- 29 - Elrond's Chambers - Reception Room
- 30 - Elrond's Chambers - Dressing Room
- 31 - Communal Space
- 32 - Library
- 33 - The Solar
- 34 - Elladan's Chambers - Bedroom
- 35 - Elladan's Chambers - Dressing Room
- 36 - Elladan's Chambers - Reception Room

Third Floor



- 37 - Elrohir's Chambers - Dressing Room
- 38 - Elrohir's Chambers - Bedroom
- 39 - Elrohir's Chambers - Reception Room
- 40 - Elrohir & Elladan's Armoury
- 41 - Arwen's Chambers - Bedroom
- 42 - Arwen's Chambers - Dressing Room
- 43 - Arwen's Chambers - Reception Room
- 44 - Servant's Quarters
- 45 - Communal Space
- 46 - Estel's Chamber



Cellars, Crypts and Caverns

- 47 - Wine Cellars
- 48 - Meat, Cheese and Vegetable cold storage
- 49 - Pantry
- 50 - Armoury
- 51 - Cache of Elven Artifacts from the Ages
- 52 - To the River
- 53 - Library of Precious Old Tomes
- 54 - Secret Vault
- 55 - To Glorfindel's House
- 56 - Underground lake
- 57 - Warded Chamber
- 58 - Warded Chamber
- 59 - Crypts

- 60 - Crypts
- 61 - Crypts
- 62 - Reliquary - The Most precious of Elrond's treasures
- 63 - Treasury
- 64 - Refuge - Antechamber
- 65 - Refuge - Mustering Chamber
- 66 - Refuge - Armoury
- 67 - Refuge - Accomodation
- 68 - Refuge - Stores
- 69 - Refuge - Stores
- 70 - To the River
- 71 - To the Forest
- 72 - To the Stables
- 73 - To further Natural Caverns

In the warmer months of the year, but even as late as October, the Master of Rivendell gathers his friends and guests here in the eastern porch, to enjoy the fresh air and the singing of birds and the rustling of leaves. Important councils and debates are always held here, as Elrond finds the open air to be most congenial to the discussion of weighty concerns.

Upper Floors

Stairs lead from the ground floor to the upper floors. Here are found the private quarters of the Lord of Rivendell, those of his family members and of the most prominent members of his household. Several private rooms of differing size are reserved for guests. Most rooms have one or more windows and flat ceilings crossed by dark wooden beams, carved with ornamental motifs.

On the uppermost floor is housed a small dovecote, with domesticated pigeons, doves and other small birds. They are sometimes used as carriers of messages by Elrond, and are personally trained and attended by him.

The Upper Solar

Guests of Elrond also have access to a quiet solar, a large room facing south; here, they can comfortably sit to read and write at their leisure, or play a game using the marble chessboard with wooden pieces placed in front of one of the largest windows. The chess set was crafted in Númenor, and was brought to Rivendell by Elendil as a gift to Master Elrond. It is said that Gil-galad and the High King of the Dúnedain played many games on this chessboard, as they prepared for the War of the Last Alliance.

Maps & Books of Lore

Even if much of the knowledge and traditions of the Elves is preserved in songs and tales by their minstrels and lore-masters, the Lord of Rivendell keeps many “storied and figured maps and books of lore” in his house. Precious manuscripts can be found in his private quarters, in some rooms for guests, in the solar, and in a secret room whose door can be opened only using a key that Elrond always keeps with himself. The collection of Elrond is a veritable wealth of knowledge, unparalleled in these corners of the world. But this body of wisdom mainly concerns the deeds of the Elves in the Elder Days, and as such it is written in scripts and tongues that are dark even to the most learned of scholars not belonging to the Firstborn.

One day will come when someone will endeavour to translate those stories, and to make available the lore of Rivendell outside of its boundaries; it will be a work of great skill and learning, one that will take years to complete and fill many volumes...

Vault

A vast complex of underground chambers extend beneath the House of Elrond. There are many cellars for the storing and ageing of liquors and wine, and vast pantries for the keeping of food.

Deeper underground lie crypts where many precious and worthy things saved from the ruin of Eregion are kept hidden. These treasures are secreted behind doors sealed with locks devised by the most cunning smiths of the Eldar. Only Lindir, the butler of Elrond, knows the secret of their opening, and keeps a record of what lies there and where all the underground passages lead.

Outbuildings

The valley of Imladris has given refuge to the survivors of an entire folk and have seen the mustering of the greatest host of Elves and Men since the breaking of Thangorodrim. Many fields, vineyards and orchards dot the landscape, and several buildings stand close to the House of Elrond. More lie hidden in the nearby dales, the remnants of the many dwellings and settlements that once attended to the needs of a much greater number of inhabitants.

Among the outbuildings is the distillery used by Erester, Damron’s smithy, an infirmary with adjoining baths, a cloister, a garner, several mills and stables, and an armoury and training ground.

NOTABLE CHARACTERS

The Last Homely House is home to a great number of important personalities. The household of the Master of Imladris counts many Elf-lords of great renown, and since the time of Arnanth, son of Arvedui and first Chieftain of the Dúnedain, the Heirs of Elendil have been raised in Rivendell, to better defend and preserve the lineage of the kings of the Northern Realm. In the Hall of Fire, many adventurers and wanderers can be found resting from their toil, as guests of Elrond.

The Errandries of the King (2957-2981)

In the year 2951, a boy of 20 years named Estel receives from Elrond the ring of Barahir. For the first time, the Master of Imladris calls him with his true name, Aragorn, and reveals to him his lineage as the Heir of Isildur. (Up to that day, Aragorn had been raised by Elrond as if he were his own son).

The next day, Aragorn meets Arwen in the woods of Rivendell, recently returned from the land of Galadriel and Celeborn. From that fateful moment, Aragorn is in love with Arwen, daughter of Elrond. After the encounter, Aragorn will not see her again for almost thirty years, a brief spell for the long-lived Elves, but enough for a Man to become the hardiest and wisest of his time.

From the year 2957 until 2980 Aragorn travels far into the East and South, riding with the Riders of Rohan and fighting for Gondor. Companions visiting Rivendell may have a chance to meet him only if they enter the house of Elrond before the beginning of his journeys, or after his return. In the intervening years, heroes in Rivendell may hear news of his deeds, but only if they have gained the trust of Elrond, his daughter, or that of another member of the Wise.

ELROND HALFELVEN

"...my memory reaches back even to the Elder Days. Eärendil was my sire, who was born in Gondolin before its fall; and my mother was Elwing, daughter of Dior, son of Lúthien of Doriath. I have seen three ages in the West of the world, and many defeats, and many fruitless victories."

Elrond, the Master of Rivendell, has lived in Middle-earth for more than six thousand years and has dwelt in Imladris since its foundation in the Second Age. He is called the 'Halfelven', as in his blood are mingled the lineages of the noblest houses of Men and High Elves alike. At the end of the First Age he was given the choice of which kindred he would belong, and Elrond chose to be of Elven-kind.

In the year 109 of the Third Age Elrond married Celebrían, daughter of Galadriel and Celeborn. She bore him three children: Elladan, Elrohir and Arwen.

More than four hundred years ago, Celebrían left Middle-earth never to return. She had suffered torment at the hands of the Orcs, after they seized her as she journeyed across the Misty Mountains. The healing arts of Elrond healed her body, but could do nothing for her wounded spirit, and she sailed West.



ELROND, MASTER OF RIVENDELL

Medium Elf

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	20 (+5)	19 (+4)	17 (+3)

Armour Class 17 (Elven-hauberk, see below)

Hit Points 110 (20d8+20)

Speed 30 ft

Saving Throws Intelligence +9, Wisdom +8

Skills History +9, Insight +8, Lore +13, Medicine +12, Traditions +9

Senses passive Perception 14

Languages Quenya, Sindarin, Westron

Challenge 12 (8,400 XP)

Elven-hauberk. If Elrond ever went to war, he would wear the armour that he bore as Gil-galad's herald, a hauberk crafted by Damron the smith himself. It is so cunningly made that Elrond adds his full Dexterity modifier to his Armour Class.

Leader of Imladris (Lair Action). If Elrond is near Rivendell, he may use a Lair Action to summon an Elf-Lord (*Loremaster's Guide*, page 77) to aid him. The Elf-Lord arrives at the end of Elrond's next turn.

Legendary. Elrond may take two legendary actions each turn. Each legendary action allows him to either use his **Foresight** ability without using his reaction, attack with his **Spear of the Last Alliance** or use his **Hands of the Healer** ability.

The Ring of Air. Elrond can use his bonus action to interact with something in the environment at range (for example an old tree might suddenly tumble down, or a stream temporarily swell to a torrent when an enemy crosses it) to create combat scenery. Or he may cloak an ally with the ring's magic. That ally gains a +4 bonus to their AC until the end of Elrond's next turn.

Actions

Multiattack. Elrond can make two attacks with his **Spear of the Last Alliance**.

Spear of the Last Alliance. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 9 (1d12+3) piercing damage. On a hit, the Elf-Lord can use his bonus action to make another attack at another target within reach.

Hands of the Healer. In combat, Elrond can use his action to restore 8 (1d8+4) hit points to a creature within 5 feet of him. Outside of combat he can spend 10 minutes with a creature to remove a condition. He may also spend 10 minutes with a creature to restore all of its hit points. If he does so, he cannot use this ability again until he takes a short or long rest.

Reaction

Foresight. Elrond is gifted with the ability to perceive much that is hidden from others. He may use his reaction to add 4 to his AC against one melee attack that would hit him. He does not need to see the attacker.

When Celebrían said her last farewell to Imladris, Elrond saw in her eyes the fate of the Elder Kindred still dwelling in Middle-earth – to fade, or depart. From that day, Elrond has redoubled his efforts in guiding others, providing advice and refuge to those who are lost, and attempting always to heal the hurts of the world at the best of his powers.

Meeting the Master of the Last Homely House

The Lore-master of Imladris appears as neither old nor young. In his countenance is combined the wisdom of a king and the vigour of a strong warrior. He wears a circlet of silver upon his dark hair, and in his eyes are the memories of years uncounted.

When at home, Elrond can often be encountered in the eastern porch, discussing important matters with a guest, or playing an ancient tune on his silver harp in the Hall of Fire.

Elrond doesn't leave the valley of Rivendell often, as he has many duties to attend. However, he is likely to be well informed about his visitors and perhaps knows more of their errand than even they do...

Motivation: 1 am one of the guardians of Middle-earth and I lay upon myself the solemn oath of aiding all who would protect it from the Shadow.

Expectations: +1 if the Company brings news to Imladris – Elrond knows much but is always happy to learn more; +2 if the heroes have a member or ally of the White Council as a Patron; -1 if they ask Elrond to make decisions on their behalf – he is a counsellor and lore-master but not a leader of Men.

Elrond as a Patron

Since the founding of Imladris, Elrond has been preparing for the coming war. He was there when Isildur failed

to destroy Sauron once and for all, and he has been expecting the return of the Shadow ever since. He is one of Sauron's chief foes, and he has the gift of foresight. If the companions go to Elrond for advice, he will help them in a measure that is proportioned to their willingness to fight the Enemy.

Whoever has been granted access to Rivendell may meet Elrond, but he has no time for idle talk – someone who entered the valley for nothing more than expedience will find that Elrond doesn't entertain guests indefinitely.

Conversely, if he deems an appeal to be of appropriate consequence, he will take action, either granting refuge or direct help. Elrond is a master of healing and one of the Wise of Middle-earth, and in his household are Elven-lords of great power.

Vilya, the Ring of Air

Elrond is the guardian of Vilya, one of the three Rings of Power created by Celebrimbor of Eregion. The Ring of Air was entrusted to his keeping by Gil-galad, the High King of Lindon, and Elrond has kept it hidden and untouched for centuries. For as long as the Ruling Ring was in the hand of the Dark Lord Sauron, the Elven Rings were under his dominion.

In the days of Isildur, the One Ring finally passed out of all knowledge. The Three were released from the grasp of the Shadow, and Elrond began using the Blue Ring for the safety of the sanctuary of Rivendell and the preservation of its patrimony of peace and ancient wisdom. Thanks to the judgement of Master Elrond and the power of the Ring, Imladris is unconquered to this day, an untroubled island amidst many perils.

If you have expanded your vision of Middle-earth with OGL spells, then amid its powers it allows the wielder to cast any abjuration, divination or illusion spell listed on page 145 of the Loremaster's Guide. These spells are cast as rituals (even if the spell does not have the ritual tag Vilya allows it to be cast as a ritual).

ARWEN ÜNDÓMIEL

Young she was and yet not so. The braids of her dark hair were touched by no frost; her white arms and clear face were flawless and smooth, and the light of stars was in her bright eyes, grey as a cloudless night; yet queenly she looked, and thought and knowledge were in her glance, as of one who has known many things that the years bring.

Arwen is the daughter of Elrond, a kinship that her looks betray so evidently that whoever sets his eyes on her can guess it. Her mother was Celebrían, the daughter of Galadriel and Celeborn of Lórien.



Dark of hair, Arwen has the bearing of a queen, and a beauty that can be only that of someone who belongs to the Fair Folk: young, and yet betraying the wisdom accumulated in many years. Those who have seen her and who are wise in Elven-lore say that in the daughter of Elrond lives the likeness of Lúthien, the Nightingale of Doriath, whose beauty was said to be as the dawn in spring.

Arwen was born in Rivendell, and she has spent much of her life in the land of her father, but she often leaves to go and visit her mother's folk in Lórien, on the other side of the Misty Mountains. When she travels, she is always escorted by her brothers, Elladan and Elrohir. When she is in Rivendell she can be seen sitting at her father's table, or walking in the surrounding gardens.

Motivation: The Shadow grows darker with every passing year, and the peoples of Middle-earth are estranged. I seek for the hope that will unite them again.

Expectations: +1 if the heroes bring news of the defeat of the Enemy's agents or an alliance between the Free Peoples; +1 if the heroes have one or more Dúnedain among the Company, Arwen honours the kinship between the leaders of the Rangers and the household of Imladris; -2 if the heroes do not have the proper reverence for the Gift of Men (if they dishonour the dead or show jealousy of the First-born).

Seeing Arwen

Arwen turned towards him, and the light of her eyes fell on him from afar and pierced his heart.

Mortal companions who see Arwen for the first time have never seen nor imagined that such grace could be found in a living thing. To behold her strengthens the heart, as it confirms that there is still much in Middle-earth that is fair, and that it is worth fighting for.

When heroes see Arwen for the first time, they receive Inspiration immediately. Also, they can remember the wisdom behind Undómiel's eyes and once during the following Adventuring phase gain Inspiration automatically.

GLORFINDEL

Glorfindel was tall and straight; his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music; on his brow sat wisdom, and in his hand was strength.

Glorfindel is an Elf-lord of a house of princes. He sits at the right hand of Elrond, and is his chosen lieutenant and herald. He has fought in all the wars that have seen the involvement of the House of Imladris. He was at the Battle of Fornost leading the forces of Rivendell, and faced the Witch-king of Angmar on the field. For indeed he is one of the mighty of the Firstborn, Elven-wise and possessing a power to withstand the might of Sauron's most terrible servants.



But it is not his fate to go and seek out the Enemy: Glorfindel is the appointed defender of the valley of Imladris, bound to protect at all costs the secrecy of the House of Elrond and the safety of all those who dwell there. For this reason, Glorfindel does not leave Rivendell lightly, but only on errands of the utmost importance. He leaves the patrolling of the lands outside Rivendell to the Rangers of the North and to the sons of Elrond.

When sent out of Rivendell on a mission Glorfindel rides alone, on a great white horse named Asfaloth. A magnificent beast, Asfaloth can ride faster than any horse, and obeys all commands imparted to him by Glorfindel. He may be told to carry a rider to a destination, whether the rider knows the way there or not, and to keep them safely on his back, regardless of how fast they are riding.

GLORFINDEL *Medium Elf*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	16 (+3)	18 (+4)	15 (+2)

Armour Class 18 (Elven-mail, Shield)

Hit Points 171 (18d8+90)

Speed 30 ft

Saving Throws Dexterity +8, Constitution +10

Skills Athletics +9, History +8, Perception +9, Performance +7, Shadow-lore +8

Senses passive Perception 19

Languages Quenya, Sindarin, Westron

Challenge 15 (13,000 XP)

Elven-mail. Glorfindel wears a shirt of mail that was forged in Gondolin, for the wars of another Age.

Protector of Imladris (Lair Action). If Glorfindel is within sight of Rivendell, he may regain 10 (3d6) hit points as a lair action.

Legendary. Glorfindel may take two legendary actions each turn. Each legendary action allows him to either use either his **Parry** or **Light of the Blessed Realm** abilities without using his reaction or attack with his **Sword of the Eldar**.

Actions

Multiattack. Glorfindel can make three attacks with his Sword of the Eldar.

Sword of the Eldar. *Melee Weapon Attack:* +12 to hit, reach 5 ft, one target. *Hit:* 11 (1d8+7) magical slashing damage or 12 (1d10+7) magical slashing damage if wielded with two hands.

Reaction

Hallowed Servant. When Glorfindel would be reduced to 0 hit points by a damage source, he may use his reaction to add 21 (6d6) temporary hit points.

Light of the Blessed Realm. Within Glorfindel resides the power to defy the servants of the Enemy. When an enemy uses an ability that requires an action he may use his reaction to negate that ability.

Parry. Glorfindel adds 5 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

ASFALOTH *Large Beast (Destrier)*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	9 (-1)

Armour Class 12

Hit Points 45 (6d10+12)

Speed 70 ft

Senses passive Perception 11

Challenge 2 (450 XP)

Trained Warhorse. In addition to the normal actions of a controlled mount, a rider may instruct Asfaloth to Charge or Attack with his Hooves.

Elven Steed. If a rider is forced to make any saving throw while mounted on Asfaloth, they automatically have Advantage on that saving throw. If Asfaloth is uncontrolled he will still follow the instructions of Glorfindel.

Trample. If Asfaloth moves at least 20 feet straight towards a creature and then successfully strikes that creature with his **Hooves** then the target must make a **DC 14 Strength** saving throw or be knocked Prone. If the target is knocked Prone then Asfaloth may use his bonus action to make another **Hooves** attack.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) bludgeoning damage. If Asfaloth bears a rider when he attacks, the rider must make a **DC 5 Dexterity** saving throw to remain mounted.

Charge. When Asfaloth takes this action, he gains additional movement equal to his speed. He must expend all of his movement this round. A rider that takes the Attack action this turn gains +4 to their damage rolls.

ERESTOR

Erestor is probably the most prominent individual in the household of Elrond, second only to Glorfindel. He is counted among the wise, and he is the chief of Elrond's personal counsellors. He is also a scribe and an illuminator of manuscripts – many books and parchments kept in Rivendell have been written and decorated by the skilled hand of Erestor.

But his cunning is not limited to that. In a small building filled with glass vessels of many shapes and sizes, Erestor prepares miruvor, the precious cordial of Imladris. The wise Elf distils it using more than one hundred herbs and

plants, in a formula known only to himself. The counsellor of Elrond leaves the House of his Master twice a year for several days, when he goes about the mountain dales to search for the ingredients he needs.



Actually, Erethor concocts several types of Miruvor, and is always eager to experiment with new substances and processes. The most popular is his travelling cordial, a strong liquor to be drunk in small sips and known to invigorate the heart, body and spirit.

Another is a medicinal tonic used by Elrond when his skills as a healer are required. This version of the cordial requires a more complex preparation, and a much longer ageing time. Another simpler version of the drink is a less potent spirit, served at the high table in the Great Hall at the end of most meals.

Some among the Elves of Rivendell say that all versions of the cordial of Imladris share a fundamental constituent: a small measure of a nectar distilled of old from flowers that once blossomed in the Undying West. This is said to be a bright yellow liquid contained in a crystal vial, kept safe in Erethor's most private reserve. It would be a great misfortune if the invaluable substance would run out and found to be irreplaceable, or be lost or stolen.

Erethor's Travelling Cordial

As soon as Frodo had swallowed a little of the warm and fragrant liquor he felt a new strength of heart, and the heavy drowsiness left his limbs.

If the company is leaving Rivendell to embark on a mission considered by Elrond to be a matter of great importance, it is possible that the guide of the fellowship will be entrusted with a flask of travelling cordial. Generally, a flask contains enough Miruvor for about thirty sips. Heroes may sip from the flask once a day (taking more than that does not have any additional beneficial effect). A sip removes 1d4 levels of Exhaustion and returns 1 Hit Die to the hero. See page 139 of the *Adventures in Middle-earth Loremaster's Guide* for more information.

Erethor's Medicinal Tonic

"You will soon be sound again. Elrond has cured you: he has tended you for days, ever since you were brought in."

Erethor's tonic is a strong, aromatic liquor, both pungent and sweet in taste. Master Elrond uses it to prepare different warm concoctions, to be drunk by those he is assisting. Sometimes, he serves it straight, in a small glass, as it helps greatly in relieve the pain of the wounded.

Companions that take a sip of the tonic whilst taking a short rest double the effectiveness of the first Hit Die they spend during that rest. Roll the die, add your Constitution modifier and then double that result.

A companion that is given the tonic while by treated by another character during a long rest not only recovers all of their hit points but can either recover all of their Hit Dice (instead of half) or remove a condition. If the hero is being tended to by Elrond, he may grant both benefits in a single long rest.

LINDIR

Lindir is the seneschal of Elrond, entrusted with the stewardship of his household. He is certainly the most familiar face to all those who enter the valley, as he is usually the first individual they encounter on their arrival, and the last one they see upon leaving. Lindir seems to possess the uncanny ability to be found wherever his help is required, and whenever he is looked for.



Guests who think that Lindir is just the butler of the house should think again, though – the soft-spoken Elf is among Elrond's most trusted friends and his personal squire in times of war. He used to leave Imladris on errands and missions, but has refrained from doing so since the Lady Celebrían was seized by Orcs in the Redhorn Pass and he failed to rescue her before she was harmed by her captors.

When he is not attending to his services, Lindir dedicates himself to the construction and perfection of musical instruments. Probably the most accomplished luthier east of the Sea, Lindir also possesses a most musical voice, but he is not easily persuaded to sing in the presence of listeners.

DAMRON, THE ELVEN-SMITH

To the north of the House of Elrond is a wide clearing dominated by a waterfall, where a mountain stream crashes down a high rock wall. Here, three water wheels operate the bellows and trip-hammers of a large smithy,

and charcoal needed for the production of finer steel is made in the nearby woods all year round.

The smithy is the house of Damron, one of the last of the Elven-wrights of Eregion. He was an apprentice at the time of the destruction of that land, and he was brought out of the city of Ost-in-Edhil by Elrond himself, who carried his badly burned body for many miles. His body and spirit alike still bear the scars of that time of war and strife.

For centuries Damron could not forget the ruin of all the wonderful things that the Elves and the Dwarves created in Eregion and in Khazad-dûm, nor could he forgive. At the time of the Last Alliance, his thirst for vengeance drove him to spoil this part of the valley of Imladris of all trees; under his command, the Elven weaponsmiths burned them all to fuel their forges, as they laboured to arm the host of Gil-galad and Elendil.



In the year 2951, a deep change seems to have been brought upon him. This occurred when the young man known as Estel reached the age of twenty and his true name and ancestry were finally revealed to him. Damron was previously charged with the keeping of the shards of the great sword Narsil, and he was the one who presented them to Aragorn, as a token of his identity as the true Heir of Isildur.

No one knows what Aragorn told Damron upon receiving the precious heirloom, but the young man seemed transfixed as he uttered a few words to the Elven-smith. Since that day, Damron has devoted himself to the art of mending and restoring ancient devices and weapons, abandoning all other pursuits.

THE ELF-LORDS OF RIVENDELL

"And Elves, sir! Elves here, and Elves there! Some like kings, terrible and splendid; and some as merry as children."

Many High Elves live in the House of Elrond. Among them are powerful Lords who have fought in many wars in the West of the World, and who are now weary of battle and seek only what peace Middle-earth has to offer them; others are lore-masters and craftsmen, who study ancient texts or labour tirelessly at the forge; others more are minstrels, who compose songs and tales about faraway lands and the deeds of the heroes of old.



The sons of Elrond, Elladan and Elrohir, are counted among the Elf-lords of Rivendell. Twin warriors in the full of their strength, they are dark-haired and grey-eyed like their father, and said to be so much alike that only those who know them well can tell them apart. Ever eager to fight the shadow, their enthusiasm has turned to vengeful fervor since when Celebrían their mother was made prisoner by the Orcs.

Their father often sends Elladan and Elrohir together out upon errantry, on great scouting journeys or as messengers to distant lands, as they are hardy travellers, and have a deep knowledge of the lands on both sides of the Misty Mountains. The young boy Estel was often sent with them far afield, even before he turned twenty, to temper his character and teach him the ways of the wild.

ELROHIR Medium Elf

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	17 (+3)	15 (+2)	14 (+2)

Armour Class 17 (Leather Corslet, Shield)

Hit Points 85 (10d8+40)

Speed 30 ft

Saving Throws Dexterity +6, Wisdom +5

Skills Animal Handling +5, Perception +5, Survival +5, Riddle +6

Senses passive Perception 15

Languages Quenya, Sindarin, Westron

Challenge 6 (2,300 XP)

Hatred (Orc-kind) (Recharge 3-6). Elrohir remembers the terrible fate that Orc-kind inflicted upon his mother. He will use his bonus action to gain Advantage on attacks against them this round.

Hawk's Eye (Recharge 3-6). Elrohir can use his bonus action to negate Disadvantage due to being at long range for this turn.

Many Long Leagues. If Elrohir is with the Company on a journey then a companion can spend Inspiration to allow a long rest. This ability can only be used once per journey.

Actions

Multiattack: Elrohir can make two attacks with either his Long Sword or his Great Bow.

Long Sword: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+5) slashing damage or 10 (1d10+5) slashing damage if used with two hands.

Great Bow: *Ranged Weapon Attack:* +6 to hit, range 150/600 ft, one target. *Hit:* 7 (1d8+3) piercing damage.

Reaction

Uncanny Dodge. If Elrohir can see an attacker that has struck him, he may use his reaction to halve that attack's damage.

ELLADAN
Medium Elf

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	15 (+2)	17 (+3)	13 (+1)

Armour Class 17 (Leather Corslet)

Hit Points 85 (10d8+40)

Speed 30 ft

Saving Throws Dexterity +8, Wisdom +6

Skills Athletics +6, History +5, Perception +9, Traditions +5

Senses passive Perception 19

Languages Quenya, Sindarin, Westron

Challenge 6 (2,300 XP)

Hatred (Orc-kind) (Recharge 3-6). Elladan will never forget his mother's suffering at the hands of Orc-kind. He will use his bonus action to gain Advantage on attacks against them this round.

Hunter. Elladan gains +3 to all of his Perception checks (included above).

Well-travelled. If Elladan is with the Company and they are travelling in Eastern Eriador or the Western Vales then the Guide rolls 1d8+4 for the Embarkation Roll.

Actions

Multiattack: Elladan can make two attacks with either his Broadsword or his Great Bow.

Broadsword: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+3) slashing damage.

Great Bow: *Ranged Weapon Attack:* +8 to hit, range 150/600 ft, one target. *Hit:* 9 (1d8+5) piercing damage.

Reaction

Parry. Elladan adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

THE WHITE COUNCIL

"It was I who first summoned the White Council. And if my designs had not gone amiss, it would have been governed by Gandalf the Grey..."

It was in the waning years of the Third Age that Galadriel of Lórien called for a gathering of the Wise and powerful, a congregation later known as the White Council. Its members included the Lady of the Galadhrim herself, her husband Celeborn, and the mysterious Wizards Gandalf and Saruman – though it is said that others counted among the Wise had been part of it since the beginning.

The White Council met for the first time in Rivendell in the year 2463. There, the Wise discussed the growing threat of Dol Guldur. Círdan the Shipwright was also in attendance, as well as the Master of Imladris, Elrond Halfelven. Though Gandalf the Grey was voted to be the head of the council, he declined the obligation and the charge was given instead to Saruman the White. The council long discussed the malice of Sauron, a shadow still lingering in Middle-earth, his defeat notwithstanding, and what could be the cause of the darkness rising in Mirkwood. In the end, it was deemed necessary that each member of the council should go back into the world with a vigilant eye and a silent tongue; the Wise feared that if they gathered too openly or too often, then the Enemy would take notice and waylay their efforts.

Though a long time would pass until the next formal meeting of the White Council, they maintained contact with one another, as each individually set about hindering the efforts of the growing shadow. In 2850 Gandalf the Grey took it upon himself to discover the truth behind Dol Guldur and its mysterious Necromancer. He found his darkest fears to be true; the Necromancer was none other than the Dark Lord himself, Sauron. His spirit had endured and his power was growing.

Desperately concerned, the next year Gandalf bid that those still dedicated to the cause of the Free Peoples must assemble once more. Saruman counselled against this, fearing the watch of Sauron and his growing power. He believed secrecy was the council's greatest strength, to be surrendered only at the utmost of needs. But Saruman's concerns went unheeded, much to his displeasure, and the White Council met again in Imladris that spring. Gandalf asked the assembly to strike at Dol Guldur, stronghold of the Necromancer, now known to be Sauron.

He told of the blight that had taken hold in Mirkwood and feared that if they did not act soon, then Sauron's power would grow too great for even the council itself to intervene. Though others considered the wisdom of his words, it was Saruman, acting as head of the White Council, who judged such a thing unwise. Crying for patience and wisdom, Saruman convinced those gathered to maintain their secrecy: the White Wizard confided to his allies that he had been studying tomes and texts concerning the Enemy.

With the Ruling Ring lost to knowledge, Saruman said, there was little fear that Sauron could truly threaten Middle-earth again, and he believed that Gandalf's "fearmongering" had clouded his judgement – along with his acquired passion for Galenas, the sweet leaf of the Halflings.

In 2941, Gandalf once again urged the White Council to strike at Dol Guldur. In the intervening years, more and more Men had returned to Wilderland and he saw a chance that the North could prosper if the Necromancer was dealt with. This time, to Gandalf's surprise, Saruman agreed. Before autumn of that year the White Council and a few select allies stormed Dol Guldur and the Dark Lord was forced to flee before them; he abandoned his stronghold, but remained undefeated.

Ten years later the Dark Lord Sauron declared himself openly. He had returned to the tower of Barad-dûr and had begun rebuilding a great and terrible army. In response to this, the White Council met one last time in the year 2953. Saruman tried to convince the other Wise that even though the Dark Lord had revealed himself after centuries, he had no true power. Without the Ruling Ring, Sauron could do no lasting harm to Middle-earth, and Saruman claimed that he had learned that the One Ring had been lost to the sea, when it slipped from Isildur's finger and was washed down the Anduin River. Gandalf the Grey was not so certain...

The White Council as a Patron

Any member of the White Council might serve as a patron to a company of adventurers, as the Wise will easily find a worthy (and dangerous!) endeavour for heroes eager to fight the darkness. In addition to Elrond, Galadriel, Gandalf and Saruman, there are a number of other personalities who may be considered to have attended one or more of their meetings. As one of the Wizards, Radagast the Brown is a likely candidate, as well as powerful Elf-lords such as Círdan the Shipwright, Celeborn of Lórien or even Thranduil, the Elvenking.

The first consequence of being on a mission sponsored by a council member is that the Company gains special credit to the eyes of all its other members, and to those of all the Free Peoples leaders who recognise and appreciate the efforts of the White Council. Unfortunately, the opposite

is also true: proud chieftains and rulers who resent the meddling of Wizards and 'Elven sorcerers' might leave heroes on a mission waiting at their doors...

'Agents' of the White Council

While it is unlikely that the companions would be made aware that they are acting directly on behalf of a council member, particularly trusted individuals might be aware of whom they serve. In most cases, their goals would seem true and noble, but it might not always be so. If the player-heroes were acting in the service of Saruman, for example, they might be unwitting pawns in his attempts to discover the location of the One Ring or even hide the truth of its evidence from other council members.

Indeed, Saruman once called himself "Ring-maker," and characters who are active late in the Third Age might be sent on errands retrieving the necessary materials and ancient lore so that he can craft a ring of his own to rival the One Ring.

things to do while in - RIVENDELL -

*Merely to be there was a cure for weariness,
fear, and sadness.*

Bilbo once described Rivendell as 'a perfect house, whether you like food or sleep or story-telling or singing, or just sitting and thinking best, or a pleasant mixture of them all'. So it will be with your Company, for once welcomed into the House of Elrond, they too will find it a Sanctuary proof against all the troubles of the world.

STAYING AT THE LAST HOMELY HOUSE

"You are in Rivendell, and you need not worry about anything for the present."

Adventurers come to Rivendell to rest and find counsel, and leave their fear and anxiety behind. Who chooses to stay here learns what it means to treasure every season

and every passing day, and would gladly stop here for ever and ever. Such is the enchantment of the valley of Imladris.

Effects on Shadow

For as long as they remain in Rivendell, all companions are considered to have a score of 0 Shadow points (including permanent Shadow). When they leave the house of Elrond, they soon start to again feel the burden of their sorrows, and their Shadow score reverts to normal in a few days.

Additionally, players should note that companions spending a Fellowship phase in Rivendell may choose the Heal Corruption undertaking and make two checks instead of one. Both checks remove Shadow points according to the rules on page 201 of the *Player's Guide*. For High Elves this counts as only one undertaking and thus they gain only 1 permanent Shadow point.

Recovery

Ailing heroes who rest in Imladris do not stay sick for long. A companion that undertakes recovery at the Last Homely not only removes all Exhaustion levels and regains all hit points and Hit Dice but also removes all conditions (with the exception of Miserable).

Effects on Experience

Time seems to run at a strange pace in the valley of Imladris. Heroes who stay there forget their worries and concerns, but also risk neglecting their duties and responsibilities.

During the Adventuring phase, at the end of a session of play, if a companion spent any time in Rivendell she cannot advance in level until she spends a session's worth of play outside of the valley.

Hiding from the Eye

If the company spends a Fellowship phase in Rivendell, the companions see their starting Hunt score for their next Adventuring phase lowered by a number of points based on the length of their stay in the House of Elrond (See *The Eye of Mordor* on page 110).

If the company spends a Fellowship phase in Imladris they lower their starting Hunt score by 1 point, or by 2 points if the Fellowship phase lasted a season or more.

NEW FELLOWSHIP PHASE UNDERTAKINGS

The hall of Elrond's house was filled with folk: Elves for the most part, though there were a few guests of other sorts.

Here follow several new additional Fellowship phase undertakings. A number of them can be chosen exclusively by companions who gained access to Imladris and are spending a Fellowship phase there; others can be used elsewhere too. More Fellowship phase undertakings linked to locations outside of the valley of Imladris are described in the Beyond Rivendell chapter.

GO SEE A LORE-MASTER

"These are not of troll-make. They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars."

When a hero explores a forgotten hoard and discovers a strange ring, a magical blade or a coat of mail, he is unlikely to know much about it. A character spending a Fellowship phase in Rivendell (or in another place where a Lore-master dwells) may choose this undertaking to learn what there is to be learnt about the item, its origins and history, and possibly its name and the identity of its maker.

Additionally, the Lore-master is able to unveil some specific features of the item. In the case of a Wondrous Artefact, its Blessings are revealed (see page 127 of the *Loremaster's Guide*). In the case of a Legendary Weapon or Armour, the companion gets to discover any Banes and the nature of the next hidden Quality of the item (but that Quality will still need to be activated to be used, see page 134 of the *Loremaster's Guide*). It is not possible to bring the same item to the attention of the same Lore-master more than once.

OPEN RIVENDELL AS A SANCTUARY

If a company has entered Rivendell during an Adventuring phase, the heroes may gain permission to spend a first Fellowship phase there. If they wish to return, they must all choose the Open Sanctuary undertaking and thus be accepted as regular guests by Elrond.

Companions who have opened Rivendell as a sanctuary find their way there with a **DC 15 Wisdom (Survival)**

check, regardless of the composition of the company (see *Finding Rivendell*, on page 7).

RECEIVE TITLE (FRIEND OF ELROND)

A hero who has caught the eye of Master Elrond because of his actions, or even potential capabilities, may – with the Loremaster’s permission – choose this undertaking and secure his connection with the Last Homely House.

The companion receives all the normal benefits connected to the Receive Title undertaking described on page 201 of the *Player’s Guide*, here briefly summarised: The companion is regarded as two steps higher than the Cultural Attitude Chart would indicate. A Friend of Elrond is granted permanently a room on the upper floor of the Last Homely House, and a special place at his table. Any monetary benefits they collect due to their Title usually come in the form of fine gifts from the Elves rather than ready coin.

RESEARCHING LORE IN THE HOUSE OF ELROND

...they pondered the storied and figured maps and books of lore that were in the house of Elrond.

If a companion is spending the Fellowship phase in Rivendell, he may profit from the wealth of lore it guards. When a hero chooses this undertaking, he first specifies the subject he is researching (a place, an individual, a historical event); then, he makes a **DC 15 Intelligence (History, Lore, Nature or Riddle)** check. If this check is failed, the companion rolls on the following listing with Disadvantage. If Elrond is a patron of the Company, the hero receives Advantage for the roll.

1: Wasted Time. There is no evil in the Last Homely House, but a curious mind runs a different risk: you have fallen prey of the enchantment of Rivendell, and have spent many days and evenings listening to the Elves telling their tales of the distant past, listening to their fair music, and sometimes sleeping in a corner in the Hall of Fire! Unfortunately, you completely forgot about the topic you were researching...

2-6: Nothing Useful. You have spent days and nights pouring over dusty books and crumbling parchments. If this is the first time you’ve received this result, you may roll again, this time with Disadvantage.

7-12: Useful Information. The Loremaster must provide at least one useful element of information about your subject.

13-15: Precious Information. The Loremaster must provide two useful elements of information about the researched subject.

16-17: A Mystery Revealed. You have uncovered something substantial – the Loremaster must provide two useful elements of information. Furthermore, once in the next Adventuring phase you can recall your time spent amidst the lore of Elrond to gain Inspiration.

18-19: Great Secrets. You have discovered everything that was possible to find about your subject in the place that you have been making your research. During the next Adventuring phase, the first time you are called to make an Intelligence check, you can spend Inspiration to use your knowledge gained here to succeed, as if you had rolled exactly what was needed. If no result on the die would generate a success, you cannot use this benefit.

20: Favourable Information. You may either select **A Mystery Revealed**, or roll again with Advantage.

THERE AND BACK AGAIN

One autumn evening some years afterwards Bilbo was sitting in his study writing his memoirs – he thought of calling them "There and Back Again, a Hobbit's Holiday".

If a hero returns home for a Fellowship phase and spends an entire season or more without going on adventures, he may choose this undertaking to dedicate himself fully to his family and folk.

Spending time in front of a cozy hearth, while enjoying an everyday life confirms a hero that his efforts are not spent in vain: in the next Adventuring phase the companion can grant himself Inspiration a number of times equal to half his Proficiency Bonus, rounded up.

But staying close to one’s family and friends bitterly reminds an adventurer of what he is going to lose should he fall in his struggle against the Shadow: the companion gains 1 permanent Shadow point.

Friend of Elrond

A character who is a Friend of Elrond (see page 25) and is staying in Rivendell is allowed to choose the There and Back Again undertaking as if he returned home.

VISIT THE TREASURY OF YOUR FOLK

... his coat of marvellous mail, the gift of the Dwarves from the Dragon-hoard, he lent to a museum, to the Michel Delving Mathom-house in fact.

When heroes find magical weapons or armour, they will probably add it to their equipment, replacing their previous favourite blade or coat of mail. When this happens, companions may return home for a Fellowship phase and leave an item of unusual worth in the safe-keeping of their folk.

Companions returning a Cultural Heirloom they previously were entrusted with are honouring their community by allowing a future hero to bear that item. The next time the Company has an Audience with any member of that culture they are considered to automatically succeed at the Introduction Check and gain Advantage on the Final Audience Check.

If a hero is able to present a Legendary Weapon or Armour to the treasury of his folk then such a gift is of immeasurable value. The hero will be fêted and the leaders of the community will spend long hours hearing the hero's story and honouring their accomplishments. The hero receives Experience Points based on their Proficiency Bonus, using the following chart.

PROFICIENCY BONUS	XP AWARD
+2	450
+3	1150
+4	2250
+5	4050
+6	6350

A companion who is lucky enough to be able to return multiple pieces of war-gear to his folk may visit the treasury more than once (in separate Fellowship phases).

WRITE A SONG

"That is a song," he said, "in the mode that is called *ann-thennath* among the Elves..."

The folks of Middle-earth compose songs to remember things that are fair, and to celebrate life. A companion may choose this undertaking during a Fellowship phase to compose a song.

To write a song, a hero must make a **Charisma (Performance)** check. The DC is 17 unless the composer is writing his song while in Rivendell or possesses the **Minstrelsy** trait, in which case the check is DC 15.

The difficulty can be further modified by choosing one of the modes listed below. Note that *Traditional* and *Thematic* can be combined whilst *Elvish* compositions stand alone.

The hero's success at the composition check determines the difficulty of performing the song. A basic success means **DC 15**, succeeding by 5 or more awards **DC 13**, and result of 20 on the composition check grants **DC 10** to perform the song. If the roll failed, the composer has struggled to find the right words or melody and will have to try again at another time.

Add each new song to a Company's list of songs. Such a list is used to keep track of which compositions are available to the companions to sing during an Adventuring phase (see *Singing Songs* on page 26). Each song entry in the list must indicate the song's difficulty (TN), and whether a composition is *Thematic*, *Traditional* (and which culture), or *Elvish*.

Traditional (-2 DC to compose)

The words, subject or tune of the new song are based off an ancient melody or theme that is familiar to the members of a particular folk.

Other folks struggle to appreciate it, and thus find it harder to sing it: companions not sharing the culture of the songwriter have Disadvantage on their **Performance** checks.



Thematic (-2 DC to compose)

The song celebrates a particular activity, and can be employed only under very specific circumstances: the song cannot be sung to effectiveness, unless such conditions apply.

Examples of thematic compositions include: walking-songs, supper-songs, bed-songs, rain-songs, bath-songs, drinking-songs, songs of lamentation, songs of victory, forging-songs, mining-songs, etc.

Elvish (+2 DC to compose)

The companion creates a song using or imitating an Elven mode of composition. The result is a tune or rhyme that is particularly uplifting to anyone who hears it. An Elvish

song may be employed twice during each Adventuring phase (where other songs may be used only once, see *Singing Songs* below). Note that an Elvish song cannot be Traditional nor Thematic.

Singing Songs

"It is a fair tale, though it is sad, as are all the tales of Middle-earth, and yet it may lift up your hearts." He was silent for some time, and then he began not to speak but to chant softly...

During an Adventuring phase, the companions may choose to sing a song to reinforce their mutual bond of friendship and inspire themselves to pursue their goals with renewed strength of purpose.

First, the companions choose a song to sing among those on their song list. Then, all companions may make a Charisma (Performance) check (the result of the composition check determines the DC to perform it). Heroes proficient with a musical instrument can instead use that tool.

Each successful check grants the Company a Fellowship die, a d4. Fellowship dice are held in common by the Company, in a 'pool' of dice. Whenever a member of the Company makes an ability check, attack roll or saving throw the hero may use one Fellowship die and add it to the result. Once used, a Fellowship die is removed from the pool. Unused Fellowship dice are lost at the end of the Adventuring phase.

Use of Fellowship dice is governed by group consensus. A Player-hero that wishes to use a Fellowship die over the objections of their companions may do so, but the hero receives a Shadow point as well.

Each song may be employed by the Company once for each Adventuring phase (twice if it is an Elvish song): mark a song off the list once it has been spent. A song must be marked off whether it has been used successfully or not.

a history of - ERIADOR -

THE REALM OF ARNOR

In the late years of Númenor its kings became haughty and proud. In their arrogance they took the Dark Lord prisoner, to prove they were truly the greatest power in the world. This was to be their undoing, as the Enemy deceived them into attacking the Powers in the West. In a great cataclysm Númenor was destroyed, but those who had remained faithful escaped the destruction in nine ships. Elendil the Tall was their lord and with four ships he landed in northwestern Middle-earth, where he was greeted and welcomed by Gil-galad, the High King of the Noldor.

Shortly after their arrival, the exiles undertook great works, founding the realm of Arnor in the year 3319 of the Second Age. It encompassed almost all of Eriador between the rivers Lhûn (Lune) and Gwathló (Greyflood). In many places the Men of the West settled and built, raising the cities of Annúminas and Fornost, as well as the tower of Amon Sûl. Amidst the grief that accompanied the loss of their beloved homeland, they thought that the Downfall had brought one single good: that Sauron had been destroyed as well and his threat ended forever.

Thus Elendil and his people established their rule on Eriador. They reigned over the loyal settlers from Westesse that came to these shores before them, and over the populous local folk that dwelt in that land, previously the theatre of the squabbles of petty lords, vying with each other for power. The first years of Arnor were full of toil, but their great endeavours helped them to leave behind the loss of Númenor, and a new generation was born that called this land their home – even if it was in exile. For a hundred years the followers of Elendil prospered in the North, always in close friendship with the Elven-folk of the High King in Lindon.

In the year 3429 of the Second Age, the exiles discovered that the Enemy had survived the cataclysm of Númenor. Orodruin (Mount Doom) burst into flames and Sauron attacked Gondor, the southern realm held by the sons of Elendil, taking that land by surprise. While in the

beginning their defences held and the Dúnedain were able to push back the attackers, Anárion and Isildur were aware that their new realm alone would not hold against Mordor's power forever. So, Isildur travelled north to his father in Arnor while Anárion led the war effort in the South.

Elendil took counsel with Gil-galad and together they formed the Last Alliance of Elves and Men in the year 3430. After three years of preparing their forces, the combined host of Arnor and Lindon crossed the Hithaeglin (Misty Mountains) over many passes. They marched down the Anduin Vales, where they were joined by numerous allies, and finally met the Enemy over the plain of Dagorlad. The battle was long and terrible, but in the end the Free Peoples were victorious, and they advanced into the Black Land to lay siege to the Dark Tower itself.



This alliance kept the Dark Lord confined in his fortress for seven years, until, in a last gamble, Sauron himself came forth and challenged the leaders of the allegiance upon the slopes of Orodruin. There, Elendil fell together with Gil-galad, but Isildur cut the Ruling Ring from Sauron's hand and the Enemy was defeated.

In the aftermath of the battle, Isildur became the High King of the Númenóreans in Exile and marched out to take his residence in the North. But on his way to Rivendell, his company was attacked near the forest of Mirkwood and everyone was killed, including the King and his three elder sons. Thus began the line of the Kings of Arnor with Valandil, the fourth son of Isildur.

THE THIRD AGE

It is said that the birth of the realm of Arnor was tainted by the death of Isildur. In the North, the Tale of Years does not record any great deeds, unlike that of Gondor in the South. The losses that the Dúnedain of Arnor suffered during the war contributed to this stagnation, but this lack of relevance is owed more to the position of the Northern Kingdom: in the west it bordered on the land of the Eldar, to the north lay a deserted waste, to the east the Misty Mountains formed a formidable barrier, and to the south lay the Sea. Or perhaps its people simply grew complacent. Whatever the reasons, at the start of the Third Age, Arnor languished.

In the year 861 King Eärendur died and his three sons could not agree on his successor. For long it had been the custom and law of the Dúnedain that the eldest son of the king would succeed him on the throne, and this would have made the eldest son, Amlaith, the undisputed ruler. The other sons contested this with the support of many nobles from the south and east of Arnor. Many of these lords were the descendants of the first settlers that arrived in Eriador from Númenor, and were characterised by a strong and independent spirit. They backed the younger sons of Eärendur in arms, and for many months tensions rose. War seemed inevitable.

Despite his failure to secure the undisputed kingship, Amlaith was aware of the disastrous consequences that a war would bring to the northern Dúnedain. Thus he offered to divide the realm into three kingdoms, one for each brother: Arthedain in the north-west, Cardolan in the south, and Rhudaur in the north-east. The offer was accepted. Though the line of Isildur failed to preserve Arnor as a unified entity, bloodshed and kin-strife was avoided and the successor kingdoms knew peace for a time. As a symbolic gesture, Amlaith removed his seat to Fornost, for Annúminas had long been associated with Elendil's seat as the High King of Arnor.

But the division of Arnor was not without consequences. In Cardolan and Rhudaur the lords who supported the younger sons of Eärendur requested and obtained many privileges in return for their help, and this weakened the authority of the kings of those lands since the beginning. The king of Rhudaur had to concede much to the local aristocracy, and that led to the independence of the indigenous Hill-men in the northernmost reaches of his domain.

THE RISE OF ANGMAR

The first few centuries following the founding of the successor kingdoms saw a peaceful co-existence between the three realms, but from the year 1000 of the Third Age a number of petty wars were fought for the control of the fortress of Amon Sûl and its great Seeing Stone.

In the year 1230 the King of Cardolan was killed and his army destroyed while besieging the usurper of the throne of Rhudaur. Years of anarchy in Cardolan followed, until a new prince came to the throne, proving himself capable of restoring the peace, and the realm was allowed to prosper again for some time.

In the year 1300, the Lord of the Ringwraiths came to Eriador in disguise and established the realm of Angmar in the north-eastern marches of Arnor. At first it was little heeded since the kingdom lay in such a remote location and its master had successfully hidden his true nature by acting through his servants.

By the actions of the Witch-king of Angmar, the line of Isildur perished in Cardolan, as it already had in Rhudaur. Then Argeleb son of Malvegil, the King of Arthedain, claimed the lordship of all Arnor. The claim was supported by Cardolan but opposed in Rhudaur, where the Dúnedain had always numbered few, and where the native Hill-men now ruled the land in secret alliance with Angmar.

King Argeleb planned to defeat the Hill-men and restore Rhudaur to its place as part of Arnor, but the Dúnedain underestimated the strength of Angmar. In the First Northern War (1355-1356), Arthedain and Cardolan were defeated and King Argeleb slain. It was at this time that the weather in eastern Eriador began to grow harsher. With hindsight, the worsening conditions could be attributed to the rising power of Angmar.



The decades following the First Northern War saw Arthedain and Cardolan defend their borders fiercely against incursions from Rhudaur. But in the year 1409, Angmar unleashed a long-planned attack, and the Second Northern War began. By this time, Rhudaur was firmly under the control of the Witch-king, and the Hill-men obeyed utterly the will of their dark master. The war ended with a catastrophic defeat for the Dúnedain. The high towers of Amon Dûn and Amon Sûl were sacked and King Arveleg slain. Deep raids by roving enemy forces reaped many lives in Arthedain and especially in Cardolan. The population of Annúminas was decimated and the city of Elendil finally deserted.

With the support of the Elves of Lindon, the onslaught of Angmar was eventually stopped, but the cost was high. Cardolan was broken, its last prince and sons lying dead on the battlefield, its army annihilated and the countryside ravaged by marauding Orcs and Hill-men.

The only surviving heir to the crown of Cardolan was the daughter of Arveleg, but she was soon killed too. The surviving fiefdoms of the realm began bickering for power. Cardolan never recovered from this disaster and slowly faded away. But the victory was costly for the witch-realm of Angmar, and for long years Arthedain was left in peace to succour its wounds.

In the year 1600 a small folk of good-natured creatures calling themselves Hobbits appealed to King Argeleb II for land to settle in. The extensive royal demesne west of the town of Bree had fallen into disuse after the war of 1409 and the Hobbits were granted this land under the authority of the King in Fornost.

In the year 1636, another disaster struck when the Great Plague reached Eriador and devastated what remained of the population of Cardolan. The last Númenóreans of that land either perished or fled to Arthedain to join their relatives there. In the wake of the plague the ancient burial grounds upon the hills of Tyrn Gorthad became infested with evil spirits out of Rhudaur and Angmar.

ARTHEDAIN STANDS ALONE

In the two hundred years that followed the plague Arthedain was allowed to recover and even expand. Despite renewed aggressions from Angmar, the people of

Arthedain prevailed, and the Third Northern War ended in 1851 in a great victory for King Araval. Attempts were made to re-occupy the north-western regions of former Cardolan, but the presence of fell spirits terrified any who tried.

But this was but a brief respite: for the rest of the reign of Araval a number of unusual blights affected the land of Eriador and many illnesses plagued its people. It was at this time that the Lord of Angmar became openly known as the Witch-king and it was first suspected that he might be a direct servant of Sauron – perhaps even one of the Nazgûl.

Warfare along the borders intensified in 1891 when Araval's son Araphant took the throne, and the future looked dark for Arthedain. But during his reign alliances with Gondor were reaffirmed. The Southern Kingdom was beset by many perils too and it was first suspected that a greater evil might be behind the calamities that befell the descendants of Númenor.

Arvedui, son of Araphant, wedded the daughter of King Ondoher of Gondor in the year 1940, thus sealing the new friendship and alliance between the two realms. Both pledged a promise of mutual defence. Gondor was the first to call upon this when the Wainriders invaded in the year 1944, but Arthedain was unable to send any help. Angmar had renewed its attacks as well, and King Araphant was hard put to hold his borders. King Ondoher of Gondor was slain in battle with the Wainriders, along with his sons. Arvedui tried to claim the crown of Gondor for himself through his wife, but he was refused the request.

The following years saw Angmar threaten constantly the borders of Arthedain, weakening the power and influence of its kings with every passing season.

THE END OF ARNOR

The final blow to Arthedain came with the Fourth Northern War in the year 1973, almost ten years after Arvedui had ascended to the throne in Fornost. Near the end of that year, the Witch-king unleashed the greatest army ever assembled in the North. At the first signs of the impending invasion in the autumn of 1973, Arvedui called to Gondor for help, but even though King Eärnil II sent a mighty force as swiftly as he could, it was too late.

The resistance of Arthedain was valiant. King Arvedui had assembled a force so strong upon the North Downs that the Witch-king had to focus against it to counter the threat. Fornost was tenaciously defended by the second son of the King, stopping what forces of Angmar were arrayed against it.

When Arvedui was finally engaged in battle, his army was destroyed, but many of Angmar's best troops perished in the battle as well. The troops fighting in defence of Fornost were defeated too and the city fell, but many of the folk of Arthedain were allowed to flee westward to Lindon, led by Aranarth, Arvedui's heir.

Even so, the great part of the people of Arthedain perished. Many others were enslaved by the soldiers of the Witch-king, who wanted not only to conquer Arthedain, but to destroy its people.

King Arvedui escaped, but he was unable to join his allies in Lindon and was driven northwards. He repaired at the Bay of Forochel, where he awaited rescue with the help of the Lossoth, the Snowmen that lived in that cold land. As soon as Círdan heard of his fate, he sent a ship to the King's aid, but to no avail. The King and his followers drowned when the ship foundered in the treacherous ice soon after leaving for the Grey Havens in March 1775. Many of the

ancient treasures of Arnor were lost beneath the waters, the two Seeing Stones of Elendil amongst them.

THE FALL OF ANGMAR

Under the leadership of Círdan, the Elves of Lindon, the forces of Gondor and what remained of the army of Arthedain prepared their counter-attack. Finally, in the summer of 1774, their host marched east to confront the Witch-king. The battle was long and hard, but the arrival of the cavalry of Gondor and the losses that the army of Angmar had suffered fighting Arvedui combined to tip the scales in favour of the Free Peoples. The battle became a rout and after a final confrontation with Prince Eärnur, the Witch-king fled before the Elf-lord Glorfindel. The Witch-king was recognised not only as one of the Nazgûl, but as their chieftain.

With the battle won, the victorious leaders sought counsel and resolved that the threat of Angmar not be allowed to arise again. Once the winter subsided, the armies of Gondor marched north. The High Elves of Rivendell, led by Glorfindel and the sons of Elrond, joined in this campaign. The Witch-king had abandoned his kingdom, fleeing south. His task was accomplished and he returned to his Master. His servants remained without a lead, and stood no chance against the assembled forces of the Free Peoples.



When the forces of Gondor and Rivendell reached Angmar, they found a blighted land defended by a weak opposition. They scattered their enemies easily, and proceeded to destroy all the fortifications of the dreaded witch-realm that they could find.

This task took many long years, and for that time the Men of Gondor had troops stationed in the North to help the remnants of the army of Arthedain.

THE DÚNEDAIN GO INTO HIDING

Shortly after the victory over Angmar, Arnanarth, son of Arvedui Last King, now King of Arthedain, gathered to Amon Sûl his surviving lords to determine the fate of the remaining Men of the West. Some dreamed of rebuilding Arnor, while others advised a more careful course of action.

With the counsel of Elrond Halfelven, Arnanarth came to the conclusion that it would be best for Isildur's Heirs to go into hiding and act from the shadows to better defend the land and preserve what they could of their ways. He took the title of first Chieftain of the Dúnedain, and he sent his son Arahael to be fostered in in Rivendell.

This was the beginning of a long tradition.

RISE OF THE RANGERS

Once Gondor's armies withdrew south, the inhabitants of Eriador were left alone. The main surviving communities were those of the Hobbits of the Shire and the Men of Breeland. Other groups of Men were allowed to endure for a time, for many evil things that dwelt in Eriador had been killed or chased into hiding, and the weather itself had grown less harsh now that the Witch-king no longer ruled the North. These small lordships dotted the land like islands in the sea.

The Dúnedain continued to live among the ruins of their broken homeland, never staying for long in any one place, a wandering folk. No longer were they the masters of an ancient realm, ruling over lesser Men, but a diminished people much reduced in number.

In time, those among them who walked amidst the other folks of Eriador became known as the Rangers of the North, and they prowled the land in small groups, always moving between hidden refuges.



Far from the eyes of the other inhabitants of Eriador, they continued to fight the threat posed by Orcs, Wolves and other fell creatures.

For almost seven centuries the inhabitants of Eriador prospered, after a fashion. But this long peace could not last forever. When a strong band of Orcs attacked a group of travellers who were crossing the Redhorn Pass in the year 2509, taking prisoner Celebrían, the wife of Elrond, it was clear that the Orcs had secretly begun again to multiply in the Misty Mountains.

The incursions of evil creatures became more frequent, and they extended to the land guarded by the Rangers, who were hard pressed to counter them. Limited in their numbers, all they could do was to constantly patrol Eriador, and visit the various folks to warn their chieftains and help them organise their defences.

THE ORC WARS

In the year 2740, the first major Orc invasion of Eriador began. It was known to Arassuil, Chieftain of the Dúnedain, that the Orcs of the mountains had for some time harassed the communities of Men living in the Anduin Vales, but he deemed them not to be a threat. Alas, his judgement proved wrong and the people under the watch of the Rangers paid a high price for it. After a few skirmishes in the foothills of the Hithaeglir, Orcs started to appear in great numbers in the regions to the west.

The vastness of Eriador made it impossible for the Rangers to mount an effective defence, and more and more warbands struck with impunity and retreated to Mount Gram, laden with booty and slaves. Those who lived the closest to the Misty Mountains suffered the gravest losses, and many deserted their settlements.

Arassuil then intensified his patrols, and messengers rode across Eriador to warn all the surviving communities of the impending danger. More and more villages were able to prepare themselves, and to repel some of the raids. In the following years skirmishes were constant, and the sight of Orcs and Wolves became all too common for all those who lived between the river Baranduin and the road to Tharbad.

In the year 2745 the Orcs entered Eriador with two armies, one issuing from Mount Gram and one from Goblin-town. It is said that the Orcs were spurred into action by Azog, the Orc-chief from Moria who would later bring so much grief to Durin's Folk. The Orcs from Goblin-town targeted the lands around the river Hoarwell and caused great damage there, while those from Mount Gram headed directly west.

Only the timely intervention of a company of Rangers from the North led by Galathir, one of Arassuil's captains, saved the town of Bree, while the Orcs from Goblin-town were repelled only at great loss.

But the worst was still to come. Two years later, in 2747 the Orcs attempted their most grievous stroke so far. With the intent of breaking any resistance, they invaded Eriador with three hosts this time, from Mount Gram, Goblin-town and Moria. They overwhelmed all defences close to the mountains, and marched west.

The army from Moria trampled through Eregion and reached the marshland of Swanfleet, where the Hoarwell joins with the Glanduin river, north of Tharbad. Here the Orcs crossed the stream in many boats and barges, taking by surprise the scanty garrisons on the other side – the river had been until that moment considered an impassable border. The Enemy was left free to roam across Minhiriath, and many warbands fell upon its communities.

Its defenders were almost defenceless against the marauding Orcs, as many warriors had left to travel north, expecting to meet the enemy in the regions of central Eriador. Only those who took refuge in the city of Tharbad were spared, as its ruinous fortifications still proved unassailable by the Orcs.



The smaller hamlets and settlements of Minhiriath were less fortunate, and were pillaged and put to the flame. Their inhabitants fell under the blades of the Orcs; the loss of life was enormous.

In the North, things proved less disastrous, but not much less so. The Orcs were able to advance as far as Lake Evendim before they could be stopped, and wreaked havoc in the countryside. Eventually, a force of Hobbits led by Bandobras Took, the Bullroarer, met them at the Battle of Greenfields. The Orcs from Mount Gram were routed on the field, and their chieftain, Golfimbul, was slain.

THE LONG WINTER

Ten years after the great Orc invasions, another terrible calamity struck the north-west of Middle-earth. In the last months of the year 2758 snow and frost began to appear very early, a sign of a coming cruel season: the Long Winter lasted for almost five months, crushing Eriador in its frozen grip. In many places the stores of food began to run low already by the end of December due to a meagre harvest.

The Shire itself suffered dearly from the winter, but for many of the already weakened communities of Eriador this was the death-knell. Thousands died from starvation, or were killed by the cold. The number of the Dúnedain surviving in Eriador was reduced as well.

TWO CENTURIES OF OBLIVION

With twenty years of almost constant trouble and adversity, the surviving communities of Eriador were grievously diminished. In the course of the following two hundred years, most settlements outside of the Shire and Bree-land slowly dwindled into nothingness. The only surviving city of Eriador remained Tharbad, now a shadow of its former self and lacking a population capable of maintaining its ancient buildings and fortifications.

The regions that were formerly part of Angmar and Rhudaur became utterly inhospitable, infested by Orcs, Wolves and other fell creatures. Trolls started to come down from the mountains to dwell in the highlands to the east of the Hithaeglr.

RECENT YEARS

In the year 2911, only thirty years before the death of the Dragon Smaug, another extraordinarily harsh winter began. Known to history as the Fell Winter, it was not as devastating as the cruel season of the years 2758 and 2759, but it was vicious and long nonetheless. From mid-December to the end of February, Eriador lay under a deep blanket of snow. White wolves, a threat that was hardly remembered in the westlands of Eriador, ranged as far as the Shire and caught many an unwary Hobbit and Man in their cruel jaws.

The following spring saw massive floods from the melting snow drowning the lands along the great rivers of Eriador. The rising and swift-running waters compromised the already weakened structure of the great bridge at Tharbad, causing its collapse. The ancient settlement, by this time a dilapidated husk of a city, was abandoned by its last few inhabitants, leaving other, less savoury sorts of creatures to dwell among its ruins.

After almost three thousand years of history, the eastlands of Eriador are empty of all save birds and beasts. These lone-lands see sometimes Rangers pass among the shadows of the hills, but they are now few. The Men of Bree give them scornful names, and the inhabitants of the Shire know nothing about them.



the regions of eastern - ERIADOR -

...the Northern Lands had long been desolate, and the North Road was now seldom used: it was grass-grown, and the Bree-folk called it the Greenway.

This chapter describes the wild lands of the eastern half of Eriador, territories that were part of the lost realm of Arnor. They include the regions found between the Barrow-downs in the west, the Misty Mountains in the east, Tharbad in the south and ancient Angmar in the north. These are the domains of the mysterious Rangers, their homeland and hunting ground. The town of Bree is not included, as it will be featured in a future supplement.

ELEMENTS OF THE LANDSCAPE

Eastern Eriador comprises a vast territory, thousands of miles wide. From the barren terrain of the Ettenmoors and the green hills of the North Downs, it includes many different landscapes. But these lands share several common elements of descriptions that the Loremaster may refer to when setting his game in these areas.

Lone-lands

More so than the lands of Wilderland, eastern Eriador is an empty land. Once home to great kingdoms and long lines of noble Men, their descendants have long since been scattered by years of plague, war and flood. Few now remain; certainly no settlements exist east of Bree that are larger than a hidden hamlet or well-defended farmstead. Rivendell is called the Last Homely House for good reason, for in these parts sanctuaries are few and very far between. It should not just be a rare occasion to see a friendly face, but to see any face, friendly or otherwise.

Ancient Ruins

The landscape of this region is dotted with the ruins of ancient realms and it is hard for travellers to ignore the shadow of what once was. Atop every hill stands the remains of a tumbled-down watchtower, beside every path is a crumbling wall. When the Company breaks for

the night, they might well find they share their campsite with an old statue. Every ruin should remind them of the Men who have gone before them, and underline how little now remains of their legacy.

Ghosts of the Past

The past is not just physically present, but spiritually also. Whilst the east of Eriador is empty of the living, it is full of the dead. From the wights of the Barrow-downs to the Bog Soldiers of Rhudaur and the ghosts of old Angmar, this is a haunted land. Many who have died have done so uneasily – in war or from plague – and the Witch-king who once brought so much suffering and misery to this land stirred the spirits of many to serve his wicked ends.

EREGION

A wanderer leaving Rivendell to journey south would see the mountains rise ever higher to his left. The paths crossing this land are few, and wind amongst the foothills of the Misty Mountains, a wide expanse of deep dales carved by running waters, tumbled hills and treacherous swamps. After forty-five leagues as the crow flies, travellers feel a change in the air, and the land itself becomes easier to traverse; they have crossed into the country that Men call Hollin, once known as the realm of Eregion.

It is said that much evil must befall a country before it wholly forgets the Elves, if once they dwelt there. And indeed many Elves did live in Hollin, and for many long years. There is still a wholesome atmosphere in this land, even if no Man or Elf resides there any more, and many creatures enliven the days and nights with their sounds and songs, especially birds.

But to anyone capable of reading them, Eregion bears all the signs of a lingering sadness, the half-erased traces of a tragic past. Stones that were carefully crafted by hand now lay tumbled and ruinous among the weeds and wild plants, and stretches of ancient roads emerge from tracts of barren soil. The land of Hollin has seen the ravages of war, and while it recovered prodigiously, it still remembers its hurts.

Many High Elves of Rivendell recall a time in ages past when Eregion was a jewel of Elvendom in Middle-earth,

though few will speak of it openly. It is said that the stones themselves whisper lamentations that only the Eldar can hear. Dwarves too have songs of these lost times, when the Elves of Eregion and the Dwarves of Khazad-dûm worked together to forge treasures the like of which has not been seen since the Elder Days.



Though it has long been abandoned by the fair folk who once dwelt here, brave travellers pass between the rivers in the Land of Holly, for there climbs the only passage over the Misty Mountains between Rivendell and the Gap of Rohan. Under the side of cruel Caradhras is the Redhorn Gate, a narrow and treacherous path that is usable by skilled or desperate wanderers who seek swift passage into Wilderland.

Evidence of Hollin's past magnificence becomes more apparent as one reaches the banks of the River Sirannon to the south. There, the proud capital of Eregion arose with its wide halls, the home of the greatest jewellers of the Noldor. Now its ruins are buried beneath moss and vine

with only the savage wolves to call them home. The Gate Stream itself once guided travellers to the walls of Khazad-dûm and the now-lost Hollin Gate. But only shadow and regret remain in this place today, alongside a growing sense of dread.

Combat Scenery: covered pits, freezing cold (when Caradhras stirs), foundations, old walls, pillars, ravines, varied slopes

WILDLIFE

Many wild beasts make their home in the land of Hollin at all times. Hawks soar high up in the sky, while small birds nest in the bushes and holly trees, and fly in large flocks in winter. The jewel-smiths of Eregion imitated the delicate hue of the blue eggs of dunnocks in their works, and Elven maids taught greenfinches and goldfinches to sing; their pleasant and silvery song still takes on a superior musical quality sometimes, as they never forgot the teachings of the fair folk.

Closer to the foothills of the mountains the song of the birds becomes louder, as black ouzels join in the chorus from atop large rocks. Their mournful song and dark plumage decorated by a white circle around the neck seems to celebrate the creations of the ring-makers of Eregion.

INHABITANTS

While Eregion was once a thriving realm, no folk dwell here now. It is a wild country, mourned by the Elves of Rivendell, forgotten by Men and remembered by the Dwarves only in works of metal and of stone and in songs and tales, as under the nearby mountain range was the land where their fathers worked of old.

NOTABLE CHARACTERS

Aiwiel

Aiwiel is a High Elf from Rivendell. She often journeys south to Eregion to wander for a season among its ruins, listening to voices from the past. Aiwiel knows that locked inside the ancient stones dotting the landscape are the memories of many who lost their lives in the war against Sauron, and that many birds still sing songs that were taught to their kin long ago. She knows that because her brothers worked those stones, and she and her sisters taught the birds their songs. But they are gone. They

sought the Havens long ago, or died in the war. Aiwiel has no kin still living in Middle-earth, and she desperately clings to what memories she is left to mourn.

AIWIEL
Medium Elf

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	17 (+3)	15 (+2)	19 (+4)

Armour Class 13 (Leather Corslet)

Hit Points 66 (12d8+12)

Speed 30 ft

Skills History +5, Perception +4, Performance +6

Senses passive Perception 14

Languages Quenya, Sindarin, Westron

Challenge 3 (700 XP)

Two-weapon Attack. When Aiwiel makes a Dagger attack, she may use her bonus action to make a second Dagger attack, using the same to hit and damage values.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60, one target. *Hit:* 5 (1d4+3) piercing damage.

Song of Urgency. Aiwiel may use her action to sing encouragement to her allies. Heroes that hear the song are moved to act with haste. A hero may use his reaction and spend Inspiration. Those that do gain +2 to AC, Advantage on Dexterity saving throws and an additional action on their turn. The action can only be used to Attack (one weapon attack only), Dash, Disengage, Hide or Use an Object. The effect lasts until the end of Aiwiel's next turn.

Aiwiel is soft-spoken, wise, and wary of any wanderer she might encounter in the wild. Visiting the ruins, she spends long days sitting against half-crumbled walls of stone, or listening to the song of the birds. What she hears she keeps for herself, but she won't refuse help to travellers who show respect for the past and who are not out to deplete the land of its hidden treasures.

Motivation: The land remembers the Elves of Eregion and weeps for our loss. So do I.

Expectations: +2 if the Company is singing a song in the Elvish mode when they chance upon her, or if they use music to set her at ease; -1 if the heroes express ignorance about the history of the land; -2 if they bear items recovered from the ruins of Aiwiel's people.

The Warg of the Redhorn Gate

The wild wolves known as Wargs do not come west of the Misty Mountains, as there is nothing for them to prey upon, unless they are sent on an errand by their dark Master. Those who keep a watch on the land of Eregion speak of a great grey Warg who prowls the foothills, as if scouting its tracks and passes. No one knows where the Warg dwells and rumours say that it never stops in one place for long, so that he is not discovered by the High Elves or the Rangers of the North. In truth, whoever approaches the peak of Caradhras with the intention of crossing the Redhorn Gate risks to meet this dreadful creature, as the Warg hides in a cave opening along the mountain pass.





The Warg of Eregion is a Hound of Sauron (see the *Loremaster's Guide*, page 114), except that it also possesses the Denizen of the Dark special ability.

NOTABLE LOCATIONS

The Redhorn Pass

Where the Misty Mountains turn to the south-west, three peaks rise above all the others in the range. The tallest stands out like a bare horn of red rock tipped with snow, and is called Caradhras; beyond it rise the Silvertine and Cloudyhead, also known as Celebdil the White and Fanuidhol the Grey. Under the southern side of Caradhras climbs the high pass that is called the Redhorn Pass. The travellers that have attempted the climb call the mountain cruel, as its snows and biting winds seem at times guided by a sinister purpose. Indeed, during the cold months it is as though the mountain itself grows fierce and indignant that any would even dare to cross it.

But those who seek to cross the Misty Mountains here do not have many chances: they either brave the Redhorn Pass, or pass through the ancient underground realm of the Dwarves, Moria. The Redhorn Pass winds high up into the mountains for many miles in a twisting and climbing path. The narrow road winds under sheer walls of rock to its left, and runs along deep ravines on its right. Sometimes, great blocks of stone bar the way, and must be removed before a company can proceed.

If they make it to the top, the path starts to climb down, eventually descending into a deep-shadowed valley, called Azanulbizar by the Dwarves, the Dimrill Dale by Men, and Nanduhirion by the Elves. There lies the smooth waters of Kheled-zâram, the Mirrormere, and the springs of the River Silverlode.

The Whispering Hills

Legends say that in the western part of Eregion there was once a great city of those Elves who above all loved skill and beauty. Among them was Celebrimbor, the greatest of the jewellers of the Noldor. He forged the Three Rings of Power, the greatest and most tragic of all artefacts crafted by the Eldar since the breaking of Thangorodrim, and he refused to bring them under the control of Sauron and his Ruling Ring. For this reason Sauron made war against the realm of Eregion, and destroyed the city of the Elves, slaying its inhabitants or forcing them into exile.

Nothing remains of this once-magnificent city. Its ruins cannot be distinguished from the broken stones that litter the shores where the Sirannon meets the Glanduin river. But in Rivendell some believe that under the earth, vast halls must lie silent and undisturbed, with their treasuries of forgotten lore still intact behind reinforced gates. Abandoned when the High Elves fled and undiscovered by the forces of the Enemy, these legendary places might still await for someone to find them, or might have been buried by the weight of the centuries under their collapsed ceilings.

THE TROLLSHAWS

From the Last Bridge over the Hoarwell to the Ford of Bruinen, the great East Road winds for thirty dreary leagues under the threat of the Trollshaws. It's a rocky forest country, the beginning of far harsher lands to the north. Beeches and pines rise thick from steep sullen hillsides and cliffs. The road passes through long, steep valleys under high ridges and alongside brooks where sleepy willows sway. Under the eaves of the Trollshaws the noon sun leaks thin and pale and the nights are damp with fog and frequent drizzles of soaking rain. Travellers who are canny enough to keep their fires dim and hidden at night often pass through the Trollshaws without trouble; often enough that the road still sees use. But even an uneventful journey is grim and silent through lands where an old shadow of evil never quite lifted.

On hilltops from time to time ancient ruins can be spied. Narrow-windowed watchtowers and squat keeps were built by conquerors to guard the land they usurped; but now they are jagged remnants after a thousand years of abandonment and plunder. No adventurers or would-be warlords occupy them. Travellers pass by as swiftly as wisdom can take them. Only Trolls linger in the Trollshaws.

The Trolls come south from the Coldfells, the Ettenmoors and the mountains beyond. Weary of hunting sheep and

wayward Orcs, they hunger for the meat of traders on the Great East Road, they thirst for the ales and wines that traders' carts carry, and covet the gold of their treasure-chests... what they love less is the gleaming steel of their guards' swords...

These Trolls hide from the daylight in caves under high cliffs. Peoples of old quarried hard stone for their castles and left deep gouges in the rock of the hillsides and ravines. Sometimes a Troll-hole even sports a huge door for greater shelter; surely nothing a Troll could fashion, but perhaps the work of a sorry Dwarf enslaved for the task. By damp and unhappy night, the smartest of Trolls sometimes light campfires on the hilltops. Hill-fires are likeliest near the road, where unwary travellers might succumb to the promise of warmth and comfort. But the uneven, broken ground is trackless and pathless, choked with twisted roots and grasping branches, and climbing a hill for a campfire's cheer leaves an exhausted traveller an easier prey. Finding a trail off the road might make the climb to the hilltops easier but should in fact be its own kind of warning: a meandering swath of broken trees and upturned stones, smashed and torn by huge, strong hands doesn't bode well.

Combat Scenery: boulders, crags, fallen trees, foundations, pillars, ravines, rubble, thickets, unstable or windowed walls



The Land Between the Rivers

South of the great East Road, a wide region of wilderness lies between the courses of the rivers Hoarwell and Loudwater. It is a vast, savage country, where no wanderer goes, as no road or well-known track leads anywhere. A long time ago, tribes of Hobbits lived here, where the two rivers meet, before they left to escape the many cruel wars fought at that time, for the region was part of the evil realm of Rhudaur.

Since the end of the North-kingdom and the flight of the Witch-king of Angmar, this land has preserved one of the greatest secrets of the Third Age. When Arnanth took the title of Chieftain of the Dúnedain, his folk went into hiding. They became a wandering people, but they kept returning to a fastness in the wilderness, a stronghold secreted in the angle of land between Mitheithel and Bruinen. There, the Men of the West saved the line of the Kings of Men from disappearing from the North, nurturing their traditions and never ceasing to guard over the lands of Eriador. In this endeavour, the Rangers had always the allegiance of Elrond of Imladris, who protected the secret of the Rangers, and welcomed them in his house.

In game terms, when a Dúnadan companion goes home during a Fellowship phase, he may actually return to a hidden refuge of his folk somewhere in Eriador, or go back to the fastness of the Men of the West in the Angle.



WILDLIFE

Only animals too small for Trolls to catch thrive in the Trollshaws: hedgehogs and badgers, rabbits and foxes and mice. Even they live furtively, instinctively fearing the pall that lies over the Trolls' domain. Birds are surprisingly rare – they fly to healthier woods – and birdsong is sadly lacking. Ponies and horses tend to be skittish and fearful, prone to bolting even if their masters are oblivious to the dangers of travelling here.

NOTABLE CHARACTERS

Berk the Gatekeeper

A Stone-Troll named Berk lives near the Great East Road. Signs of his territory are plain to those who look: beech trees and pines knocked over or torn from their roots and scattered along the road on a stretch where the hillside rises up to the north and drops steeply to the south. Berk sometimes piles up the trees across the road as a barricade to force travellers to stop and move them (he calls this his 'gate'). When Berk's luck holds, their work lasts till dark, or even better the travellers camp there for the night, and he can emerge and pillage.

Berk is quite proud of his scheme. He is even prouder of his home: a Troll-hole where the three Trolls lurked before

they got themselves turned to stone a few years ago (see the Troll-Hole below). Berk is a Greater Stone Troll, see page 76 for his stats.

Berk's 'Gate'

Companions travelling with ponies, horses or a cart must clear the obstacle from the road to continue. Removing the trees from the road is an ability check requiring a DC 15 Strength (Athletics) check. Each attempt to clear the path requires an hour. If darkness falls, Berk arrives...

The Queen of Castle Hill

A solitary Stone-Troll named Rine haunts a tumble of ruins on a hillside that overlooks the Great East Road on the western end of the Trollshaws. She's a huge creature who proclaims herself Queen of the Trollshaws because she lives in one of the few ruins that still offer enough shelter to protect a Troll from the sun, and because she gathered a number of old shields to cover herself with an effective suit of armour.



Other Trolls ignore her, except when she stumbles across them and robs them of whatever they've robbed from someone else. Rine's home would make a fine shelter for travellers, if they didn't mind the steep hike and if they could contrive a way to force her out. But sooner or later some other Troll would remember the Queen's castle and take it over himself.

Rine's hoard in the darkest corner of her castle includes 50* in gold and finery that she's taken from other, more industrious Trolls. Among the gold is buried a Dwarvish wind-up toybox. Rine kept it because she likes the painting of a Dragon on its top. See page 81 for stats of the Queen of Castle Hill.

The Dwarven Toybox

Rine's hands are too big and clumsy to wind the tiny gear of the toybox, so she has not heard its hidden pipes play a Dwarvish victory tune as the box springs open, and she didn't see the miniature Dragon that arises in a gout of flame and then falls again in dying smoke as the box closes. But in particular Rine didn't see the spectral apparition that manifests when the toybox is played... The ghost of a small girl appears, the previous owner of the musical box, dancing in circles.

If a companion exploring the hoard of Castle Hill makes a Magical Treasure roll and finds an unmarred Wondrous Artefact, then the little girl disappears after her dance. If, on the contrary, the toybox is Touched by the Shadow, the item is cursed with Ill-luck (see page 101, and the girl keeps appearing to the companion every time he opens the toybox. The curse may be lifted if the toybox is brought to Lake-town, where the musical toy was purchased. The item possesses a Blessing to the Performance skill.

NOTABLE LOCATIONS

The Troll-Hole

William Huggins and his friends Bert and Tom were garrulous, quarrelsome Stone-Trolls who lived in a hole near the road. They are now returned to the stone

THE COLDFELLS

that made them, having been trapped in the sunrise on a hillside by the cleverness of Gandalf the Grey, and passersby might pause and inspect the three stone statues.

Their Troll-hole remains, with a huge door on a single great hinge. Someday the hole will be abandoned again and forsaken for years, but for now it's home to a Stone-Troll named Berk (see Berk the Gatekeeper, on page 39). He was only too happy to learn that William Huggins and his lot had let themselves be turned to stone, because he had coveted their cave – and its heavy door – for longer than he could remember.

Berk's hoard boasts 100* in gold coins, jewellery, and ingots of iron and copper, along with the skulls and bones of Dwarves and Men and ponies that he's caught at his "gate" over the last few years.

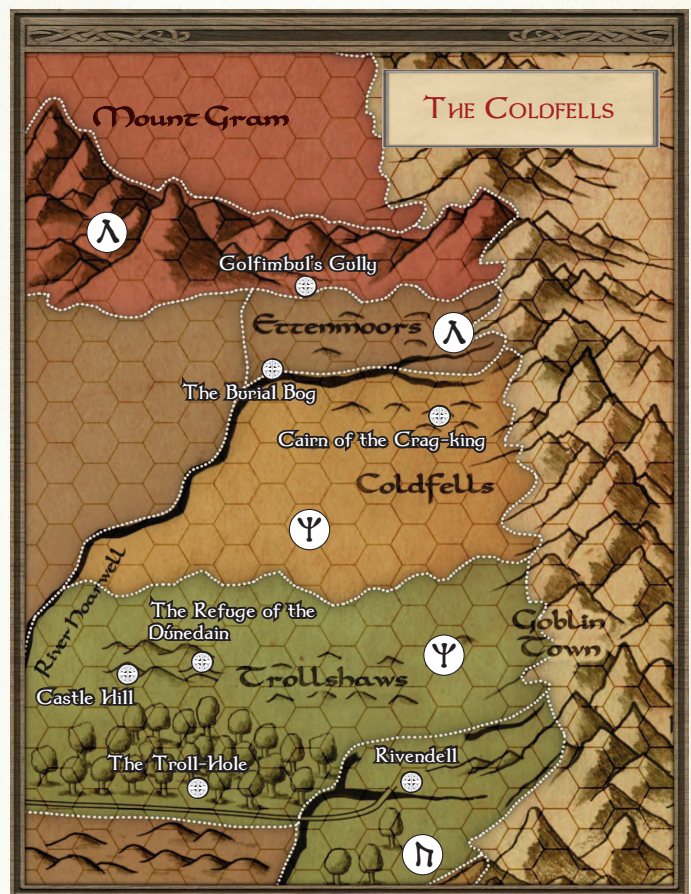
The Refuge of the Dúnedain

Ten leagues east from Rine's castle, another ancient ruin broods on a ridge north of the road. A narrow track carved into the earth of the steep hill offers the only safe way to reach the tower; once it was a road but the thickets overtook it long ago. Trolls tend to avoid it out of laziness. This has made it a useful shelter for Rangers of the North when they must travel through the Trollshaws. They have left the outer walls unchanged, and they know better than to light cook-fires whose smell will draw attention, but they have carefully shored up and rebuilt the tower gate and roof. It won't sustain an attack if Trolls discover it, but it might slow them down enough to allow fugitives inside to escape.

The Rangers are careful to keep the tower a secret. They might come out to aid a beleaguered traveller but only after leaving the tower and approaching from another direction. Companions who set out to inspect every ruin along the road will eventually find the secrets of this one (a Ranger hero who has the The Star of the Dúnedain Cultural Heirloom automatically knows about it). If they linger and are careless, they'll be discovered by Trolls in turn.



North of Rivendell and the Trollshaws, the chilly uplands fall only reluctantly away from the mountains. High, steep hills and broad plateaus loom over deep crevasses. In some ravines the ground is soft and fertile enough for bogs to form, choked with biting flies in the summer and slick with icy muck in the winter. In more places, the bitter mountain streams trickle over hard and stony ground. In the folds of earth and rock, where weaker stone was carved away by water over the ages, caves and caverns offer shelter from the sun.



Hardy and sparse grasses spot the hills and here and there a thicket of trees grows atop a plateau. On some hilltops stand the ruins of ancient Rhudaur, the stumps of watch-towers or keeps long fallen to rubble, insignificant dots atop the vast and sprawling fells.

On some hills are the remnants of mossy cairns more ancient still, stony burial mounds of chiefs and warriors

who died long before Arnor rose. Most of those are tumbled open, long since plundered by careless and powerful hands. Year by year, century by century, the old stones wither away. Already they are easy to mistake for any other rocks that litter the green and brown hills.

Travel is exhausting and fraught. The rocky ground is dangerous to the hooves of horses and ponies, and sudden steep drops that can be climbed by companions on foot will baffle the hardest pack animals. It might be negotiated safely on horseback with slow and careful riding, but then lean and hungry wolves will soon close in. Wolves, or worse.

It is a dreary land between the headwaters of the Bruinen and the miry springs of the Hoarwell: cold and silent but for the howling of wolves, the rare cry of a bird of prey, or the bellow of a Troll that's found a blood-hot meal.

No wise travellers come to the Coldfells; even the most experienced Rangers of the North know little of it. Arador, chieftain of the Dúnedain, was captured and slain by Hill-Trolls among the plateaus in TA 2930. Even his doughty people avoid it as a cursed and barren place.

Combat Scenery: bogs, cliffs, fallen trees, foundations, narrow cave-walls, ravines, rock edges, steep slopes, thickets

New Fellowship Phase Undertaking: Honouring the Fallen (Dúnedain only)

Few, save the High Elves of Rivendell, know the pain of watching their people fade from Middle-earth as keenly as the Rangers of the North. Each fallen Dúnadan thins the blood of Númenor and lessens the hope of the return of the King. Yet, the Rangers of the North have a great reverence for those who died in service to the Free Peoples, and knowing they carry Elendil's legacy into the darkest days of the Third Age strengthens their resolve.

Ranger companions spending their Fellowship phase in Rivendell or at home may choose this undertaking to travel to the site where Arador was slain. Here, they leave flowers on a cold, still blood-stained stone hidden in the plateaus and remember not just their former lord, but all who have come before them. By drawing upon the strength of your ancestors and remembering the legacy of glories out of Númenor, you gain resolve in your struggles. In the following Adventuring phase, the first time you have Advantage on an ability check, attack roll or saving throw, you gain Inspiration after the dice are rolled.



WILDLIFE

Sheep and goats graze among the thickets and on the grasses of the highest places, where the treacherous ground is difficult for wolves and too much work for any but the hungriest Trolls. Sometimes the sheep wander, and then the wolves feed well. Otherwise the wolves pursue rabbits and mountain deer that venture too far into unwholesome lands. Pigeons nest among the rocks and are hunted by merlins and falcons.

INHABITANTS

No Free Peoples live in the Coldfells. Even the Orcs and Goblins of Mount Gram never venture into it. It is home to Hill-Trolls in uncounted numbers, as strangers who enter among the fells are quick to learn. Stone-Trolls lurk here, too, but fewer. They have a long tradition of venturing out across the grass and hills from cave to deep thicket by night.

Eventually the Hoarwell blocks their path and drives them south, or the Loudwater does and drives them west, into the Trollshaws and in sight of the road and its travellers. But the Hill-Trolls, more ferocious but less patient, remain.

NOTABLE CHARACTERS

Bloodstump the Hunter

Hill-Trolls are rarely known by name, but one chief among them is more infamous than the rest. The monster called Bloodstump led the Hill-Trolls that pursued and slew Arador, chieftain of the Dúnédain, in 2930.

A cruel and evil creature, Bloodstump didn't need a reason to hunt for man-flesh, but he started to relentlessly prey on those dangerous little creatures that came hunting so far north after a visit to Mount Gram. The Troll entered the Orc-fastness following a strange urge his dull senses could not explain, and emerged from his depths wielding a great black mace, a dreadful weapon forged in Carn Dûm when Angmar threatened the North.

Armed with that strange gift, Bloodstump began his pursuit of the Rangers. On one fateful eve, his war-band encountered Arador and his men. Bloodstump cannily let other Hill-trolls rush forward at the onset of battle, and closed in when the tall Men were wounded and exhausted and their bright swords dulled. The great Hill-Troll chief

and his bodyguard threw down the last of the Rangers and captured their chieftain for sport, thus securing Bloodstump's fame.

Bloodstump's own limbs are hale and frightfully hearty slabs of flesh hard as stone. See page 79 for a description of Bloodstump.



NOTABLE LOCATIONS

The Cairn of the Crag-King

Atop the long steep slope of one of the greatest hills of the Coldfells, one ancient cairn rests undisturbed by the malevolence of plundering Trolls. The Trolls hold it in superstitious dread, fearing it as much as the peoples of Eriador fear the Coldfells themselves.

The stones of the cairn are huge, six to eight feet across and three or four feet thick, gathered in a pile forty feet long and ten feet high. The Hill-Trolls only mutter to each other of the Crag-king lying beneath, a Giant of the old days and the old ways. Those Trolls with wit enough for memory say the Crag-king's stone bones wait to stir and rise at the end of days when the hated sun fails at last.

If he's disturbed before then... well, everyone knows what happens when you rouse a Troll. How much worse would the Crag-king be?

What truly lies beneath the great stones, if anything, no one knows. Desperate companions might find respite on the Crag-king's hill, where Trolls fear to go, but it's a blighted place that requires a Corruption check (a **DC 15 Wisdom** saving throw) once per day.

THE ETTENMOORS

'We have come too far to the north,' he said, 'and we must find some way to turn back southwards again. If we keep on as we are going we shall get up into the Ettendales far north of Rivendell. That is Troll-country, and little known to me.'

Beyond the Coldfells, bleak highlands rise in the shadow of the Misty Mountains. The ground here is softer than in the Coldfells and the Trollshaws beyond. Incessant fog, drizzling rain and cold mountain springs soak into the greedy earth, which traps their waters in bogs atop the long, wide slopes and in the folds and valleys. Only slowly do the bogs seep out into streams that gather and ultimately become the mighty Hoarwell, which the Elves call Mitheithel.

The Ettenmoors are an open wasteland, thick with peat and overgrown with low green shrubs and hardy grass. Heather blooms briefly in the spring, but nothing of cheer can live long in the moors. Colourful bulbs soon darken and wither and leave the rolling hills grim and grey again.

There are few caves on the moors, so the Trolls that prowl that land take shelter from the wan sun beneath the peat of the bogs and emerge again at night, or are slowly turned into Ettins. Travellers venturing onto the moors might think themselves surprisingly safe by day, only to find a Troll lurking under their very camp and hungry by Sundown.

Between the Ettenmoors and the Coldfells lie the Ettendales: broad, open valleys running between high hills, wet with fog and the streams that feed the growing Hoarwell. Some of the valleys, particularly west of the Hoarwell's streams, might have made fine farmlands in the days when Men lived on the moors and Trolls did not venture too near. But those days were long, long ago.

Anyone foolish enough to travel there might stumble across ruins and the rubble of stout stone farmhouses crumbling for a thousand years and long since torn down and burned.

Combat Scenery: bogs, cliffs, fallen trees, moorland heather, old walls, pits, rock edges, rubble, varied slopes

WILDLIFE

Voles, hares, frogs and vipers crawl and slither among the scrub brush and grasses of the moors and dales. There may have been deer upon a time, but they are long extinct since the region gave over to Trolls. Wolves on the Ettenmoors are sometimes a danger as serious as Trolls.



They prefer darkness but can pursue their quarry by day, and they have a long affiliation with the cruel Wargs and the Hill-men of Rhudaur.

INHABITANTS

The moors and dales were home to Men in three ages of Middle-earth, but no longer. For a thousand years they have been abandoned, ever since the defeat of the Witch-king at the Battle of Fornost – deserted by all but the hardy Trolls that survived the destruction of the fleeing Wraith-lord's forces. Today the Ettenmoors and Ettendales are home only to those Trolls – mainly Stone-Trolls and a handful of Hill-Trolls – and to the creatures that give these regions their name: the Ettins, an older and stronger kind of Troll, who are rumoured to survive even the direct light of the sun...



NOTABLE CHARACTERS

Dreorg the Wargling

Long ago there was a chieftain-priest of the Gundabad Hill-men named Dreorg. Dreorg was a master of the sorcery

by which some Hill-men leave their bodies and take the shape of wolves by night to hunt and slay. As these things go, Dreorg's rule was overthrown. As his rivals battered down the door to his hall, Dreorg fled his body and his spirit joined a Warg-pack nearby. As a spear plunged into his heart, Dreorg's spirit seized onto one of the wild wolves and refused to depart. The two spirits struggled but Dreorg proved the master.



Many years have passed. Now Dreorg is a Warg chief, master of a band of cunning wolves filled with malice who moved West into Eriador. They know their chief is slightly mad – sometimes his snarling seems to be two voices vying with each other – but he is wise and vicious and boundlessly cruel, which gives them all strength. See page 80 for Dreorg the Wargling's description.

NOTABLE LOCATIONS

The Burial Bog

On the southern fringe of the Ettenmoors, a bog between two wide rising slopes holds unhappy remnants of the past. Here the Men of Gondor and the Elves of Imladris and Lindon rode down the rear-guard of the fleeing Witchking. The corpses were abandoned to the bog. But in the bog things decay slowly.

A thousand years later the bodies can still be seen, withered and stained black by brackish water but recognisable. Even their swords are with them, a little corroded but still stout.

What's worse, though, is that during his rule over Angmar the Witch-king employed many sorcerous means to defeat his hated enemies. He sent evil spirits to haunt their barrows and cairns, including those of their ancient ancestors on the Ettendales and the Coldfells, and wove many dreadful spells. When the Witch-king fled, the Trolls that remained overturned the old cairns and barrows, leaving them exposed and plundered.

In time, the Witch-king's sorcery was dissipated, but it lingers still in dark places, such as where the bogs hide countless bodies under the peat and away from the light of day.

If travellers pass or sleep near the bog by night, the bodies of the soldiers of Angmar may stir and attempt to pull them into the water (see pages 83-84 for a description of the Bog Soldiers).

Ettns

Every traveller knows that Stone-Trolls turn to stone if exposed to the light of the sun. But only the Wise suspect that sometimes a spark of life survives inside them, ready to be roused by the dark will of their Master. In fact, a number of strange rock formations can be seen in the Ettenmoors; some of these weathered piles of stones are actually very ancient Stone-Trolls, caught at some time by surprise by the light of a distant Sun.

These Ettns, as they are called, are today almost indistinguishable from great piles of rock when they stand still, and they rarely move at all. But if they do, they are extremely dangerous as they are animated by a reckless brutality and thirst for destruction. See page 76 for more about Ettns.



MOUNT GRAM

A long spur juts out of the western Misty Mountains, far into the north. For a hundred miles its slopes spread out and curve northward, as if to point to the ruins of accursed Angmar where the Witch-king once dwelt. The tallest, most jagged, most threatening peak in this spur is Mount Gram, a horn of rock rising from the slopes of other mountains as if they collapsed under its weight. Thousands of years ago it was delved and fortified by Dwarves, but it is now a home to monsters in a blighted land.



Deep beneath its roots is a Goblin fastness, a complex maze of a thousand holes and pits. For centuries, the Orcs of the Misty Mountains inhabiting Mount Gram have bitterly fought against the Rangers guarding the regions to the west of the Ettenmoors, the Coldfells and Trollshaws, and against the guardians of the hidden sanctuary of Imladris. Out of its gates issued the invading army that was defeated centuries ago at the Battle of Greenfields, when a Hobbit muster led by Bandobras Took, the Bullroarer, routed the Goblin horde of King Golfimbul.

Combat Scenery: cliffs, crags, disturbing echoes, low ceilings (caves), narrow walls (caves), pits, rock edges, steep slopes, unstable stalactites (caves).

WILDLIFE

Mount Gram holds horrors within, but its cold slopes show little sign. Rugged goats and sheep range the slopes and eat the hardy grasses that cling here and there to the thin soil and rock. Mountain hares and red squirrels dig in the shadows of high pine stands, watched by ptarmigans and finches and pursued by snowy owls. The magpies watch such antics from their high perches on the slopes of the mountain. There's better hunting on the grim slopes of Mount Gram than in any of the Troll-lands to the south, but if Goblin look-outs spot intruders, a hunting party of their own is sure to emerge.

INHABITANTS

Mount Gram has been home to tribes of Orcs and Goblins since they first seized Mount Gundabad and the surrounding mountains and tunnels from the Dwarves in the middle of the Second Age. For more than three thousand years it was an Orc stronghold overlooking the west. Its strength was redoubled at the end of the Second Age when the Dúnedain founded the kingdom of Arnor, "right on our doorstep" as the Orc-chiefs put it.

When the Witch-king came to Angmar in the Third Age, the Orcs of Mount Gram were ready to serve. In the middle of

the Third Age, the forces of Gondor, Lindon and Imladris put the Witch-king of Angmar to flight and destroyed all of his works and peoples. Mount Gram was not spared, although deep tunnels known to no Elf or Man surely hid many a fleeing Goblin.

Two hundred years ago, around TA 2740, Orcs and Goblins began multiplying in the mountains and infesting Eriador once again. From Mount Gram a great Orc-chieftain led warbands to burn and pillage far away. That took them to the Shire, whose little people looked to be the best possible pickings. But the Hobbits destroyed the Orc warband and slew its chief, Golfimbul. Mount Gram has grown and the evil in it has deepened ever since. Many Stone-Trolls and even Hill-Trolls have been brought in from the Ettenmoors that stretch away to the south, and Cave-Trolls have lumbered through endless tunnels from deep in the Misty Mountains. The raiding Orcs and Trolls of Mount Gram make the countryside of haunted Angmar deadly. They cast hungry eyes to the south-west and the seemingly defenceless lands of Hobbits and Men, but they have been bade to wait. And so the years pass as Mount Gram festers.

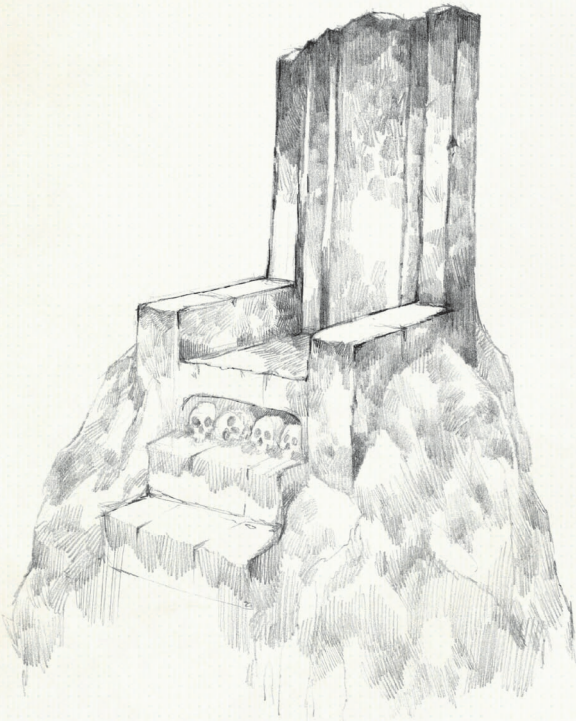
The Orcs of Mount Gram reserve a special degree of spite for Hobbits. Most creatures of the Shadow seem surprised that Hobbits even exist, but the Mount Gram Orcs remember Greenfields. See pages 78-79 for more about the Orcs of Mount Gram.



NOTABLE CHARACTERS

The Wraith-lord of Mount Gram

For almost one hundred years the Orcs of Mount Gram haven't had a king, until a Shadow came to haunt the empty throne: the Lord of the Nazgûl had returned to the lands he once ruled as Witch-king as an invisible Wraithlord, to strike a final blow to the dying line of Elendil as his last act of vengeance.



From that night, the Orcs and Trolls of Mount Gram resumed their attacks on the Rangers and the lands they protected with unprecedented resolve and deviousness. Elrond, Lord of Imladris, didn't fail to recognise a guile uncommon to Goblins of any kind behind the aggression, and warned the Rangers. His words came too late, though, and in TA 2930 a band of Hill-Trolls ambushed the chieftain of the Rangers and captured him. Arador was never seen again, and only three years later his son Arathorn was slain as he rode against the Orcs of Mount Gram with the sons of Elrond. Thinking to have erased the blood of the Northern Kings from history forever, the Wraith-lord vacated the throne of Mount Gram, disappearing as silently as he first came. See the Lord of the Nazgûl's description on page 87 for more on the Wraith-lord.

Radgul the Orc-Chief

The chieftain of all the Orcs of Mount Gram is Radgul, a wily, sneering, and deadly old villain with designs on greater things than his own mountain.

Radgul and his Orcs are removed by a hundred miles from Mount Gundabad where Bolg ruled, and the Orcs of Mount Gram never made it to the Battle of Five Armies. At the time Radgul considered that an insult, but afterwards he was happy to have missed the debacle. He only wished, in the secrecy of thought, that Bolg's army had been destroyed even more thoroughly so he could march on Gundabad and take the throne for himself.



Radgul is patient. He knows Bolg's offspring Gorgol covets the throne, but he knows Gorgol remains a laughingstock after his headlong flight from the battle. Radgul is not in any of the factions of Mount Gundabad, but he doesn't need to be. He is counting on Gorgol's ambition to cause just enough strife that the next time there's a crisis, Gundabad's tribes will make a meal of it and Mount Gram's tribes will step in to do things right. Of course,

Radgul wouldn't have to think hard about sticking a knife in Gorgol and all his Gundabad rivals, too, if the opportunity came up. What's more likely to foul things up for Radgul is his old grudge against Hobbits. If any Orcs of Mount Gram spy even a single Hobbit near the mountain, the Orcs will take it as a warning of war and Radgul will be right at the front, preparing to march on the Shire even though such a march will scatter his followers and leave them vulnerable to threats from every side.

See Radgul's description on page 74.

NOTABLE LOCATIONS

Golfimbul's Gully

Travellers journeying north from the Ettenmoors might be tempted to shorten their trek across this inhospitable region by taking a path cutting across the near-impassable mountain range. It is a jagged, shallow cleft that passes through the ancient stone of the mountain, cut by ages of rain and wear. Its high walls of natural stone are smooth and its floor is as slick as a riverbed. It is an easy passage; but certainly not a safe one.

Radgul and his servants watch it under cover of darkness, slipping between the shadows cast by massive stones that have been worn into odd shapes by the progress of years, ready to ambush any travellers. The gully itself winds to and fro, with several pathways that separate from the main cleft only to double back, go in endless circles or lead to dead ends where would-be assassins wait for easy prey.

The Peak of Mount Gram

Rising almost to the heights of the Misty Mountains themselves, the very top of Mount Gram is a snowcapped horn of broken rock. There nest great flocks of magpies, birds deemed to be cunning and wicked, even more than the Crebain of the south. Attracted by shiny objects, they watch with keen eyes for any gleam of precious metal or stone that might pass under their gaze. The rare mountaineer who makes his way to the top of Mount Gram finds circles of stones cobbled together with scattered bones and even stolen weapons and other treasure, claimed by the magpies of Mount Gram. It is said that great artefacts can be found here, if one could only survive the climb (see *The Magpies of Mount Gram* below).

The Magpies of Mount Gram

Companions travelling close to Mount Gram may rouse the curiosity of the magpies nesting atop the peak. If anyone in the group is carrying a Wondrous Artefact or a Legendary Weapon, the canny birds will try to steal it. A DC 15 Wisdom (Perception) check enables the Hunter of the Company to notice that an unusual number of the birds are keeping watch over them. If the roll fails, the magpies quietly steal a targeted object (how these small birds can carry away a sword should remain a mystery!). The character carrying the object may make a DC 20 (Wisdom) Perception check to avoid being fooled.

If the heroes want to recover what has been taken from them, or if they noticed the magpies and located their nests (a DC 15 Intelligence (Investigation) check), they may attempt to climb the mountain to the top. The trek is a lengthy endeavour, taking at least a couple of days. The first day is a long and tiring walk, but devoid of any real danger (unless they did something to alert the local Orcs...). The last day is a different thing: to get to the top of the peak, the heroes will have to climb a rock face, trying not to fall below. Each hero must make three DC 20 Strength (Athletics) checks to climb the steep slopes.

A companion with an appropriate Region-lore speciality may either invoke his Trait to gain Advantage on his own checks or assist another climber and give them Advantage on their Athletics checks. Heroes who fail an Athletics check fall for 20 feet, or for 50 feet if they roll a 1 on the d20. Any companion who braves — and survives — the ascent to Mount Gram will find a hoard containing 20** Treasure (and all the items stolen from them).

ANGMAR

Far to the north, beyond Mount Gram and the furthest peaks of the Misty Mountains, is the forsaken land that almost a thousand years ago was known as the realm of Angmar. From his dark capital of Carn Dûm in the north, the Witch-king commanded ruin and terror and brought about the collapse of the northern kingdom of Arnor. But that dire servant of Sauron was then defeated in turn, and the strongholds of Angmar were destroyed.

As the Twilight of the Third Age approaches, the ancient domain of the Wraith-king seems to heed the call of the Dark Lord, now again revealed in Mordor. Blinding snows sweep down from the jagged peaks of the Mountains of Angmar in winter, and evil Men and Orcs are slowly making their way north in ever greater numbers from the east and south. Trolls are now found north of the Ettenmoors, crossing the Grey Waste stretching between their own lands and the Mountains of Angmar.

Though the Dúnedain and the High Elves of Rivendell keep a wary eye upon this land, few ever venture that far north. Those that did journey there returned with tales of a great desert of grey scrub and gnarled trees that mar the land. Once within sight of the Mountains of Angmar, freezing winds to rival the worst of the Redhorn Pass make travel all but impossible. It is a land without life, where winter

dwells forever and a chill beyond that of natural storms cuts to the marrow.

The broken stones and high peaks that mark the northern border of old Angmar are capped with ice and snow. The roads that run among the high hills facing these foreboding peaks are hard to find by all but those who know the secret paths carved by the Witch-king long ago. Rare is the traveller who finds them by chance and though such a thing may seem a blessing in this harsh place, all roads before the Mountains of Angmar lead to one place: Carn Dûm, the heart of darkness in the North.

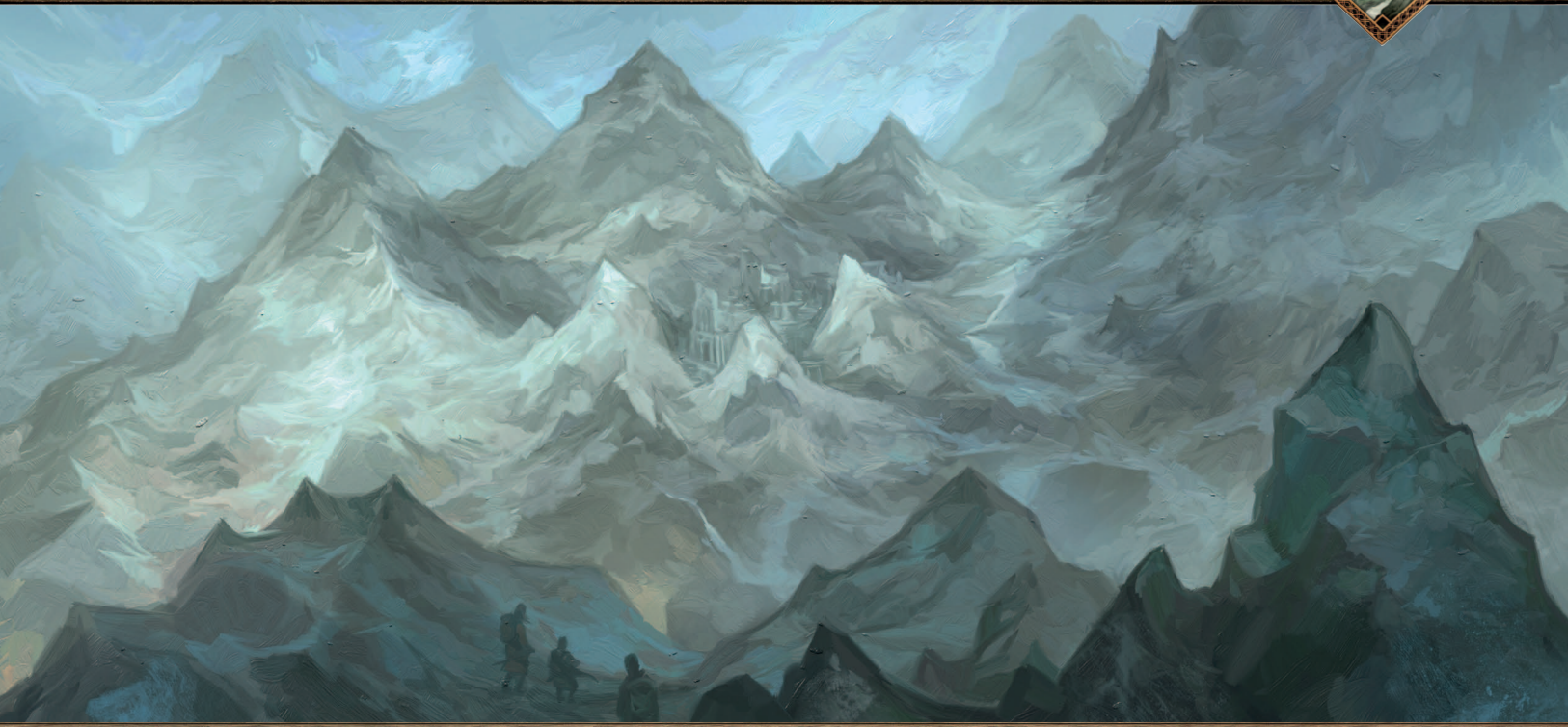
Combat Scenery: crags, dead silences, eerie mist, freezing cold, lone trees, scattered rocks, unsettling atmospheres

WILDLIFE

Today, the old realm of Angmar is a dead land, inhabited only by those wild animals used to the harsh conditions of a desert. Snakes hide under the rocks, carrion-birds perch on the barren trees, patiently waiting for another Orc to be felled by the blade of an enraged companion. Lean, grey wolves descend from the mountains to go hunting west and south.

The grey skies above the Grey Waste have recently come to life with the flight of many black buzzards, who watch the paths and roads trod by those Trolls, Orcs and evil Men





who enter the region. These minions and slaves march north in small groups and vanish into the foothills of the Mountains of Angmar. No scout from Rivendell or Ranger has been foolhardy enough to follow them closer than a few leagues of Carn Dûm, so their ultimate destination is unknown.

INHABITANTS

The region that became known as the realm of Angmar was originally inhabited by a worthy folk of strong and hardy Men. They toiled hard and long to carve a meagre existence in an unforgiving land, and were not prepared for war when evil Men came among them and enslaved them by force of arms and sorcerous means. For these invaders were servitors of the Dark Lord, and from their allegiance to the Shadow they had gained great gifts.

When in a later age of the world the Lord of the Nazgûl came to this land, he was welcomed by the descendants of that folk, by that time turned fully to evil ways, and made their Witch-king.

At the peak of its power, the realm of Angmar extended its influence on both sides of the Misty Mountains. Its armies gathered many evil Men and Orcs, and other fell creatures. When the Lord of the Nazgûl was finally

defeated in the Battle of Fornost, these corrupted people were routed and fled, scattering across the land. The remnant of those foul slaves established small camps in the valleys along the southern borders of the Grey Waste, or hid in mountain caves. In time, these settlements became villages, and they were able to endure in the darkened North.

Recently, the former minions of the Witch-king have started again to traverse the Grey Waste heading north, to approach the secret roads that lead to Carn Dûm as if they were unified by some dark will. Hill-men and Goblins alike can be seen plying their way across the waste and then the snow, as if searching for something dark and lost – maybe remembered only in broken songs in the honour of their long-absent lord.

NOTABLE CHARACTERS

Burzash, Orc Warlord

One among the many Orcs that are being drawn out of their lairs in the mountains to journey north towards Carn Dûm, Burzash is not satisfied leading only his own tribe. Moving across Angmar, Burzash has set his will to dominating lesser Orcs and uniting them under his banner. He is a fierce creature, commanding and

merciless. Gathering Orcs, Goblins and Hill-men to him, he moves across the Grey Waste, slaughtering those who do not bow to his will.



Burzash is a Great Orc, as seen in the *Adventures in Middle-earth Loremaster's Guide* on page 97. He typically travels with a large warband composed of Goblins of

Carn Dûm (see page 77), Hill-men of Rhudaur (see page 77-78), and reinforced by a pair of great Mountain-Trolls (page 109 of the Loremaster's Guide) whom he had attracted to his service under the promise of war and slaughter. The entire warband counts as **Bloodthirsty** and are a **Vengeful Band**.

The Steward of Carn Dûm

When the Witch-king was forced to abandon Carn Dûm following his defeat, the fortress was not fully destroyed, as its foundations were too strong even for the Men of the West to shatter. In its deepest recesses many creatures were allowed to endure, and many dwell there still. Among those wretched shades lurks he who was once deemed to be a sorcerer of dark and terrible power: the Steward of Carn Dûm.

At the time of the witch-realm, he could be spied on the highest battlements of the black citadel of Carn Dûm, as he gazed down upon the frozen and black realm, casting his auspices at the service of the Witch-king.

The Steward of the citadel has never left the dungeons of the broken fortress, as he was appointed a task he will never betray. When the Lord of the Nazgûl left Carn Dûm to go and fight at the Battle of Fornost, he left the Iron Crown

The Hill-men of Rhudaur

Hill-men have inhabited the northernmost lands of Eriador since before the foundation of the North Kingdom, forced to the inhospitable hills and mountains of Rhudaur by the advancing Númenóreans. Their resentment and persecution first led them willingly into an alliance with Angmar, and then into servitude.

Upon the defeat of the Witch-king, many of the Hill-men that once served him fled across the Misty Mountains and now dwell about the Vales of Gundabad (see *Rhovanion Region Guide*, page 14). But some remained in the cold wastes of Angmar, hiding in caves and secret valleys lest the vengeful armies of Gondor and High Elves slay them. Their descendants hide still, degenerate, wild warriors who live and fight with the Goblins of this region. In the past few years, something has been calling them back to the black towers of Carn Dûm, a call felt in their blood.

Sorcery of the Hill-men

The sorcery of the Hill-men of Rhudaur is very old. At the time of the kingdom of Angmar, those who were deemed to be the most powerful among them were taught by the Witch-king himself, and acted as his messengers. Their descendants are not nearly as powerful or cunning as their wicked ancestors, but the Hill-men of Rhudaur never completely forsook the dark gifts of the Wraith-lord. (Learn more of the Hill-men's sorcery on page 78).

of Angmar in his keeping. Thus the life of the Steward was spared the wreck of that defeat, and the crown didn't follow the Witch-king in his flight. In the centuries that followed, the Steward was slowly consumed by the power residing in the Iron Crown: he became a Fell Wraith, a weak reflection of its Master.



The Steward of Carn Dûm today is a shade among shades, perpetually wrapped in a robe of rich crimson, his facial features hidden beneath the shadows of his heavy hood. He haunts the deepest cells of the dark capital of ancient Angmar, where he patiently awaits the return of the Morgul-lord. Once this happens, he will kneel once more before the Lord of the Nazgûl and will offer him what he has kept secret for centuries: the Iron Crown of Angmar.

The Steward is a Fell Wraith possessing both **Black Dread** and **Wicked Cunning**. He knows **Words of Power and Terror** as well, ranking him at Challenge 4.

The Iron Crown of Angmar

At the time of his relentless war against the Northern Realm of the Dúnedain, the Lord of the Nazgûl commanded that a heavy crown of iron be forged in Carn Dûm, using the blades that belonged to those princes of Arnor that he defeated on the field of battle or by black treachery.

As the war progressed, the crown became heavier, as many prongs were added to it. When the Witch-king deserted Angmar to flee south, he left his crown in the keeping of his Steward. And there it remained, in a secret cell under the main tower of Carn Dûm.

The Iron Crown of Angmar is too large and heavy to be worn by any Mortal or Elf. Should its location become known, the Rangers of the North would do anything to find it; the blades that adorn it have been taken from many lords who gave their lives in the wars against Angmar. But the Lord of the Ringwraiths would be even more relentless to find it first, should he discover that the crown was not lost; he reserved a special place on its crown for any sword belonging to an Heir of Elendil...

The Iron Crown of Angmar is the equivalent of a Wondrous Artefact with a Greater Blessing to Intimidation, but it is heavily cursed: it is considered Owned (by the Witch-king), Hunted and carrying a Shadow Taint for 4 Shadow points (see Cursed Items, starting on page 99).

NOTABLE LOCATIONS

The Grey Waste

The vast stretch of blighted and broken land to the south of the Mountains of Angmar is barren and harsh. Known as the Grey Waste for the ash-like dust that covers it and the patches of faded scrub that pock the landscape, it is an unforgiving place. It is here that the great armies of Men and Orcs that once served the Witch-king used to muster, and where they encountered their ultimate destruction.

The wasteland is dotted with the ruins of their ancient encampments and watchtowers, broken by the wrath of the Men of the West and their victorious allies. The many roads and tracks that connected those settlements are now buried in the fine, grey dust that chokes everything when stirred by the cold winds.

The silence that reigns on the Grey Waste at night is broken only by the moans and cries of the many ghosts that wander aimlessly in the dark. Hopeless is the wanderer that dares to explore the ruins of the Grey Waste, for when the Sun fails and the moon is dead the restless Spectres of the unlucky Men who were deceived by the promises of the Morgul-lord go out to haunt any living being with their laments (see page 85 for more information on Spectres).

The Frozen Path

Those who brave the Grey Waste and reach the foothills of the Mountains of Angmar may stumble upon the traces of the ancient road that servants of the Witch-king carved through this merciless land. Known as the Frozen Path, this hidden trail winds in the shadow of massive peaks, atop the crest of naked hills and along high cliffs and down into low, snow-filled dales.

At times, advancing on the path becomes extremely dangerous to all but the most experienced of mountaineers, as the road crosses over open chasms by means of thin bridges of rock, or is blasted by freezing winds. If followed, the Frozen Path connects all the watchtowers built along the Mountains of Angmar, even if to reach most of the existing ones secret tracks leaving the path must first be found and then followed.

Winds from the Wastes

The cold winds that blow among the Mountains of Angmar carry upon them fell voices, whispers coming from the frozen wastes of the far North. All those who hear their call are beset by fear and doubt, and only the most strong-willed and fearless are able to cast aside the shadows summoned in their minds. Companions travelling along the Frozen Path must pass a DC 10 Wisdom saving throw or become Frightened until they take a long rest.

The Watchtowers

Carn Dûm was the capital of the witch-realm of Angmar, and the roads that led to that citadel were protected by many towers and keeps, built against the high peaks of the northern mountain range. There, the foul servants of the Morgul-lord maintained stores of arms and from their gates they struck swiftly and brutally any enemy who dared to approach.

The Men of the West destroyed most of these towers, leaving only piles of large blocks of stone. But some survived, as they were hidden among inaccessible crags, or perched up on high, where the ice defended them from the anger of the Dúnedain.

Today, small lights appear briefly behind the arrow-slits of some of these ancient keeps, snuffed out hastily by creatures made furtive by vows of secrecy. One by one, these long-abandoned towers are manned again, and their ancient stonework is repaired and made ready. Once they are all filled, Angmar might once again be considered a living realm, the staging ground for the Enemy's armies in the North.

Carn Dûm

Under the rulership of the Witch-king hordes of servants of the Dark Lord issued from the mighty gates of Carn Dûm to prey upon the North for almost seven hundred years.

After the defeat of the Lord of the Nazgûl and his armies at the Battle of Fornost in the year 1975 of the Third Age, most of the settlements and strongholds of the dark kingdom of Angmar were destroyed and their inhabitants driven into hiding. But its capital could not be annihilated fully, and something has been permitted to lie in its deeps, waiting, and now it has awakened again as the world darkens. Though the citadel is wrapped in ice and broken, it stirs once more to life.

The citadel of Carn Dûm was crafted in mockery of Númenórean architecture. Its towers rise from the very stone of the northernmost mountains of Angmar. Its gates can be found beyond a great cleft between two high ridges of black stone known as the Red Valley. But the citadel itself just gives a hint of its true vastness; caverns run deep into the mountains and to the very depths of the earth. No one has explored these tunnels. Whispers and rumours



speak of passages leading to gigantic underground halls and great forges, once used to craft arms, armour and machinery for the war against Arnor.

In recent times, Orcs, Hill-men and Trolls have started to return to this desolate place, as if something was calling them back. What they find there when they arrive no one knows yet. If indeed the dark flame of the Enemy has been rekindled in the North, then surely it burns hottest in the halls of Carn Dûm.

THE SOUTH DOWNS AND WEATHER HILLS

On its route to the mountains, the great East Road passes between two regions of hilly terrain. To the south, low, green hills run from east to west, for more than one hundred miles. Called the South Downs, it is a lonely

land, deserted since many long years. Here, the folk of the lost realm of Cardolan took their last refuge, trying to escape a great plague that came from the south and killed most of their people.

North of the road and to the east of the Midgewater Marshes is another line of hills rolling northwards and called the Weather Hills. The highest of them, Weathertop, is the closest to the old road, its conical shape ending in a flat top. On this high place, crumbling stone walls and stairs rise from the earth in a circle of jagged stone teeth broken by the passage of many long years.

Streams criss-cross the hidden dells and alder-trees can be seen sprouting up in small patches. In the clefts among the heights stand the ruins of old works of stone, overgrown walls and half-filled dikes. But the ruins on Weathertop are by far the most prominent feature of this region. Here stood a great watch-tower, raised in the days

of Elendil the Tall. Only the Dúnedain and those wise in old lore remember the Tower of Amon Sûl as anything more than a place of ill-omen. The Rangers of the North often come to the Hill of the Wind, as its height commands a wide view of the surrounding countryside. The Men of Bree and others too foolish to know any better say that those wandering folk gather there to speak on dark and private business.



The Weather Hills are a country that is rarely traversed by any but the most hardy of wanderers. Swift and cold streams run between the hillsides and clever paths cut to hide those who walk upon them can be found only by a keen-eyed scout. Unwary travellers can become lost for days. They often find themselves tumbled out upon the region's western side, facing the long stretch of insect-infested bogs and fens of the Midgewater Marshes. Those who know their way may gain the top of the highest hills and gaze far off instead.

Combat Scenery: ancient dykes, birdsong, bogs, broken stairs, foundations, old walls, pits, thickets

New Fellowship Phase Undertaking: Find and Prepare Athelas

"...it is a healing plant that the Men of the West brought to Middle-earth. Athelas they named it, and it grows now sparsely and only near places where they dwelt or camped of old..."

Kingsfoil is regarded as little more than a weed by most folks of Middle-earth, but those who are wise know it was once called athelas and that it has great healing virtues. A companion spending a Fellowship phase in Rivendell (or a Dúnadan at home) may choose this undertaking to go and find athelas in the wilds of old Arnor.

The hero must make a DC 15 Intelligence (Investigation) check to locate the plant. On a basic success, the hero has found enough athelas for two salves, three if they succeeded by 5 or more, or four salves' worth if they rolled a 20. The Herb-lore speciality can provide Advantage or a Proficiency Bonus on this check, as on page 121 of the *Adventures in Middle-earth Player's Guide*.

Then the hero must make up the salves. For each salve, the hero must make a DC 10 Wisdom check. On a success the salve is ready for use. Companions with a herbalism kit may add their Proficiency Bonus to these checks. For the effects of an athelas salve, see page 154 of the *Adventures in Middle-earth Player's Guide*.

WILDLIFE

The South Downs and the Weather Hills seem almost devoid of wild creatures to those who wander the land. In truth, their cold, clear streams teem with fish, and in the Weather Hills many small birds live off the swarms of midges that the wind carries over from the Midgewater Marshes. Nightfall in this land brings the sound of howling wolves echoing in the valleys, though those feral beasts are seldom seen around the area. This doesn't prevent any travellers traversing the region from seeking refuge upon the summit of Amon Sûl in the evening.

INHABITANTS

No Men make their abode in the Weather Hills or in the South Downs. Only the Rangers come here, to keep a watchful eye upon the great East Road. But they built no settlements on these heights. When they make camp on the hills, the Rangers of the North go to great lengths to conceal their passage.

NOTABLE CHARACTERS

The Warden of Amon Sûl

The Rangers of the North try to make sure that there is always at least one of their company near Amon Sûl, to both tend the ruined tower and watch the old road. No one is here more often than Arbarad. This stoic, travel-worn wanderer spends many days scouring the land, watching for trespassing creatures and looking for any ancient testimony of the lost realm of his people. While dedicated to his tasks, Arbarad is also always ready to help lost wanderers find their way back to the road, should they become lost in the maze-like hills.

Motivation: This is a dangerous land; you should not wander from the Road or you will come to a bad end.

Expectations: +1 if the Company has a Dúnadan or High Elf; -2 if they insist that they are 'adventurers' who are prepared for the Wild – Arbarad has too often buried those who made similar claims.

ARBARAD *Medium Human*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)	8 (-1)

Armour Class 14 (Leather Corslet)

Hit Points 65 (10d8+20)

Speed 30 ft

Skills History +4, Perception +7, Survival +5

Senses passive Perception 17

Languages Westron, Sindarin

Challenge 3 (700 XP)

Deadly Names. Arbarad can spend his bonus action to add 3 (1d6) radiant damage to a servant of the Enemy that he has just struck in combat.

Hunter. Arbarad gains +2 to all of his Perception checks (included above).

Secret Places. If Arbarad is in the South Downs, the Weather Hills or the North Downs he always knows a place where the Company may take a long rest. It requires a successful Audience for Arbarad to lead them there, however.

Actions

Multiattack. Arbarad can make two attacks with either his Long Sword or his Great Bow.

Long Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 5 (1d8+1) slashing damage or 6 (1d10+1) slashing damage if wielded with two hands.

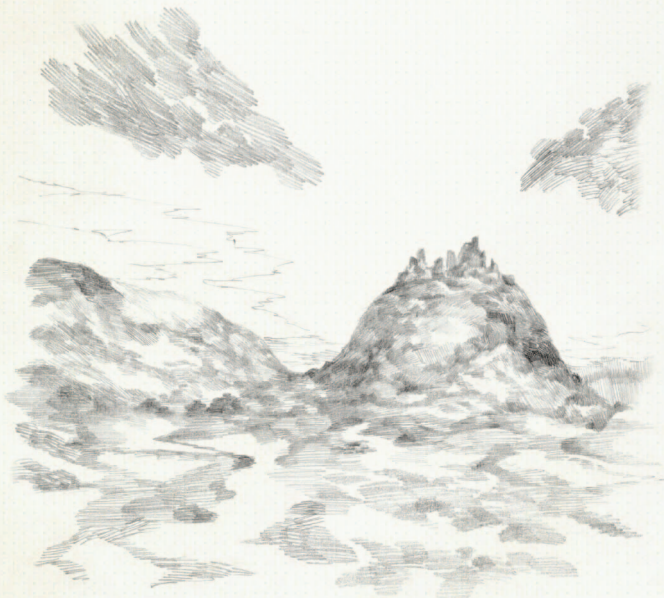
Great Bow. *Melee Weapon Attack:* +4 to hit, range 150/600 ft, one target. *Hit:* 6 (1d8+2) piercing damage.



NOTABLE LOCATIONS

Weathertop

Known in Sindarin as Amon Sûl, the Hill of the Wind, Weathertop is more than just a circle of burnt and broken ruins atop a high place. The path that leads north from the top of the hill used to connect Amon Sûl with the other fortified places built on the Weather Hills. In fact, the tower was a part of a complex of fortifications set along a border between warring kingdoms.



When the tower was intact, it was used to hold one of the Seeing Stones that Elendil brought from Westerosse over the Sea, but little is known of that tale in the world today. Rangers have long searched the ruins surrounding Weathertop for any relic of that time of strife, and nothing but fragments of weapons can be found now. Anything of worth was brought to Rivendell long ago, to await for the return of the King.

Midgewater Marshes

Separating the Chetwood of Bree-land and the Weather Hills is a vast area of marshland filled with stinging flies and irritating insects. It is a trackless land that few pass through, save at the utmost of need. Here the fens are filled with dank, brackish water that stinks of stagnation.

Travel is difficult and slow for those who pass through the Midgewater Marshes, but leaving the road to traverse

it does offer one advantage: it is hard, if not impossible, to follow or track anyone across its bogs and quagmires. The Rangers of the North employ this ruse whenever they want to throw off any pursuers.

The Wolf-Den of the South Downs

The Wolves of the South Downs came from the distant Misty Mountains to hunt, and never returned to their lairs. They found that the desolate hills offered a good refuge for them, and from there they go out at night to search for prey.

These Wolves can consider themselves lucky, as the Rangers rarely patrol the hills of the South Downs, preferring to keep a watch over the Old Road from the higher Weather Hills. This is why the Wolves have escaped notice so far, and they remain undisturbed in their new den, a great cave dug deep into a large hill. Their secret lair for the moment houses a pack of a dozen wolves, but the cunning beasts are spreading the word, and more wicked creatures are approaching the South Downs to bow to the new Wolf-lords of Eriador. If the Orcs of Mount Gram were to hear about this, then an alliance might be reached between the two factions and the great East Road would be seriously threatened.

New Fellowship Phase Undertaking: Watch upon Amon Sûl (Dúnedain only)

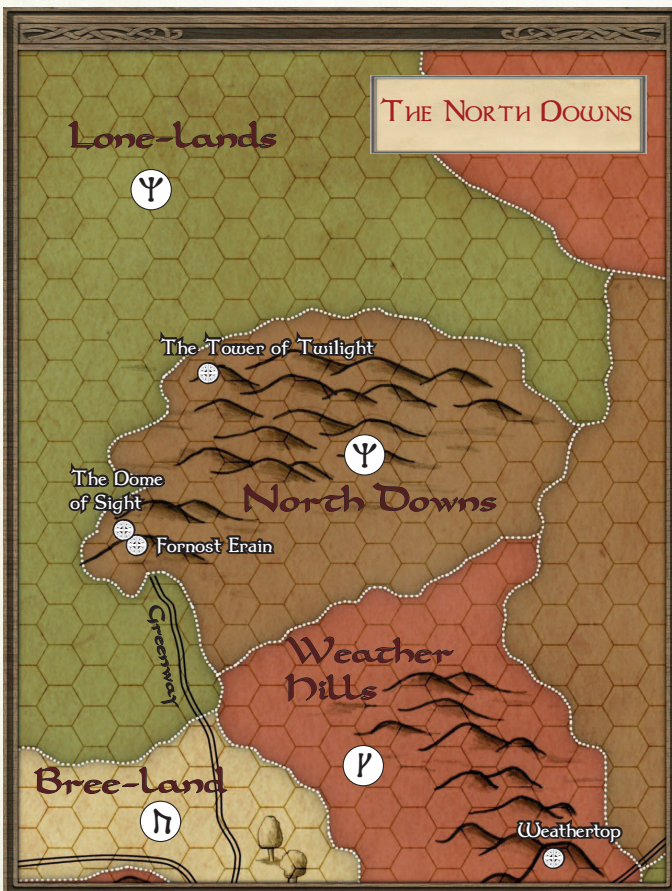
The Rangers of the North keep a watchful eye on the realm from Weathertop, always maintaining a secret guard upon the great East Road.

Only Dúnedain companions who returned home for the Fellowship phase may select this undertaking and spend a great many days and nights patrolling the Weather Hills and keeping camp upon the summit of Amon Sûl. Because of these long watches spent in the wilds, they are better able to face the troubles of the land when they next journey through them. During their next Adventuring phase, if their journey takes them through the central parts of Eriador they add a +1 to any rolls on the Journey Event table as they guide the Company through the trackless hills of the region.

THE NORTH DOWNS

The ancient Greenway crosses the great East Road near the town of Bree and continues north, towards the high hills called the North Downs. These grassy hills roll in a north-eastern direction for many leagues, before they give way to the flat, broad lands between the Downs and the mountains to the east. Verdant and lush, these are wild lands that were once the heart of a great kingdom, but that are now deserted.

What is left are just half-buried ruins that have been reclaimed by time and nature, and are guarded by those strange wanderers that the Bree-folk call the Rangers.



What business the Rangers have with these lands is a mystery to the Breelanders. All they know is that they are the only wanderers that dare to get close to the ruins of King's Norbury. Them, and robbers. For the southern border of the North Downs is deemed to be a haunted land, a place of ill-omen, and they call it Deadmen's Dike.

Rangers who hear such a name on their visits to Bree are quick to remark that the local folk know nothing of the true hauntings that infest the land, just a few miles away from their doors.

Combat Scenery: ancient dykes, broken pillars, fallen statues, foundations, pits, rubble, thickets, unstable walls, warm sun breaking through the clouds

WILDLIFE

The North Downs are wild and teeming with life. The short and hardy grassland is covered by flowers in spring and is home to thousands of butterflies. Sheep and rabbits graze on the hilltops, while kestrels fly low in search of prey. There were once many woods over the North Downs, but the Men of the West felled those trees long ago, and only small groves of oaks now remain. The stones and ruined walls that dot the land are covered with ivy and leaves.

INHABITANTS

It is said, with the exception of the Shire-folk, that no one lives within many days of Bree and the high hills of the North Downs are no exception. But the Rangers of the North go there, and they maintain several of their secret refuges in hidden dales and on the hilltops, where greater ruins still endure.

NOTABLE CHARACTERS

Gishak Gashnaga

The town of Bree and the Shire to the west may seem quiet places. But their peace is something that is assured night after night by the constant watch of the Rangers. For example, what would have happened if the warband of Gishak Gashnaga wasn't defeated in the North Downs? These Orcs came down all the way from Mount Gram in search of plunder, but they found the steel of the Dúnedain first. Gishak Gashnaga was the only survivor of the Orcs' encounter with the Rangers. Protected by darkness, he was able to crawl away, and found refuge among the ruins of an ancient hill-fort in the east of the North Downs. There, he found a complex of tunnels to hide in, and now plans to attract more of his kin there, to establish in secret a camp of Goblins and Orcs. Under Gishak's command, these foul creatures would plague the land for years to come. Gishak Gashnaga is a Great Orc, as described on page 97 of the *Loremaster's Guide*.

Talandil, Ranger of the North Downs

When a Ranger has served for many years out in the Wild, he is allowed to return to his family. But Talandil had no family to return to. Having reached a considerable age, Talandil doesn't wander the land either, and he rarely leaves the North Downs. He is the self-appointed guardian of Fornost Erain, and he knows many songs and tales of that city when it was the northern fortress of the kings.



Motivation: When get to be as old as I am, you are cautious and slow to trust others.

Expectations: +1 if the Company has a Hobbit with them – Talandil has had enough even of his own people, but he does take delight in the Little Folk; -2 if the Company does not have a Dúnedan with them. Fornost Erain is a place that belongs to the Rangers of the North.

TALANDIL Medium Human

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	12 (+1)	16 (+3)	10 (+0)

Armour Class 16 (Ring-mail, Shield)

Hit Points 60 (8d8+24)

Speed 30 ft

Skills Lore +3, Perception +5, Pipe +3, Riddle +3, Survival +5

Senses passive Perception 15

Languages Westron, Sindarin

Challenge 3 (700 XP)

Long-pipe. Talandil can make a **DC 15 Intelligence (Pipe)** check as an action. On a success, he makes his next ability check with Advantage.

Many Long Leagues. If Talandil is with the Company on a journey then a companion can spend Inspiration to allow a long rest. This ability can only be used once per journey.

Actions

Multiattack. Talandil can make two attacks with his Long Sword.

Long Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded with two hands.

Reaction

Parry. Talandil adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.



NOTABLE LOCATIONS

Fornost Erain

There are many names for this former capital of Arnor and Arthedain: Fornost, Fornost Erain and Norbury of the Kings, but it's been long since anyone called it other than Deadmen's Dike. In the southern shadows of the North Downs, what was left of Fornost has been reclaimed by nature. Its tall towers were broken during the siege of the Witch-king of Angmar and the city was sacked. Now, late in the Third Age, the stones that once paved the streets have been uprooted by trees hundreds of years old and its once-white stone walls are covered with winding ivy and spreading lichen. Indeed, an unwary traveller might walk within a few feet of this place before realising that beyond the green walls lie the ruins of an ancient city.

The Bree-folk believe that foul spirits haunt the ruins of Fornost Erain. The Rangers let the simple folk entertain such idle thoughts, as these superstitions let them conceal their activities and protect their charges from the greater dangers of the Wild.

The Ghostly Voices of Fornost

The sorrow brought about in Fornost Erain by the armies of Angmar has left scars that go beyond the mortal realm. When companions stop for the night in the proximity of the ruins of the former capital of the North, they risk being visited by ghostly presences in their dreams. All sleeping companions except Elves make a DC 15 Wisdom saving throw.

On a failure, their dreams are haunted by terrible visions of the slaughter of the Dúnedain of Fornost. When they wake up, they are not considered to have rested, and the next time they are forced to make a saving throw against becoming Frightened they have Disadvantage, as their nightmares wear away at their courage.

The Dome of Sight

Among the tumbled stones of Fornost is a partially interred pathway that leads to an underground chamber. This was

once a vast and lofty dome, but it collapsed at the time of the sack of the city. In this place, the Seeing Stones of the North-kingdom were kept for many years: the chief stone that was first in the Tower of Amon Sûl, and the Stone of Annúminas, now both lost to the sea.

Should a companion enter the Dome of Sight, he might recover one of the ceramic tiles that covered the interior of the dome (a **DC 20 Intelligence (Investigation)** check). Kept as an amulet, the tile confers a bonus of +1 to all rolls made using the **Perception** skill.

The Tower of Twilight

The westernmost hill of the North Downs is known as the Tower of Twilight. Only the Rangers remember the reason for that name, for there stood of old a fortress called Amon Dûn, the Hill of the West. Proud it stood upon the tallest hill, until it was cast down in ruin at times of war. Legends tell of how the Dúnedain would climb to its highest balcony to gaze far and see in the morning sun the twinkling lights of Lake Evendim and the great capital of Arnor, Annúminas.

What remains today is a tall mound, topped by a perfectly circular ring of close-set blocks of stone. Though weeds and grasses grow freely about the broken tower, they don't touch its smooth stones and do not enter its perimeter. Rangers often stop here in their wanderings, to honour the memory of the capital city of their Northern Kingdom.

New Fellowship Phase Undertaking: Return to Amon Dûn (Dúnedain only)

The Rangers of the North visit the Tower of Twilight to look westward upon the far shores of Lake Evendim. Even a brief glimpse of the land where King Elendil the Tall used to live is enough to strengthen the resolve of a Dúnadan.

Dúnedain companions who returned home for their Fellowship phase may visit Amon Dûn and undertake to Heal Corruption using any Wisdom skill. They also gain Advantage on the check.

The Greenway and the East Road

There is an old meeting of ways outside the western edge of the village of Bree. At the time of the two kingdoms of the Dúnedain, a great stone road ran from the gates of Fornost Erain to as far as the harbour of Pelargir on the southern borders of Gondor, and another stretched from west to east, connecting the Grey Havens to Rivendell. But with the passage of the centuries even the roads of the Men of the West have fallen into disrepair.

The portion once known as the North Road, is now seldom used and has become overgrown with grass. Its length is interrupted at the ruined city of Tharbad, where the bridge that crossed the river Greyflood is no more. Even in its time of decline, groups of hardy wanderers set foot upon this Greenway, as it is called now, to journey from north to south and back again. The great East Road sees more traffic, as Dwarves from the Ered Luin still embark upon the long journey that takes them east, as far as Wilderland and the Lonely Mountain, and Elves go the opposite way, when they tire of Middle-earth and seek the shores of the Sea.

Wanderers travelling across Eriador cannot find a faster way to cross the land, as even if the country is traversed by many paths, no track cuts distances in a straighter way than the old roads of the kings. But if in need of secrecy, heroes might have to search for a different solution, as travellers on the road are easily spotted, and the Enemy has many eyes. The Greenway and the East Road are considered to be good roads as far as the rules for journeys are concerned (see page 176 of the *Player's Guide*) but the Company suffers a modifier of -2 to their Veil score (see the rules for Eye Awareness checks at page 113).

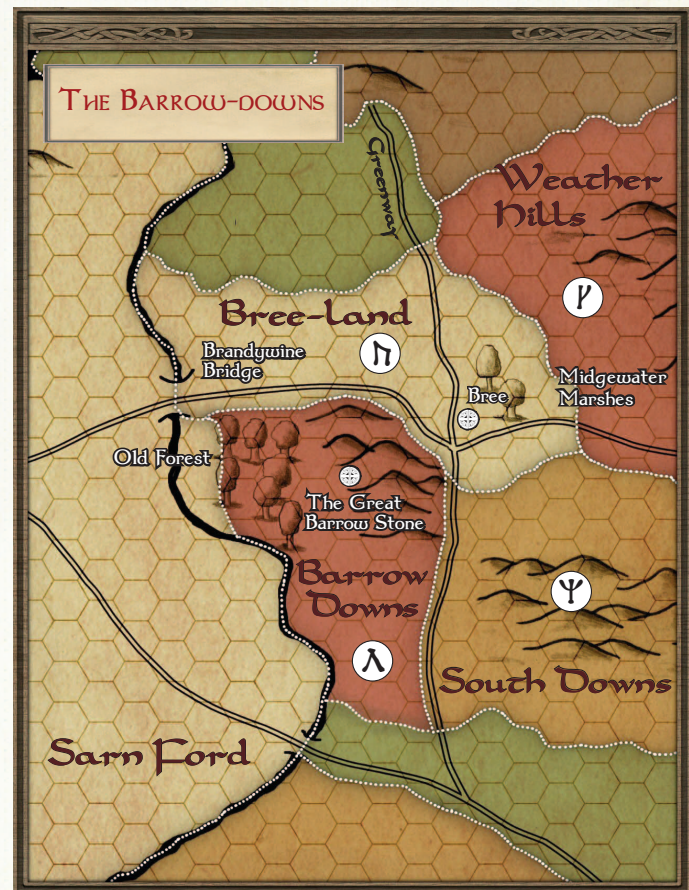
THE BARROW-DOWNS

Long shadows reach from the eastern border of the Old Forest to clutch at the fog-shrouded hills known in Sindarin as Tyrn Gorthad and to the Men of Bree simply as the Barrow-downs. Rolling mounds of earth rise and fall, catching clouds of mist in their small valleys.

Many of these mounds have upon their crest large stones that hint at the greater structures that once stood atop them. These ancient landmarks may have been

monuments to noble kings of old, but time and shadow have not been kind to the Barrow-downs and long ages of rain and harsh weather have shaped them into unnatural monoliths whose true purpose is forgotten.

To the north, a steep wall runs along an overgrown dike from east to west, marking the boundary of a kingdom that disappeared long ago. The stonework is still sturdy, but many gaps open along its length of many miles.



Stone doors set into the sides of the larger hills mark the entrance to tombs of dead warriors and chieftains. Men interred their dead here since before the Dúnedain came to the shores of Middle-earth, and their descendants continued to cut the soil to dig underground chambers and corridors for thousands of years.

This tradition was honoured by the Men of the West and thus it was preserved in the days of Arnor. Many of their princes and lords were buried here, together with their treasure and favourite gear of war. But it was not their fate

to rest in peace – at the time of the war with the witch-realm of Angmar, evil spirits entered the barrows and have dwelt there ever since.

Today, the fog in the Barrow-downs rises in dense patches in the morning, and dissipates slowly in the midday sun only to find a new home upon the top of the hills. This mist makes passage difficult for any traveller, including the Rangers. The eyes of all wanderers are left with only a dead grey wall to gaze upon and sound is buried in its all-consuming blanket.

Combat Scenery: ancient dykes, eerie mist, rocky outcrops, slopes, standing stones (huge boulders), unstable walls

WILDLIFE

There are few wild creatures within the confines of the Barrow-downs, in spite of the thick grasses that grow upon the hilltops and the aged trees that sometimes grow along its eastern edges. It is almost as though the Barrow-downs devour natural creatures who come to dwell within its borders. Indeed, Rangers and other hearty folk who cross this land report discovery of the carcasses of deer and other wandering beasts who seem stricken dead by some unknown malady and left to rot.

The only animals that seem to thrive here are vermin and scavengers. Rats are known to hide in the open tombs,

and rumours speak of more than one crypt that has become infested with large spiders that flit from shadow to shadow in search of prey.

Carrion birds can be spotted perched upon rocks and barrow stones. Their harsh cries echo between the hills and their unblinking eyes watch closely all those who pass, as if they were waiting for some ill-fate to befall them so that they might find a new meal.

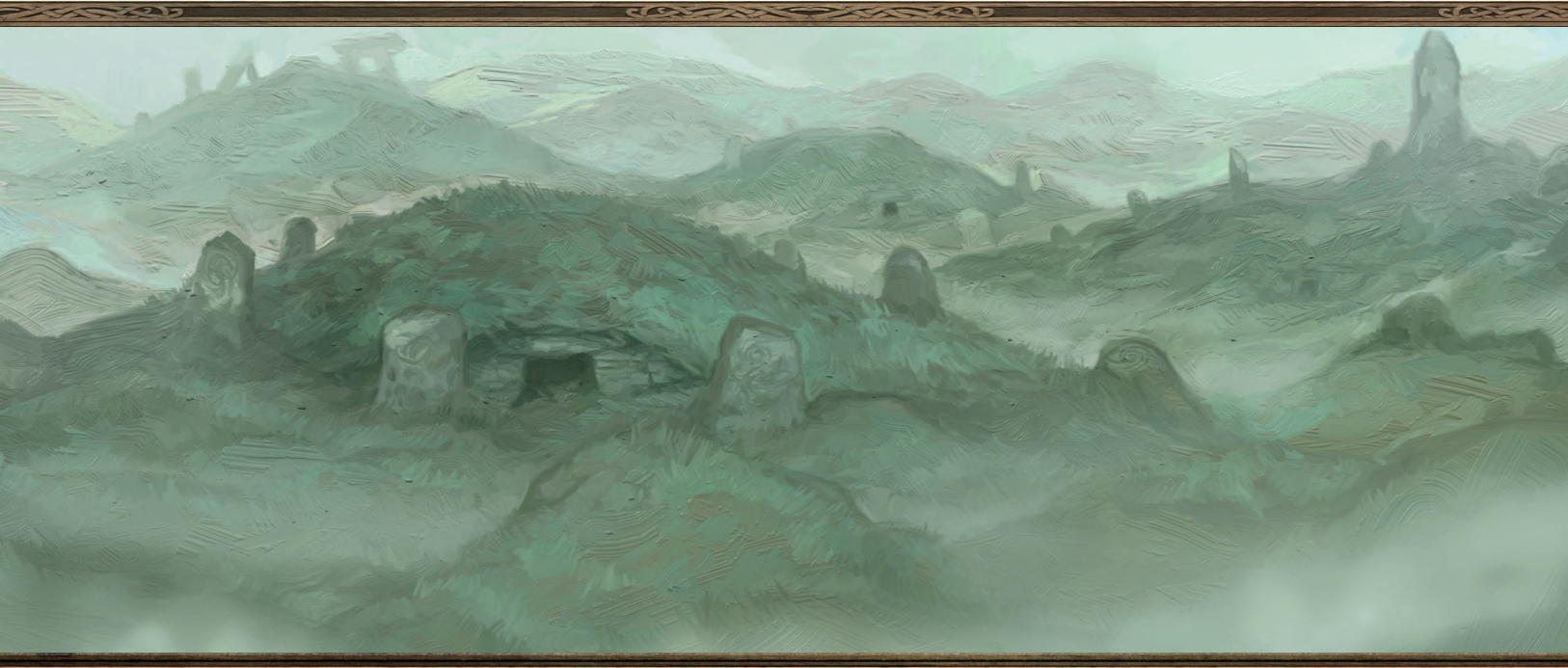
INHABITANTS

No men make their homes within the confines of the Barrow-downs. It is seen universally as a place of ill-omen and those forced to travel through this region hasten their steps so that they might pass beyond its borders before the sun fades into the West and darkness fills both valley and sky. It is said among the Bree-folk that foolish tomb robbers occasionally enter the Barrow-downs, hoping to find ancient and glittering treasure hidden in its graves and hills. Few return and those who do speak little of what they have seen for fear that they may draw the evil that dwells here to follow them beyond its borders.

NOTABLE CHARACTERS

Mad Ostley

White-haired and wide-eyed, Mad Ostley was named so by the Bree-folk. For years he has travelled into the Barrow-downs seeking treasure and riches, but with each failed



excavation he returns to the civilised world a bit more unhinged. In the past few years he has taken to rambling in quiet whispers to himself about “dead kings” and “cold hearts.”

While the locals regard him as someone who has “gone cracked looking for trinkets,” there is the occasional hint of wisdom in his words. He still journeys out into the Barrow-downs each spring, never returning with anything more than madness in his eyes.

Motivations: I have have come out of deep water and am found again, but my memories are hazy. To follow me is to venture into danger.

Expectations: +2 if the Company has a Dúnadan with them – Ostley has a favourable opinion of the Rangers, though he doesn’t remember why. -2 if the heroes mention a fair share of treasure – Ostley has his own plans and they don’t involve the companions.

The Wight-king

The Wight-king of the Barrow-downs is the chief of all blighted creatures who dwell in that land. Whether he is the corrupted spirit of the last King of Cardolan who was entombed in the Barrow-downs before the Great Plague or the malicious spirit of some fell captain who once served Angmar, none can know for certain, for his name has been lost to the past. Now he dwells in the greatest tomb of the Barrow-downs, where his vile will sets all the lingering dead that dwell there to an evil purpose.

The few who have laid eyes upon the Wight-king describe an ancient skeletal warrior clad in broken armour, bearing a cracked shield and wielding a tarnished black blade. His eyes burn with a frozen light and he moves with the slow certainty of death. By his dark will all dead things of the Barrow-downs are driven forth, a mockery of the armies of Cardolan that once made this realm noble. He is a terrible foe in battle, his very presence spreading corruption, and even the Rangers of the North would not dare face him openly. He leaves his hidden tomb only under the cover of darkness, though in recent times he has become more restless and driven. None know to what evil task he has now been set, only that he seeks to bring all that was once living or might be slain into his growing army. See the description of the Wight-king on page 86.



NOTABLE LOCATIONS

The Great Barrow Stone

Near the Old Forest upon the western edges of the Barrow-downs is a great mound upon which is set a single massive stone. This great pillar is larger than any other in the downs, as is the hill upon which it rests. It is cold to the touch on even the hottest days of summer and legends speak of a curse that has been laid upon it, to plague whoever enters the Barrow-downs with the intention of depredating the dead of their riches. A company passing by the stone sees their Hunt score raised by a number of points equal to the highest Shadow score among all companions (see the rules for the Eye of Mordor on page 111).

Barrow Tombs

The downs are littered with the tombs of warriors and kings whose names and deeds have long been forgotten by all but the wisest Men and Elves of Eriador. Though some foolhardy plunderers come to these dank burial caves seeking ill-gotten riches, they are often driven away by the unnatural chill that claws at them upon entry or, worse yet, the dark whispers carried upon the wind as it sweeps through the darkness.

Hushed whispers speak of the terrible Barrow-wights, spectral apparitions clad in the mail of those who once ruled this land and wandering in the thick fog. It is said that they seek to claim wayward travellers, to carry them underground to join the dead. The few who have survived encounters with these fell creatures recall their haunting songs and dead faces and yearn to remember little more. Tales of the Barrow-wights keeps all but the most hearty of travellers from passing through the Barrow-downs. See the description of the Barrow-wights on pages 82-83.

Entering a Barrow

The rumours of treasures hidden in the barrow tombs are not without merit. Indeed it is true that relics and artefacts of the Kingdom of Cardolan can sometimes be found laying beside the bones of those who fell to the Witch-king of Carn Dûm centuries ago. But these tombs are not to be visited lightly, for they are blighted places: those who enter a tomb in the Barrow-downs must make a Corruption check (a DC 15 Wisdom saving throw) when they first enter and an additional check for every hour they remain within. Those who fail gain 1 point of Shadow. Additionally, entering a tomb with the intention of plundering it for its contents is a Misdeed (see the *Adventures in Middle-earth Player's Guide*, page 182), worthy of an automatic gain of 3 Shadow points.

Barrow tombs are generally shallow and house only the remains of one long-dead warrior or prince. Legends talk of great mounds that go deep within the earth housing greater corruption and greater treasure. Despite their sinister fame, many barrow tombs have been looted at some time in their long history. Those that are haunted by an evil spirit are more likely to still contain a hoard. A typical barrow may contain between 20 to 100 gold pieces worth of treasure, likely to be tainted with Corruption (see page 183 of the *Player's Guide*). An ancient hoard guarded by a Wight should have a rating ranging from 50* to 100*. Most items that are Touched by the Shadow and found in a barrow hoard will almost certainly be cursed (see Cursed Items starting on page 99).

THARBAD

Far to the south of Imladris where the Greyflood marks the northern borders of Dunland and Enedwaith are the ruins of the city of Tharbad. This town was once a great centre of trade and commerce of the Men of the West, built around a grand stone bridge that crossed the river. Its foundations are what remains of that great work of the Númenórean kings of old, gigantic stones that jut out of the waters of the largest marshlands of Eriador.



This land was abandoned completely not more than fifty years ago, when great floods wrecked the bridge and engulfed the surrounding fields, turning the entire region into one enormous swamp dotted with crumbling buildings atop dwindling mounds.

The Old South Road that once united Gondor and Arnor has disappeared in these lands, and resurfaces only many miles to the north as the grass-covered Greenway – only travellers of great courage and hardihood take that path

today. To the east, the delta of the River Swanfleet marks the borders of Eregion, where the Mitheithel and Glanduin unite.

Combat Scenery: bogs, broken pillars, covered pits, foundations, huge boulders, incessant buzzing, mud, river shallows, rubble, thick fogs

WILDLIFE

The wild fens around Tharbad are teeming with all manner of birds and beasts. Great birds, long of leg and with sweeping beaks sit upon the shores of the Greyflood and pluck the fish from the waters as they swim by. Swans, white and fair, still nest in the lower reaches of the river for which they are named, the Swanfleet. Great hares hide amidst the few rising mounds that dot the landscape while the low song of smaller birds can be heard in spring. Of late great black crows have been seen moving in large flocks from Dunland across the river. These Crebain build great nests in the few stone ruins of Tharbad and drive out all other creatures. Learn more about the Crebain of Tharbad on page 75.

INHABITANTS

There are no fixed settlements in the great fens of Tharbad. The air is still not wholesome enough. But even though this is a forsaken land it is not wholly uninhabited.

Wild fishermen and fowlers from Enedwaith sometimes go upriver along the Greyflood in search of fish and birds to catch with their keenly thrown spears. Bands of Dunlendings come north from their own country to waylay both beast and Man who might be found in this region.

Few Rangers of the North travel so far south as Tharbad, but when they do they are especially wary of any creature on two legs that might trespass into their territory.

NOTABLE CHARACTERS

Kyna

Though the Wild Men of Enedwaith rarely travel inland as far as Tharbad, Kyna is an adventurous young woman. Boasting her desire to fish in “unchallenged waters”, she leaves her village for weeks on end to reach the crumbling town. The ruins fascinate her, and she often spends more hours exploring them than tending to her duties as a huntress and fisherwoman for her people.

She knows the fens west of Tharbad quite well, better than any other of her kind. Though she is curious regarding the travellers who pass through the realm, she is wary of the many threats that plague the waters surrounding the Greyflood.



Motivations: Speak quickly and tell me truly if you are friend or foe, for your life may be forfeit if you lie to me!

Expectations: +1 if a person of Bree is with the Company – Kyna's folk still tell tales of the ancient town; -2 if anyone tries to assert authority with Kyna – be they from Gondor, the Dúnedain or the High Elves... the fishers of the Enedwaith are free folk.

KYNA OF ENEDWAITH *Medium Human*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Armour Class 15 (Leather corslet)

Hit Points 39 (6d8+12)

Speed 30 ft

Skills Athletics +4, Nature +3, Survival +3

Senses passive Perception 11

Languages Westron

Challenge 1 (200 XP)

Region-lore (Enedwaith). If Kyna is with the Company for a journey that begins or ends in the Enedwaith or Tharbad, the Guide rolls 1d8+4 for the Embarkation Roll.

Hatred (Orc-kind) (Recharge 5-6). Kyna and her folk hate Orcs and she will spend her bonus action to gain Advantage on attack rolls against them whenever she can.

Actions

Spear: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 feet or range 20/60 feet, one target. *Hit:* 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Great Bow: *Ranged Weapon Attack:* +5 to hit, range 150/600 feet, one target. *Hit:* 7 (1d8+3) piercing damage.

Bradan

Young and eager to prove himself, Bradan is a young scout from Dunland, known among his tribemates as a man whose long stride and quick feet has led him far and wide across his homeland. Having recently come into manhood, Bradan has been charged by his chieftain with the exploration of the lands north of the borders of Dunland.

Though he speaks only a few words in the Common Speech, Bradan is curious when he encounters strangers.

Typically, he observes them from a distance and retreats if he falls under their gaze. Bradan doesn't know why his chieftain is seeking news from the north, though he suspects that his lord is reporting to a greater, unknown master.

BRADAN OF DUNLAND *Medium Human*

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	15 (+2)	13 (+1)

Armour Class 16 (Spiral armour)

Hit Points 44 (8d8+8)

Speed 30 ft

Skills Insight +4, Perception +4, Stealth +5

Senses passive Perception 14/19 (see below)

Languages Westron

Challenge 2 (450 XP)

Secret Folk. If Bradan is making a roll to hide from others, to detect an ambush, discover a trap or discover treachery he has Advantage on the check. This will most commonly be applied to Insight, Investigation, Perception and Stealth checks.

Actions

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6+3) piercing damage.

Reaction

Survivor. When outnumbered by his opponents, Bradan always uses the Dodge action. When an opponent misses him, he can make a single melee attack as a reaction.

NOTABLE LOCATIONS

The Crossing of Tharbad

No one but the Wise might guess that the devastated marshland surrounding the ruins of the stone bridge could once be a thriving city of Men. Few birds or beasts draw near these abandoned buildings and a heavy mist hangs between broken towers and collapsing walls on all but the brightest of summer days. Folk say that treasure can still be found beneath the murky waters where wide streets and roads once ran, but none can say for certain. Those who brave this abandoned place risk their own lives, for deadly creatures are believed to dwell in the dark places of Tharbad, guarding submerged piles of old gold.

The ruins of the great bridge are the most impressive sight in all Tharbad. A monumental work, the bridge was so large that it is said that the High King of the Elves, Gilgalad, marched the whole of his army across it. Now, its stone remains form a treacherous ford, with jagged pillars poking from mired waters and cracked blocks of marble providing unstable stepping stones. The crossing would be impassable if the wide river had not been slow and shallow here.

The Swanfleet

Where the Mitheithel and Glanduin rivers meet, they form a wide angle of marshland known as the Swanfleet for the graceful birds found there. East of the meres and eyots of this land of reeds is a fall of waters, its spray contributing to the heavy mists that veil the land around Tharbad. It is said that before it was finally abandoned, many of the merchants of that town found caves winding deep beneath these falls and there they laid their gold, hoping that they would one day return and reclaim their precious things. Now, no one knows where these caves are, and stories tell of a great monster that dwells in the pools where the waters of the Greyflood and Glanduin mingle, ready to hunt those treasure-hunters that would dare to venture too close to its lair.

Braving the Ford

All those who travel along the great South Road must attempt the crossing of the river here. But it is no easy task. First, the Scout must pick a path through the murky waters and unstable rubble. This requires a DC 15 Intelligence (Investigation) check.

Then each hero must make three DC 20 Strength (Athletics) checks. If the Scout succeeded at the Investigation check, the heroes make these checks with Advantage. Each failure forces the hero to gain a level of Exhaustion as the companion is temporarily caught beneath the waters of the Gwaltho.

If the companions have mounts, then the Company must also make three DC 20 Wisdom (Animal Handling) checks as well. If all three checks are failed, then a mount has been lost to the treacherous crossing.



EVILS OF - THE NORTH -

“...dark things come from the houseless hills,
or creep from the sunless woods...”

From the barren lands of old Arnor to the forsaken paths of Eregion, the land of Eriador is home to dozens of dangerous denizens. Some of these foes have seldom been challenged by any hero and are powerful by any measure, whether separately or in great troupes. Others are unique creatures that hate the free people and trouble them whenever they may. And while the dead outnumber the living in Eriador, the dead do not always rest easily in this land.

POWERFUL ADVERSARIES

"Fly! This is a foe beyond any of you."

There may be times when the Loremaster needs to pit the Company against an enemy that is stronger than a common creature of its race, perhaps because it is an important character for the plot, a recurring enemy or simply because the heroes have reached such a high level of power that they risk defeating any threat they face without effort.

In such cases the Loremaster may apply the rules and advice found on page 116 of the *Loremaster's Guide* , augmented by the extra abilities listed here. In addition to abilities that have appeared in previous supplements for the game, this chapter contains especially strong abilities that can be granted to any creature, supplementing its normal characteristics. There are also a select number of new, more powerful, Troupe abilities that can be applied to entire warbands.

Challenge Ratings

Each monster in this chapter, along with all other monsters in the Loremaster's Guide and the various other supplements, are assigned a Challenge rating. The rating is a rough approximation of the threat that a monster

poses to a well-arrayed Company of a certain level. This rating assumes that all of the rules present in the game are in play: that long rests are hard to come by, Legendary Weapons and Armour (or other magical items) are rare and that the Loremaster will make steady use of the monster's special abilities and terrain modifiers.

But most importantly, they assume that the maxims on page 89 of the Loremaster's Guide are in use. While numerically speaking a single Black Uruk might be a challenge for a Company of four level 2 heroes, it is more likely that such a foe would serve as a commander for a force of lesser Orcs and Goblins and be set against a more experienced group of heroes. Perhaps a Black Uruk and a handful of Snaga Trackers would ambush the Company in a place where the Snagas can make use of their Sneak Attack abilities. It certainly would be the rare fight that is fought on a bare field in bright sunshine with the Goblins in the open!

Of course, such an encounter might overwhelm a less experienced Company – you will want to consider all aspects of the battle before determining if it is a fitting challenge for your players. Look to the source material, there are very few solitary duels to be found and often our heroes simply wish to escape from the onslaught of the enemy hordes.

NEW ESPECIALLY STRONG ABILITIES

These abilities are meant to describe the capabilities of an individual of superior stature; a direct servant of Sauron, a creature empowered by sorcery, the last of an ages-old species, the recipient of a special training. While normally limited to 1, the Loremaster might bestow 2 enhancements or more to a single creature. Addition of these abilities will raise the Challenge rating of the monster by 1 or more.

Cruel Stroke (Recharge 5-6). If the creature's attack has just hit, it may spend its bonus action to activate this ability. The attack becomes a critical hit.

Deadly Elusiveness. If the creature does not wear any armour, its Armour Class is equal to 10 plus twice its Dexterity modifier.

Fearsome (Recharge 5-6). The creature may use its reaction when it is struck by its enemy to activate this

ability. That enemy must make a **DC 15 Wisdom** saving throw. If it fails the saving throw the attack fails and it becomes Frightened of the creature until the end of the creature's next turn.

Great Might (Recharge 5-6). The creature may use its reaction when it takes damage from a melee or ranged weapon attack: the damage amount is reduced by the creature's **Strength** modifier, to a minimum of 1 point of damage taken.

Legendary. This creature is an exceptional example of its type. It gains from 1 to 3 additional legendary actions. Each legendary action corresponds to one of the actions or abilities that it already possesses. Activating a legendary action does not consume the creature's bonus action or reaction.

Unyielding (Recharge 5-6). The creature can use its bonus action to gain temporary hit points equal to twice its **Constitution** modifier.

Wicked Cunning (1/day). The creature can use its bonus action to activate this ability. For the remainder of the combat, it adds the higher of its **Intelligence** or **Wisdom** modifier to its Armour Class.

NEW EXCEPTIONAL TROUPE ABILITIES

Beyond the fire he saw swarming black figures: there seemed to be hundreds of orcs.

Of all the terrors of the Enemy, perhaps the most alarming is the sheer number of foes that He can set against the Free Peoples. When those warbands have superior training or equipment, even lowly Orcs may be a mighty challenge for stout heroes. Most of the following troupe abilities should raise the Challenge rating of the encounter and you may wish to assign a singular Challenge rating to the group as a whole.

Battle-hardened. If the troupe is required to make saving throws against any sort of intimidation effect, they gain Advantage on the saving throw.

Deadly. Once in a round, a single member of the troupe that has successfully hit its target deals an additional 3 (1d6) points of the same damage type.

Driven. If a member of the troupe has taken damage since the end of its last turn, it has Advantage on its first attack roll.

Easily Unnerved. When a member of this troupe is killed, select another living member of the troupe. It takes 2 (1d4) psychic damage as it sees its ally slain.

Formidable. Each member of the troupe improves its Armour Class by 1.

Skillful. Select one of the creature's listed skills. Each member has Advantage on all ability checks for that skill. If the troupe contains monsters of different types, each type may select a different skill. If the creature does not have any skills then this ability has no effect on them.

Trained. Select one basic attack action (not **Multiattack** or an action with limited usage or an action that prompts a saving throw or other additional effects). Each member of the troupe now has Advantage on that attack. If the troupe contains monsters of different types, each type may select a different basic attack.



NEW CREATURE ABILITIES

The following list of abilities are in addition to those found in the Loremaster's Guide. None of these are so strong as to make certain an adjustment to the Challenge rating of an adversary, and some even hinder the foe. Still, you will want to be careful in how many abilities you apply to each monster – too many may bog down combat or create confusion in the heat of battle.

Ambush. During their first turn, the creature has Advantage on attack rolls against any other creature that hasn't taken a turn. If the creature scores a melee critical hit on a target in this turn, that target is knocked Prone.



Amphibious. The creature can hold its breath for such long periods that it is effectively a water-breather in combat situations.

Broken Blades (1/day). The creature may invoke this ability as a bonus action. It automatically scores a critical hit with all successful attacks this round. Afterwards, its weapon is destroyed.

Battle Cry (1/day). The creature may use its action to activate this ability. Each creature of the same type within 30 feet of the acting creature gains Advantage on attack rolls until the start of the acting creature's next turn. The creature may then make one attack as a bonus action.

Bewilder. The creature can briefly assume a different shape, confusing all around it. All creatures within 30 feet of the creature must make a **DC 13 Wisdom** saving throw or be Stunned for 1d4+1 rounds. As long as the effect lasts, the creature may then make a melee attack against a Stunned creature as a bonus action. The creature can only use this ability once per long rest.

Bodyguards. The creature is always surrounded by other creatures of the same type whose duty it is to protect their leader. At least one other creature in its retinue gains the Thrall special reaction ability (see page 72).

Camouflage. The creature has Advantage on all stealth tests in a certain terrain type.

Commanding. Allies of the creature gain Advantage on attack rolls against enemies engaged with the creature.

Craven. If the creature starts its turn with less than half its total hit points, it must make a **DC 10 Wisdom** saving throw. On a failure, it becomes Frightened and must use its Dash or Disengage action to move away from any enemies. If movement is impossible, it will take the Dodge action.

Cunning Speech. If the creature has a chance to speak, then any intelligent foes that share the creature's language within earshot must make a **DC 13 Wisdom** saving throw or suffer Disadvantage when attacking the creature.

Deadly Spear-Thrust. The creature may use its reaction to make a single melee attack against a creature that has

just attacked it. If the creature inflicts a critical hit with this ability, the target is knocked Prone as the blow strikes a knee or other joint.

Ensorcelled. The creature has been dominated by the will of another, and no words will cause it to stray from its mission. The creature is immune to being Charmed or Frightened and takes no damage from Psychic attacks.

Fear of Fire. The creature is fearful of fire. If a torch or other flame comes within 10 feet of it, the creature suffers Disadvantage on its attack rolls.

Fearsome Bellow. As a bonus action the creature may scream at a target within 20 ft. That target must make a **DC 13 Wisdom** saving throw or become Frightened until the end of the creature's next turn.

Hate Sunlight. This creature despises the cleansing light of the Sun. If it is exposed to direct bright sunlight, it takes 3 (1d6) psychic damage each round.

Hawk's Eye (Recharge 4-6). The creature may use this ability as a bonus action. It does not suffer Disadvantage on attack rolls due to being at long range this turn.

Horrible Strength. If the creature makes a successful melee attack, it may use its bonus action to cause additional damage equal to its Strength modifier of the same type to the target.

Keen Hearing and Smell. The creature has Advantage on **Wisdom (Perception)** checks that rely on hearing or smell.

Leadership. As a bonus action, the creature can command a nearby ally of the same type. That ally takes its turn immediately after the acting creature.

Region Dweller (Recharge 5-6). If the creature is within 5 feet of a scenery feature specific to its region, it may use its bonus action to gain half-cover from it, even if the feature would not normally provide it.

Nimble Escape. The creature can take the Disengage or Hide action as a bonus action on each of its turns.

Pack Tactics. The creature has Advantage on an attack roll against a creature if at least one of the creature's

allies is within 5 feet of the creature and that ally isn't Incapacitated.

Parry. The creature adds its Proficiency Bonus to its Armour Class against one melee attack that would hit it. To do so, the creature must see the attacker and be wielding a melee weapon.

Reckless. The creature may choose to gain Advantage on all attacks it makes in a round, but all attacks on it gain Advantage until the start of its next turn.

Sneak Attack. Once per turn, the creature deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has Advantage on the attack roll, or when the target is within 5 feet of an ally of the creature that isn't Incapacitated and the creature doesn't have Disadvantage on the attack roll.

Stealthy. The creature may use its bonus action each round to Hide.

Strike Fear (Recharge 5-6). As an action, the creature may force each opponent within 30 ft to make a **Wisdom** saving throw or become Frightened until the end of the creature's next turn. The DC is equal to 12 plus the creature's Proficiency Bonus.

Sunlight Sensitivity. While in sunlight, the creature has Disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

Thrall (Other Creature). This creature is a slave of another creature, known as its master. If the master is within the creature's movement speed, the creature can use its reaction to become the target of an attack that would hit its master. If the master is slain, the creature flees the battlefield.

Tough Hide. The creature is resistant to non-magical bludgeoning and slashing damage.

Weak Spot. If the creature uses a special ability that uses an action, any heroes that are within range may use their reaction to make a single attack. For this attack only, the creature is considered vulnerable to Piercing, Slashing and Bludgeoning damage.

CONCERNING THE UNDEAD

"Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him."

Many undead horrors haunt the lonely lands of old Arnor, in the shadow of the darker woods, and under the still waters of rotting marshes. Some are simply what remains of the ill-will of evil Men and proud Elves; others were minions of the King of Angmar, sent to infest barren hills and lonely barrows; others more are the restless souls of chieftains and warriors who fell prey to evil curses.



The next section highlights the differences between the various types of undead creatures that the companions might one day (or night!) encounter during their adventuring. While the details are left to the individual monster descriptions, the following text may help the Loremaster greatly in distinguishing them, and let you design your own undead adversaries.

The Loremaster be warned though! While precise definitions are generally something to be desired in a game, sometimes they provide an explanation to things that should remain inexplicable, robbing a legendary world of its mystery. Keeping a level of uncertainty and providing only glimpses of a world that defies understanding goes a long way in preserving a sense of wonder in those who take part in the game.

WALKING DEAD

These monsters do not have much in common with the other undead creatures, as they are the product of some dark enchantment, and do not have a spiritual component. The walking dead are the bodies of the dead that have been reanimated by sorcery. In game terms, their characteristics vary wildly, based possibly on how old the reanimated remains are, and how much power have been infused in them. Generally, the walking dead are destroyed instantly if their source of power is undone (for example, the sorcerer who reanimated them is killed).

Typical Special Abilities: Fell Spirit, Strike Fear.

Examples of the Walking Dead include the Undead Warriors from Wilderland Adventures, and the Bog Soldiers described on page 82.

WIGHTS

Wights are evil spirits that directly inhabit the remains of the deceased. As they control a body, their physical manifestation can be harmed normally, but their spiritual possession makes them much more resistant to injury and gives them several powerful abilities.

In game terms, a Wight is often deemed a lesser version of the more powerful Wraiths and given the ability **Wraith-like**. This improves its Armour Class and makes it resistant to non-magical weapon attacks. When its body is destroyed, the creature is defeated but the spirit is unharmed and flees to find some other barren place to haunt.

Typical Special Abilities: Craven, Denizen of the Dark, Spells of Despair, Wraith-like

Examples of Wights include the Night-Wight from Wilderland Adventures, the Wood-wights from Rhovanion Region Guide and the Barrow-wights on page 82.

WRAITHS

These creatures are similar to the Nazgûl, as they were once living beings who were consumed by sorcery or another malevolent power. They are now undead, and exist in both the living world and the wraith-world. Unlike the Ringwraiths, these lesser wraiths have only a physical shape, albeit partially faded and thus resistant to harm.

The Nazgûl are a superior form of wraith and have their own special abilities.

Typical Special Abilities: Dreadful Spells, Fear of Fire, Strike Fear, Unnatural Vitality, Visions of Torment

The Fell Wraiths included in this supplement are an example of Wraiths.

GHOSTS

The Ghost-form special ability defines once-living beings that do not have a physical body any more, but that are still able to affect the world of the living in some way. They may be the manifestation of restless souls of dead Men or faded Elves, still trapped in the circles of the world by some strong obligation, like a broken oath or an unfulfilled promise.

Typical Special Abilities: Black Dread, Ghost-form, Incorporeal Movement, Thing of Terror, Words of Power and Terror

Spectres on page 85 are an example of Ghosts, as are the Dead Men of Dunharrow from the forthcoming Rohan Region Guide.

SPECIAL ABILITIES OF THE UNDEAD

The following new special abilities are most suitable for the various undead creatures of Middle-earth.

Black Dread. When forced to make a **Wisdom** saving throw against this creature targets automatically have Disadvantage on the roll.

Darker than the Darkness (1/day). The creature can spend its action to summon a supernatural darkness. It is centred on the creature and extends out to a radius of 15 feet. Torches and other non-magical light sources do not pierce the darkness. A magical light can counter the darkness effect but not dispel it. The effect lasts until the creature is slain or it spends a bonus action to cancel it.

Dreadful Spells (Recharge 5-6). One nearby foe must make a **DC 15 Wisdom** saving throw. If the target fails, it gains 1 Shadow point and becomes Paralysed for a number of rounds equal to its current Shadow Point total. A Player-hero can spend Inspiration to break this spell.

Feast on Suffering. Whenever a foe suffers a critical hit or is reduced to 0 hit points, the creature can use its reaction to regain 7 (2d6) hit points.

Fell Spirit (Recharge 5-6). When the creature would be reduced to 0 hit points, it may use its reaction to add temporary hit points, rolling a number of d6s equal to the creature's Proficiency Bonus.

Ghost-form. This creature is insubstantial and cannot be easily hurt by normal means. It has resistance to acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks. It is immune to cold, necrotic and poison damage and the following conditions: Charmed, Exhaustion, Frightened, Grappled, Paralysed, Petrified, Poisoned, Prone, Restrained.

Incorporeal Movement. The creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spells of Despair. As an action, the creature can force one target within 30 feet to make a **Wisdom** saving throw with the DC equal to 10 plus the target's Shadow score. If the target fails the saving throw they become Frightened of the creature until the end of its next turn.

Undead Fortitude. If damage reduces the creature to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.

Unnatural Vitality. The creature can use its bonus action to regain 6 (1d12) hit points. It cannot use this ability to exceed its normal hit point maximum.

Visions of Torment. As an action, the creature can force one target within 60 feet to make a **DC 15 Wisdom** saving throw or take psychic damage equal to 2 (1d4) plus its total Shadow score.

Wraith-like. This is a creature of shadow, animated by undying hatred. It has resistance to all non-magical weapon damage and its base Armour Class is equal to 10 plus twice its Dexterity modifier.

Words of Power and Terror (Recharge 6). A potent sorcery, it is employed as a reaction when a player announces the expenditure of Inspiration or Hit Dice to invoke a special ability, artefact blessing or a power of a legendary weapon or armour. The resource is still expended but the effect is cancelled.

Nazgûl Abilities

The following abilities are limited to Ringwraiths. The Difficulty Class given for saving throws is a base level, the growing threat of the Shadow can increase the power of the Nazgûl.

Black Breath. The Nazgûl can use its action to target a creature within 10 feet. That creature must make a **DC 14 Constitution** saving throw. On a failure, the creature gains 1 Shadow point and becomes Unconscious. The creature may be revived as an action, but are Miserable until it takes a long rest. On a success, the creature gains 1 Shadow point but remains awake. If a Ringwraith targets an Unconscious creature then it is subject to *The Black Shadow* (see the opposite page).

Deadly Voice. The Ringwraiths scream at their enemies with long-drawn wails that rise to deafeningly high piercing note. The Nazgûl can use its bonus action to make a Frightened creature become Stunned until the end of the Ringwraith's next turn.

Dwimmerlaik. If a hero strikes the Nazgûl with a critical hit, it may use its reaction to invoke this ability. The hero must make a **DC 14 Strength** saving throw. If it fails, the hero's weapon shatters, and the hero receives the damage total instead of the Ringwraith. Legendary weapons might not be destroyed, but are lost as a cold pain shoots through the hero's body and she drops the weapon.

Shadow of Fear. The Nazgûl can direct its terrible will upon any Frightened mortal (Dwarf, Hobbit or Man) such that the victim becomes an agent for the Shadow. The Ringwraith may use its action to force the target to make a **DC 14 Wisdom** saving throw. On a failure, the target gains 1 point of Shadow and is compelled to carry out some service (such as reporting information to the Nazgûl) or perform a secret task. The compulsion lasts a number of weeks equal to the hero's Shadow score. A spellbound hero is loathe to perform the compelled action and is

often nervous, moody or morose. Other members of the Company who note the change in their Companion can make a **DC 15 Charisma (Intimidation)** or **Wisdom (Insight)** check to provoke the hero (those with Dark Knowledge make this check with Advantage). A successful check allows the target to make another saving throw against the spell, ending its effects on a success.

The Black Shadow

A victim of the Black Shadow remains Unconscious for a number of days equal to his Shadow score. For each day spent in this state, the hero must make a **DC 15 Wisdom** saving throw (this is reduced to **DC 10** if tended to by someone familiar with *The Weapons of the Enemy* (see the *Player's Guide*, page 68). Each failed saving throw adds 1 Shadow point to the hero, but does not extend the time spent Unconscious.

While the hero is Unconscious, if his Shadow score ever exceeds his Wisdom score then the character slips into even deeper dreams and then dies.

If the hero resists for the length of the malady, he finally overcomes his sickness and wakes up (but maintains his new Shadow score).

MONSTERS OF ERIADOR

"...there's dark shapes in the woods, dreadful things that it makes the blood run cold to think of."

Some of the following creatures described make use of the extraordinary special abilities provided in the previous pages for the creation of Powerful Adversaries. A few others possess totally unique capabilities, described in full in their individual entry.

DANGERS OF THE WILD

The wild and trackless lands of Eriador hide many enemies – foes to freeze the heart the Rangers say and they know better than most what hides in the desolate hills and steep valleys of the North.

Crebain of Tharbad

...for a whole regiment of birds had broken away suddenly from the main host, and came, flying low, straight towards the ridge.

Not all the creatures of the Wild are friendly to the Free Peoples and some are directly in the service of the Enemy. And there are others, who seeking dominion over their lands, might contrive to make alliances with fell things out of misguided purposes. Great flocks of crebain occupy the ruins of Tharbad.



CREBAIN OF THARBAD

Small Beast

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	7 (-2)	15 (+2)	5 (-3)

Armour Class 13

Hit Points 7 (2d6)

Speed 5 ft, fly 60 ft

Saving Throws Dexterity +5

Skills Perception +4

Senses darkvision 60 ft, passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Flyby. The crebain doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Keen Sight. The crebain has Advantage on **Wisdom (Perception)** checks that rely on sight.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1 slashing damage.

Greater Stone-troll

It is said that the Stone-trolls are the most canny of all the breeds that Morgoth made in mockery of the legendary Ent-folk and become more devious and dangerous as they advance in age. Or, perhaps, the foolish and weak amidst the Stone-trolls find themselves in the open at sunrise...



GREATER STONE-TROLL *Large Giant (Troll-kind)*

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	10 (+0)	7 (-2)	6 (-2)

Armour Class 16 (natural armour)

Hit Points 126 (12d10+60)

Speed 30 ft

Saving Throws Dexterity +4

Senses darkvision 60 ft, passive Perception 8

Languages Westron, Orcish

Challenge 5 (1,800 XP)

Sunlight Curse. Stone-trolls become Petrified and turn into stone if they are touched by the bright light of the sun. Once the sun rises, a Stone-troll must make a **DC 10 Dexterity** saving throw at the beginning of its turn in order to find enough cover to avoid being turned to stone. On a failure, the Stone-troll becomes Petrified.

Actions

Multiattack. The Stone-troll makes two attacks: one with its troll-club and one slam.

Troll-club. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Ettins

"Yes, I'm afraid trolls do behave like that, even those with only one head each."

Ettins are some of the oldest of Troll-kind, barely distinguishable from huge piles of rock. They exhibit abnormal features now lost to the Stone-Trolls, like having four arms, or two heads growing side-by-side from their shoulders. While the entry below has both features, most Ettins will only have one (removing one of these features does not affect the Challenge rating).

ETTIN *Large Giant (Troll-kind)*

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	23 (+6)	6 (-2)	10 (+0)	4 (-3)

Armour Class 9

Hit Points 161 (14d10+84)

Speed 20 ft

Damage Resistances non-magical piercing and slashing

Senses tremorsense 60 ft, passive Perception 10 (15 if two-headed, see below)

Challenge 6 (2,300 XP)

Four-armed. An Ettin with four arms can employ both **Seize Victim** and their **Crushing Blow** attack on the same round. Four-armed Ettins automatically recharge their **Seize Victim** ability without rolling.

Horrible Strength. If the Ettin makes a successful melee attack, it may use its bonus action to cause 5 additional damage of the same type to the target.

Two-headed. Ettins with two heads are much harder to catch unawares. Any attempts at **Stealth** are made with Disadvantage and the Ettin gains Advantage on both active and passive **Perception** checks.

Actions

Crushing Blow. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 18 (2d12+5) bludgeoning damage.

Seize Victim (Recharge 5-6). The Ettin may choose to spend an action grabbing a creature within 5 feet of them. The target is automatically Grappled if it is of Medium size or smaller. To escape the Troll's grasp, the target must use an action to escape: they must succeed on a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check. If the creature fails, it takes 5 bludgeoning damage and remains Grappled. An Ettin can seize a number of victims up to the number of hands that it possesses, but cannot use **Crushing Blow** if it does not have a free hand.



Goblins of Carn Dûm

A small, vicious breed of Orcs still inhabit the ruins of Carn Dûm. There they hide, when they don't prowl the land with war-bands led by warriors of the Hill-men of Rhudaur, who profit from the Goblins' abilities as scouts and look-outs. The Goblins both hate and fear those who defeated their master, the Dûnedain and the High Elves of Rivendell.



GOBLIN OF CARN DÛM

Small Humanoid (Orc-kind)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

Armour Class 13 (Orcish Leathers)

Hit Points 13 (3d6+3)

Speed 30 ft

Skills Stealth +4, Perception +3

Senses blindsight 30 ft, darkvision 60 ft, passive Perception 13

Languages Orcish, Westron

Challenge 1/4 (50 XP)

Craven. If the Goblin starts its turn with 6 or less hit points, it must make a **DC 10 Wisdom** saving throw. On a failure, it becomes Frightened and must use its Dash or Disengage action to move away from any enemies. If movement is impossible, it will take the Dodge action instead.

Hate Sunlight. This creature despises the cleansing light of the Sun. If it is exposed to direct bright sunlight, it takes 3 (1d6) psychic damage each round.

Hatred (Dûnedain and High Elves) (Recharge 5-6).

The Goblins of Carn Dûm both hate and fear those who defeated their master, the Dûnedain and the High Elves of Rivendell. A Goblin can use its bonus action to gain Advantage on attacks against them this round.

Actions

Bent Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) slashing damage.

Bow of Horn. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft, one target. *Hit:* 5 (1d6+2) piercing damage. The victim must also make a **DC 13 Constitution** saving throw or be poisoned for 1 minute.

Hill-men of Rhudaur

On some... (hills) were old castles with an evil look, as if they had been built by wicked people.

Cruel warriors once serving the Witch-lord of Angmar, they were much reduced in numbers, but they still inhabit the land once ruled by their king. They received many gifts of sorcery, and have not forgotten their allegiance.



Mixed Warbands

If a group of adversaries includes both Goblins of Carn Dûm and Hill-men of Rhudaur, then the Goblins are emboldened (they are not considered Craven any more), and they gain Advantage on any active or passive Perception checks.

A typical mixed warband will have as many Hill-men as the Company has heroes and half as many Goblins serving as scouts or lookouts. They are an Easily Unnerved troupe and count as Challenge 5 rating if you treat them as a single entity for determining Experience points.

HILL-MAN OF RHUDAUR

Medium human (Evil Men)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	12 (+0)

Armour Class 12 (Hide Armour)

Hit Points 27 (5d8+5)

Speed 30 ft

Skills Athletics +4, Shadow-lore +2

Senses passive Perception 10

Languages Orcish, Westron

Challenge 2 (450 XP)

Hatred (Dúnedain) (Recharge 5-6). Once, long ago, Rhudaur was under the dominion of the Dúnedain. While their hatred is centuries old, it has not grown cold. A Hill-man can use his bonus action to gain Advantage on any attack rolls against a Ranger this round.

Raven Spirits. Rumours say that when a Hill-man dies his spirit returns as a raven, to watch over his folk and spy on his dark master's foes. No one knows for certain if their sorcery is still so strong, but when the Hill-men are about, the ravens are never far away... When the first Hillman dies in combat, a flock of ravens swoops down on the battlefield. When this happens, all enemies of the Hill-men have Disadvantage on their attack rolls until the end of combat. Each raven has AC 12 and 1 hit point but they have no attacks and are so numerous that defeating them with weaponry is almost hopeless.

Actions

Orc-axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) slashing damage or 6 (1d8+2) slashing damage if wielded with two hands.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft or range 20/60 ft, one target. *Hit:* 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Curse of the Hill-men (1/day). The Hill-man can use his action to target a single hero who must then make a Corruption check, a **DC 15 Wisdom** saving throw. On a failure, the hero loses Inspiration and gains a point of Shadow. On a success the hero still loses Inspiration. If the hero does not have Inspiration, they gain Disadvantage on their next ability check, attack roll or saving throw.

Orcs of Mount Gram

The Orcs of Mount Gram have a long memory of their defeat at the hands of Bullroarer Took and fiercely hate all Hobbits, relentlessly attacking a company that includes one. The secret visits of the Wraith-lord to Mount Gram has fueled their hatred and has apparently made them more independently ambitious than others of their ilk.

As an unforeseen side-effect, the Orcs of Mount Gram frequently conspire against their neighbours, and dream of carving out a kingdom of their own in the North. This power-mongering tendency might lead a cunning chieftain like Radgul to exploit their war against the Dúnedain, for example by 'accidentally' leading a Ranger patrol to the location of a rival Orc settlement...



ORC OF MOUNT GRAM

Medium humanoid (Orc-kind)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	15 (+2)

Armour Class 16 (cobbled-together Orc armour, shield)

Hit Points 26 (4d8+8)

Speed 30 ft

Skills Deception +4, Riddle +2

Senses passive Perception 10

Languages Orcish, Westron

Challenge 1/2 (100 XP)

Hatred (Hobbits) (Recharge 5-6). The Orc can use its bonus action to gain Advantage on any attack rolls against a Hobbit this round.

Sunlight Sensitivity. While in sunlight, the Orc has Disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

Actions

Bent Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60 ft, one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

EMISSARIES OF THE ENEMY

Amid the many foes that inhabit Eriador, there are some of extraordinary cruelty and malice, such that they have become infamous and even the meekest of Bree-folk know to quail at their names.

Bloodstump the Hunter

Bloodstump was the Hill-Troll Chief responsible for killing the Chieftain of the Dúnedain, Arador, the grandfather of Aragorn. He wields a terrible weapon, a dark gift from an invisible master...

BLOODSTUMP THE HUNTER

Large Giant (Troll-kind)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	23 (+6)	6 (-2)	10 (+0)	10 (+0)

Armour Class 16 (bits of previous victims' armour)

Hit Points 138 (12d10+72)

Speed 30 ft

Saving Throws Strength +8, Constitution +10, Wisdom +3

Skills Perception +6, Survival +3

Senses darkvision 60 ft, passive Perception 16

Languages Westron, Orcish

Challenge 7 (2,900 XP)

Cruel Stroke (Recharge 5-6). If Bloodstump has just hit with his Great Black Mace, he may spend his bonus action to turn the attack into a critical hit.

Hideous Toughness (Recharge after a short or long rest). Bloodstump can endure enormous damage. He may spend an action to growl menacingly at his foes and then gain a pool of 10 (3d6) temporary hit points that last till the end of the fight if not removed by combat damage.

Horrible Strength. If Bloodstump makes a successful melee attack, he may use his bonus action to cause 5 additional damage of the same type to the target.

Hunter. Bloodstump doubles his Proficiency Bonus for all **Wisdom (Perception)** checks (included above).

Actions

Multiattack. Bloodstump makes two attacks: one bite and one strike with his mace.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 10 (2d4+5) slashing damage.

Great Black Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 18 (2d12+5) bludgeoning damage.



Dreorg the Wargling

Dreorg the Wargling was once one of the Hill-men living in the vale of Gundabad, to the east of the Misty Mountains. To escape death, his spirit fled his form and entered that of a particularly large, savage Warg.



DREORG

Large Monstrosity (Warg-kind)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	21 (+5)	11 (+0)	13 (+1)	15 (+2)

Armour Class 14 (natural armour)

Hit Points 94 (9d10+45)

Speed 50 ft

Skills Perception +4, Stealth +6

Senses darkvision 60 ft, passive Perception 14

Languages Westron, Wargspeech

Challenge 5 (1,800 XP)

Great Leap. Dreorg is capable of jumping huge distances. He may make a special Dash action to go twice his normal movement in a single jump. Any opponents in melee combat with him when he uses Great Leap get Opportunity Attacks as normal.

Keen Hearing and Smell. Dreorg has Advantage on **Wisdom (Perception)** checks that rely on hearing or smell.

Pack Tactics. Dreorg has Advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't Incapacitated.

Savage Attack. When Dreorg scores a critical hit, he does an additional 5 (1d10) damage. This damage is not doubled by the critical hit.

Actions

Multiattack. Dreorg makes two attacks: one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must make a **DC 13 Strength** saving throw or be knocked Prone.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 11 (1d12+5) piercing damage.

Reaction

Snake-like Speed (Recharge 5-6). Dreorg is adept at avoiding injury and can use his reaction to halve the attack damage on an attack that he is aware of.

Dreorg's Warg-band

Dreorg is always accompanied by the most cruel wolves of his pack: at least three **Wolf Leaders** (see page 112 of the *Loremaster's Guide*). Wolves led by Dreorg do not suffer the effects of the **Fear of Fire** special ability and are additionally considered **Thralls** of Dreorg. If you count the troupe as a single entity, it will be **Challenge 10**.

The Queen of Castle Hill

Rine, the self-proclaimed Queen of Castle Hill, is a huge solitary Stone-Troll with fists like boulders and a mind more cunning than most of her kind. Her weakness might lie in the excessive trust she puts in her improvised coat of armour...

RINE, QUEEN OF CASTLE HILL *Large Giant (Troll-kind)*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	25 (+7)	10 (+0)	7 (-2)	6 (-2)

Armour Class 16 (cobbled-together armour)

Hit Points 150 (12d10+84)

Speed 30 ft

Saving Throws Dexterity +6

Senses darkvision 60 ft, passive Perception 8

Languages Westron, Orcish

Challenge 8 (3,900 XP)

Hatred (Dwarves) (Recharge 5-6). Rine detests Dwarves. She can use her bonus action to gain Advantage on attacks against them this round.

Suit of Armour. Rine has Advantage on her **Dexterity** saving throws due to her **Sunlight Curse** as most of her body is shielded from the sun by her armour.

Sunlight Curse. Stone-trolls become Petrified and turn into stone if they are touched by the bright light of the sun. Once the sun rises, Rine must make a **DC 10 Dexterity** saving throw at the beginning of her turn in order to find enough cover to avoid being turned to stone. On a failure, she becomes Petrified.

Weak Spot. If Rine uses a special ability that uses an action (her **Smashing Blow**), any heroes that are within range may use their reaction to make a single attack. For this attack only, Rine is considered vulnerable to Piercing, Slashing and Bludgeoning damage.

Actions

Multiattack. Rine makes two attacks with her **Troll-club**.

Troll-club. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Smashing Blow. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 15 (2d18+6) bludgeoning damage and the target must make a **DC 16 Strength** saving throw or become Prone. *Miss:* the target must make a **DC 13 Dexterity** saving throw or become Prone.



Radgul the Orc Chief

Radgul is the chieftain of the Orcs of Mount Gram, a wily, scarred old Orc with ambitions on the throne of Mount Gundabad and the cunning and patience to achieve his goals.



RADGUL*Medium humanoid (Orc-kind)*

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	17 (+3)	12 (+1)	16 (+3)

Armour Class 18 (cobbled-together Orc armour, Huge Hide-shield)

Hit Points 59 (7d8+28)

Speed 30 ft

Skills Deception +5, Investigation +5, Persuasion +5

Senses passive Perception 11

Languages Orcish, Black Speech, Westron

Challenge 3 (700 XP)

Hatred (Hobbits) (Recharge 5-6). Radgul can use his bonus action to gain Advantage on any attack rolls against a Hobbit this round.

Horrible Strength. If Radgul makes a successful melee attack, he may use his bonus action to cause 3 additional damage of the same type to the target.

Sunlight Sensitivity. While in sunlight, Radgul has Disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Orcish Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 8 (2d4+3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60 ft, one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

Reaction

Commanding Voice. Radgul can inspire his allies with his sly words and half-empty promises. He may use his reaction to utter a command or shout a warning whenever a non-hostile creature, that he can see within 30 feet, is about to make an attack roll or a saving throw. The target can add a d6 Command Die to that roll, provided it can hear and understand the message. A creature can benefit from only one Command Die at a time and creatures that possess Commanding Voice cannot benefit from this effect.

Barrow-wights

Barrow-wights walked in the hollow places with a clink of rings on cold fingers, and gold chains in the wind.

Sent to the hills of Tyrn Gorthad by the sorcery of the Witch-king of Angmar to plague his enemies in the wars against Arnor, these restless spirits still rise from their tombs under the dreaded Barrow-downs. Known as the Barrow-wights, they are drawn by the life and warmth of those unfortunate travellers who are lost in the trackless region. They strike from the cover of thick mists, or under the cloak of night, seeking to subdue their prey with their spells and take them into their barrow tombs. There, the victims are sacrificed in a twisted ceremony that harkens back to their once-noble lives, for the corruption of Angmar lingers on even beyond death and the passage of time.

**THE RESTLESS DEAD**

There are places in Eriador where it is said that the dead outnumber the living. This would be well enough if the dead would keep to their tombs and barrows, their shallow graves and clinging muck. But, sometimes, they stir and the air grows cold with death...

BARROW-WIGHTS

Medium Undead

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Armour Class 13 (tattered remnants of armour)

Hit Points 45 (6d8+18)

Speed 30 ft

Damage Resistances non-magical bludgeoning, piercing and slashing

Damage Immunity poison

Condition Immunities Charmed, Exhaustion, Poisoned

Skills Perception +3, Stealth +3

Senses blindsight 30 ft, passive Perception 13

Languages Westron

Challenge 3 (700 XP)

Denizen of the Dark. The Barrow-wight is particularly adept at using the environment and shadows to its benefit. It may take the Hide action, even in plain sight. It makes a **Dexterity (Stealth)** check and any foes must make an opposed **Wisdom (Perception)** check to track its movements.

Fell Spirit (Recharge 5-6). When the Barrow-wight would be reduced to 0 hit points, it may use its reaction to add 7 (2d6) temporary hit points.

Hate Sunlight. The Barrow-wight despises the cleansing light of the Sun. If it is exposed to direct bright sunlight, it takes 3 (1d6) psychic damage each round.

Actions

Ancient Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage.

Chilling Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* The target must make a **DC 13**

Constitution saving throw or become Stunned until the end of the Barrow-wight's next turn. If the target is already Stunned then the target becomes Unconscious until it completes a short rest instead. Unconscious companions are dragged into the wight's barrow to be sacrificed; if found in time, they may be roused with a **DC 10 Wisdom (Medicine)** check.

Wight Song (1/day). Barrow-wights chant a low, chilling song to subdue their foes with the dark enchantment of their voice. Each creature within 60 feet of the Barrow-wight must make a **DC 10 Wisdom** saving throw. Creatures that fail the saving throw are Stunned. A Stunned creature can repeat the saving throw at the beginning of its turn, ending the effect on a success.

Bog Soldiers

...so utterly was Angmar defeated that not a man nor an orc of that realm remained west of the Mountains.

Beneath the bogs of the Ettenmoors lie the bodies of the Witch-king's rearguard, withered and stained black by the foetid muck but recognisable still, even though a thousand years have passed. On dark, moonless nights, dozens of undead soldiers rise again from the silent waters.



BOG SOLDIER

Medium Undead

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	13 (+1)	3 (-4)	7 (-2)	3 (-4)

Armour Class 8

Hit Points 22 (4d8+4)

Speed 20 ft

Damage Immunity poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses darkvision 60 ft, passive Perception 8

Languages None

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the Bog Soldier to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Bog Soldier drops to 1 hit point instead.

Actions

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+1) piercing damage.

Grasping Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* the target is Grappled (Escape DC 11) and the Bog Soldier can spend an action to drag the character into the deepest part of the muck... see the Bog combat scenery entry on page 91 of the *Loremaster's Guide*.



FELL WRAITH

Medium Undead

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	17 (+3)	10 (+0)	15 (+2)	9 (-1)

Armour Class 16 (Wraith-like, Shield)

Hit Points 45 (6d8+18)

Speed 30 ft

Damage Resistances Non-magical bludgeoning, piercing and slashing

Damage Immunity poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses blindsight 30 ft, passive Perception 12

Languages Westron, Adûnaic, Sindarin

Challenge 2 (450 XP)

Fear of Fire. If a torch or other flame comes within 10 feet of it, the Fell Wraith suffers Disadvantage on its attack rolls.

Unnatural Vitality. The Fell Wraith can use its bonus action to regain 6 (1d12) hit points. It cannot use this ability to exceed its normal hit point maximum.

Wraith-like. The Fell Wraith has resistance to all non-magical weapon damage and its base Armour Class is equal to 10 plus twice its Dexterity modifier.

Actions

Broadsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft or range 20/60 ft, one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d6+1) piercing damage if used with two hands to make a melee attack.

Strike Fear (Recharge 5-6). As an action, the Fell Wraith may force each opponent within 30 ft to make a **DC 14**

Wisdom saving throw or become Frightened until the end of the the Wraith's next turn.

Fell Wraiths

"...you would have become like they are, only weaker and under their command. You would have become a wraith under the dominion of the Dark Lord..."

It is said that many who died in the wars against Angmar fell victim to the Black Shadow, the terrible illness spread by the Nazgûl. But many others did not perish, and were slowly consumed by it instead. Condemned to a perpetual anguish by the sorcery of the Ringwraiths, they are still today their slaves, pale reflections of their dark masters, always intent at spreading darkness and corruption at their command. Fell Wraiths appear as crooked wanderers, roaming among ancient ruins and the sites of forgotten battles. They are generally wrapped in cloaks to hide their spectral features; their flesh is almost transparent, and their eyes seem to glow like embers. If encountered in the hours of twilight, they may pass as Men, as they can speak, even if with an unusual hissing voice and strange accents. Fell Wraiths carry old weapons and battered shields, relics from an age of strife they employ to deadly effectiveness.

Spectres

There they stood silent, hardly to be seen, save for a red gleam in their eyes...

Not all the spirits that tarry in Middle-earth are bound to the service of Sauron, yet all feel the pull of his will. Powerful and strong-willed Men or Elves who died while pursuing acts of passion and great pride are often so consumed by their obsessions that they can linger on after death, haunting places they once used to love or inhabit.

Spectres are restless spirits that, while not violent in nature, sow sorrow and despair, seeking the lamentation of others in regret for their own misdeeds. They manifest only in the dead of night, and never far away from their haunting places. Their apparitions are said to intensify at times of great unquiet and coming death.



SPECTRE Medium Undead

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	11 (+0)

Armour Class 12

Hit Points 54 (12d8)

Speed 0 ft, fly 50 ft (hover)

Damage Resistances Acid, fire, lightning, thunder; non-magical bludgeoning, piercing and slashing

Damage Immunities cold, necrotic, poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralysed, Petrified, Poisoned, Prone, Restrained

Senses blindsight 30 ft, passive Perception 11

Languages Those it knew in life

Challenge 3 (700 XP)

Black Dread. When forced to make a **Wisdom** saving throw against this creature targets automatically have Disadvantage on the roll.

Ghost-form. This creature is insubstantial and cannot be easily hurt by normal means. See the damage and condition resistances and immunities above.

Incorporeal Movement. The creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Grieve (Recharge 5-6). As an action, the creature may force each opponent within 30 ft to make a **DC 15 Wisdom** saving throw (with Disadvantage, see above) or experience a harrowing sorrow, causing him to gain 3 (1d4+1) Shadow points. If the target rolls a 1 on the saving throw, the target is also Stunned until the end of the Spectre's next turn.

Visions of Torment. As an action, the creature can force one target within 60 feet to make a **DC 15 Wisdom** saving throw (with Disadvantage, see above) or take psychic damage equal to 2 (1d4) plus its total Shadow score.

The Wight-king

Cold be hand and heart and bone,
and cold be sleep under stone:
never more to wake on stony bed,
never, till the Sun fails and the Moon is dead.
In the black wind the stars shall die,
and still on gold here let them lie,
till the dark lord lifts his hand
over dead sea and withered land.

It is said that a spirit great and terrible dwells in the greatest mound of the Barrow-downs. Clad in ancient armour that has been pitted and ruined with age, he wields a broken blade with skeletal hands. All who look upon him know ruin and it is said that none who have fallen under his gaze are ever free from nightmares and restless slumber. He is said to wander between the fog banks of the downs at night, searching for lost travellers to take with him into his grand mound so that they might kneel forever before his subterranean throne.



THE WIGHT-KING

Medium Undead

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	21 (+5)	10 (+0)	13 (+1)	15 (+2)

Armour Class 15 (tattered remnants of armour)

Hit Points 104 (11d8+55)

Speed 30 ft

Damage Resistances non-magical bludgeoning, piercing and slashing

Damage Immunity poison

Condition Immunities Charmed, Exhaustion, Poisoned

Skills Intimidation + 5, Perception +4, Stealth +4

Senses blindsight 30 ft, passive Perception 14

Languages Adûnaic, Westron

Challenge 6 (2,300 XP)

Barrow of the Dead (Lair action, Recharge 6). If the Wight-king is in the Barrow-downs, he may use a Lair action to call the evil spirits of Tyrn Gorthad to him: 3 (1d4+1) Barrow-wights arrive at the end of his next turn.

Denizen of the Dark. The Wight-king is particularly adept at using the environment and shadows to its benefit. He may take the Hide action, even in plain sight. He makes a **Dexterity (Stealth)** check and any foes must make an opposed **Wisdom (Perception)** check to track his movements.

Hate Sunlight. The Wight-king despises the cleansing light of the Sun. If he is exposed to direct bright sunlight, he takes 3 (1d6) psychic damage each round.

Unnatural Vitality. The Wight-king can use his bonus

action to regain 6 (1d12) hit points. He cannot use this ability to exceed his normal hit point maximum.

Actions

Multiattack. The Wight-king makes an attack with his sword and his Chilling Touch.

Ancient Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+4) piercing damage.

Chilling Touch. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. **Hit:** The target must make a **DC 14 Constitution** saving throw or become Stunned until the end of the Wight-king's next turn. If the target is already Stunned then the target becomes Unconscious until it completes a short rest instead. Unconscious companions are dragged into the Wight-king's barrow to be sacrificed; if found in time, they may be roused with a **DC 10 Wisdom (Medicine)** check.

Darker than the Darkness (1/day). The Wight-king can spend his action to summon a supernatural darkness. It is centred on the wight and extends out to a radius of 15 feet. Torches and other non-magical light sources do not pierce the darkness. A magical light can counter the darkness effect but does not dispel it. The darkness lasts until the Wight-king is slain or he spends a bonus action to cancel the effect.

Wight-king Song (Recharge 5-6). The King chants a low, chilling song to subdue his foes with the dark enchantment of his voice. Each creature within 60 feet of the Wight-king must make a **DC 13 Wisdom** saving throw. Creatures that fail the saving throw are Stunned. A Stunned creature can repeat the saving throw at the beginning of its turn, ending the effect on a success.

THE LORD OF THE NAZGÛL

The third was taller than the others: his hair was long and gleaming and on his helm was a crown. In one hand he held a long sword, and in the other a knife.

The Lord of the Nazgûl is the chief lieutenant of Sauron, the most terrible among his servants and his most trusted follower. He was once a king of Men, learned in the dark arts of sorcery. He received a Ring of Power from the hand of Sauron himself, and was enslaved by it, until he became one of the Nine Ringwraiths.

As the Witch-king of Angmar he brought ruin upon Eriador, waging a relentless war against the North-kingdom of Arnor. His actions and machinations ended the royal line of Gondor, and forced the line of Isildur into hiding and exile. The Witch-king disappeared from the North after the battle of Fornost, when the armies of Angmar were finally routed by an alliance of Elves and Men from Gondor.

After the return of Sauron to Mordor in the year 2951, the Wraith-king dwells in his stronghold of Minas Morgul, with five companions. There he waits upon his Lord's commands.

The list of special abilities of the Lord of the Nazgûl represents the arsenal of dark sorcery and powers available to the main servitor of Sauron before the War of the Ring. While already extensive, the Black Captain's capabilities will be greatly enhanced by his mentor in later years, as the Dark Lord puts him in charge of the Quest for the Ring, and later at the head of the vast armies to be unleashed at the conquest of the Free Peoples.

Dark Undead or Unclad and Invisible

The Nazgûl wear robes or suits of armour to assume a shape when they must have dealings with the living. But even when given a physical shape they cannot be easily destroyed, for the power of their Master is in them as long as the Ruling Ring endures. Use the Lord of the Nazgûl's entry as Dark Undead when it confronts the heroes in physical form. However, the Ringwraiths may choose to appear as incorporeal ghosts. In this form few weapons in Middle-earth can assault them, and even the Elves perceive them only as dark shadows upon the world. Use the Lord of the Nazgûl's stats for Unclad and Invisible when he is a spirit of creeping horror and dread.

The Wraith-lord

"A great king and sorcerer he was of old, and now he wields a deadly fear."

The Chieftain of the Ringwraiths rarely leaves his fastness in Morgul Vale. When he does, he generally travels in a form that is invisible to the eyes of the living, a rumour of darkness. When unclad and unmounted, the Morgul-lord can be seen only if he chooses to reveal his burning eyes, evoking terror in all living things.



THE LORD OF THE NAZGÛL,
UNCLAD AND INVISIBLE
Medium Undead

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	21 (+5)	14 (+2)	12 (+1)	20 (+5)

Armour Class 12

Hit Points 190 (20d8+100)

Speed 30 ft

Damage Immunities non-magical bludgeoning, piercing and slashing; cold, psychic

Condition Immunities Blinded, Deafened, Frightened, Paralyzed, Petrified, Stunned

Skills Intimidation +10, Perception +6

Senses Truesight 30 ft (otherwise blind), passive Perception 16

Languages Black Speech, Orcish, Westron

Challenge 13 (10,000 XP)

The Black Captain. The Nazgûl are fearsome opponents, but they are made even more formidable when encountered together with their Chieftain. If the Lord is accompanied by one or more Nazgûl, a target forced by any Ringwraith to make a saving throw makes that roll at Disadvantage.

Legendary. The Lord can take two Legendary actions each turn to use either his **Black Breath**, **Spell of Prohibition** or **Thing of Terror** abilities.

Thing of Shadow. The Ringwraith is Invisible.

Actions

Black Breath. The Lord can use his action to target a creature within 10 feet. That creature must make a **DC 16 Constitution** saving throw. On a failure, the creature gains 1 Shadow point and becomes Unconscious. The creature may be revived as an action, but is Miserable until it takes a long rest. On a success, the creature gains 1 Shadow point but remains awake. If a Ringwraith targets an Unconscious creature then it is subject to **The Black Shadow** (see page 75).

Shadow of Fear. The Lord can direct its terrible will upon any Frightened mortal (Dwarf, Hobbit or Man) such that the victim becomes an agent for the Enemy. The Ringwraith may use its action to force the target to make a **DC 16 Wisdom** saving throw. On a failure, see **The Shadow of Fear** (page 74).

Spell of Prohibition. The Lord can use his action to force one creature within 30 feet to make a **DC 16 Wisdom** saving throw. On a failure, the target is Stunned until the end of the Ringwraith's next turn and drops any items that it is carrying.

Thing of Terror. The Lord can use his action to cause any number of targets within 60 feet of him to make a **DC 16 Wisdom** saving throw. Those that fail are Frightened until the end of the Ringwraith's next turn.

Morgul-knives

"Alas! the wounds of this weapon are beyond my skill to heal."

Enemies of the Nazgûl who die when pierced by a Morgul-knife do not rest, but become Fell Wraiths under the dominion of the Dark Lord. If a companion is struck by a Morgul-knife, the hero must make a **Constitution** saving throw.

The DC is equal to 10 plus the damage done to the companion by the knife. If the strike reduces the hero to 0 hit points, the saving throw is automatically failed. If the saving throw is a failed, the blade of the knife has broken, and a splinter of the evil thing is within the hero.

Such an injury must be treated by a master of healing like Elrond Halfelven or a Scholar familiar with *The Weapons of the Enemy* as soon as possible. Treatment requires the healer tend to the victim during a long rest and succeed at a **DC 15 Wisdom (Medicine)** check. If this does not happen, the victim becomes sick and does not recover, and will soon be overcome: the wounded hero resists for a number of days equal to 12 plus the victim's **Wisdom** modifier, then if he is still without cure he dies in pain, only to rise later as a Fell Wraith.

But a Morgul-wound will never truly heal. A hero who sustained such a grim injury feels a great chill spreading from the spot where he was pierced whenever he is traversing an area considered Blighted, or finds himself in sight of a Ringwraith: the companion must pass a **DC 20 Wisdom** saving throw or gain a level of Exhaustion.

Moreover, the pain will return every year on the day the character received the Morgul-wound, and the companion will have to pass a **DC 20 Wisdom** saving throw, or gain 5 (1d6+2) Shadow points.

There is only one positive side for those who survive a Morgul-wound: his senses become sharper, and he is more aware of things that cannot be seen. For example, the companion can see more in the dark than most, including Dwarves and Elves. In game terms, the hero gains Advantage on all **Perception** checks.

The Witch-king

"Then the Witch-king laughed, and none that heard it ever forgot the horror of that cry."

The former ruler of Angmar, the Witch-king has at times paid a visit to his ancient realm, travelling as far north as

to the ruins of his own fortress, Carn Dûm, and the Orc-stronghold of Mount Gram. When in the North, the Lord of the Nazgûl may manifest himself once again clad in the guise of the Witch-king of Angmar: a tall, kingly warrior, black-robed and black-masked, wielding a long sword of steel.

THE LORD OF THE NAZGÛL AS DARK UNDEAD *Medium Undead*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	21 (+5)	14 (+2)	12 (+1)	20 (+5)

Armour Class 12

Hit Points 190 (20d8+100)

Speed 30 ft

Damage Resistances non-magical bludgeoning, piercing and slashing; cold, psychic

Condition Immunities Blinded, Deafened, Frightened, Paralysed, Petrified, Stunned

Skills Intimidation +10, Perception +6

Senses Truesight 30 ft (otherwise blind), passive Perception 16

Languages Black Speech, Orcish, Westron

Challenge 13 (10,000 XP)

The Black Captain. The Nazgûl are fearsome opponents, but they are made even more formidable when encountered together with their Chieftain. If the Lord is accompanied by one or more Nazgûl, a target forced by any Ringwraith to make a saving throw makes that roll at Disadvantage.

Deadly Voice. The Ringwraiths scream at their enemies with long-drawn wails that rise to a deafeningly high piercing note. The Lord can use his bonus action to make a Frightened creature become Stunned until the end of the Lord's next turn.

Fear of Fire. If a torch or other flame comes within 10 feet of him, the Lord suffers Disadvantage on his attack rolls.

Legendary. The Lord can take two Legendary actions each turn to use either his **Black Breath**, **Spell of Prohibition** or **Thing of Terror** abilities.

Unyielding (Recharge 5-6). The Lord can use his bonus action to gain 10 temporary hit points.

Actions

Multiattack. The Lord makes one attack with his Black Sword and one with his Morgul-knife or Claw.

Black Sword of Mordor. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage.

The Ringwraith can use his bonus action to add 5 (1d6+2) necrotic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) slashing damage.

Morgul-knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage and see Morgul-knives, page 88.

Black Breath. The Lord can use his action to target a creature within 10 feet. That creature must make a **DC 16 Constitution** saving throw. On a failure, the creature gains 1 Shadow point and becomes Unconscious. They may be revived as an action, but are Miserable until it takes a long rest. On a success, the creature gains 1 Shadow point but remains awake. If a Ringwraith targets an Unconscious creature then it is subject to **The Black Shadow** (see page 75).

Shadow of Fear. The Lord can direct its terrible will upon any Frightened mortal (Dwarf, Hobbit or Man) such that the victim becomes an agent for the Enemy. The Ringwraith may use its action to force the target to make a **DC 16 Wisdom** saving throw. On a failure, see **The Shadow of Fear** (page 74).

Spell of Prohibition. The Lord can use his action to force one creature within 30 feet to make a **DC 16 Wisdom** saving throw. On a failure, the target is Stunned until the end of the Ringwraith's next turn and drops any items that they are carrying.

Thing of Terror. The Lord can use his action to cause any number of targets within 60 feet of him to make a **DC 16 Wisdom** saving throw. Those that fail are Frightened until the end of the Ringwraith's next turn.

Reaction

Dwimmerlaik. If a hero strikes the Lord with a critical hit, he may use his reaction to invoke this ability. The hero must make a **DC 16 Strength** saving throw. On a failure, the hero's weapon shatters, and the hero receives the damage instead of the Ringwraith. Legendary weapons might not be destroyed, but are lost as a cold pain shoots through the hero's body and she drops the weapon.

ancient and forgotten - TREASURES -

Before him were the bones of a mighty man. He had been clad in mail, and still his harness lay there whole... his hauberk was gilded. His belt was of gold and garnets, and rich with gold was the helm upon his bony head face downward on the floor.

There is more than just gold and precious stones to be found in deserted caverns and dark dungeons under the earth. In past ages of the world, Men, Elves and Dwarves long laboured to craft marvellous things from metal and stone, and put into their work all their lore, power and subtle skill.

These wondrous jewels, famous blades and suits of armour were given to sons and daughters as gifts, hoarded as treasures by greedy kings and lusted after and even

stolen by thieves and burglars. Finally, they were lost, and passed out of the memory of the living.

But such remarkable things are not meant to remain lost forever. Their original purpose may have been forgotten with the passing of centuries, together with the name of their makers, but each item is part of a story and the tale is not yet complete. A day may come when a worthy blade will be found in a barrow among swords of lesser lineage, ready to serve a new fate in the hands of a hero; or, if the treasure had been left to rot in the shadow for too long, to work a curse upon him and draw him to a miserable end!

These rules introduce Hoards, ancient stores of treasure possibly containing jewels and artefacts created in past ages and possessing exceptional qualities, and Magical Treasure rolls, should the players attempt to search for anything unusual amongst the silver and gold.

WHAT IS A HOARD?

A Hoard is treasure, but it is different from a bag of coins offered by a rich merchant for some service. Most Hoards are ancient, or at least have items of days gone by amidst more recent loot. A pile of old gold found in a Goblin cave is a Hoard, as is the collected 'shiny bits' tossed into the

Sentimental Value

Items in a Hoard possess more value than the simple weight of their precious metals or fine-cut jewels. Each was made for a purpose, even if no-one in these fading years now knows it.

A golden crown found among the ruins of an ancient castle will have more value if brought to someone able to recognise it as a relic out of a familiar past, made for an honoured ancestral ruler by a crafter that was legendary to her people. While some objects will have lost their story along the way, the recovery of an item from a Hoard can allow a hero to become part of a larger story, with a rich history. Who made the item? Who commissioned it? Who was it for? Was it a gift, a reward or a trophy? How did it come to rest in the Hoard? How many hands have held it and wondered these same questions?

Should a companion make a gift or otherwise offer such an item to members of a folk whose tradition hearkens back to the time when the item was crafted, he would receive more than its intrinsic value in return. Such appreciation can increase the value of the item, perhaps doubling it or making even a Worthless Trinket fetch a few gold pieces from the right buyer. It might also provide for non-monetary benefits: Advantage during an Audience, easing the opening of a Sanctuary or special consideration from a Patron. But the provenance of an object might also lend itself to a new mission for the Company... what if a precious heirloom, long lost in the Wild, could be restored to its rightful place? Or perhaps a thing tainted by Shadow has been found, and the curse can only be lifted once the heroes know how it came to be among the Enemy in the first place...

corner of a Troll warren. The rarest and most fantastic Hoards found in the Wild will be those of Dragons, as their lust for the bright and beautiful is unmatched in Middle-earth.

The coffers of an Elf-lord or Dwarven chieftain may qualify as a Hoard as well; however, what is really important is how the companions acquire it, as theft is a Misdeed, causing an automatic Shadow point gain.

- As a general rule, any source of exceptional treasure encountered by the Company when exploring caverns, lairs and old ruins qualifies as a Hoard, and thus allows companions to make Magical Treasure rolls.

Tainted Treasure

In the *Adventures in Middle-earth Player's Guide*, the Tainted Treasure table on page 183 indicates the amount of Shadow gained by heroes who stumble upon gold or other precious items that are bearing the taint of corruption. While normally it is the Loremaster's duty to decide whether a source of treasure requires all companions to pass a Corruption check or not, in the case of a Hoard a player must make a Corruption check only if the Magical Treasure roll indicates it is necessary (see page 92).

Hoard Ratings

Not all Hoards are equal: if a Hoard is deemed to be very old, particularly rich, or untouched for uncounted centuries, the Loremaster may allow each hero to spend Hit Dice to roll again on the Magical Treasure table.

Hoards are signalled in this guide and future *Adventures in Middle-earth* publications by a numerical rating (representing the mundane treasure in gold pieces) and one or more asterisks (*). If the Hoard has:

(*) One asterisk: The treasure counts as a Hoard, but no reroll on the Magical Treasure table is allowed.

(**) Two asterisks: A Fine Hoard. Each player may spend two Hit Dice to reroll on the Magical Treasure table once.

(***) Three asterisks: A Mighty Hoard. Each player may spend two Hit Dice to reroll once, and then (if they like) spend another two Hit Dice to reroll on the Magical Treasure a second time.

Once the Company's magical treasure rolls are complete no more items remain to be found.

*For example, Trotter's company finds an old hoard, amounting to a value of Treasure 50**. The Hobbit makes a Magical Treasure roll to check if he finds anything of unusual worth, receiving only Ordinary Treasure. He spends two Hit Dice and rolls again...*

SUGGESTED HOARD RATINGS	
(50 or less)*	A lonely Troll's loot, or a hoard previously plundered by robbers.
(50-100)**	Goblin plunder, old hoard, solitary Dwarf-hoard.
(100 or more)***	Ancient hoard, Dwarven city's treasure trove, or Dragon's hoard.

MAGICAL TREASURE ROLLS

"I can put it no plainer than by saying that Bilbo was meant to find the Ring."

All companions who choose to inspect a Hoard start by determining whether luck delivers wonders before the lure of ready gold and other valuables turns them aside. A hero that wishes to make Magical Treasure Rolls must spend Inspiration. A companion that cannot (or does not) spend Inspiration instead receives a normal share of treasure. See *Hoard Ratings*, above.

Once the companion has found something they may either keep their discovery or spend Hit Dice in order to keep rolling. If a hero exhausts all their chances and did not discover anything (or if they found something but pressed on) they instead receive a normal share of treasure (determined by the numerical part of the Hoard rating).

Fate and Predestination

The mechanics governing the discovery of Magical Treasure are meant to represent predestination, the potential of a hero to become the instrument of a higher purpose and to play a role in the long-term development of a campaign. To further reinforce this, Magical Treasure rolls are meant to be strictly individual: a successful result obtained by one hero should never be used to pass the object found over to a different companion, especially when Legendary Weapons and Armour are concerned. After all, it was Bilbo who was meant to find the Ring, not Balin, Gandalf or Thorin...

HOW TO MAKE MAGICAL TREASURE ROLLS

A companion rolls a d20 and compares the result to the following chart. Each result corresponds to one or more entries, explained below. If you do not like the result and the Hoard is eligible (see Hoard Ratings, above) you may spend Hit Dice to roll again.

D20	MAGICAL TREASURE RESULT
1 – 3	Worthless Trinket (Touched by the Shadow 6), <i>plus</i> Ordinary Treasure.
4 – 17	Ordinary Treasure (Touched by the Shadow 6).
18	Precious Object (Touched by the Shadow 6).
19	Wondrous Artefact (Touched by the Shadow 5-6).
20	Legendary Weapon or Armour (Touched by the Shadow 4-6).

Touched by the Shadow

If you received this result, the item found may have been marred by having been left for too long in the shadows. The Loremaster rolls a d6. If the result is within the range specified, the companion must immediately pass a Corruption check (see below) or else gain a number of

Shadow points as per the Tainted Treasure table below (see also *Cursed Items*, on page 99).

TAINED TREASURE

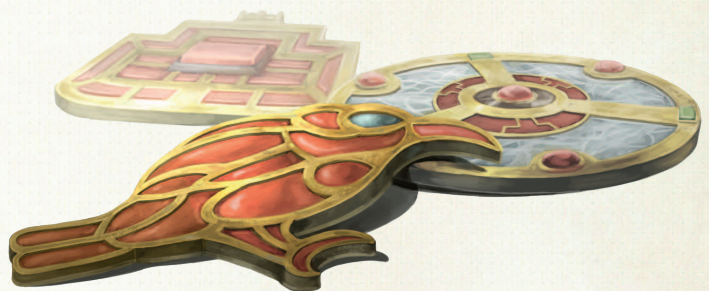
TREASURE PROVENANCE (EXAMPLES)	DC	SHADOW GAIN
From the hoard of a Troll	12	1 point
From the hoard of a Dragon	15	1 point
Stolen from an ancient barrow	12	2 points
From a stronghold of the Dark Lord	15	1 automatic point. Then gain 3 additional points if test fails.

'Ordinary' Treasure

If you receive this result, you found one or more items that have a value equivalent to your share of the Hoard. While the numerical rating is expressed in gold pieces, the nature of the actual Hoard will affect how it is expressed: Elven ruins might contain delicate silverwork, a barrow will have the grave goods of Men while a bandit Hoard will possess a variety of items stolen from the Free Peoples.

Even ordinary treasure has a story, a Loremaster might wish to hint at the origins of the treasure in her description or use the *Where Did It Come From?* table on page 95 as inspiration.

If you are eligible, you may spend two Hit Dice to ignore this result and roll again on the Magical Treasure table.



Legendary Weapons and Armour

Each time this result is rolled, the Loremaster should award a Legendary Weapon or Armour to the hero, based on their designated items on the campaign's Magical Treasure Index. If, for some reason, the index is not of assistance then the Loremaster can use the rules starting on page 132 of the *Adventures in Middle-earth Loremaster's Guide* to create a new magical item.

Wondrous Artefacts

If a companion has located a Wondrous Artefact, the Loremaster will either select one from the Magical Treasure Index for the campaign or use the rules starting on page 127 of the Loremaster's Guide to create an artefact. The Loremaster may want to consider the needs and direction of the hero's story and craft an item of special suitability. After all, there are strange powers at work, and even the wise cannot see all ends.

WORTHLESS TRINKETS

There were bones on the floor and a nasty smell in the air; but there was... an untidy litter of plunder, of all sorts from brass buttons to pots full of gold coins standing in a corner. There were lots of clothes, too...

Not every item within a Hoard is something of extraordinary value, sometimes a simple thing might catch the eye of a hero with the promise of a reward beyond wealth itself. It is also possible that the Loremaster will sometimes present an item of greater significance as a Worthless Trinket for story reasons. When you obtain this result, the Loremaster will describe the item you've found, drawing suggestions from the following tables. A hero with a Worthless Trinket is still eligible for a share of the ordinary treasure.

If you are eligible, you may spend two Hit Dice to ignore this result and roll again on the Magical Treasure table.

1D20+1D10	DESCRIPTION OF TRINKET
2	A vase, made of pewter or fine ceramic that is of ancient origin. It might possess some sentimental value.
3	A magical Dwarven toy set, but part of it is broken or missing. Perhaps the owner of the Hoard has defiled or modified the toy in some way.
4	A purse or pouch with some small magic about it. Perhaps it squeaks or talks when opened, or if an individual ties a knot in its drawstring, the knot falls apart easily for that person but is extraordinarily difficult for anyone else to untie.
5	A book, slashed, torn or burnt. It requires a DC 10 Intelligence (Riddle) check to make anything of the writing inside, which is likely to concern only the small doings of ordinary folk.
6	A sickle, set of firemaking tools, lantern, or another useful item for a farmer or craftsman. The item is not magical but is well-preserved and might have utilitarian or sentimental value for the right person.
7	A crude talisman of stone, wood or copper. A leather cord runs through a hole in the figurine so that it could be worn about the neck or on an arm. It has been handled so much that it is hard to determine the original shape of the figure.
8	A bag that contains several smaller pouches. Each pouch contains a pungent herb. None are useful for medicinal purposes, but will aid in cooking a variety of meals.
9	A pair of fur-lined boots, of just the right size for the hero who discovered them. They are stiff with age and caked with blood and mud, but with some care they still have years of service in them.
10	Several flasks that are obviously part of a larger set. Whatever liquid it contained (most likely alcohol) has either dried up or turned bad over the long years. They are of simple green glass and of little value themselves.
11	A small musical instrument, made of wood or non-precious metal (a set of pipes, a flute, a bell, hand drum or other similar item).

12	A set of travelling cookware or serving items (wooden bowls, plates, silver utensils, copper or iron pots and pans or similar things) from a distant culture. If this Hoard is ancient, they will almost certainly be useless.
13	A wheelbarrow, woven basket, wooden barrel or cask, or any other suitable storage container. It is empty but serviceable.
14	A key (made of brass, iron or silver). It fits no lock found anywhere in the vicinity. It might be found with a piece of string, length of chain or just tucked into the rotting remains of clothing.
15	A wooden token with some small faded scraps of paint still on the front of it. On the back someone has carved a name from one of the local cultures. The edges are worn smooth.
16	2d6+3 buttons or beads, made of brass, bone, gold or wood. They might be a matched set or a haphazard collection by the Hoard's owner.
17	A set of fine clothing of a type preferred by one of the local cultures. It might well be torn, soiled or bloodied.
18	A set of jugs or baskets that once carried grain, oil or alcohol. Whatever remains is foul or rotten, or the tops of the jugs might be broken and the contents missing. Perhaps they bear the markings of a trading house of Lake-town.
19	A small metal flask (copper, iron or lead) still within the rotted remains of a cloth carrying sack. The stopper is missing and the flask is entirely empty.
20	A collection of arrows remarkably intact and without rot or rust, wrapped in a cloth bundle. Each arrow has fletching of a different colour. (1d6+1 arrows, no special abilities)
21	A wooden bowl, stained and burnished with some dark lacquer. Exceedingly fine carvings line the outside of the vessel, the illustrations appropriate for wherever it was found (trees and forest creatures for Mirkwood, running horses for Rohan, stern folk and tall ships for the coasts of Gondor, etc.)
22	A small hand mirror, made of tarnished silver with a frame made of pewter or ivory from an oliphaunt. It would take considerable effort to make it presentable again.
23	A scabbard that chance (or other factors) has preserved over the long years. It bears runes of a kind not seen in the area for an age or more. The weapon it once held is missing or broken.
24	A marvellously large seashell of many colours. When a mortal holds it up to their ear, they hear nothing but silence. What an Elf might hear is unknown...
25	A clasping amulet of gold or silver on a fine chain of the same metal, now broken or in pieces. Whatever it once held is long gone.
26	A little soft wallet on a string. Inside is an old wooden pipe and a pinch or two of pipeweed.
27	A bottle of lamp oil that is thicker and more viscous than normal. However, even a small amount of this oil will allow a lamp to provide a bright light for a long time. (1d4+3 uses, 8 hours per use, you cannot use this oil to attack a creature as it does not splash.)
28	An ornate walking staff, made for the height of a Hobbit or shortish Dwarf. It has an iron foot, and a copper handle that unscrews to reveal a hollowed out compartment. Within is nothing other than shards of glass and a small cork stopper.
29	A fanciful mask, like those favoured in Dorwinion for party-going. The imagery and construction of the mask might provide clues as to who made it and for what reason.
30	A map or diagram on a scrap of vellum, possibly of a distant location. The ink is faded and maybe other hands have added their own notes. Roll 1d8. 1-5 . The map leads nowhere or to a place that has already been looted. 6-7 . The location is undisturbed but some guardian keeps watch over it. 8 . The map has a secret that only a DC 20 Intelligence (Riddle) check reveals.

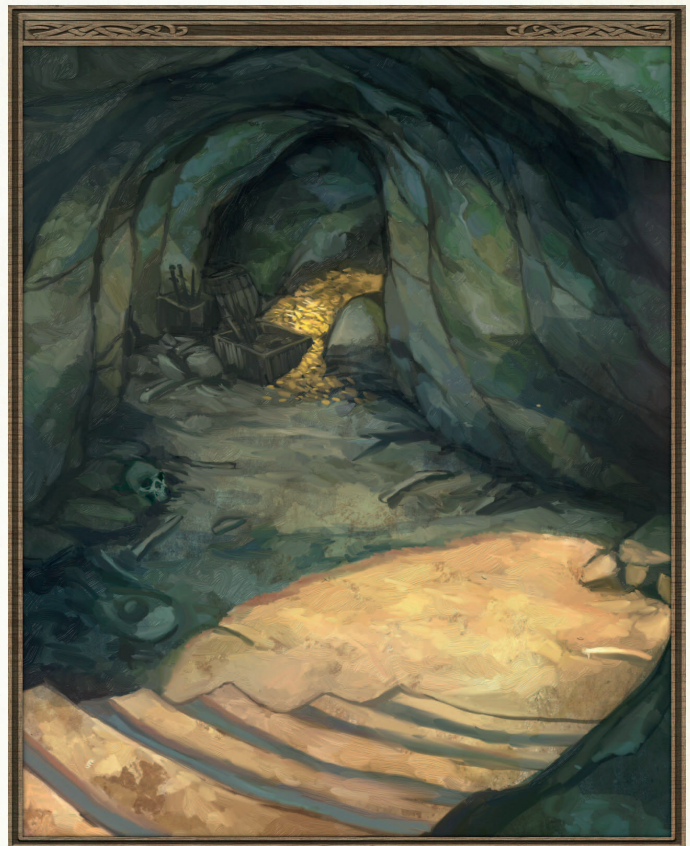
D20	WHERE DID IT COME FROM?
1	Elves of Rivendell or the Grey Havens
2	Elves of Mirkwood or Lórien
3	Rangers of the North
4	Dwarves of the Blue Mountains
5	Dwarves of Erebor or the Iron Hills
6	Dwarves of the Grey Mountains
7	Dwarves of Ancient Days (Khazad-dûm, Belegost, Nogrod)
8	Hobbits
9	Men of Bree or Hillmen of Eriador
10	Bardings or Men of the Lake
11	Woodmen or Beornings
12	Men of Dunland or Isengard
13	Riders of Rohan or Leofrings
14	Men of Dorwinion or Easterlings
15	Men of Minas Tirith
16	Men of Dol Amroth
17	Men of Lebennin or Lamedon
18	Corsairs of Umbar or Black Númenóreans
19	Men of Near Harad or The South
20	Other folk of Elder Days now lost to legend

PRECIOUS OBJECTS

He chose for himself from the pile a brooch set with blue stones, many-shaded like flax-flowers or the wings of blue butterflies.

This category includes gemstones, jewels, silver and gold ornaments whose quality is an extraordinary and enchanting beauty, either due to a prodigious level of craftsmanship or a subtle magical virtue. The Loremaster may use the directions presented in this chapter to create an item at the moment it is uncovered, or to design them carefully to include them in the campaign's Magical Treasure Index (see page 97).

The Loremaster is encouraged to enrich the description of Precious Objects as well. Time imagining wonderful things with rich backstories is well spent, but it is not necessary to track down the full lineage of every crystal hanging from a fillet of Mithril; a few hints to a tragic or heroic heritage is enough to evoke the right mood. Even a single tidbit (for example, knowing for whom the Precious Object was intended for) can inspire players. This sort of information may be revealed to a player who chooses the Go See a Lore-master undertaking during a Fellowship phase (see page 23).



How Precious Objects Work

The extraordinary quality of a Precious Object is represented by an enhanced value, setting the object's worth much beyond that of 'ordinary' treasure. This rating may be anywhere between 20 and 120 gold pieces, and can be set using the Precious Object Value table (see next page), or chosen directly by the Loremaster, taking into consideration that the uppermost rating (120 gold pieces) may afford a companion to live at a Prosperous Standard of Living for ten years.

A Precious Object's Treasure rating replaces the finding hero's share in the Hoard just uncovered (unless the object's value is inferior to the hero's share). The weight of most Precious Objects is 1 pound or less.

For example, the five members of the Company have found a cache of ancient treasure guarded by a crazed Orc-chieftain residing in the Ettenmoors. Having disposed of the brute, the heroes find his hoard rated at 100. Trotter succeeds in his Magical Treasure roll, uncovering a Precious Object: it is a ruby the size of the Hobbit's fist, glowing with a pink radiance and set in a silver wolf-shaped brooch. Its value is equal to 60 gold pieces! The other companions receive their share of ordinary treasure. When Trotter visits Master Elrond and asks after his new jewel, he learns that it was a gift from one of the founders of Rhudaur, given to the chieftain of a hill tribe in order to ensure their loyalty to the new kingdom.*



Precious Objects Descriptions

Roll on each table to assemble a description and value for the Precious Object.

1D10	MAIN MATERIAL
1	Pearl
2	Sapphire
3	Ruby
4	Amethyst (pink to purple)
5	Adamant (diamond)
6	White Elf-gem (see <i>Gems, Jewels and Crystals</i>)
7	Clear crystal
8	Emerald
9	Green Elf-gem (see <i>Gems, Jewels and Crystals</i>)
10	Green crystal

Gems, Jewels and Crystals

Many beautiful gems freed from the roots of mountains and hills were cut and set in necklaces, crowns, circlets and bracelets of precious metals by Dwarven smiths of great renown, in cities like Nogrod and Belegost, before Beleriand was broken. Many crystals and white or green gems of surpassing beauty were not dug from the earth, but created by the cunning hands of Elven craftsmen and gem-smiths, and filled magically with flaming light.

1D6	FORM
1	Jewel (single gem)
2	Brooch
3	Necklace
4	Circlet or crown
5	Belt, chain or armband
6	Ring

1D6	CRAFTSMANSHIP
1	Mannish (Númenórean)
2	Elven (Eregion)
3	Dwarven (Khazad-dûm)
4	Dwarven (Erebor)
5	Dwarven (Beleriand – Nogrod or Belegost)
6	Elven (Beleriand)

1D6	VALUE
1	1d6+14 gold pieces
2	2d6+28 gold pieces
3	3d6+42 gold pieces
4	4d6+56 gold pieces
5	5d6+70 gold pieces
6	6d6+84 gold pieces

- not all that - glitters...

The great jewel shone before his feet of its own inner light, and yet, cut and fashioned by the dwarves, who had dug it from the heart of the mountain long ago, it took all light that fell upon it and changed it into ten thousand sparks of white radiance shot with glints of the rainbow.

The *Adventures in Middle-earth Loremaster's Guide* provides a wealth of information on the most spectacular thing heroes are likely to find as a consequence of adventures: magical items. But you may wish for the hand of fate to guide the Company in their acquisition of such rewards. You can use the following rules to develop a set structure of magical items for your Company to discover, expand your options with new Enchanted Qualities and trouble your players with dread Curses for their newly discovered finds.

MAGICAL TREASURE INDEXES

"This, Thorin, the runes name Orcrist, the Goblin-cleaver in the ancient tongue of Gondolin; it was a famous blade. This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore."

Finding a magic ring or a famous sword in *Adventures in Middle-earth* might not be simply a matter of stumbling upon an exotic object. There is more to chance than coincidence in Middle-earth, as there are other powers at work far stronger...

A Loremaster wishing to detail in advance the potential contents of a Hoard discovered by the Player-heroes might first take some time to compile a Magical Treasure Index, a list detailing the magical items that will be featured in the Company's campaign. When an unusual item is discovered in a Hoard, the Loremaster can refer to the Magical Treasure Index to check exactly what has been brought to light.

HOW TO COMPILE A MAGICAL TREASURE INDEX

Magical items in *Adventures in Middle-earth* are categorised as either Wondrous Artefacts or Legendary Weapons and Armour. When creating a Magical Treasure Index, the Loremaster may decide to include Precious Objects (see page 95) as well, as they will likely be found in any Hoard worthy of the name. The exact number and type of Wondrous Artefacts are left up to the Loremaster.

You may wish to determine these in advance, or you may work up only a certain number and then let fate (and the dice) determine the remaining contents of the Hoard. See page 91 for more information on determining the contents of a Hoard.

However, for the sake of fairness you should determine the precise number and nature of any Legendary Weapons and Armour that the heroes will have the chance to find. A Magical Index should comprise between 1 to 3 pieces of war-gear for each companion: weapons, or defensive items like shields, helms or coats of armour.



Sample Indexes

Starting from page 103, this chapter contains a number of sample indexes, created with different goals in mind. The title of each index and its description detail its goal and

application. Future supplements will also include sample indexes, to illustrate the sorts of magical treasure found in another region or connected to a specific series of events.

Loremasters are encouraged to create their own indexes though, based around the composition of the Company playing in their campaigns.

Why an Index?

Using the index lets the Loremaster keep a tight control over the level of magic he wants to introduce in a game of *Adventures in Middle-earth*, avoiding the problem of having too many heroes wandering around wielding Beleriand-forged blades or wearing Mithril armour.

Additionally, the index lets the Loremaster 'time' the appearance of certain magical items in a campaign, for example to follow a wide-arc plot involving the discovery of a particular object. Certain events might be triggered by the fortuitous finding of a lost artefact, or the companions could be left wondering how to confront a seemingly invincible threat, until they finally 'stumble' upon a weapon capable of giving them an edge. Finally, the index helps in keeping magical objects unique and wondrous.

Finding a magical item should represent a major turning point in your campaign, with definite consequences on the future of a hero. A magical object isn't just a new special ability, but a new feature in your storytelling.

Blank Index Form

The index form on pages 138 and 139 can be used to keep track of Precious Objects, Wondrous Artefacts and Legendary Weapons and Armour. Then when you are generating a Hoard and a die result calls for one of these items, you will have a ready-made result for the Company to discover.

NEW ENCHANTED QUALITIES

The silver corslet shimmered before his eyes like the light upon a rippling sea.

The *Adventures in Middle-earth Loremaster's Guide* provides a great variety of Enchanted Qualities that you can make use of when creating legendary weapons and

armour. The following list provides a few more options that are of lesser renown but of significant power all the same.

Ancient Elven-craft

Craftsmanship: Elven

Item: Medium Armour

Special: Bane

In addition to the benefit provided by the Elven-craft construction of this armour, it is wrought with spells for the protection of its wearer in battle against a certain foe. When a bane creature attacks you, gain an additional bonus to your AC equal to half your Proficiency Bonus (rounded up) against that attack only.

Elven-craft

Craftsmanship: Elven

Item: Medium Armour

This Quality represents the fine armour-craft of the Firstborn and allows the wearer to add their full Dexterity modifier to their Armour Class. Most items found of this type are Corslets of Elven-mail but a few Hauberks of Elven-scale were made for the War of the Last Alliance.

Gleaming Blade

Craftsmanship: Elven

Item: Close combat weapon

Special: Requires Luminescence

When your weapon's Luminescence quality is activated, you may take a bonus action and spend Inspiration to make the weapon's light glow fiercely in the presence of its enemies. Until the end of your turn, all attacks made with the weapon produce radiant damage instead of the weapon's normal damage type.

Runes of Clarity

Craftsmanship: Elven

Item: Helm

Special: Bane

A helm bearing Runes of Clarity can help a hero focus on her enemies. By spending Inspiration, she gains Advantage on attack rolls against a bane creature until the end of the combat. The wearer must take a short or long rest before using this ability again.

Runes of Protection

Craftsmanship: Dwarven

Item: Heavy armour

This armour was crafted and ensorcelled such that it grants powerful protection against a singular damage type. The Loremaster will choose bludgeoning, piercing or slashing. When wearing the armour, you have resistance to non-magical damage of that type.

Sigil of Guarding

Craftsmanship: Elven, Númenórean

Item: Helm

A helm with this sigil allows the wearer to anticipate the most dangerous strokes of an enemy. When struck by a critical blow, a hero can spend a Hit Die to take only half of the damage dealt.

Smiting

Craftsmanship: Dwarven

Item: Close combat weapon

This weapon is larger and heavier than others of its kind and is designed to produce profound effects upon those it makes contact with. When you score a critical hit with this weapon, you may elect to not do any bonus damage and instead force the target to make a Strength saving throw (DC equal to 12 plus your Proficiency Bonus). If the target fails the saving throw it is thrown 10 feet in a direction of your choice and is knocked Prone.

Superior Runes of Protection

Craftsmanship: Dwarven

Item: Heavy armour

This armour was crafted and ensorcelled to provide extraordinary protection against ordinary weapons. When you take non-magical damage from an attack, you may spend Inspiration and two Hit Dice to negate that damage.

Swiftess

Craftsmanship: Elven, Númenórean

Item: Close combat weapon

This weapon is exceptionally balanced and feels natural to even the least experienced of its wielders. You may use

your bonus action to make a single melee attack with this weapon.

Enchanted Helms

Throughout the long years of the Ages of the world, the Free Peoples have always contended with the Great Enemy and his numerous servants. Thus it is not surprising that the items that bear the most powerful enchantments are often war-gear: weapons, armour and shields. But sometimes other items might receive similar enhancements, most notably a helm might be bound with spells for the benefit of its wearer. Helms can receive Enchanted Qualities that qualify for armour benefits.

In the case of helms, any magic that improves the protection of an item starts with a base value of +0 to AC. A normal helm does not increase a Player-hero's armour class, but a Close-fitting Helm would grant +2 AC. However, its protection is limited — if a Player-hero bears both a helm and a shield, only the item with the higher bonus (or a single item if they are tied) will add to the hero's Armour Class.

CURSED ITEMS

About them lay many treasures, of gold maybe, though in that light they looked cold and unlovely. On their heads were circlets, gold chains were about their waists, and on their fingers were many rings.

A magical object carrying a taint differs from an unmarred object for the fact that the item has been partially corrupted by laying in the shadows for centuries, forgotten. Sometimes, the treasure has been left to rot long enough for the Shadow to have wound about it a darker fate.

If a companion discovers an item Touched by the Shadow (see the Hoard rules on page 90), the Loremaster may take the chance to introduce a Curse, in addition to the mandatory Corruption check.

A cursed item does not differ from an unmarred one, and it is attributed to the companion exactly in the same way. The Loremaster simply proceeds to design the Curse that is laid upon it, either by choosing a Curse he designed previously for his own campaign, or by creating it on the spot using the rules below.

If the Loremaster isn't sure and needs a hard and fast rule to determine whether an object is indeed cursed, he can roll a d12 and consult the table below:

TREASURE PROVENANCE (EXAMPLES)	ITEM IS CURSED ON A (D12)
From the Hoard of a Troll	1
From the Hoard of a Dragon	1-2
Stolen from an ancient barrow	1-3
From a stronghold of the Dark Lord	1-4

Worthless Trinkets and Precious Objects

If the Loremaster deems that a Curse lies upon an odd knick-knack, a heap of Dragon gold or a chest of precious gems, then usually that type of treasure just has an ill feeling about it and a character may struggle to sell it or make use of the treasure. Buyers will feel ill at ease and be unlikely to trust the hero, even if everything seems to be in order.

To make things slightly darker, cursed items might be denied any sentimental value (see page 90). A cruel Loremaster might set additional cursed features (see below) upon these lesser items.

Wondrous Artefacts and Legendary Weapons and Armour

Magical Treasure of a superior importance is more easily cursed. Note that if a player uncovers a Cursed Wondrous Artefact or a Legendary Weapon or Armour they must always face the Corruption check required, and also suffer the effects of the Curse.

HOW TO DESIGN A CURSE

A Curse bestows an item with an additional feature, similar to a Blessing or an Enchanted Quality, except that

it has a detrimental effect rather than a positive one. The Loremaster may consult the list of sample Curses found below to select one that he finds appropriate, or he might use them as inspiration to design new ones.

A Curse may not be initially apparent, but instead be turned on by a specific circumstance. If the Loremaster so chooses, a Curse may be unveiled as part of a Revelation episode (see page 113).

Examples of circumstances that might trigger a Curse include: leaving the area where the cursed item was found; exposing the object to the light of the moon; at the first shedding of blood; in the presence of a specific type of creature; upon entering a blighted area.



Lifting a Curse

When creating a cursed item, the Loremaster must secretly decide how the Curse can be lifted. This should be no small task and should definitely form the focus of an Adventuring phase in its own right. A Curse might only be lifted at the place of the item's forging or by the light of the same moon by which it was made. It might require the casting of an ancient spell lost to the ages or by the slaying of a particularly dangerous creature.

Note that a cursed item is not an evil artefact, a device created by the Enemy and meant to condemn a companion to a life of misery. It is a wonderful object bearing a trace of darkness. While it may make a hero's life more dangerous for a while, the introduction of a cursed item is primarily meant to make the game more exciting!

Once a Curse has been removed, the item reverts to being a regular Magical Item.

EXAMPLES OF CURSES

Then a wild thought of escape came to him. He wondered if he put on the Ring, whether the Barrow-wight would miss him, and he might find some way out. He thought of himself running free over the grass, grieving for Merry, and Sam, and Pippin, but free and alive himself.



Darken

When the item is revealed (a sword is unsheathed, a glove is removed to reveal a ring and so on) all shadows in the area seem to deepen, and all sources of light seem to grow weak. The phenomenon is particularly serious for the bearer of the item, who finds his sight seriously impaired. The companion makes any ability checks that rely upon sight with Disadvantage.

Since no source of light is able to dispel this darkness, bystanders may be confused and disoriented.

Enfeebled

The item's Curse worms away at its bearer, bringing with it a terrible weakness. The Loremaster chooses a single saving throw from Strength, Dexterity, Constitution or Charisma. The bearer makes those saving throws with Disadvantage.

Hunted

The presence of the item does not go unnoticed, and one type of enemy (Orcs, Evil Men, the Enemy) perceive it when they come near it. For the purposes of The Eye of Mordor rules this counts as the Enemy pursuing the Company, lowering the Veil score by 4 points. In addition, Journey Events and Revelation episodes triggered by the company may be made to revolve around these stalkers.

Ill-luck

Bad luck dogs the bearer at every turn, his victories turned to defeats by simple – but persistent – misfortune. Any roll of 1 on the d20 (even for ability checks or a saving throw) means an automatic failure for the bearer.

Ill-omen

The bearer's arrival is preceded by dark warnings and fell omens, filling the hearts of former allies with dread and fear. Whenever the bearer is present for an Audience, the Company makes both the Introduction roll and Final Audience Check with Disadvantage.

Malice

The object does not love its bearer, and will try to cause him harm, or otherwise trouble him. If a skill roll concerns the item (as in the case of a skill check augmented by a Blessing, an attack roll for a weapon, or an foe's attack roll for armour), the companion has Disadvantage on the roll (for armour, the attacker gains Advantage).

Owned

The item is owned or was created by another creature, much as the Ring was owned by Sauron. The item may have found its way into the hands of the companion so that the hero might unwittingly return it to its master. The Loremaster should decide upon a specific enemy to be the owner of the item, possibly choosing a recurring villain in his own campaign. When in the presence of its owner, the item becomes useless: its special features turn out to be completely ineffective.

Shadow Taint

The item bears a greater shadow-stain upon it than most cursed items. As long as the hero carries the item, his Shadow score is augmented by a value, ranging from 1 to 4 points: 1 point for an artefact with one Blessing, 2 for one with 2 Blessings or a Greater Blessing; in the case of

a Legendary Weapon or Armour the Shadow increase is equal to the number of Qualities on the item. This Shadow increase cannot be removed or healed, and will raise the hero's Shadow score until the Curse is lifted.

Weakness

So long as he bears this Curse, the bearer displays the worst Flaw connected to his own Shadow Weakness. The Loremaster can invoke it as per the normal rules, to impose Disadvantage, to make a saving throw to remain in control of themselves, or as a Failure Aggravation, and possibly to determine the effects of a Bout of Madness (see page 183 of the *Adventures in Middle-earth Player's Guide*).

- **Cowardly (Wandering-madness).** When the curse takes hold of the bearer, all he can think of is turning tail and fleeing into the night.
- **Murderous (Curse of Vengeance).** A terrible thirst for blood and malevolence lies within the item,

provoking the bearer to dark thoughts of violence and murder.

- **Tyrannical (Lure of Power).** The item foments a sense of overconfidence and arrogance within the bearer, causing him to belittle and undermine his companions.
- **Treacherous (Lure of Secrets).** The item fosters thoughts of paranoia and discord within the mind of its bearer, causing him to mistake his friends for foes.
- **Thieving (Dragon-sickness).** The item glitters with a sickly light that causes the bearer to desire more and more.

Note that this Flaw is temporary, and does not count towards a companion's full complement of four Flaws for the purposes of Succumbing to the Shadow.

Discovering the One Ring

Bilbo's discovery of the One Ring in Gollum's cave is a shining example of predestination, as discussed on page 92. Bilbo was meant to find the Ring, and then to pass it over to Frodo. Perhaps the Loremaster of Bilbo's campaign was planning very far ahead indeed – maybe even not realising at the time quite what he had created – he might merely have intended to give the Burglar a Wondrous Item that gave him an unparalleled Stealth ability...

But how can the Ruling Ring of Sauron be created under the Magical Treasure rules? The short answer is that it can't: it is the greatest magical artefact ever created in the history of Middle-earth after all. But let's indulge a little bit more... The Ring would probably have a Greater Blessing of Stealth for its capability to make its wearer invisible, but eventually reveal later to bestow another Blessing on the skill that better defines its wearer's ambitions and desires: Intimidation for a mighty warrior, Traditions for a leader of Men, Lore for someone who would desire to create things, Insight for those who seek to know the hearts of others... But what about its Curses? Well, let's not even get started...!



MAGICAL TREASURE INDEX

The goal of a pre-prepared Magical Treasure Index is that when a player successfully finds an item in a Hoard, the Loremaster can simply look at the index and find something that has been carefully crafted to suit that Player-hero. This sample Magical Treasure Index was designed for the *Mirkwood Campaign*, and is extremely rich and powerful. Each of the *Legendary Weapons* listed has been created with one of the pregenerated characters from *Adventures in Middle-earth* in mind, as have a number of the *Wondrous Items*. The needs of the campaign were considered in the making of this index and, whilst no one item is key to the campaign, many of them may prove beneficial in its later stages.

Loremaster: -

Campaign: Mirkwood Campaign

Campaign Members: Lifstan the Barding, Beli the Dwarf, Beran the Beorning, Caranthiel the Elf, Trotter the Hobbit and the Bride.

- PRECIOUS OBJECTS -

Notes:

A ruby that, by firelight, seems to glimmer with an inner flame even after the fire has been extinguished. Set onto a golden chain, whose fine links can only be Elven-make. Worth 50 gold pieces.

An adamant ring that catches the weakest of lights, even when deep underground. Its size suggests it was made for the fingers of a Dwarf. Worth 30 gold pieces.

A coronet studded with sparkling white gems, made long ago for the Dwarven nobles of Erebor. Worth 40 gold pieces.

A green gem the colour of the first shoots of spring, set into a golden brooch in the shape of a leaf. Possibly of Westernesse craft. Worth 20 gold pieces.

An iridescent pearl set within a simple silver circlet, recovered from the sea of the Cape of Forochel. The circlet is of Westernesse make. It is said that if one stares into the pearl for long enough, you can see into the past... or the future. Worth 120 gold pieces.

A pink-hued amethyst set into an intricately carved silver ring. The script carved upon it is in Quenya and says "I leave my heart to you." Worth 40 gold pieces.

- WONDROUS ARTEFACTS -

Notes:

A silver circlet, the wearer of which finds their tongue similarly silvered (a Blessing to Traditions).

A war-horn, made by the people of the Northern Kingdom, and whose booming voice strikes fear in all foes (a Blessing to Intimidation).

A golden torc, inscribed with images of feasting and merry-making that lends grace to the voice of its wearer (a Blessing to Performance).

An Elven-carved wooden staff, which cause deer tracks – and others besides – to reveal themselves to the bearer (a Blessing to Survival).

A cloak lined with both enchantment and – more prosaically – fur, which makes the words of the wearer all the more comforting (a Blessing to Persuasion).

A ring made from silvered steel that reflects the innermost thoughts of any in its presence (a Blessing to Insight).

ADVENTURES IN MIDDLE-EARTH

- WONDROUS ARTEFACTS - (CONTINUED)

A simple Dwarven ring of iron that makes the hammer blows of the wearer strike the anvil with effortless precision (a Blessing to smith's tools).

A short rod that was once the symbol of the art of leechcraft in the city of Belegost, and that instills a sense of peace and calm to a patient (a Blessing to Medicine).

A golden circlet carved with Dwarven runes that causes the wearer to find precisely what he is looking for (a Blessing to Investigation).

A magical ring, capable of sharpening the wits of any who wear it (a Blessing to Riddle).

A cloak of Elven make, the weave of which magically allows the wearer to blend seamlessly into his surroundings (a Blessing to Stealth).

A walking stick tightly wound with an endless spiral of Elven rhymes, which, when read aloud, seems to make the miles pass by all the faster (a Blessing to Survival).

A coil of fine Elven rope that can be furled out endlessly and, once tied, will never come untied unless the owner commands it so (a Blessing to Athletics).

A seeing-stone, which, when held up to the dawn, shows what some hint of what has gone before in this place (a Blessing to History).

A broken shard taken from a mirror that once stood in an Elven manor, and through which ghosts of the past may still be seen - albeit fractured in time and place (a Blessing to Lore).

A simple knife that seems to cut a path through thickets and bushes with the utmost ease (a Blessing to Survival).

An ivory horn that has been engraved with images of defeated foes paying tribute to an ancient queen. When lifted to the lips of its bearer it makes not a sound, but men are compelled to bow down before her (a Blessing to Intimidation).

A beautiful golden ring that glistens with the light of the sun, even at night, and that bestows a clarity of vision to its wearer (a Blessing to Perception).

LEGENDARY WEAPONS AND ARMOUR

COMPANION: The Bride
ITEM: The Raven Axe of Arnor

Type: Long-hafted Axe
Craftsmanship: Númenórean
Banes: Evil Men, Undead
Qualities:
1. Raging 2. Superior Fell 3. Keen

Notes: An axe of Númenórean craftsmanship, its broad head engraved with images of ravens and other carrion birds. Its age suggests it was crafted during the time that Arnor's successor kingdoms struggled against the armies of the Witch-king of Angmar, and it is wound with spells to drive the restless spirits of the North back to their graves.

COMPANION: Beran
ITEM: The Red Axe of Ruin

Type: Great Axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Gleam of Terror 2. Grievous 3. Runes of Victory

Notes: This axe was forever stained red with the blood of Orcs at the Battle of Azanulbizar. Some say it was the axe of Nar, others Dain, but whoever wields it can cut a bloody swathe through rank after rank of Goblin.

COMPANION: Lifstan
ITEM: Rune-shield of Ossiriand

Type: Great Shield
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Reinforced 2. Rune-scored Shield 3.-

Notes: So-called because, according to Dwarf legend, its wielder could use it to hold back the seven rivers of Ossiriand themselves. Whether there is any truth in the legend is rather difficult to prove, but it is certainly effective at holding back onrushing tides of Orcs. Aside from its ornate brass boss, cast in the shape of a roaring mountain lion's head, this sturdy iron shield appears somewhat plain ... except under certain moons, when its surface takes on an almost mirrored sheen and secret Dwarven runes glisten and gleam

COMPANION: Beli
ITEM: The Coat of Shining Stars

Type: Heavy Mail
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Cunning Make 2. Runes of Protection (Bludgeoning)
3. Mithril Armour

Notes: In sunlight, this coat of Mithril chain seems dull and ancient, although it remains sturdy and well maintained. It is only underground, by the light of a torch or lamp, that it reveals the quality for which it is named: its mail links glisten, as though it were sewn from the stars themselves.

COMPANION: Trotter
ITEM: Bow of Celebrian

Type: Short Bow
Craftsmanship: Elven
Banes: Orc-kind
Qualities:
1. Sure Shot 2. Keen 3. Biting Dart

Notes: Whilst never actually owned by Elrond's departed wife, this delicate bow is named in her honour for it was used on the tragic hunt for the Orcs that once captured her.

COMPANION: Caranthiel
ITEM: The Crown of Spiderhollow

Type: Helm
Craftsmanship: Elven
Banes: Spiders
Qualities:
1. Ancient Close-fitting 2. Runes of Clarity 3.-

Notes: At first glance this delicate headpiece looks to have been woven from spider webs and ivy, but closer inspection reveals that it is carved from wood so delicately that it only appears so.

MAGICAL TREASURE INDEX

This sample Magical Treasure Index is based on the adventures of Thorin's company on their quest to reclaim Erebor from Smaug, as though it were part of a campaign for *Adventures in Middle-earth*. Incidentally, the Hoard of Smaug was likely rated at 1000***, whereas the Hoard of the Trolls was rated at 50*.

Loremaster: -

Campaign: The Quest for Erebor

Campaign Members: Bilbo Baggins, Thorin Oakenshield, Fili and Kili, Balin, Dwalin, Dori, Nori, Ori, Óin, Glóin, Bifur, Bofur and Bombur.

- PRECIOUS OBJECTS -

Notes:

A great, golden, two-handed cup, it is carved with bird and flowers, their eyes and petals jewels. Worth 100 gold pieces, sentimental to the Dwarves of Erebor.

A necklace made of five hundred emeralds as green as grass, gifted to the Dwarves of Erebor by Girion, Lord of Dale. Worth 100 gold pieces, sentimental to the Bardings.

A belt of pearls and crystals, made to accompany the Mithril Coat. Worth 60 gold pieces.

A belt crusted with scarlet stones. Worth 40 gold pieces.

A helm of figured leather, strengthened with steel and studded about the brow with white gems. Worth 60 gold pieces.

- WONDROUS ARTEFACTS -

Notes:

The Diamond Studs of Old Took

A pair of diamond studs that fasten themselves and never come undone until ordered (Blessing of Traditions)

The Arkenstone

This great white gem was the greatest prize ever found by the Dwarves. Named the Heart of the Mountain, the Arkenstone of Thrain, it is a globe with a thousand facets. It shines like silver in firelight, like water in the sun, like snow under the stars and like rain upon the Moon. (Greater Blessing of Persuasion).

Silver-scored Clarinet

This seemingly simple instrument makes music as clear and beautiful as any other, enchanting all who hear it (Blessing of Performance).

Searching Stick

A gnarled old walking stave that, when poked about into dark and dusty corners, has a habit of turning up just what is required (Blessing of Investigation).

LEGENDARY WEAPONS AND ARMOUR

COMPANION: Thorin

ITEM: Orcrist

Type: Long Sword

Craftsmanship: Elven

Banes: Orcs

Qualities:

1. Luminescence
2. Raging
3. Superior Grievous

Notes: A sword with a jewelled hilt, Orcrist was crafted by the High Elves of Gondolin for use in the Goblin-wars. Its name means Goblin-cleaver, but the Goblins know it better by the name Biter.

COMPANION: Fili

ITEM: Shield of the Dead

Type: Shield

Craftsmanship: Dwarven

Banes: n/a

Qualities:

1. Superior Reinforced
2. Rune-scored Shield
3. -

Notes: This shield, ornately decorated by a Dwarven craftsman of ancient Erebor, was made for a warrior now-long dead.

COMPANION: Glóin

ITEM: Axe Under the Mountain

Type: Axe

Craftsmanship: Dwarven

Banes: n/a

Qualities:

1. Superior Fell
2. Gleam of Terror
3. -

Notes: This silver-hafted axe was once wielded by the King Under the Mountain and was believed lost when Smaug the Terrible drove the Dwarves from the Lonely Mountain. Perhaps it was recovered when his hoard was divided among the victors of The Battle of Five Armies.

COMPANION: Bilbo

ITEM: Sting

Type: Short Sword

Craftsmanship: Elven

Banes: Orcs

Qualities:

1. Luminescence
2. Superior Keen
3. Superior Grievous

Notes: To a Man or an Elf, this blade might only be a dagger, but to a Hobbit it is akin to a short sword. Forged in Gondolin by Elven-smiths, this blade glows blue in the presence of Orcs and their foul kin.

COMPANION: Bilbo

ITEM: Mithril Coat

Type: Coat of Mail

Craftsmanship: Dwarven

Banes: n/a

Qualities:

1. Ancient Cunning Make
2. Mithril Armour
3. -

Notes: This small mail shirt was once wrought for a young Elf-prince in the ancient past. It is made of Mithril and can turn even the most grievous of blows.

COMPANION: Balin

ITEM: Silver Ring-mail

Type: Ring-mail

Craftsmanship: Dwarven

Banes: n/a

Qualities:

1. Ancient Cunning Make
2. Ancient Close-fitting
3. -

Notes: Once gifted to the son of Girion, the Lord of Dale, this mail coat was wrought of silver but was as strong as triple steel. Its like has never been seen before or since.

MAGICAL TREASURE INDEX

This sample Magical Treasure Index is based on the adventures of a Company adventuring in Eriador itself, and as such is slanted towards Elven and Númenórean treasures. Compared to the other two sample Magical Treasure Indexes, it is closer to what a 'default' power level should be, illustrating how you can tailor the potential of the magical treasure to suit the needs of your game.

Loremaster: -

Campaign: Eriador Adventures

Campaign Members: Cirmacar the High Elf, Fareth the Dúnedain, Frida of the Lake, Thraindan the Dwarf, Tom Mugwort of Bree.

- PRECIOUS OBJECTS -

Notes:

A great pearl set in an elaborate golden brooch carved with images of the sea. It is said to have been made in the lost Dwarven city of Belegost. Worth 40 gold pieces.

A ruby hanging from a simple silver chain made by the Men of Westerosse. It is said that, on the coldest nights, the ruby is always warm. Worth 60 gold pieces.

A great golden necklace of Dwarven-make, set about with dozens of tiny amethysts that sparkle in the sunlight. It was once worn by the finest beauty of Beleriand, or so the Dwarves would have you believe. Worth 40 gold pieces.

A delicate silver tiara decorated with a single diamond at the peak, of such workmanship it could only have been made in Eregion. Worth 100 gold pieces.

- WONDROUS ARTEFACTS -

Notes:

A ring crafted by the Men of Westerosse. When worn on the left hand it allows the wearer to find what was thought lost; when worn on the right hand it allows the wearer to hide what must not be found (a Blessing to Investigation and Stealth).

An otherwise unremarkable circlet that makes the wearer's sight crystal clear (a Blessing to Perception).

A walking stick that seems to lead the way along untrodden paths (a Blessing to Survival).

A pair of soft leather slippers made from the hide of a white deer, that mask the footsteps of the wearer (a Blessing to Stealth).

A beautifully carved ring of gold that gilds the wearer's honeyed words (a Blessing to Traditions).

A sword sheath wound about with images of an ancient victory procession, perhaps dating to the First Age of the world. When a sword is drawn from this sheath, all who see it are compelled to bow down in honour to the bearer (a Greater Blessing to Intimidation).

A silver clasped collar that makes everything the wearer say seem agreeable (a Blessing to Persuasion).

LEGENDARY WEAPONS AND ARMOUR

COMPANION: Fareth
ITEM: Blade of Arahel

Type: Long Sword
Craftsmanship: Númenórean
Banes: Evil Men, Undead
Qualities:
1. Keen 2. Raging
3. -

Notes: A finely made but unadorned long sword, this blade was said to have belonged to Arahel, one of the first chieftains of the Dúnedain.

COMPANION: Frida
ITEM: Moruin

Type: Great Bow
Craftsmanship: Elven
Banes: n/a
Qualities:
1. Grievous 2. Biting Dart
3. -

Notes: The wood that this bow was made from was hewed in ancient days from a Mallorn tree that had been blackened by the fires of war. Something of those dark days remains in the wood.

COMPANION: Cirmacar
ITEM: Hauberk of the Last Alliance

Type: Scale Hauberk
Craftsmanship: Elven
Banes: n/a
Qualities:
1. Elven-craft 2. Ancient Cunning Make
3. -

Notes: When the smiths of Eregion fled to Imladris, they began to prepare the Elven stronghold for war against the Dark Lord. These pieces of armour were among the finest of their craft – light and supple for those who marched long hours in pursuit of the enemy but strong enough to turn aside many an Orcish blade and arrow.

COMPANION: Thraindan
ITEM: Helm of Belegost

Type: Helm
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Close-fitting 2. Ancient Cunning-make
3. -

Notes: This slight, silvered-steel helm was once worn by a warrior of Belegost; what became of him has been lost to the annals of time, but the helm itself remains pristine.

COMPANION: Tom
ITEM: Hollin-ward

Type: Shield
Craftsmanship: Elven
Banes: Orc-kind
Qualities:
1. Reinforced 2. Warding Spell
3. -

Notes: In ancient times the Elves of Eregion and the Dwarves of Khazad-dûm were fast allies, until ill-fate befell both peoples. This shield dates from that time, and although of Elven craftsmanship it also bears the runic marks of the Dwarves.

the eye of - MORDOR -

“The number must be few, since your hope is in speed and secrecy. Had I a host of Elves in armour of the Elder Days, it would avail little, save to arouse the power of Mordor.”

As the Twilight of the Third Age approaches and the War of the Ring begins, the will of the Dark Lord pushes all wicked things to evil ends. Especially after the revelation of Sauron in the year 2951, adventuring becomes more and more dangerous, as the Shadow begins to awaken again and its spies and servants are put on watch.

Many unfriendly things that have little love for Elves, Dwarves and Men are stirred into action, and those that dare to journey across Middle-earth find themselves often plagued by an ill-fortune. Distant folks grow suspicious and estranged once again. The arm of the Enemy is growing longer every day.

Furthermore, these are the years of the fading of the Eldar, and the waning of their power is felt in every corner of the land as a lengthening darkness. Everywhere but inside

their protected sanctuaries, those who oppose the will of the Dark Lord risk to be noticed by prying eyes, and be confronted by His vengeance. But some heroes wait in secret places or move unseen among the common people, hidden from the Enemy's attention. The possibility that a company catches the awareness of the Enemy is expressed in gaming terms through the optional mechanics concerning the Hunt and the Veil.

THE HUNT

There was an eye in the Dark Tower that did not sleep. He knew it had become aware of his gaze. A fierce eager will was there. It leaped towards him, almost like a finger he felt it, searching for him.

The danger that a Company will attract the attention of Sauron depends on the composition of the group and their experience level. The Enemy keeps a closer watch on those individuals he hates, or fears, the most. A Company of seasoned veterans that includes a High Elf of Rivendell will raise more suspicion and stir the minions of the Shadow more easily than a smaller group composed solely of Hobbits on their first adventure.

The Hunt score begins equal to the highest Proficiency Bonus of the Company, and is further modified as below.



To keep track of the Hunt it is best to use a number of counters or tokens (black or red glass beads are ideal) that should be placed on the gaming table, within reach of all players. You will need approximately 20-25 tokens.

COMPANION'S CULTURE	HUNT MODIFIER
Hobbits	+0
Dúnedain and Men of Minas Tirith	+2
Other Men	+1
Dwarves	+1
High Elves	+3
Silvan Elves	+1

Loremaster characters journeying with the heroes are not normally considered part of the Company for the purposes of calculating the Hunt score.

Powerful weapons carried by the companions may also arouse the suspicion of the spies of Mordor: add 1 for each Legendary Weapon or Armour carried by the Company.

For example, a group of eight heroes (a Dúnedain, a Man of Minas Tirith, a Dwarf, an Elf of Mirkwood and four Hobbits) with no magical items and accompanied by a Loremaster Merchant would be at +6, which would be added to the highest Proficiency Bonus in the Company to create the initial Hunt score.

What does the Hunt represent?

For purposes of presenting the threat of the Hunt, the Loremaster should keep in mind that the mechanic does not simply represent the active searching for the Company on part of servants of the Enemy, but also the general malevolence of the land itself towards the heroes and their goals.

There are many strange and dark powers in Middle-earth, and not all of them are necessarily in league with the Dark Lord...

THE HUNT INTENSIFIES

During the Adventuring phase, the Company's actions may lead to an increase in the Hunt score. The Loremaster must keep track of these instances and update the Hunt score accordingly.

Bitter Experience

A natural 1 on an ability check produces an increase in the Hunt score. Optionally, this effect can be reserved for rolls made under particularly dramatic or otherwise grave circumstances. Even a successful exploit can be tainted by fear and self-doubt.

Conversely, if the Company is in a Sanctuary or another place deemed by the Loremaster to be safe, do not increase the Hunt score, no matter how many natural 1s are produced.

Shadow Gain

A hero who is tormented by grief and beset by the threat of corruption carries a burden that the Shadow is quick to recognise and exploit. Whenever one or more members of the Company gain Shadow points outside of combat increase the Hunt score by 1.

Using Magic

Blatant displays of magical power intensify the Hunt score as well, in a measure proportionate to the magical effect.

- If a companion uses a Virtue or class feature that is considered magical (see *Magical Virtues and Features*, page 112), raise the Hunt score by 1 point.
- A companion that uses a Wondrous Artefact may increase the Hunt score. A Small Effect does not raise the score, while a Medium Effect raises the Hunt by 1 and a Large Effect increase the Hunt by 2 points.
- For those whose vision of Middle-earth includes OGL magic, when a spell is cast the Hunt is raised by a number of points equal to half the level of the Spell Slot used.
- Open displays of magical power invoked by a Wizard or another character capable of such feats increase the Hunt score accordingly. See *Displays of Magical Power*, page 112.

Caranhiel, fearing a rampaging horde of Viglundings, tries to master the magic of *The Cleft of Storms* (Rhovanion Region Guide, page 47). As this effect is an 8th level spell, she will add 4 points to the Hunt score. This is powerful magic indeed!

(Magical) Virtues and Features

Many Virtues possessed by the various cultures of Middle-earth are considered to be magical by members of other folks, but often are simply the result of well-honed professional skills and talents. Likewise, many Class features are the product of long years of training. But that is not always the case; some abilities can only be explained fully by taking into consideration the subtle enchantment of Middle-earth.

The following Virtues and Features are considered magical for the purposes of increasing the Hunt score:

Beauty of the Stars	Broken Spells
Compelling Words	Healer's Staunching Song
Night-goer	Skill of the Eldar
Staunching Song	Wood-elf Magic
Words of Command	

RESETTING THE HUNT SCORE

After a Revelation episode (see page 113) or after an Adventuring phase ends, the Hunt score is reset to its basic value.

During a Fellowship phase, the Company retires to a place of safety and no longer provokes the interest of the Enemy. Thus, there are no Eye Awareness checks during a Fellowship phase, and the Hunt score begins at its basic value for the next Adventuring phase.

THE VEIL

'Our names and our business are our own, and this does not seem a good place to discuss them,' said Frodo, not liking the look of the man or the tone of his voice.

Wise decisions on the part of the Company, discretion amidst strangers and careful travel in the Wild can mask the heroes from the Shadow. The Veil score is the measure of how discrete the heroes are being, and what distractions they can bring to bear against the attention of the Enemy. You may wish to represent this with some sort of counters (white or clear glass beads, perhaps). This score starts as the highest Wisdom modifier of the Company and is further modified according to the table opposite:

Displays of Magical Power

"If there are any to see, then I at least am revealed to them," he said. "I have written Gandalf is here in signs that all can read from Rivendell to the mouths of Anduin."

Here follow some examples of undisguised magical feats of Loremaster characters that may cause an increase of the Hunt score for a Company. Note that not every use of magic does apply; for example, tracing signs on a surface that will be visible only to friendly eyes, or embellishing pipe-smoke or fireworks with shapes and colours does not intensify the Hunt – unless they are done in the wrong place, or at the wrong time, of course!

- Lesser effects (+1 point): Illuminate a dark passage with a short blaze of magical light, open a locked door, play tricks with voices or sounds.
- Major spells (+2 points): Light a fire in the storm, block a door against a powerful adversary, make a tree burst into flames.
- Powerful spells (+4 points): Rain lightning down upon an advancing enemy, lend speed to a travelling company, make the waters of a river swell with rage.

CIRCUMSTANCES	VEIL MODIFIER
The Company is travelling through Free or Border lands.	+2
The Company is travelling through Shadow or Dark lands.	-2
The Company is protected by the blessing of a Wizard or other powerful Loremaster character.	+4
The Company is travelling under false names, treading unused paths or are otherwise taking action to be discreet and unobtrusive.	+2
The companions have earned great renown in the area thanks to some exceptional deed.	-2
The Enemy actively searches for the Company, or their mission or goal is known to the Shadow.	-4

THE EYE AWARENESS CHECK

'These black men,' said the landlord lowering his voice. 'They're looking for Baggins, and if they mean well, then I'm a hobbit.'

As the Company ventures forth and strives against the will of the Enemy, they are likely to garner his attention. Whenever the Hunt score is increased the Company must make an Eye Awareness check. Events other than the Hunt intensifying can trigger this check; if the narrative demands that evil things might take notice of the heroes the Loremaster can ask for this check.

To make an Eye Awareness check, the Company as a group rolls a d20 and adds the Veil score to the result. A companion can spend Inspiration to grant Advantage on the check. The DC for the check is equal to the current (perhaps newly raised) Hunt score.

If the check is failed, the Shadow will move against them – the Company has been *revealed* to the Enemy. The Loremaster will now introduce a Revelation episode, a dangerous event reflecting the actions of an increased

hostility of the game world towards the members of the Company.

The source of this hostility may differ wildly from one Revelation episode to another: it may be the result of the direct actions of servants of the Enemy aimed to thwart the Company's plans, an accident caused by the ill-will of another unfriendly power, or simply an unusual and sinister stroke of bad luck.

- As soon as the Loremaster has completed the Revelation episode, the Hunt score for the Company is set back at its starting level. From that moment on, the tally for the Hunt score is resumed normally; and thus may lead to another Revelation episode if another Eye Awareness check is failed, and so on, until the end of the Adventuring phase.



REVELATION EPISODES

To determine the precise nature and consequences of a Revelation episode, the Loremaster should usually weigh the current circumstances of the Company and choose a course of events that will change the heroes' predicament for the worst. If the companions were already heading towards a difficult situation, now they will face one of their worst moments instead.

Regardless of the details, whatever happens to the Company must spring naturally out of the ongoing flow of events experienced during a session; no Orcs appearing out of nowhere to attack while the Company is sleeping at Beorn's House!

Additionally, the nature of a Revelation episode should always suggest that there are strange forces at work; a distinctive aura that smells of something dark and foul; a malicious misfortune, the unusual behaviour of men or beasts, the faint trace of sorcery.

Generally, the current situation should provide the Loremaster with enough suggestions upon which to improvise. If this is not the case, then the resolution of a Revelation episode should be held off, until an appropriate situation appears (possibly even waiting for the following session of play).

A typical Revelation episode may include a hero losing the other companions during a journey or while fleeing, the

group running out of food as provisions are found to be unexpectedly spoilt, a decision taken by heroes proving to be the worst possible choice, an individual the Company was waiting for failing to show up at a crucial moment, and so on.

EXAMPLES OF REVELATION EPISODES

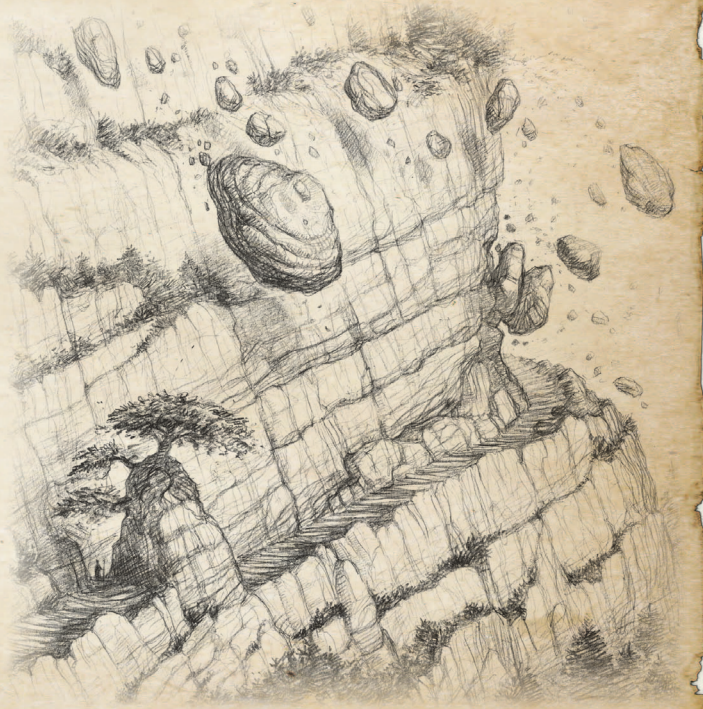
"Is it the will of the Dark Tower that steers us? All my choices have proved ill."

Here follow several examples of how the Loremaster may worsen the situation of a revealed company. A level of customisation is required, to adapt all suggestions to the actual situation of play.

- **Out of the Frying Pan...** The difficulty of all actions connected to the resolution of a chosen situation are increased and the companions automatically suffer Disadvantage. Once the situation is resolved (the Audience, Journey leg, etc.) then the Company is no longer at Disadvantage.

Serious Misfortune

If the Company is revealed by a failed Eye Awareness Check, it is possible this was triggered by another negative event (like a failed Journey Event or a bout of madness). When this is the case, the Loremaster should combine the two (or three!) unfortunate circumstances into a single grievous instance. In the books, the tragic attempt by Boromir to seize the Ring may be interpreted in game terms as a bout of madness coinciding with the revelation of the Fellowship, while the attack by the Watcher in the Water in front of the gates of Moria could be seen as the cumulative effect of a Journey Event and a Revelation episode. But evil events often prove to have some benefit in the end — Bilbo would not have found the Ring if he had not been caught by Goblins, nor would he have escaped Mirkwood (or The Battle of Five Armies) if the Dwarves had not been captured by the Elves! When all seems against the heroes, they might suddenly be presented with an opportunity that otherwise would have been overlooked.



- **Láthspell.** The coming of the company is interpreted as ill-news, and the heroes are given a colder welcome than expected: the introduction check of the Audience fails automatically, as suspicions are roused and old prejudices flare up; if the Final Audience Check is failed the companions are expelled, imprisoned or otherwise refused any help or support.
- **Do not tempt me!** A severe and tantalizing trap is set before a companion and the hero must make a **DC 20 Wisdom** check. The nature of the challenge may be overt or subtle, and should be based on the character's Shadow weakness. If the hero fails the check, he is subjected to the same consequences of a bout of madness (see the Player's Guide, page 183) and gains 1 or more points of temporary Shadow.
- **Lies and Threats.** An ally becomes an enemy, through coercion, betrayal or even sorcery. The individual is now bent to do harm to the companions, and either acts directly or schemes in the dark.
- **A Weariness of the Heart.** An unnatural sense of tiredness has gotten hold of the Company. Whether it is due to some subtle sorcery or else it is not clear, but all companions immediately increase their Exhaustion level by 1 and cannot reduce their Exhaustion to below level 1 until the Loremaster deems the spell has passed.
- **A Will That Lends Speed.** An enemy that the Company was chasing or holding prisoner escapes, as if helped or hidden by an unseen hand.
- **Guided by Sinister Purpose.** A potential threat the company had a chance to avoid is now waiting for them. An Orc patrol they could try to ambush now automatically spots them; a Troll they could sneak past sniffs them at the worst possible moment; an unnamed terror that was sleeping in the deep places of the world is now aware of their passage. If the Company is on a Journey they are now subject to *The Keen Eyes of the Enemy*.
- **Reckless Hate.** One enemy type that will be faced in combat soon gains the special ability **Hatred (subject)**, focused on one heroic culture represented in the company.
- **Deadly Strife.** An enemy that will be faced in combat soon gains the **Hideous Toughness** ability. The Loremaster might draw on the misfortunes of the Company to explain why the foe that they now face is exceedingly difficult to defeat.
- **We Come to Kill.** One enemy type that will be faced in combat soon gains the special ability **No Quarter**.
- **No Common Foe.** The Shadow moves against the Company and he does not stint in spending his hatred. The enemies that the heroes will face gain a special ability – either one appropriate to their creature type or the enemy group is now a troupe with one or more beneficial troupe abilities.





- high elves of rivendell -

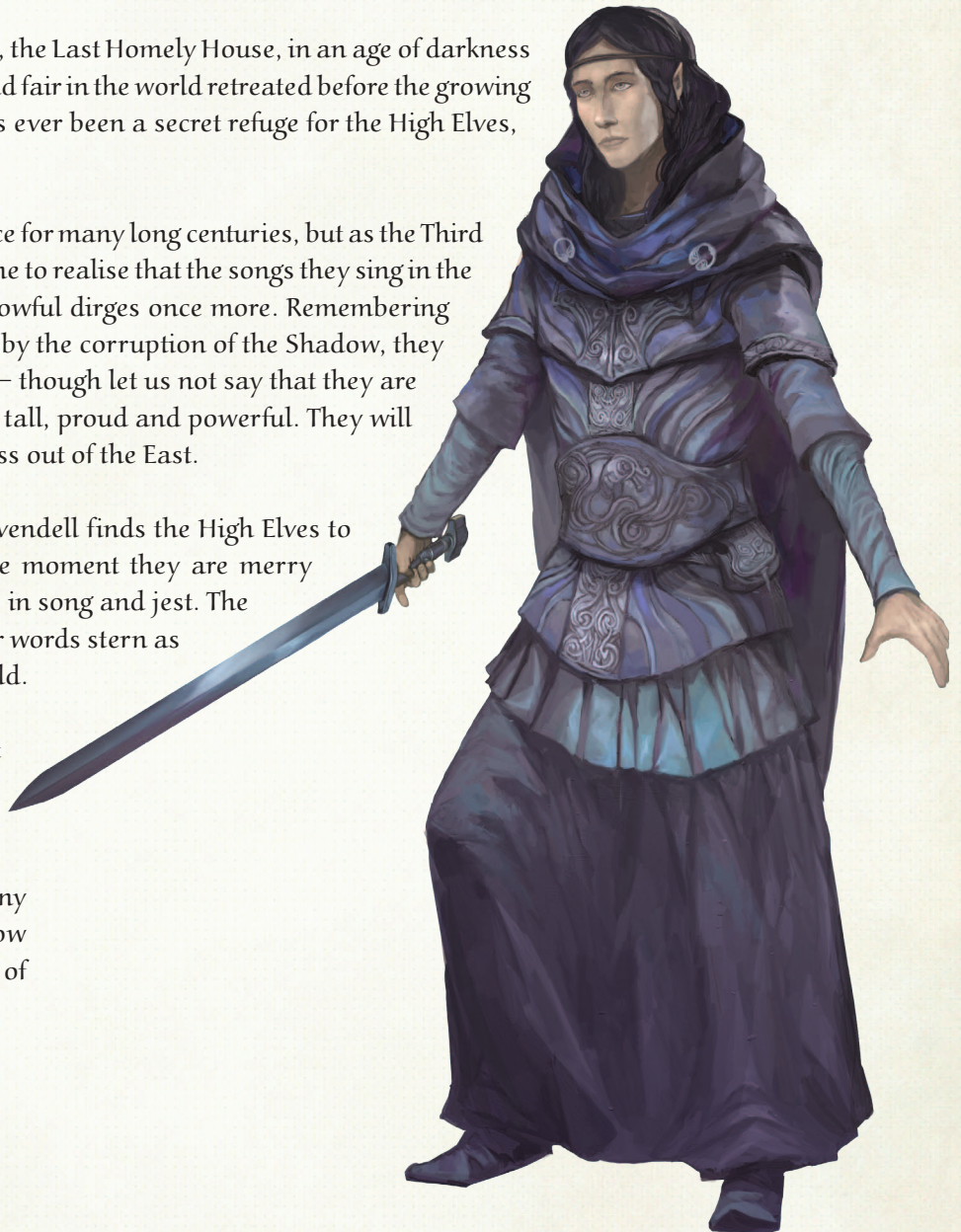
“And here in Rivendell there live still some of his chief foes: the Elven-wise, lords of the Eldar from beyond the furthest seas.”

Elrond Halfelven founded Imladris, the Last Homely House, in an age of darkness and fear, when all that was good and fair in the world retreated before the growing power of the Enemy. This place has ever been a secret refuge for the High Elves, the eldest and fairest of all Eldar.

In Rivendell they have dwelt in peace for many long centuries, but as the Third Age draws to a close, they have come to realise that the songs they sing in the Hall of Fire will soon become sorrowful dirges once more. Remembering past horrors and the ruin brought by the corruption of the Shadow, they lament what the future may bring – though let us not say that they are afraid. The High Elves are fair and tall, proud and powerful. They will not cower before the rising darkness out of the East.

Yet the wanderer who comes to Rivendell finds the High Elves to be creatures of contradiction. One moment they are merry and fair, chiding the younger races in song and jest. The next their faces turn grim and their words stern as they speak of the fading of the world.

Their long reckoning of the past ages of Middle-earth has taught them to savour each day to the fullest and face each sorrow with majesty and grace. More than any other folk in Middle-earth they know the virtue of hope and the power of shadow.



DESCRIPTION

In Rivendell can be found Elves with long, flowing golden locks, silver tresses and hair the colour of the dark shadows of twilight. They are at once venerable and noble as a king, yet hale and hearty as a warrior. They are tall and lithe, yet possess great strength and endurance. All High Elves of Rivendell have one thing in common: their pale faces are ageless, neither old nor young, yet written on them are the memories of both gladness and sorrow.

HIGH ELF NAMES

Most names below belong to important Elves, and should only be used as examples to create new ones (Elven naming conventions are too complicated to summarise here).

Male Names: Aegnor, Beleg, Celegorm, Daeron, Fingon, Finrod, Gwindor, Mablung, Maeglin, Orodreth, Saeros.

Female Names: Ancalimë, Arwen, Berúthiel, Celebrían, Celebrindal, Elwing, Finduilas, Galadriel, Idril, Nimloth, Nimrodel.

STANDARD OF LIVING

The halls of Rivendell are filled with all manner of relics and treasure of the olden days, preserved by Elrond and his kin. Although dwindling in number, the High Elves of Imladris still craft beautiful objects and they have little need of anything from beyond their borders. Their culture's economy is ranked as *Prosperous*.

Bonus Equipment: A grey or slate blue travelling cloak, travelling gear for the current season, a backpack or saddlebags, a belt dagger, boots, 5d6 silver pennies, and choose any two: A grey blanket, a hunting knife, a wineskin, a white jewel on a chain of silver, any artisan's tools or a musical instrument.

HIGH ELF TRAITS

Your Player-hero has certain traits as a High Elf of Rivendell.

Ability Score Increase — Your **Wisdom** score increases by 2 and you may increase any two other attributes by 1 each.

Adventuring Age — **500 to 1000**. The High Elves of Rivendell are creatures from another age. They may

become adventurers any time after they reach adulthood, although they are unlikely to venture beyond Imladris until they are half a millennia or more old. Even though a starting High Elf is far more 'experienced' than those of other cultures, he is still young and weak compared to his elder kin, and so is unlikely to be more than a thousand years old.

Size — Elves range from 5 to over 6 feet tall, with slender builds. Your size is Medium.

Speed — Your base walking speed is 30 feet.

Night Vision — Accustomed to walking under the revered starlight, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

The Eyes of Elves — You have proficiency in the Perception skill.

Elvish Dreams — Your sleep is not like that of mortals. When you sleep, you can choose to send your mind into an "Elvish Dream" retaining full consciousness of your surroundings and you needn't close your eyes. Four hours spent in such dreams acts on you as if you had rested an entire night.

Against the Unseen — High Elves can perceive creatures that dwell in the wraith-world, be they spirits or ghosts, even when they are normally Invisible to the eyes of the living (including **Unclad and Invisible** Ringwraiths).

Additionally, High Elves are immune to the Frightened condition when the source of that condition is an undead creature.

Elf-wise — You have fought against the Dark Lord for years uncounted, and will continue to strive against the Enemy. You are proficient in Corruption checks. A Corruption check is any **Wisdom** saving throw that risks 1 or more Shadow points for failure.

Beset by Woe — High Elves cannot ever truly forget the taint of the Shadow once it has left its mark on their spirit. Whenever you undertake to Heal Corruption, you

immediately lose 1 point of temporary Shadow and gain 1 point of permanent Shadow. You may then make an ability check to remove temporary Shadow points as normal (see page 200 of the *Player's Guide*).

The Tools of War — You have proficiency with daggers, spears, great spears, short swords, long swords, short bows and great bows.

Subtlety of Craft — You have proficiency in one artisan's tool of your choice.

Languages — In addition to Westron (the Common Tongue), you can speak, read and write Sindarin. You also use Quenya, the Ancient Tongue, in song and high matters of lore.

CULTURAL ATTITUDES

The High Elves of Rivendell tend to remain within their sanctuary or wander the lands by secret Elven ways. But when great deeds must be done, those chosen by fate will perhaps find themselves holding forth with the lords of the First-born. The following table indicates not only how High Elves are perceived by other cultures, but also how others who visit them are received by the Eldar.

CULTURAL VIRTUES - HIGH ELVES OF RIVENDELL

ARTIFICER OF EREGION

Many eyes were turned to Elrond in fear and wonder as he told of the Elven-smiths of Eregion and their friendship with Moria, and their eagerness for knowledge.

You are studying the ancient craft of the Elven-smiths of Eregion, the greatest craftsmen of your kin. You learn how to Evaluate Treasure when you first select this virtue. You may later master the secret of how to Enhance Weapons by training during your undertaking; finally, you discover how to Enchant Weapons by spending another undertaking training at your forge. Only Imladris (or another suitable Elven Sanctuary) can provide you the tools and materials to make use of these abilities.

Evaluate Treasure

You recognise the runes and secret symbols employed by the artificers of old to mark their work. When you discover a Hoard during an Adventuring phase you may treat the Hoard rating as being one more * than normal, affording you the opportunity to spend additional Hit Dice to make another Magical Treasure roll.

Enhance Weapons

Choose the Elven-smithing undertaking (see page 119) to retire to your smithy and customise a weapon to suit the combat characteristics of its wielder.

When you first enhance a weapon in your smithy, its user gains a non-magical bonus of +1 to all his attack rolls using the customised weapon. You may later undertake to improve the same weapon once again, for a total bonus of +2. These enhancement bonuses are applied until the hero wielding the weapon improves his Proficiency Bonus. When this happens, the companion loses the associated bonuses, but you may eventually enhance it again, repeating the customising procedure. Note that while certainly skillful, you cannot improve the craftsmanship of old: you may only enhance a weapon that does not have a magical

CULTURAL ATTITUDES CHART

HIGH ELF IS	MEN OF RHOVANION*	BREE-FOLK	DÚNEDAIN	DWARVES	OTHER ELVES	MEN OF MINAS TIRITH	HOBBITS OF THE SHIRE	RIDERS OF ROHAN
VISITOR	Unknown	Askance	Favoured	Neutral	Favoured	Friendly	Unknown	Askance
HOST	Neutral	Neutral	Friendly	Neutral	Friendly	Friendly	Neutral	Neutral

*This category includes Bardings, Beornings, Men of the Lake and Woodmen.

New Fellowship Undertaking: Elven-smithing

The Sword of Elendil was forged anew by Elvish smiths...

A companion who is an Artificer of Eregion may retire to his smithy to give himself unto the hammer and anvil to either enhance a weapon or to enchant it. To complete his work, an artificer must accumulate 6 Craftsmanship points, in one or more undertakings. To gain Craftsmanship points, during the same Fellowship phase the companion may make a Strength check, spend Hit Dice or gain Shadow, or a combination of the three.

- Make a Strength check, adding your Proficiency Bonus if you are proficient with smith's tools. The DC for *Enhance Weapons* is 12 plus the weapon's new attack bonus. The DC for *Enchant Weapons* is 15. Gain 1 Craftsmanship point on a success, 2 points if you succeed by 5 or more, and 3 if you succeed with a natural 20 result.
- Spending Hit Dice, you gain 1 Craftsmanship point for each 2 Hit Dice you choose to spend. You begin

the next Adventuring phase with these Hit Dice already expended.

- Finally, you may acquire Craftsmanship points by gaining Shadow, at the cost of 1 Shadow for each Craftsmanship point gained.

If you do not succeed in accumulating 6 points in the same Fellowship phase, take note of the number of points gained so far, to resume the work at a later Fellowship phase (the companion will have to choose the Elven-smithing undertaking again).

It is possible to improve an item for someone else. In this case, the companion who will receive the weapon will have to stay in Rivendell for the Fellowship phase and take part in the making of the artefact by renouncing to choose another undertaking. The artificer will still make the Strength check, but it is the other companion who will might spend Hit Dice or gain Shadow to complete the work.

bonus. For example, you may not improve Dwarf-forged weapons, Birthright weapons, certain Cultural Heirlooms, or weapons that possess Enchanted Qualities. You can, after an enhancing a normal weapon, enchant that weapon once you learn the Enchant Weapons ability.

Enchant Weapons

Choose the Elven-smithing undertaking to use all your cunning as an artificer to work some of the light of the Blessed Realm into a weapon. The improved weapon now may harm creatures that would be normally vulnerable to enchanted weapons (like Wraiths and Ghosts, for example) and deals magical damage of its normal damage type.

BEAUTY OF THE STARS

Pippin afterwards recalled little of either food or drink for his mind was so filled with the light upon the Elf-faces.

Your beauty is so unearthly that all but the hardest-hearted of Mortals can gaze upon you and not be swayed – or

bewitched – by your countenance, even if afterwards they retain only a vague memory of anything but your glory. Raise your **Charisma** score by 1 point, to a maximum of 21. Additionally, when you serve as spokesperson for the Company in an Audience you automatically gain Advantage on the Introduction check. Finally, if you succeed at the Final Audience check, you may select one of the benefits below:

- When resolving an audience with Mortals (Dwarves, Hobbits, Men of all kinds), the Company counts as having achieved the best possible result (succeeding by +6 or more, usually). Otherwise this benefit instead raises the level of success by one step.
- After resolving an audience with Mortals, choose a Loremaster character: that creature retains only the vaguest memory of what was said or agreed. This effect counts as a magical Virtue for the purposes of increasing a Company's Hunt score (see page 111).



ELBERETH GITHONIEL!

"*A Elbereth Gilthoniel – o menel palan-diriel, – le nallon sí di'nguruthos!*"

The name of Elbereth, the Queen of the Stars, is revered by all the Eldar still dwelling in Middle-earth. You may call on her name in a moment of great need, asking the Kindler to bestow her grace upon you.

If you or one of your companions have a level of Exhaustion or are Miserable, you can invoke the name of Elbereth and spend Inspiration. You gain Advantage on your next roll. Additionally, each Elven hero, Elf-friend and any who have been Blessed by the First-born (see page 76 of *Wilderland Adventures*) in the Company gain Advantage on their next die roll too.

MIGHT OF THE FIRSTBORN

...on his brow sat wisdom, and in his hand was strength.

By the power that is in them, Elf-lords can fight the most wicked among the servants of the Enemy.

You may use your reaction and spend two Hit Dice to prevent an enemy creature from taking an action on its turn. The creature can still use its bonus action if it has one and that bonus action does not rely on the creature

taking an action. For example, Might of the Firstborn cannot negate the **Fearsome Bellow** of a Hill-troll but a **Savage Assault** requires the creature to have taken the Attack action and thus it would be stymied by the High Elf.

After using this ability, you must make a Corruption check, a **DC 15 Wisdom** saving throw. If you fail, you gain 1 point of Shadow and you may not use Might of the Firstborn again until you take a short or long rest.

SKILL OF THE ELDAR

"...we put the thought of all that we love into all that we make."

At the height of their powers, Elves are capable of reaching levels of finesse unattainable by mortals.

When you succeed at an ability check you may spend Inspiration. If you do so, you are considered to have rolled a natural 20 on the die and gain whatever benefits such a result would grant for that check. When you use this Virtue something unusual has taken place, something that Mortal onlookers can only attribute to 'Elf-magic'.

Using this Virtue raises the Hunt score for the Eye of Mordor. See page 112 for more information.

CULTURAL HEIRLOOMS – HIGH ELVES OF RIVENDELL

A High Elf adventurer winning renown can be rewarded for his deeds with gear of great worth, coming from the vault hidden under the House of Elrond, or from his private collection.

LESSER RING

You have inherited a lesser ring, one of the many magic rings that the smiths of Eregion made as essays in their craft before it was fully developed. While certainly not comparable to the major works of those gifted craftsmen, this magic ring is a powerful and dangerous artefact, to be kept secret and safe. Choose one of your attributes, when making an ability check using the attribute you may spend a Hit Die to gain Advantage on the check. However, the temptations of such power weigh heavily on your heart. If you use this benefit and fail the check anyways you gain 1 point of Shadow.

BOOKS AND MAPS OF FORBIDDEN LORE

Elrond has entrusted you with the access to many precious texts and ancient maps compiled by Elvish scribes and long-dead scholars of the Dúnedain concerning the Shadow and its effects on the land.

Thanks to this secret knowledge, you have learned to recognise the presence of the Shadow in an area. You automatically recognise the threat of the Shadow when you are about to enter a Blighted place. When this happens, you may make a **DC 10 Intelligence (Shadow-lore)** check: on a success, you identify the source of the blight, allowing you and your companions to have Advantage on any required saving throws.

Additionally, if you traversed at least one Blighted area during the last Adventuring phase and you succeeded in the associated **Shadow-lore** check, you may spend a Fellowship phase compiling your experiences as your undertaking, you gain Advantage on the next check you make for this ability.

SPEAR OF THE LAST ALLIANCE (GREAT SPEAR)

Thousands of spears were forged in the smithies of Imladris to arm the hosts of Gil-galad, and their long staves of ash were capped by a long spike at the other end.

When you succeed at an attack roll using a Spear of the Last Alliance, you may spend Inspiration to make a second attack roll against a different opponent that is within the weapon's reach.



A BARREN and pathless - COUNTRY -

'There are trolls!' Pippin panted. 'Down in a clearing in the woods not far below. We got a sight of them through the tree-trunks. They are very large!'

While Eriador has a well-deserved reputation as an empty land, there are still people that call it home or pass through it on occasion. Dwarves and other merchants walk the East Road, wandering companies of High Elves walk beneath the starlight, and the Dúnedain patrol the lands from hidden refuges. Still, there are long stretches of land where there will be no one to come to the assistance of the Company, should they encounter danger along the journey.



The following tables provide a list of examples customised for Eriador for each Journey Event. They should serve as inspiration for creating events that involve the people and places of this guide but should also reflect the current needs of your story and the Company's actions. In Middle-earth, chance is not always random... the companions are more likely to meet just the person they need to meet, when they need to meet them than it might seem at first glance.

Several of the entries draw from the locations and Loremaster characters of *Eriador Adventures*. In all cases,

this connection is highlighted in the entry. Loremasters playing through these adventures are encouraged to use these chance meetings to allow the heroes to learn more about the folk they have met in their adventures, but you may wish to reserve them until that time. After all, they have something left to do before the end...

Among these samples, there are chances for the heroes to meet some of the Great and the Good (and the Truly Evil) of Eriador. In these cases, sample guidance has been given as to the Loremaster character's goals and reasons for being on the Road. You can combine these entries with the information presented earlier in the guide to create Audiences or roleplay out a simpler meeting with these powerful individuals.

In certain locations amidst the ruins of Eriador, you may wish to incorporate the backgrounds of your heroes as the land itself may react to the presence of the heroes. The areas of Eregion and the Barrow-downs are especially suited to this. See *Shadows in the Forest* in the *Mirkwood Campaign* for more examples of using Backgrounds in Journey Events.

Finally, there are some creatures and plants in Eriador that are unfamiliar to heroes from Wilderland. While most of these are offspring from the once tame versions that the Men of Westnesse domesticated, some things like the herb kindler's lace are revered by the High Elves and are rarely found elsewhere.

New Herb: Kindler's Lace

This plant, many-stemmed with small white flowers and broad leaves, is prized by the Elves of Eriador and grows only in cooler places where it may often drink deeply. When collected, the leaves of the plant can be brewed in boiling water. The resulting drink is said to clear the mind and reinvigorate the limbs. If you drink this tea during a short rest you can reduce your Exhaustion level by 1, but you must take a long rest before you can benefit from this herb again.

When a Hunter finds this plant, they often can collect enough leaves for 1d4+2 uses.

JOURNEY EVENT TABLE ENTRY 1 (OR LESS)

A Chance Encounter

The Company meets a fellow traveller or group of travellers. The Scout must make a **Dexterity (Stealth)** check to avoid them, or any hero may make a **Charisma (Persuasion)** check to interact with them. If the interaction is successful, the first roll of the next event is made with Advantage. Failure results in Disadvantage.

Anar the Dwarf

Anar is from the Blue Mountains and often accompanies caravans from those distant lands to the High Pass. He is in the Coldfells looking for the exit of the legendary Long Delve (see page 27 of the *Rhovanion Region Guide*). Anar and his brother Vinar (and Vinar's child Ginar) appear in *Eriador Adventures* but after those events they will yet again set out on their journeys.

Cyrnan the Thief

Cruel and gruff Cyrnan is an Outlaw Chief (page 74 of the *Loremaster's Guide*) and can often be found leading Thugs and other Outlaws. If the Company has met Cyrnan during the course of the *Eriador Adventures*, he may harbour a grudge against the heroes. But if he is met by a well-armed company, he is more likely to exercise caution when dealing with them. Cyrnan's presence in the North Downs can either presage his involvement with the Enemy, or could be a result of the heroes' actions during an adventure.

The Dead of Eriador

In the lands of the Coldfells or Ettenmoor, there is little chance that the heroes will come across living people. More likely this Journey Event indicates that the Company has stumbled across some sign of the dead. It's possible that they died long ago or perhaps they are recent victims of the dangers in this land. But this close to the evil of Carn Dûm the dead do not always remain still and silent...

The East Road

The Road cuts through these lands and it is on the Road that the Company is most likely to meet other travellers. These are often Dwarves travelling to or from the Blue Mountains in the west, but could be a wandering company of Elves exploring the lands of Eriador. If Bard still rules in Dale, then it could be any manner of folk who are coming from or going to Wilderland, looking for new opportunities in the rebuilt kingdoms.

If the Company has met folk well away from the Road, then it's likely that they are trying to find their way to it, after perhaps an ill-advised expedition to investigate one of the many ruins

in the area. But not every lost traveller is as they appear... such a story might be the opening of a cunning trap or a cover story told to explain things away to simple folk.

Folulf and Arnulf

These two brothers are Woodmen from Wilderland and have only recently crossed the Misty Mountains looking for adventures. They are idealistic, and Folulf is superstitious and is quick to speak of ghosts and other spirits. They are likely to be found on the Road, in the Weather Hills or near Bree and are chasing whatever rumour they have most recently heard. If the heroes have had met them before (during *Eriador Adventures*), their reaction will be coloured by that interaction.

Hidden Folk

The heroes might meet the Dúnedain, though the heroes may not know it unless a High Elf or Ranger is with the Company. In the lands of the Angle and elsewhere there are many small refuges hidden amidst the hills and copses of trees and many tasks that need doing. Farmer-folk tending sheltered fields, others washing clothes or fishing for bream in the streams, children at play – all may be the secret defenders of Eriador in common guise.

Memories and Sorrow

There are few travellers in this land, but the Company might chance across an Elf walking in a memory-dream, remembering the lost land of Hollin. Or they might meet a small group of Dwarves, who have taken a pilgrimage to see the three mountains of Khazad-dûm: Barazinbar, Zirakzigil and Bundushathûr in waking life, or who are on the way to another place of their people. Whomever they meet, they will have their own reasons for being in this land and are unlikely to share them with the Company. Indeed, they will likely be suspicious of the Company, for they will expect that the companions hunt for treasure and not lost glories.

Seeking Rivendell

If the companions are coming from Imladris, they may chance upon a group of travellers looking for that fabled place. But they may not be able to find it... most trading caravans, itinerant dwarves and sell-swords will be turned away by the subtle magics of Lord Elrond. Do the Player-heroes reveal a secret that has been entrusted to them? If they do, what do the guardians of Rivendell think of that decision? Alternatively, if the heroes are away from the road then they may come across wandering companies of Elves who are ranging far away from Imladris. Such folk will be friendly enough, but they have their own purposes and rarely will invite strangers to join them.

Thark, Chieftain of Angmar

Among the Hill-men of Angmar is Thark, their chieftain. Broad and swarthy, his piercing eyes are the colour of night and his face is marred by countless scars of war and survival. Any wanderer who treads the many tracks and broken roads of Angmar coming from the south may encounter Thark and his faithful. Facing a well-equipped Company, Thark won't be openly hostile, but will offer his service as a guide and scout. Should his offer be refused, then Thark will resort to threats, requiring the payment of a tribute. In both cases, Thark won't fight directly, but will lead the Company towards a more favourable confrontation: the lair of a Mountain Troll, a den of Goblins, or an encampment of his people.

Thark is a Hill-man of Rhudaur as found on pages 77-78 but he gains the **Big** feature and **Commanding Voice** reaction. (See page 116 and 119 of the *Loremaster's Guide*.)

The Crossroads

Where paths meet, folk are likely to be found. Places like the meeting of the Greenway and the East Road or the crossing of Tharbad are places that are too well-known to remain always abandoned. But it is a dangerous folk that might be found squatting among the ruined buildings of Tharbad or keeping an eye out for slow-moving caravans along the East Road. The people that the Company meets here might be ambitious treasure-seekers or more dangerous Thugs or Outlaws.

JOURNEY EVENT TABLE ENTRY 2

Of Herbs and Stewed Rabbit

The Hunter has an opportunity to gather food. They must make a **Wisdom (Survival)** check. You have Advantage if the Company won *Feasts Fit for the Kings of Ancient Times*, or Disadvantage if you face *Meagre Supplies and Poor Meals*.

If successful, you either gather food (restore a level of Exhaustion or 1 Hit Die to each hero) or collect herbs (Loremaster's choice of herbs found). If you fail then the Arrival roll gains a -1 penalty.

The Angle

A Hunter will find that they have an easy time finding a meal in this land. However, care is needed: often that fatted pig or patch of barley or sorrel belongs to a farmer and is not free for the taking. But there are still many empty patches of land and they teem with rabbits, hares, wild pigs and ancient crop-fields now growing wild as well.

Athelas, kindler's lace and kingcups can all be found in the Angle.

Angmar

There is no hunting and no herbs to be found in the icy and deserted lands of Angmar.

Barrow-downs

A Hunter may come across a freshly dead deer, goat, or sheep but will have to fight off carrion birds to claim the prize. Even so, there's every chance that the meat will prove to be spoiled... make another **Wisdom (Survival)** check with Disadvantage and only if it succeeds is the carcass fit to be eaten.

It is said that shadow-thorn grows within the barrows, though one must be very careful not to confuse it with its more deadly cousins... again make another **Wisdom (Survival)** check with Disadvantage. If the check fails then the Hunter realises that the lichen they've found is poisonous to consume (so-called heroes who make use of the poison will commit a Misdeed and accrue Shadow points).

Coldfells

The Hunter might have found the nest of a partridge or the hiding place of a brown hare. The Hoarwell and its feeder streams contain pike and perch, along with many smaller fish, in great abundance.

It is possible to find reedmace along the Hoarwell, and hagweed and water-lilies in the slowest parts of the river. Close to the Misty Mountains, a traveller might find kingcups, though they are sparse.

Eregion

It is likely that the Hunter has stumbled across a small covey of red grouse and quick action will see roasted fowl on the menu tonight. The fields of Eregion also hide many rabbit burrows and small streams that have bream, graylings and minnows.

This region is too far to the east to make finding Kingsfoil likely, and the quick-running waters of the rivers do not support hagweed. But reedmace can be found along their banks, and kingcups can be found closer to the Misty Mountains. A lucky traveller might discover water-lilies in a wide bend of one of the rivers.

Ettenmoors

It is rare for a Hunter to find any creature larger than a vole in these lands, but a quick and quiet one might be lucky enough to stumble across a brown hare. But there are other sources of food... barley still grows in forgotten patches here, along with nettles and chickweed near the mountains and leafy plantains that grow in the bogs.

Near the bogs one can find hagweed, reedmace and water-lillies. It is said that shadow-thorn grows at the entrance to Golfimbul's Gully but few travellers are foolish enough to go looking for it.

Lone-lands

The Lone-lands are home for hares and rabbits, pheasants and grouse. There are many streams where entire generations of fish have lived without ever seeing the nets or barbs of fisherfolk. Sometimes the Hunter might stumble across a wild goat or a sheep, but those are rare — it's more likely that the Company will hear the howl of a wolf instead.

Reedmace, kindler's lace and kingcups can be found here. It is rare, but sometimes athelas can be found where the Men of Westerneße once travelled.

Mount Gram

The slopes of the mountain are home to many animals, who use the steep heights to avoid becoming the prey of trolls and worse things that haunt the lands around the mountains. The Hunter has probably caught sight of a mountain hare or a couple of red squirrels — good eating if you can manage to not fall off the side of the mountain during the pursuit.

Kingcups and kindler's lace can be found on the mountain-sides and shadow-thorn sometimes can be found in dark crevices at the base of Mount Gram.

North Downs

One might easily find fat rabbits or a wary sheep to hunt, and the thickets will hide hedgehogs or perhaps even a badger. Sheep sorrel can be found everywhere in the downs, but

common sorrel (much tastier) can be found near where the Men of the North once kept farmsteads.

A keen-eyed traveller will find Kingsfoil here, along with kindler's lace and kingcups in season.

South Downs and Weather Hills

There are rabbits to be found in hidden burrows in the downs and tench can be found by a patient fisher in the marsh-lands. Red grouse also call this land home, though they are easily startled.

Athelas can be found here, by those who know where to look. Hagweed and Reedmace can be found in the Midgewater Marshes.

Tharbad

The area around Tharbad is a joy to a Hunter: not only are there the many waterfowl and fish to catch, but the great hares of Tharbad also are clever and worthy prey. Of course, it always seems that you are being watched, and many a hunter with bow or spear in hand has turned at some small noise to be greeted with the rushing sound of black wings launching the Crebain back into the sky and out of reach.

Hagweed, reedmace and water-lillies are all found in the fens around Tharbad. It is possible that a traveller might find athelas along the old road, as once the Dúnedain travelled it in great numbers.

Trollshaws

The Hunter may have found a badger or a hedgehog, or, perhaps, some hedgehog mushrooms (which are considerably easier to prepare than their namesake). Rabbits are less likely, as the foxes here are clever hunters.

You might find athelas here, as the Dúnedain travel these lands. Shadow-thorn can be found in the darkest corners of the woods and there is a rumour that there is a pond full of hagweed hidden among the trees.

JOURNEY EVENT TABLE ENTRY 3

An Obstacle

Something blocks the path ahead. The Guide must make a **Wisdom (Survival)** check and each other companion must make either **Wisdom (Survival)** or **Strength (Athletics)**. If the Company has horses or ponies, one hero must make a **Wisdom (Animal Handling)** check. All checks have Advantage if they are on *Paths both Swift and True*, or Disadvantage if they face *The Wearisome Toil of Many Leagues*. If all are successful, the Arrival roll gains +1. If half or more are successful, there is no penalty. If more than half failed then each hero gains a level of Exhaustion. If all fail add a -1 penalty to the Arrival roll to the Exhaustion.

The Ascent

If the companions have taken a chance to climb Mount Gram or one of the Misty Mountains, they will face a deadly challenge. Many obstacles (boulders blocking the path, a sudden stop to the trail that requires a vertical ascent to continue, a landslide that narrowly misses the companions) are likely to be the work of Orcs and Goblins. If they are climbing Mount Gram, the clever magpies of the peak will wait for moments like this to do their thievery – a cruel Loremaster might force a hero to make their Perception check at Disadvantage as the magpies wait until the companion is distracted and then swoop in for the steal. (See page 49 for more information on *The Magpies of Mount Gram*)

Dangerous Crossings

If the Company has dared to attempt the crossing at Tharbad or is trying to ford a river like the Hoarwell then it is likely they will be challenged... the waters may be extra high, affording little chance to see what the next safe place to step will be, or they may have receded and the companions are taking chances and trying to wend their way from one high spot in the river to the next. In places where small streams cut across the path, there might be deep mud on both banks. Or what used to be a basement of a farmhouse has collapsed in the waterlogged soil and a sinkhole now blocks the Company's way.

Deep Places

The companions have come across a crevasse too wide to jump across (or perhaps their horses and ponies refuse to do so) and must spend time and effort making a bridge. Or perhaps they have found a steep drop, and the trail is littered with stones and small rocks. Then, as the heroes carefully descend, they realise that a cairn that once occupied the height has been broken open, and they now walk amidst the bones of the dead.

Fog on the Downs

A thick fog lies on the land and it seems almost as if the mists respond to some evil will as the companions struggle to maintain their bearings. Strange sounds confuse them and

each hero must make a **Survival** check (**Athletics** checks are not allowed for this event). Those that fail are lost in the fog. A full day is spent to reunite the Company and those who lost their way are made Miserable instead of gaining Exhaustion. If the **Animal Handling** check is failed, then a beast of burden has been lost in the fog. Another day may be spent to recover the creature, and the heroes may find other hunters tracing the animal as well.

Green Pleasant Places

The Company has wandered into a field of bright flowers and soft grasses, only to discover too late that it is a peat bog. They must either carefully pick their way across it, or turn aside and try to avoid the moorland. What looks to be safe, solid ground will prove to be a sucking morass that will easily swallow an armoured adventurer up to his waist or higher!

Lost Paths

Traversing the winding mounds of Eriador is no easy task, and even the most experienced of guides sometimes leads the Company along a blind path. The companions seem unable to find a straight way out of the hills. They stumble along, often retracing their steps and doubling back on themselves. For each failed check, add one day to the total time taken in the Journey.

Neekerbreakers

The companions find themselves in the Midgewater Marshes or some lesser bog. The maddening stings of the smallest insects are a nuisance, but the cricket-like creatures that cling to the reeds of the swamp by the thousands are a true blight. By night their endless squeaks of "neek-breek" and "breek-neek" fill the air and make rest uneasy. The companions must make their checks at Disadvantage but there is no need for an **Animal Handling** check, if if the Company has ponies or horses.

No Way Forward

It is all too common for travellers on the Road to find that their way is blocked by fallen trees or other debris (see Berk's 'Gate' on page 40). It might even be that it is simple bad fortune and not troll-cunning responsible. Otherwise there are many sudden ravines and high ridges that must be dealt with, or gone around.

Old Ways

There are many narrow trails in these lands, faint remembrances of more populous times that only keen-eyed heroes will notice. Some come to bad ends, others to the favorite campsites of the Rangers. Many of the trails have some danger to them... stones slick with morning mist at the top of a steep rise, loose scree that one must carefully tread, or a narrow log over a quick and cold stream.

JOURNEY EVENT TABLE ENTRY 4

In Need of Help

The Company meets someone who needs aid. If they choose not to assist each hero must make a **Wisdom** saving throw to avoid 1 Shadow Point. If they do help, they make three checks, usually from **Animal Handling, Insight, Medicine, Nature, Persuasion, Survival** or **Traditions**. If all checks are successful then all heroes gain Inspiration and +1 to the Arrival Roll. If two checks are successful then one hero gains Inspiration and +1 to the Arrival Roll. If one check is successful then +1 to Arrival Roll. If all rolls fail then a -1 modifier is applied to the Arrival Roll.

Adelard Took

It is raining heavily and in the distance the company can see a small figure holding a tent-like contraption overhead, trying to ward off the rain. Once approached, he will introduce himself as Adelard Took, from the Shire. Very perceptive companions will notice a gold name-plate bearing the initials "B.B." on his umbrella handle. He explains that he's gone wandering, first to Bree and now he's decided that he wanted to see Weathertop. He's likely to be out of food, half-lost and a bit despondent at the persistent storms. But his first priority will be to see if the Company has a spare pipe and a bit of pipeweed... Adelard is a champion blower of smoke-rings.

Erchamion the Dúnadan

This grim-faced Ranger lost his hand to Dreorg the Wargllng (see page 80) but he still patrols the lands between the Refuge of the Rangers and the Ettenmoors without fail. He may need help with tracking the movements of a warg pack, burying the remains of a Hill-troll he has just slain, or escorting other wanderers back to safer lands. Erchamion wears a dark brown cloak and wields a shield and broadsword but otherwise uses the stats of the Ranger found on page 76 of the *Loremaster's Guide*.

Ilmari's Tribe

The companions may chance across Hill-men in the lone-lands, as they are almost the only inhabitants. Ilmari is the ancient chieftain of one such tribe, who has recently been raided by Orcs. For many long years he's taught all in his tribe to hate the 'tark-men' but he is desperate and now he thinks peace with the Rangers might serve his tribe over warfare. His nephew Usko, set to replace Ilmari as chieftain one day, thinks his uncle has grown soft with age and wishes the old man was dead. But for now Usko simply grimaces and laughs at Uncle Ilmari's sad ramblings, despite the tribe's meagre supplies and poor prospects. The men are close cousins of the Hill-men of Rhudaur (see page 78) but as long as Ilmari remains in command, he will favour talking over fighting.

Ginnar the Dwarf

The Company might chance across a singular Dwarf by the name of Ginnar. He and his siblings braved the lands of eastern Eriador looking for abandoned Dwarven mansions on this side of the Misty Mountains. His brothers and sister fell to attacks by Trolls, Orcs and Wolves. Ginnar is more than half-mad and it will be extraordinarily hard to convince (a **DC 20 Charisma (Persuasion)** check) for him to abandon his quest.

Gondril of Rivendell

Gondril is a young elf of Rivendell with less than five centuries of experience. However, she has proven to have a talent with stonework and often travels Eriador to inspect ancient works and find new sources of material. She might be found anywhere from Eregion to the North Downs as she is as interested in the works of other folks as much as her own people. She might be looking for directions to a rumoured site, or simply wish for some assistance with preparing some smaller samples from large and heavy source materials. If she's had worse luck, then a ruin that she was exploring might have collapsed around her. Gondril has a part to play in *Eriador Adventures*.

Larry Appledore of Combe

Larry is a bright-eyed old man who is interested in alchemy of fire. But he is a good-natured fellow who would rather delight children with sparklers, squibs and crackers than making larger and more dangerous devices. He is a friend of Gandalf the Grey Wizard, and easily shares this fact with anyone he meets. If the heroes have met the Company of the Wain in *Eriador Adventures*, it's likely that the caravan is nearby and Larry has gotten himself lost or distracted while seeking supplies. Otherwise, his trouble may be more serious, especially depending on the consequences of that adventure.

Mad Ostley

Ostley hails from Bree, but he's most likely to be found wandering the Barrow-downs, the South Downs, or possibly as far away as Eregion. In any case, Ostley's secretive nature will make it difficult to aid him. He's likely to protest that he's not in any danger at all, even as his bedraggled appearance and lack of supplies says otherwise. The companions will find that they are at Disadvantage on the needed rolls until they succeed at a check. Further checks are made as normal.

Talandil the Ranger

While the old Ranger can usually be found at Fornost Erain, he does occasionally range out in the North Downs and perhaps beyond. If he is in need of assistance, the situation is grave... perhaps he's caught sign of Gishak Gashnaga and his troops or someone might have disturbed the evil spirits of Deadman's Dike and now once more undead things must be set to rest.

JOURNEY EVENT TABLE ENTRY 5

Agents of the Enemy

The Company approaches a hostile force. The Look-out must make a **Wisdom (Perception)** check to spot the enemy early. The Look-out has Advantage if the Company is *Hidden from the Shadow* or Disadvantage if they face *The Keen Eyes of the Enemy*. These modifiers apply to any rolls made outside of combat. If successful, they may either sneak away or ambush them (in which case the enemy is Surprised). If failed, the enemy sets an ambush and the Player-heroes are Surprised.

Bloodstump's Hunters (Challenge 9)

Bloodstump the Hunter has sent out his fellow Hill-trolls to hunt and the heroes are too close for comfort. They're likely to be hunting in the Coldfells, the Trollshaws, the Ettenmoors or the Lone-Lands. The band consists of one Hill-troll per companion plus a Hill-troll Chief (pages 108-109 of the *Loremaster's Guide*). They are a **Deadly** and **Driven** troupe.

Cold Hands, Dead Bones (Challenge 8)

If the spells of Tyrn Gorthad have not been strengthened (a concern addressed in *Eriador Adventures*) then Barrow-wights might be encountered anywhere in Eriador, although the South Downs, the Weather Hills and the Barrow-downs themselves are most likely. Heroes might avoid the Barrow-wights might taking notice of recently disturbed earth, especially around gravesites. The Barrow-wights only attack at night, and are first perceived by their songs. It is only then that they emerge out of the night and attack. There is one Barrow-wight for each hero.

Dreorg's Warg-band (Challenge 10)

Dreorg ranges as far north as Angmar and as far south as The Angle when he is feeling brave. He rarely ventures westward of these lands as some half-remembered thing keeps him within sight of the Misty Mountains. Learn more about Dreorg's Warg-band on page 80.

Ettin-field (Challenge 14)

The Company has been unlucky enough to come across an Ettin-field, a gathering of these Trolls that looks like nothing more than a field of boulders jumbled against each other at first glance. Caution and stealth may allow the heroes to escape the field without attracting the attention of the stone-giants, but otherwise they will find themselves surrounded by enemies (one Ettin per companion).

Faces in the Mere (Challenge 1)

While the Bog Soldiers in the Ettenmoors are the remnants of the Witch-king's rearguard, the war in the north raged across

almost all of Eriador. And so it is possible that while the Company traverses a smaller swamp or marshland that they might come to realise that they walk among the dead. Heroes that remain focused on their journey might avoid disturbing the undead warriors, but curious companions may find that they face Bog Soldiers (see pages 83-84). There is one less Soldier than the number of companions.

Gashnaga's Warband (Challenge 7)

Gishak Gashnaga (see page 59) will sometimes send out one of his lieutenants and a few trusty lads on a mission beyond his temporary lodgings in the North Downs. They might go down to the Weather-hills or into the Lone-Lands in search of supplies... they do not trouble Bree as Gashnaga is not yet ready to face the full force of the Rangers again. Gishak's Lieutenant is another Great Orc, accompanied by one Orc Guard for each hero. See pages 97 and 104 of the *Loremaster's Guide*.

Orc Raiding Party (Challenge 5)

The Orcs of Mount Gram will sometimes venture out on raids for plunder, food or for sport. When they do, they often strike westward, remembering the homeland of their hated enemy, so they are most likely found at Mount Gram, the Lone-Lands, or the Weather Hills. This warband has twice as many Orcs as there are heroes, and they are Battle-hardened (see page 70).

Scouts of Carn Dûm (Challenge 3)

The heroes have had the misfortune to come across a scouting party sent out from Angmar. Such a meeting is most likely in Angmar, the Ettenmoors, the Coldfells, the Lone-Lands or the North Downs. There are as half as many Goblins of Carn Dûm as there are heroes, led by a single Hill-man of Rhudaur. The small force will likely flee at any serious opposition, but return with reinforcements.

Wraiths on the Road (Challenge 4)

It is in the dimmer hours of the day when the Company spies one or more travellers on the road ahead. They shuffle in the general direction of the heroes, humming a strange marching song as they go. If hailed, they introduce themselves in rasping voices as veterans of a forgotten war and ask for alms from the companions, extending gloved hands. If the heroes are generous, then no more comes of the encounter (although a companion may have restless dreams of unceasing warfare) but if they refuse the beggars then they reveal themselves as Fell Wraiths (half as many Wraiths as there are heroes in the Company, rounded up).

JOURNEY EVENT TABLE ENTRY 6

The Wonders of Middle-earth

The Company is presented with a spectacular sight. Each hero must make either a **Wisdom** check or an **Intelligence (Investigation)** check. These checks are made with Advantage in *Fair Weather* and Disadvantage under *Foul Weather*.

If successful, the hero recovers one level of Exhaustion or gains one if they fail. If all heroes succeed, gain a +1 to the Arrival Roll or if all fail then the Arrival Roll gains a -1 penalty.

A Glad Morning

As the sun rises over the distant Misty Mountains, light begins to spill over the horizon, brightening the entire land. Birds sing out in greeting, and their calls seem to say 'Day has come again!' Some companions may be heartened by this early awakening, while others may regret being awoken so early and with so little rest while on the Road.

The Beasts at Home

The Company can see some sign of the creatures of this land... they are either too small or too distant to hunt, but are instead a reminder that while most of Eriador has been abandoned by the Free Peoples it remains home for the animals of this land. They have their own errands, their own concerns and their own adventures to attend to, and have little concern for the doings of those who go about on two feet making a great racket.

Splendours of Nature

The Company has come across some remarkable location. It might be a ravine that opens up to a steep-sided valley with trees and a waterfall within it, or a crooked tree that provides just the right amount of shade for a midday break, or a pleasant bubbling stream that shares the companions' path for a little while, or the sight of white mist in the distance, or silver netting in a nearby thicket as dew collects on thankfully small spider webs.

Clear Skies Overhead

Overhead, the sky is a bright blue without a cloud to be seen. There is only a faint breeze, but the air is clean and fair-smelling. The heroes can see further than usual, and their road ahead (with all of its dangers and many turnings) is temporarily made clear to them. Does such a vision strengthen their resolve or does it make the goals seem hopeless and vain?

The Turning of the Seasons

The companions come across some signifier that the season is changing... newly sprouted plants in Spring, bright days and tall grass in Summer, falling leaves and sudden chills

for Autumn, frost and snow for Winter. Or perhaps they are at the fullness of a season instead; the endless sunlight of Midsummer's Day or they must keep watch during the long hours of Yule-tide far from home.

Smell of Rain

Outside, it is raining (or snowing, or sleeting). But the Company is out of the weather. Perhaps they've found themselves shelter in old ruins, a dry cave, a sturdy thicket or they were able to set up camp before the rain came. Outside, the water comes down, and everything is a grey blur. Do the companions curse the weather and make ready to tromp through the wet? Or do they welcome the delay and tell tales to pass the time?

The Day's Ending

The sun is setting in the western sky, the red light breaking into many flickering beams of light as it disappears beyond the horizon. Then the light fades and eventually fails entirely. For some among the Company, it may be a reminder of the Sea and lands beyond. For others, it is just a herald of night and the darkness. A darkness that allows evil things to stir...

Twilight at the Water

The light is fading and the Company is near to the water — perhaps a lake or marsh, a river or a small stream. A chorus of voices sings out, saying goodbye to the day and greeting the night. Some might be troubled by the sounds of insects and additional creatures, others might take comfort in the knowledge that while the light is failing, life continues on in the wild despite the oncoming night.

The Bright Stars

The Company has set camp for the night and there is a multitude of stars overhead, a vastness beyond measure or count. The lights overhead seem unaffected by Mortal sentiments or any earthly concerns at all. Some may see such a sky and feel that they are but a tiny thing, unknown to the Powers that rule the world, but others may take hope from seeing the ordered arrangement of the stars. The companions can use **History** or **Lore** for their **Intelligence** check.

A Full Moon

There is a bright moon overhead, so bright that it might dispel some of the fear that the dark nights of Eriador bring. The full moon allows the Lookout to see farther, but they may rue the light. In the night, the heroes see shadows moving behind trees and luminous eyes watching the Company. The heroes must decide if they welcome the moon or wish for it to wane and leave them again in darkness.

JOURNEY EVENT TABLE ENTRY 7

A Hunt

The Hunter has a particularly excellent chance to catch a good meal. The Hunter must make a **Wisdom (Survival)** check. These checks are made with Advantage with *Feasts Fit for the Kings of Ancient Times*, and Disadvantage if the Company has *Meagre Supplies and Poor Meals*. If successful by 5 or more, all heroes recover a level of Exhaustion and the Company gains +1 to the Arrival Roll. Other successes recover a level of Exhaustion only. If the check fails then the Company gains a level of Exhaustion. If the Hunter fails by 5 or more add a -1 penalty to the Arrival Roll.

The Bear of the Downs

There are rumours that a bear lives somewhere in the downs of Eriador, most often these legends place the creature in the North Downs, but sometimes in the South Downs, the Weather Hills or, rarely, the edges of the Barrow-downs. Such a creature is dangerous to pursue; the Hunter has Disadvantage on the check but any success counts as if you have succeeded by 5 or more.

Black Grouse

It is said that a kind of grouse hides in the Lone-Lands, Angmar and the Ettenmoors, bigger and darker than any other. Sometimes it even ventures into more southerly lands, and it is a prized catch. Listen for the song of a dove, but louder and less learned... when the bird takes flight you will see a black body, edged with white and a forked tail. The plumage is worth keeping as well, as it might earn the Hunter a penny or two if it is in good condition.

Boar

Vast swaths of Eriador were once farmland and small sounders of wild boar remain hidden in the wild places. Though they are often hunted by the Wargs of the land, the Hunter may be lucky enough to chance across some spore of the pigs and track them to their shelter. Even a single animal can sustain the Company for some time, as long the pig-roast does not bring other uninvited guests.

Elk

Solitary and elusive, elk are but a rumour to the folk of the Shire and Bree. But those Rangers whose paths cause them to venture far into the Lone-Lands tell tales of a giant deer, as large as a horse, with huge antlers that reach out like two great hands with many fingers. If the Hunter were to come across one of these fabulous beasts, the tale would be worth telling, even if ends in woe.

The Fishing Spot

It is said that for every stream, every river, every pond and lake and marsh, there is one perfect place, where a fisher

may spend hours; where every casting of a spear or a line or dragging of a net produces a fine catch. The Hunter may have been lucky enough to find such a place, or at least it may seem to them that they have found it. It will be up to the dice to decide if the spot is worth the name, or simply another high hope that fades away.

Garden in the Wilderness

The Hunter has lucked into discovering a field of edible plants. It might be the long-lost descendants of a farm now lost to memory, or it might be a secret place of the Dúnedain or one of the Elvish Wandering Companies. No matter who planted it, there is plenty enough and to spare. The heroes will eat well tonight, as long as they are lucky enough to find something that is ripe.

Goat Chase

You have been lucky enough to spy a goat, which would make a fine meal for the Company. However, such beasts are clever and nimble and will give you a merry chase before you're able to catch them. Goats can be found almost anywhere in Eriador, though they are often found around Mount Gram, the Misty Mountains, the Weather Hills and the Barrow-downs. It's possible that such goats might have once belonged to a farmer of Bree-land or even stranger folk.

Hart of the Wild

There are still herds of deer in Eriador despite the packs of Wild Wolves that range the lands. But a mighty buck in his prime is a wily creature that is not easily caught. You have caught wind of this magnificent prize and now must choose how desperately to pursue it. You may take on a level of Exhaustion before you make the check. If you do so, any success counts as if you had made the check by 5 or more.

Sheep in the Heights

In the reaches of the North and especially amidst the hills of the mountains live many flocks of wild sheep. They are a hardy kind, well-used to the cold weather and dangerous heights of these lands. But a patient Hunter can get close enough to bring one down, hopefully in a place where she can recover the carcass without further danger.

Wild Kine

It is rumoured that in the Lone-lands there are herds of cattle, driven feral by the loss of their masters. They are smaller and bolder than domesticated beasts but less wily than other creatures of the wild places. If you have been lucky enough to come across one, it is certain that the Company will eat well, if you can manage the heavy beast's body. If you only take cuts of meat, it's likely that nothing else will remain when you revisit the spot, as there are many carrion eaters in Eriador.

JOURNEY EVENT TABLE ENTRY 8

A Fine Spot for a Camp

The Scout has spotted a location that make make an excellent campsite. Make an **Intelligence (Investigation)** check. If the check succeeds by 5 or more then the Company recovers a level of Exhaustion and gains +1 to the Arrival Roll. On a basic success the Company recovers a level of Exhaustion. On a failure the Company gains a level of Exhaustion. On a failure of 5 or more the Company is in danger and might face enemies. They also gain Exhaustion and a -1 penalty to the Arrival Roll.

Amon Palan

Near to the East Road in the Angle, there is a hill that stands above the others. The Rangers often camp here, to keep watch over the Road. The top of the hill is clear of brush, but one can easily find wood for a fire nearby and a number of useful and edible plants grow amidst the grasses at the base of the hill. The Dúnedain do not begrudge others using 'their' campsite, but will not approach the Company unless a Ranger or High Elf is already among them.

Bridge of Mitheithel

When travellers come to the River Hoarwell, they find themselves obliged to make for the Last Bridge, for even the Rangers do not know of other safe crossings. The bridge lies at the bottom of the steep valley carved by the river and is a mighty construction with three arches through which the river swirls and gurgles. It is known that sometimes Lord Elrond sends his folk to watch over the river crossing and folk often camp here. The thick forests of the valley of the Hoarwell might hide many dangers for a Company that is suffering ill-luck, although Trolls are the most common danger here, the Enemy might have set Orcs and Goblins to plague traders and sow distrust among the Free Peoples.

Cave of the Kings

It is said that in the Lone-Lands there is a small cave tucked in amidst rocks that jut out at the base of a hill. If you are willing to brave the darkness of the entrance and descend down a sloping passage, you will come to a great cavern. Chance a little light, and you can see massive columns of white stone that seem to sprout from both ceiling and floor. They guard the shore of an underground lake where blind fish swim. Legends tell that some lords of the sundered kingdoms once held summer court here, but while the cave shows signs of occasional occupation there are no signs that such rumours are true. If the Company is in danger, then something else might live in the cold lake or enemies might camp outside the cave entrance, leaving the Company without another route to escape.

The Hill of the Elf Prince

Amidst the Barrow-downs is a singular hill that is covered with golden flowers that those well-travelled or well versed

in Lore will know as mallos, the yellow bells of Lebennin far to the south. Long ago, a Elf-lord and his retinue, slain by the Enemy, were laid to rest in this hill. Some enchantment of the First-born still lingers in the earth, and this place is a safer campsite than any other that could be found among the Barrows. The Scout has Disadvantage on the **Investigation** check, as the Hill of the Elf Prince is hidden and often cloaked in cold fog. But if the Company camps here, they will have no fear of attack during the night. The Hill will play a part in *Eriador Adventures*.

The Ivy Inn

Along the Greenway there are ruins of a great-house that are now broken down and covered in greenery. It seems to be a place of quiet, undisturbed by any creature. Behind the ruins is a well, from which you can still draw out clear and cold water. The Dúnedain laughingly call the place the *Ivy Inn* and camp here when they walk the North Road. It is rumoured that once the *Ivy Inn* was a true travellers' inn and that a Wizard laid a blessing on it that still persists. The Scout automatically has Advantage on their check here, and the Company is safe from enemies (though they still suffer the other penalties on a failure).

The Redhorn Pass

Companions approaching the Caradhras know that they might rouse the wrath of the mountain. If they are fortunate, they will only encounter chill winds and falling rocks. Those who seek shelter during the climb may face other dangers... The Scout has Disadvantage on the **Investigation** check as the companion is distracted by eerie noises. If they fail the check they fall Unconscious and cannot be revived for the length of the storm (it lasts an entire night) and another hero must find shelter from the worsening weather. When the companion finally wakes up, they will relate a strange story about the storm being born of the battle that was raging between southerly winds against the north wind above the clouds.

Weathertop

In the western flank of Amon Sûl is a sheltered hollow with a bowl-shaped dell at its bottom. The dell has grassy sides and near to it is a spring of clear water emerges from the hillside. Near to the hill are fallen rocks which hide a cache for the Rangers of the North: firewood and other supplies, sometimes accompanied by hidden markings that the Dúnedain use to pass secret knowledge along. The dell can be reached by tracing the ancient hidden path that the Men of the West made long ago. Unless the Scout is a Dúnadan, the Investigation check to find the dell is made with Disadvantage.

JOURNEY EVENT TABLE ENTRY 9

Lingering Memory of Times Long Past

The Company discovers a relic of past ages. Each companion must make a **Wisdom** check. If successful, the hero gains Inspiration. If you succeed by 5 or more, you may remove a level of Exhaustion. If the hero fails, you must make a **DC 15 Wisdom** saving throw or gain 2 points of Shadow. If you fail the initial check by 5 or more, you must make the saving throw and gain a level of Exhaustion. If at least half the Company succeed at the check, add +1 to the Arrival Roll. Otherwise apply a -1 modifier instead.

Children of Forgotten Kings

While Eriador is filled with ruins from lost Arnor and the successor kingdoms, it has been a thousand years since a king sat in Fornost Erain. The Company has found something that brings the long wait of the Dúnedain into focus. Perhaps it is some record from the time of Arnanth, relating how they are only temporarily setting aside their ambitions or a relic of the long days of waiting that the Rangers still endure. The Dúnedain are sometimes gifted with foresight and even the shards of their earthenware or other ancient artefacts might hint at days to come, predictions that eerily echo the present events that the Company now faces.

Fair Memories of Ancient Days

The Company has discovered an artefact that signifies that the North has not always known war and strife. Long ago, generations of Men were born, grew to old age and died, content in life and free from fear of the Witch-king or other great evils. This relic is a beautiful creation, made by those fearless folk to celebrate life and hope. It might be a brooch, necklace, ring, belt buckle, hairpin or other piece of jewelry or adornment. Perhaps this discovery will fill the Company with ambition to help restore peace to the North, or convince them that such efforts are now futile.

Green Walls and White Walls

It is easy to pass by the many ruins of Eriador and give little thought to their builders or what the mighty stoneworks of old must have looked like when they were newly made. But this place is different, and it carries you into what would seem almost a waking dream... for a moment you can see the new stones being laid, hear the shouts of the workers, smell the limestone mortar... great were the ambitions of those who made these works and now all is fallen into ruin. Will you weep for the loss, or will you celebrate that which once was even if it is no more?

Red Metal of New and Greedy Swords

The Company has found a token of the many wars fought in the North across the Ages of the world. It might be that they have stumbled across a singular barrow raised to honour a hero or lord, the gravesite of many warriors or an ancient battlefield where one can still find rusted and broken blades. They might be sheltering in ruins, only to discover the broken forge of a master weaponsmith or a storehouse of spears and shields now useless with great age. Although many battles of the North ended in defeat or victory that proved fruitless, the warriors of old did have courage enough to stand against the Shadow and the companions might take heart from that.

Shadows out of Dark Places

You have found some artefact of Carn Dûm, left behind when the Witch-king's forces retreated from the onslaught of Gondor and the High Elves. While the power of the Enemy no longer resides in the item, it is still an uncomfortable thing to behold and dangerous to keep, if for no other reason that others might think you allied with the Shadow. It is likely that the item is graven with runes or has markings or illustrations upon it. These are likely to be crude expressions of hatred, but the most dangerous will have writings in the Black Speech, which even the Wise will fear to utter aloud.

Victory and Defeat

When Eärendur died and Arnor fell with him, Men turned against each other, doing the Enemy's work for him. While Amlaith's wisdom prevented bloodshed for a while, eventually the successor kingdoms fought each other. Finding something from this time, during the time of the Northern Wars, is a reminder of dark days. Any Dúnedain must make the **Wisdom** check at Disadvantage and does not receive Inspiration from such a find no matter what result occurs.

When the World was Wider

After the breaking of Thangorodrim and the sinking of Beleriand, not all of the Edain departed for Westergesse. Some took what they could salvage of the Elder Days and went to live in Eriador. There, some Men had lived from the beginning of the world, for who else made the Great Barrows? The Company has found some signifier of the Elder Days, perhaps an heirloom handed down a hundred generations only to be lost when the Witch-king's armies came. Made of stone, metal or bone, it bears runes that identify its ancient origin and perhaps give clues as to days that are now only remembered in the sanctuaries of the Elves.

JOURNEY EVENT TABLE ENTRY 10

A Place Touched by the Shadow

The essence of something dark and terrible lingers here. The Scout must make an **Intelligence (Investigation)** check to avoid the area. If successful, the Company gains a +1 to their Arrival Roll. If the Scout succeeds by 5 or more, each hero gains Inspiration and may remove 1 temporary Shadow point. If the Scout fails, each hero must make a **DC 15 Wisdom** saving throw against Corruption or gain 1 point of Shadow. If the Scout fails by 5 or more, some dark thing still lurks here, ancient and evil...

Ancient home, long abandoned

The Company has stumbled across the remains of a farmhouse or other structure that a family once called home. Many years have passed, but you can still walk amidst the stones or rotting timbers and get a sense of the place where once people gathered together and shut out the cold and the fear with the warmth of love and pride. But they failed, and gravesites near the home or other signs of the Enemy's victory may make you feel that no place is safe from the shadow. If an enemy is present, it is likely to be a spectre of the family. Such folk relied on the Dúnedain and High Elves for protection and will blame them endlessly and attack them first.

Dangerous Enchantment

Between the sorceries of the Witch-king and the mighty workings of the High Elves, the bleak lands sometimes hide places of singular power. The Company has stumbled across one such thing... perhaps a spring that carries an enchantment of confusion, a standing stone that lures those who rest beneath it into a dreamless and unguarded sleep or a ring of stones where the companions find themselves compelled to speak in rhyme or find that all of their actions become a dance that seems hard to end. If something evil lingers, then it could be a clever Troll or Orc using an existing place for its benefit, or a group of Fell Wraiths who have worked some ancient magic to create the enchanted spot originally.

Gravesite in the Wild

The Company has found a pleasant space to camp: flat, with good shade but no looming branches overhead, a small stream bubbling nearby, the weather is pleasant and temperate. The entire place seems to be peaceful. Long ago, some great captain of the armies that fought against the Witch-king fell in a battle near this place. In wartime, returning the dead home was not always possible, and the soldier was laid to rest where the Company now camps. But the great and the good of Eriador attract the attention of the evil spirits that haunt the land, and now this is a place where the Shadow grows strong when the sun fails and night comes. Any sort of undead might plague the Company if they find an enemy here.

Greed and Strife

It is said that in the Elder Days the Great Enemy spent some measure of his power cursing the land itself, so that all who lived within the circles of the world will know grief and pain. In this place, that evil is strong and the companions will find that their words and deeds are taken astray. Loremaster characters may argue with or turn against the Company, and the players might be asked to narrate their own disagreements with each other, such that the characters may argue without the players doing the same. If an enemy is present, it will be something that will trouble the heroes: Crebain that swoop in and then disappear, or fast-moving Goblins that take advantage of the darkness to hide from the Company's retribution.

Monster's Dwelling

You have found some place that seems a strong and safe place to make camp. But as you explore the location, you realise that you are not the first to find this stronghold, nor the first to make camp here... this was the lair of some evil creature in the past. But they are not at home, and there may even be signs that the creature is dead or has moved on. In Troll-country, the Company might stumble across unfortunates who have been turned to stone by the light of the Sun. Most Trolls in such conditions are vanquished, but it might be that it is a newly formed Ettin that still retains much of its original appearance. If the Scout fails by 5 or more, they have misread the signs and the dwelling has not been abandoned. The monster returns and finds it has visitors...

Place of Oathbreaking

The Company has come to a crossroads, a place where the forgotten roads of old Arnor once met. Long ago in this place, a group of Men swore allegiance to the King of the North or his successors. But when the armies of the Witch-king came, they quailed and fled instead. Now the crossroads is a place of ill ease, where the companions may find the promises that bind them together restraining and imbalanced. If an enemy approaches, then they will be related to the oathbreakers: perhaps Walking Dead that wear their bodies, or perhaps Ghosts of the dead themselves.

Watching Guardian

There are secret places where once, long ago, the Witch-king and his servants would prepare for battle or recover their strength. These places are often protected by dread sorceries; evil spirits bound into statues and forced to serve their masters as eternal guardians and lookouts. As you prepare to make camp in some ruins, the feeling that you are being watched will grow, and you soon become aware of an evil presence lurking. It may remain as quiet unease, or an active guardian might let loose a high shrill cry to alert its allies. Such guardians are servants of the most dread servants of the Shadow: Great Orcs, Wights, Wraiths, Hounds of Sauron or Secret Shadows.

JOURNEY EVENT TABLE ENTRY 11

The Enemy is Abroad

Evil Men, Orcs, Goblins or other servants of the Enemy are moving through the area. If the Company is subject to *The Keen Eyes of the Enemy*, the confrontation is unavoidable, if the Look-out makes a **Wisdom (Perception)** check, the enemy is Surprised on the first round of combat. If the Company is *Hidden from the Shadow*, the Look-out can use **Perception** or **Stealth** to avoid the enemy. If the check fails, the enemy is still Surprised on the first round of combat. If neither applies, then each member of the Company must make a **Dexterity (Stealth)** check. If the Company has horses or ponies then one companion must make a **Wisdom (Animal Handling)** check as well. If any of these rolls fails, they have spotted and battle is engaged with no advantage to either side.

Berk

Berk does not always tend his gate and sometimes when hunger drives him he ranges far from his Troll-hole in search of fresh meat. Without a hiding place to retreat to, he will exhibit **Great Might** in his fear and anger, and serves as a **Challenge 6** encounter.

Bloodstump

Sometimes Bloodstump will lead his hunter-trolls himself. This band consists of Bloodstump and one Hill-troll per companion (page 108 of the *Loremaster's Guide*). They gain **Battle-hardened** and **Formidable** as Bloodstump outfits them with gear taken from the broken bodies of slain Rangers. The troupe counts as **Challenge 11** in total.

Burzash

Burzash, the Warlord of the Grey Waste, will be encountered leading a mixed force as seen on page 51. There are twice as many Goblins of Carn Dûm as there are heroes, an equal number of Hillmen of Rhudaur along with Burzash and his two Mountain Troll bodyguards. They are both **Bloodthirsty** and a **Vengeful Band**, and have a total ranking at **Challenge 15**.

Gishak Gashnaga

When Gishak Gashnaga (see page 59) takes his own troops into the field, they count as **Driven** as they fear their leader more than the weapon of any of the Free Peoples. Gishak is a Great Orc, accompanied by one Orc Guard for each hero. See

pages 97 and 104 of the *Loremaster's Guide*. The troupe has a **Challenge 8** rating.

Gorzim

The mighty Gorzim is a Hill-troll Chief (see page 107 of the *Loremaster's Guide*) who travels the North on missions for his master (the secrets of his errands and his lord are discovered in *Eriador Adventures*). He will often be accompanied by Orc Soldiers, Thugs or Outlaws, which he will readily abandon to save himself. These unfortunates will know little of Gorzim's true goals in Eriador. The minimum for this encounter is **Challenge 9** with twice as many Orc Soldiers or Thugs as there are heroes.

Radgul

Few things other than rumours of Hobbits nearby could cause Radgul to stick his neck out of his stronghold of Mount Gram. Unless, of course, his presence in the land is some clever stratagem to conquer Mount Gundabad or weaken its defenders. The warband has as many Orcs of Mount Gram as there are companions, along with their leader, and ranks as **Challenge 5**. They are likely to flee at the first serious resistance, leaving behind tokens of Gorgol, son of Bolg (see page 16 of *Rhovanion Region Guide* and page 48) in hopes that the heroes will misidentify their attackers.

The Warg of the Redhorn Gate

The wind howls and it howls with wolf-voices. The Wargs are hunting in the West tonight, lead by the great Warg of the Redhorn Gate (see page 36 for more information on this Hound of Sauron). There are as many Wild Wolves as there are heroes accompanying their leader, and the troupe counts as being **Trained** in their **Bite** attacks. The wolfpack is a **Challenge 6** rating.

The Wight-king

It is said that on moonless nights, the Wight-king leads his followers out of his grand barrow and they wander the land looking for new subjects. Though he must return before the sun comes, the dead travel fast. The Wight-king's excursions are part of *Eriador Adventures*. The Wight-king is joined by a Barrow-wight for each companion and the entire encounter ranks as **Challenge 10**.

JOURNEY EVENT TABLE ENTRY 12 (OR MORE)

Many Meetings? Fly you Fools!

The companions have encountered a traveller upon the road, but all may not be as it at first appears. If the Company began the journey under *Dark Signs and Evil Portents*, it is a servant of the Enemy. If they started *From Auspicious Beginnings* then it is one of the great powers for good. Otherwise, the Look-out must make a **Wisdom (Perception)** check.

If the Look-out succeeds by 5 or more, they recognise the traveller for someone of great standing and may immediately remove 1 Shadow point, gain +1 to their Arrival Roll and may seek an Audience with the traveller. On a basic success, the traveller's identity is shielded from them and the meeting should use the rules for *A Chance Encounter*. **Insight** checks may reveal their true identity.

If the check fails, each hero must make a **DC 15 Wisdom** saving throw against Corruption or gain 2 Shadow points. They must then hide from the enemy (using the rules in *The Enemy is Abroad*) but also gain a level of Exhaustion and -1 penalty to their Arrival Roll. If the Look-out fails by 5 or more then the Company is automatically spotted and they must flee. Each hero gains 2 Shadow points, a level of Exhaustion and a -1 to the Arrival Roll.

Gandalf the Grey

Ahead, the Company sees a traveller, bent with age and leaning on an staff. His travelling cloak is stained and coated with mud and dust from the Road.

The Company has come across Gandalf the Grey. But has the Wizard sought them out for a singular mission or is it chance (if chance you call it) that makes their paths meet today? For Gandalf, the best kind of heroes stand against the darkness, even when the odds are against them. He might tell them of enemies that would chill the blood, to see how the companions react to danger.

If he is satisfied, then he might ask them to do something for him... if he is not a Patron of the Company, then it will be a simple task such as checking on other travellers or delivering a cryptic message to an important person. But Wizards are subtle and it's likely that the Company will find themselves drawn into larger affairs as they complete the task.

Wizards are also quick to anger. Gandalf will quickly become frustrated by a Company does not recognise him or asks foolish questions or wants help with things that they themselves can accomplish. In these cases, the Wizard will quickly take his leave after some harsh remarks.

Glorfindel

A rider approaches. He is tall and armour gleams from beneath his travelling robes. The horse is a magnificent beast, with a white coat that shines in the sun.

Glorfindel has ridden out from Imladris and only one thing – the command of Lord Elrond himself – would cause the protector of Rivendell to leave his post. Both Elrond and Glorfindel are gifted with foresight and it's likely that one of them has seen a vision of the future that involves the Company (or at least their mission or destination). Glorfindel will initially be cautious, the Enemy has many tricks and many servants, some who do not even know that they serve an evil master. But once trust has grown between the Elf Lord and the Company, he will tell them of the reason he has come, which will likely involve some threat to Rivendell or its people.

If the Company treats him as a stranger, he will likely leave them and continue to search... some visions never come to be and all must depend on the choices of individuals. The way is shut for those who do not wish to walk it.

Arwen

The Company spies a woman walking, her head covered. She carries a basket and seems to be on some sort of errand.

In recent days, Arwen has chosen to walk amidst the Dúnedain from time to time, providing aid and comfort where she can to a folk that have seen many trials. When the Company encounters her, she is likely going to or returning from a secret place of the Rangers. However, she will be slow to reveal this information to the heroes (unless they have one or more Dúnedain among them and have recognised her). She rarely travels alone, but her escort will wait hidden, to allow their Lady to judge for herself the merits of these travellers.

If Arwen remains unknown, then she will beg off staying long with the Company, saying that she has an urgent errand and she dares not to tarry.

Elladan and Elrohir

A group of warriors is nearby. They have drawn weapons and you hear them shouting to each other. There are two leaders with bright swords that look so similar to each other that it seems almost as if your eyes are bewitched.

The two sons of the Lord of Imladris often lead sorties into Eriador in pursuit of enemies. They have just fought off one such adversary and the approach of the Company (especially if they are not cautious) might be misunderstood. Once tensions

have calmed, it's likely that the Company will be asked to temporarily join the Elves. Such a mission should prove a short but exciting affair as the heroes can encounter some of the more dangerous foes of the North while still having the assistance of the Elves in the battle.

If the Company does not realise who they are dealing with, they might think the Elves are one of the Wandering Companies or dangerous renegades. Similarly, the Elves might judge the heroes to be common thugs and sellswords and warn them off of trying to seek for the fabled Rivendell.

Tom Bombadil

Close to the Barrow-downs, the Company might spy a short, bearded man wearing bright blue clothes and oversized boots. He seems drunk or perhaps just merry and not at all steady on his feet.

The companions have chanced across Tom Bombadil as he walks the borders of his land. He will greet them with a nod and a wink and a song on his lips. He is irreverent and answers most questions in a roundabout way.

If asked who he is, he might answer Forn (if a Dwarf asks) or Orald (if someone from Rhovanion is asking) or Iarwain (if an Elf is the questioner). But if all ask, he will give each answer in turn and not be concerned with the apparent contradiction. If they ask where he's going, it will be 'this way and that'. But if the Company is in true need, he will set them on the Road to Bree or otherwise make them safe.

If the companions don't recognise Tom (or do not take him seriously) then he will soon depart, singing a song about swans that have too high an opinion of themselves and river wrens that are too talkative.

The Lord of the Ringwraiths

A stooped figure in dark travelling clothes is ahead. He turns back and forth as if searching for something. He turns towards you as you approach.

If the heroes identify the traveller then they will likely hide from the Wraith. But this is no Fell Wraith and it's likely that the heroes will find themselves outmatched (and the Lord of the Nazgûl rarely travels alone, he will likely be escorted by Orcs of Mordor or worse).

If the heroes do not identify the traveller and think that they speak with a shy stranger, then the Witch-king is amused and will speak to the heroes. He might ask if they have been to Imladris or where other strong defenders of the land might hide.

The Wight-king

It is night-time and the Company has made camp. In the distance, they hear singing. There is someone else out there, if you wish to leave the safety of the camp. The heroes might wish to investigate, but they take a chance to come under the effects of the Wight-king's song (see page 86). If they escape that effect then they will recognise the Wight-king and his minions for what they are.

If the companions ignore the song, then the heroes will find disturbed earth near the camp, as if the dead dug their way out of their graves and walked together during the night.

Other Enemy Captains

If the companions have rolled poorly, they might encounter any of the other captains listed on page 133 for the entry for The Enemy is Abroad. But there is no confusing a Troll or Great Orc for a fellow traveller. The Company will need to choose whether to flee or face their enemies head-on.



- high elf -
of
RIVENDELL

CIRMACAR

You have dwelt in Imladris since its founding, leaving only once in your long years when Gil-galad called all banners to him and the Last Alliance of Elves and Men stormed the Black Land of Mordor. Those dark times rarely leave your thoughts, even in a place so fair as the hidden valley of Rivendell.

You will not suffer to see the world plunged into such darkness again. With the permission of Lord Elrond you have set forth upon the wild, to learn more of the designs of the Shadow and to do what's in your strength to resist them, so that none of the Free Folk of Middle-earth will have to endure such terrors again.



ADVENTURES IN MIDDLE-EARTH™

class & level	Warden	back-ground	Hunted by the Shadow	player name
culture	High Elf	shadow weakness	Lure of Power	experience points

character name Cirmacar

Strength
12
+1

Dexterity
14
+2

Constitution
14
+2

Intelligence
10
+0

Wisdom
17
+3

Charisma
9
-1

Shadow
0
Permanent
0

Inspiration

+2 Proficiency Bonus

- saving throws**
- +1 Strength
 - +4 Dexterity
 - +2 Constitution
 - +0 Intelligence
 - +3 Wisdom
 - +5 Corruption
 - +1 Charisma

- skills**
- +2 Acrobatics (Dex)
 - +5 Animal Handling (Wis)
 - +1 Athletics (Str)
 - 1 Deception (Cha)
 - +0 History (Int)
 - +5 Insight (Wis)
 - 1 Intimidation (Cha)
 - +0 Investigation (Int)
 - +0 Lore (Int)
 - +3 Medicine (Wis)
 - +0 Nature (Int)
 - +5 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - +0 Riddle (Int)
 - +0 Shadow-lore (Int)
 - +2 Sleight of Hand (Dex)
 - +4 Stealth (Dex)
 - +5 Survival (Wis)
 - +2 Traditions (Int)

Armour Class 14 (16 with Shield)	Initiative +2	Speed 30 feet
current hit points 10		
Hit Point Maximum 10		
temporary hit points	miserable	
hit dice 1 Total 1(1D8)	death saves Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

attacks

Name	Att. Bonus	Damage/Type
Great Bow	+4	1d8+2 piercing
Dagger	+4	1d4+2 piercing

character traits

Distinctive Quality
Cautious. You are considered in your actions, lest your carelessness give Shadow agents an opportunity.

Specialty
Dark Secrets. The best way to elude and defeat your hunters is to learn more about them. You study all you can about the Shadow.

Hope
My example inspires others to do the same.

Despair
I put my friends in danger just by being with them.

features, traits, and virtues

Night Vision - dim light 60 ft as bright light, in darkness as if it is dim light.

Elvish Dreams - four hours of dream resting per night

Against the Unseen - You can perceive creatures in the wraith-world (Invisible undead) and are immune to becoming Frightened by the undead.

Beset by Woe - When you undertake to Heal Corruption, gain 1 permanent Shadow and lose 1 temporary Shadow before making your check.

Troubling to the Wise - you know some of the Great and the Good and can sometimes receive favours from them. You also might know hiding places in some castles and cities that you visit.

Warden's Gift - you have one Gift die (a d6). You can grant that die to an ally who may use it in the next 10 minutes and add it to one ability check, attack roll or saving throw. You regain the Gift die after a long rest.

Ever Watchful - spend a few hours travelling and talking with locals to make a **DC 12 Intelligence (Investigation)** check with Advantage. Success means you know news, rumours and important individuals. Failure means you know some, but don't know what is true

Cultural Virtue: None.

15 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: **The Eyes of Elves** - you are proficient in Perception. **Elf-wise** - you are proficient in Corruption checks. **The Tools of War** - you are proficient with daggers, spears, great spears, short swords, long swords, great bows, light armour and shields. **Subtlety of Craft** - you are proficient with smith's tools

Languages: You can speak, read and write Westron (the Common Tongue) and Sindarin. You use Quenya, the Ancient Tongue, in song and high matters of lore.

equipment

G A slate blue travelling cloak, travelling gear for the current season, a backpack or saddlebags, a belt dagger, boots, a white jewel on a chain of silver, smith's tools. You also have a great bow, 20 arrows, and a leather corslet and shield.

S 17

C

Standard of Living Prosperous

ADVENTURES IN MIDDLE-EARTH

MAGICAL TREASURE INDEX

Loremaster: _____ Campaign: _____

Campaign Members: _____

- PRECIOUS OBJECTS -

Notes: _____

- WONDROUS ARTEFACTS -

Notes: _____

ADVENTURES IN MIDDLE-EARTH

LEGENDARY WEAPONS AND ARMOUR

COMPANION:

ITEM:

Type:

Craftsmanship:

Banes:

Qualities:

- 1.
- 2.
- 3.

Notes:

COMPANION:

ITEM:

Type:

Craftsmanship:

Banes:

Qualities:

- 1.
- 2.
- 3.

Notes:

COMPANION:

ITEM:

Type:

Craftsmanship:

Banes:

Qualities:

- 1.
- 2.
- 3.

Notes:

COMPANION:

ITEM:

Type:

Craftsmanship:

Banes:

Qualities:

- 1.
- 2.
- 3.

Notes:

- index -

A					
(Nazgûl) Abilities	74	Craven	71	(The) Eye of Mordor	110
(New Creature) Abilities	70	Crebain of Tharbad	75		
(New Especially Strong) Abilities	69	(The) Crossing of Tharbad	67	F	
(New Exceptional Troupe) Abilities	70	Cruel Stroke	69	(The) Fall of Angmar	30
(Special) Abilities of the Undead	73	Cultural Attitudes Chart	118	Famous Weapons and Armour (blank)	139
(Powerful) Adversaries	69	Cultural Heirlooms – High Elves of Rivendell	121	Fate and Predestination	92
'Agents' of the White Council	22	Cultural Virtues – High Elves of Rivendell	118	Fear of Fire	71
Aiwiel	35	Cunning Speech	71	Fearsome	69
Ambush	70	(How to Design a) Curse	100	Fearsome Bellow	71
Amphibious	71	(Lifting a) Curse	100	Feast on Suffering	74
Ancient and Forgotten Treasures	90	Cursed Items	99	Fell Spirit	74
Ancient Elven-craft	98	(Examples of) Curses	101	Fell Wraiths	84
Ancient Ruins	34	D		(New) Fellowship Phase Undertakings:	
Angmar	50	Damron, the Elven-smith	19	Elven-smithing	119
Inhabitants	51	Dangers of the Wild	75	Find and Prepare Athelas	56
Notable Characters	51	Dark Undead or Unclad and Invisible	87	Go See a Lore-master	23
Notable Locations	53	Darken	101	Honouring the Fallen	42
Wildlife	50	Darker than the Darkness	73	Open Rivendell as a Sanctuary	23
Arbarad	57	Deadly	70	Receive Title (Friend of Elrond)	24
Arthedain Stands Alone	29	Deadly Elusiveness	69	Researching Lore in the House of Elrond	24
Artificer of Eregion	118	Deadly Spear-Thrust	71	Return to Amon Dûn	61
(Seeing) Arwen	16	Deadly Voice	74	There and Back Again	24
Asfaloth	17	Discovering the One Ring	102	Visit the Treasury of your Folk	25
		(The) Dome of Sight	61	Watch upon Amon Sûl	58
		Dreadful Spells	73	Write a Song	25
		Dreorg the Wargling	45, 80	Finding Rivendell	7
		Dreorg's Warg-band	80	Formidable	70
		Driven	70	Fornost Erain	61
		(The) Dûnedain go into Hiding	31	Friend of Elrond	25
		(The) Dwarven Toybox	40	(The) Front Porch	7
		Dwimmerlaik	74	(The) Frozen Path	54
B				G	
(A) Barren and Pathless Country	122	E		Gems, Jewels and Crystals	96
(Entering a) Barrow	65	Easily Unnerved	70	Ghost-form	74
(The) Barrow-downs	62	(The) Eastern Porch	9	(The) Ghostly Voices of Fornost	61
Inhabitants	63	Effects on Experience	23	Ghosts	73
Notable Characters	63	Effects on Shadow	23	Ghosts of the Past	34
Notable Locations	64	Elbereth Githoniel!	120	Gishak Gashnaga	59
Wildlife	63	Elements of the Landscape	34	Gleaming Blade	98
Barrow Tombs	64	(The) Elf-lords of Rivendell	20	Glorfindel	16
Barrow-wights	82	Elladan	21	Goblins of Carn Dûn	77
Battle Cry	71	Elrohir	20	Golfimbul's Gully	49
Battle-hardened	70	Elrond, Master of Rivendell	14	(The) Great Barrow Stone	64
Beauty of the Stars	119	Elrond as a Patron	14	(The) Great Hall	9
Berk the Gatekeeper	39	Elven-craft	98	Great Might	70
Berk's 'Gate'	40	Emissaries of the Enemy	79	Greater Stone-troll	76
Bitter Experience	111	Enchant Weapons	119	(The) Greenway and the East Road	61
Bewilder	71	Enchanted Helms	99	(The) Grey Waste	53
Black Breath	74	(New) Enchanted Qualities	98		
Black Dread	73	(The) End of Arnor	29	H	
(The) Black Shadow	75	Enfeebled	101	(Elrond) Halfelven	13
Bloodstump the Hunter	43, 79	Enhance Weapons	83	(The) Hall of Fire	9
Bodyguards	71	Ensorcelled	71	Hate Sunlight	71
Bog Soldiers	83	Entrance Hall	9	Hawk's Eye	71
Books and Maps of Forbidden Lore	121	Eregion	34	(New) Herb: Kindler's Lace	122
Bradán	67	Inhabitants	35	(The) Hidden Valley	6
Braving the Ford	68	Notable Characters	35	Hiding from the Eye	23
Broken Blades	71	Notable Locations	37	High Elves of Rivendell	116
(The) Burial Bog	45	Wildlife	35	Cultural Attitudes	118
Burzash, Orc Warlord	51	Erestor	17	Description	117
		Erestor's Medicinal Tonic	18	High Elf Names	117
C		Erestor's Travelling Cordial	18	High Elf Traits	117
(The) Cairn of the Crag-King	43	(The) Errantries of the King	13	Standard of Living	117
Camouflage	71	(The) Ethenmoors	44	High Elf of Rivendell Character Sheet	137-138
Carn Dûn	54	Inhabitants	45	(The) Hill-men of Rhudaur	52, 77
Cellars, Crypts and Caverns Map	11	Notable Characters	45	(A) History of Eriador	27
Challenge Ratings	69	Notable Locations	45	Hoard Ratings	91
(The) Coldfells	41	Wildlife	44	Horrible Strength	71
Inhabitants	43	Ettins	46, 76	(The) House of Elrond Map	10
Notable Characters	43	Evaluate Treasure	118	How to Make Magical Treasure Rolls	92
Notable Locations	43	Evils of the North	69	How to use the Rivendell Region Guide	5
Wildlife	43	(The) Eye Awareness Check	113	(The) Hunt	110
Commanding	71				
Concerning the Undead	72				

(The) Hunt Intensifies	111	N	Superior Runes of Protection	99
(Resetting the) Hunt Score	112	Nimble Escape	(The) Swanfleet	68
Hunted	101	(The) North Downs	Swiftiness	99
		Inhabitants		
I		Notable Characters	T	
Ill-luck	101	Notable Locations	Tainted Treasure	91, 92
Ill-omen	101	Wildlife	Talandil, Ranger of the North Downs	59
Imladris	6	Not All That Glitters...	Tharbad	65
Incorporeal Movement	74	Notable Characters	Inhabitants	66
Introduction	4		Notable Characters	66
(The) Iron Crown of Angmar	53	O	Notable Locations	67
		(The) Orc Wars	Wildlife	66
J		Orcs of Mount Gram	(The) Third Age	28
Journey Event Table Entry 1	123	'Ordinary' Treasure	Thrall	72
Journey Event Table Entry 2	124	Outbuildings	Touched by the Shadow	92
Journey Event Table Entry 3	126	Owned	Tough Hide	72
Journey Event Table Entry 4	127		(The) Tower of Twilight	61
Journey Event Table Entry 5	128	P	Trained	70
Journey Event Table Entry 6	128	Pack Tactics	(Description of) Trinket Table	93-94
Journey Event Table Entry 7	130	Parry	(The) Troll-Hole	40
Journey Event Table Entry 8	131	(The) Passing of Years	(The) Trollshaws	38
Journey Event Table Entry 9	132	(The) Peak of Mount Gram	Notable Characters	39
Journey Event Table Entry 10	133	Precious Objects	Notable Locations	40
Journey Event Table Entry 11	134	Precious Objects Descriptions	Wildlife	39
Journey Event Table Entry 12	135	(How) Precious Objects Work	Two Centuries of Oblivion	33
K		Q	U	
Keen Hearing and Smell	71	(The) Queen of Castle Hill	Undead Fortitude	74
Kyna	66		(Arwen) Undómíel	15
		R	Unnatural Vitality	74
L		Radgul the Orc-Chief	Unyielding	70
(The) Land Between the Rivers	39	Region Dweller	Upper Floors	12
(Staying at the) Last Homely House	22	(The) Realm of Arnor	(The) Upper Solar	12
(The) Last Homely House	7	Recent Years		
Leadership	71	Reckless	V	
Legendary	70	Recovery	Vault	12
Legendary Weapons and Armour	93	(The) Redhorn Pass	(The) Veil	112
Legendary Weapons and		(The) Refuge of the Dúnedain	Vilya, the Ring of Air	15
Armour example	105, 107, 109	(The) Regions of Eastern Eriador	Visions of Torment	74
Lesser Ring	121	(The) Restless Dead		
Lindir	19	Revelation Episodes	W	
(The) Long Winter	33	(Examples of Revelation) Episodes	Walking Dead	73
Lone-lands	34	(The) Rise of Angmar	(The) Warden of Amon Sûl	57
(The) Lord of the Nazgûl	87	Rise of the Rangers	(The) Warg of the Redhorn Gate	36
(The) Lord of the Nazgûl as Dark Undead	89	(Things to do while in) Rivendell	(The) Watchtowers	54
(The) Lord of the Nazgûl, Unclad and Invisible	88	Rivendell Map	Weak Spot	72
		Runes of Clarity	Weakness	102
M		Runes of Protection	Weather-top	58
Mad Ostley	63		What does the Hunt represent?	111
(Using) Magic	111	S	What is a Hoard?	90
(Displays of) Magical Power	112	Sentimental Value	(The) Whispering Hills	37
(How to Compile a) Magical Treasure Index	97	Serious Misfortune	(The) White Council	21
Magical Treasure Index (blank)	138	Shadow Gain	(The) White Council as a Patron	22
Magical Treasure Index example	103, 106, 108	Shadow of Fear	Wicked Cunning	70
Magical Treasure Indexes	97	Shadow Taint	(The) Wight-king	64, 86
Magical Treasure Rolls	91	Sigil of Guarding	Wights	73
Magical Virtues and Features	112	Singing Songs	(The) Witch-king	89
(The) Magpies of Mount Gram	49	Skill of the Eldar	Winds from the Wastes	54
Malice	101	Skillful	(The) Wolf-Den of the South Downs	58
Maps & Books of Lore	12	Smiting	Wondrous Artefacts	93
(Meeting the) Master of the Last Homely House	14	Sneak Attack	Wondrous Artefacts and Legendary	
Midgewater Marshes	58	(The) South Downs and Weather Hills	Weapons and Armour	100
Might of the Firstborn	120	Inhabitants	Words of Power and Terror	74
Mixed Warbands	78	Notable Characters	Worthless Trinkets	93
Monsters of Eriador	75	Notable Locations	Worthless Trinkets and Precious Objects	100
Morgul-knives	88	Wildlife	Wraith-like	74
Mount Gram	46	Spear of the Last Alliance (Great Spear)	(The) Wraith-lord	87
Inhabitants	47	Spectres	(The) Wraith-lord of Mount Gram	48
Notable Characters	48	Spells of Despair	Wraiths	73
Notable Locations	49	Stealthy		
Wildlife	47	(The) Steward of Carn Dûm		
		Strike Fear		
		Sunlight Sensitivity		

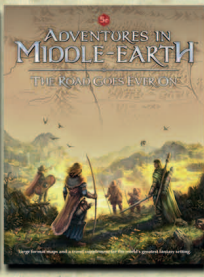
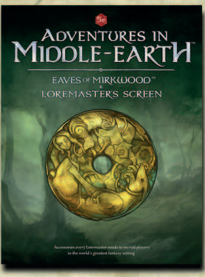
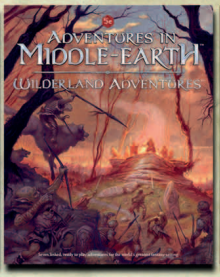
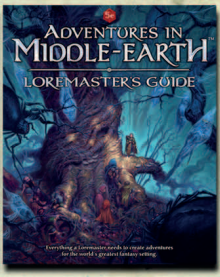
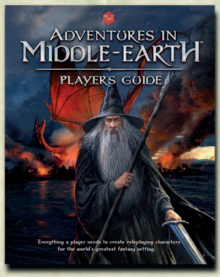


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