

ΕΡΕΥΝΑ ΤΩ ΕΚΚΡΑΤΩ ΖΩΝΤΙ ΠΑΙΧΤΟ ΚΑΝΟΝΟΝΤΕΣ ΔΕΙΝΟΙ: ΕΚΑΙΕΤΕ ΔΟΥ ΣΤΟ ΕΚΕΙΝΟΝΤΑΙΣ ΑΡΩΝ Ι ΤΩ ΕΩΣ ΠΟΤΟΠΟΙΩΝΤΕ ΠΑΙΧΤΟ ΚΑΝΟΝΟΝΤΕΣ

THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME



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WHAT IS ROLEPLAYING?

It's a lot of things, that's what. Here are a few of them...

☛ *It's fun for you and your friends.* Roleplaying games are a group experience; everyone works and plays together to have a good time. Unlike chess or baseball, there's no winner or loser; if you all have fun, you all win. All but one of the players takes on the role of a character, a hero who sets forth on fantastic and dangerous adventures. One of the players, the Narrator, acts as referee; she comes up with the adventures and plays the roles of all the other people your heroes meet during their journeys.

☛ *It's a movie you write as you go along.* The Narrator is like the "director," the person who sets the scene, describes the action, and speaks the dialogue for the extras and villains; the rest of you are like the actors who play the star characters! Like Sean Bean playing Boromir, you play your character's part in the game—but unlike Sean Bean, you get to make up your own lines and make Boromir do anything you can think of! How many times have you watched a movie and thought a character should have done something else—something much cooler? Well, roleplaying is your chance to do all those cool things the scriptwriters never thought of. And the rules of the game along with those numbers on your character sheet help the Narrator determine whether you succeed or fail in whatever actions you attempt.

☛ *It's "Cops and Robbers" with rules.* When you were a kid, you'd run around the backyard playing "cops and robbers," making pistols with your fingers and shouting "Bang! I got you, you're dead!" Then, you'd argue over whether you were dead until you had the energy to start running around the backyard again. In *The Lord of the Rings Roleplaying Adventure Game*, the roll of the dice tells you whether you're dead, or whether the robber—orc—dies instead. This makes the game more fun and more challenging, and cuts down on the arguments.

☛ *It's a computer game run on the best video software ever.* In a roleplaying game, there's no graphics budget; all the orcs, all the caverns of Moria, all your weapons and armor come from your imagination and from the descriptions of the Narrator. You still have life points, and weapons, and special moves on your character sheet, just like the stat bar in a video game. But you can use them in any combination, not just the ones the programmer thought would be useful. And best of all, you're not restricted to a glowing computer monitor to see the orcs explode when you chop them in half; you use your imagination to envision them in their final death throes.

The adventure book in this box, *Through the Mines of Moria*, gives more specifics about roleplaying, including some examples and hints to guide you through the adventure. Your Narrator can use this material to help make your first roleplaying experience easier and to introduce the rules of the game in small, manageable pieces. *Through the Mines of Moria* is structured to teach you the rules of the game as you go along; so by the time you emerge from Moria, you will not only be proven heroes in the War of the Ring, but confident roleplayers ready to develop your own adventures in J.R.R. Tolkien's world of Middle-earth! Welcome to a grand adventure!



WHAT'S IN THIS BOX?

☞ **THIS SHEET.** If this is the first time you've played a roleplaying game, turn this sheet over and read "What Is Roleplaying?" on the other side. Don't worry if you're still not a hundred percent sure what's going on. Like riding a bike or whistling, playing a roleplaying game is not something you can really explain in words—you need to jump in and try it. On the other hand, once you've gotten the hang of it, you'll never forget how to play.

☞ **THROUGH THE MINES OF MORIA.** This book contains the story your characters will play through; it's the "adventure" in *The Lord of the Rings Roleplaying Adventure Game*. Only the player you choose as Narrator should read this book.

☞ **TWO MAP SHEETS.** Most of the maps on these sheets help the Narrator keep track of major battles during the *Through the Mines of Moria* adventure. With a little adjustment, you can use these maps for your own adventures, if you design them. The big poster-map of Middle-earth, on the reverse of Sheet Two, helps set the scene for the world of *The Lord of the Rings*, and introduces the larger setting players can explore in the upcoming *The Lord of the Rings Roleplaying Game*.

☞ **NINE CHARACTER SHEETS.** One for each of the nine walkers in the Fellowship of the Ring, each sheet profiles one character, presenting a variety of characteristics and accompanying numbers that determine what he can do, and how well he can do it. Each player takes the role of one character to start; *Through the Mines of Moria* gives your Narrator guidelines on what to do with left-over characters.

☞ **FAST PLAY RULES.** This section strips out all the basic rules systems from the adventure game and lays them out for you. If you've played roleplaying games before, you can just read these four pages and be ready to go *Through the Mines of Moria*.

☞ **CARDBOARD COUNTERS.** There is one counter for each main character. These counters represent the heroes during the battle scenes in the adventure. The rest of the counters represent foul orcs, monstrous tentacles, vile trolls, or the fearsome Balrog itself.

☞ **WELCOME TO MIDDLE-EARTH.** This book provides an overview of the world in which *The Lord of the Rings* is set. It describes the peoples, places, and history of Middle-earth. While reading this book, refer to the poster map of Middle-earth to follow the story or find places listed in the Gazetteer. Narrators can build more adventures using the information in this book, and players can tie their characters more deeply into Middle-earth's cultures and civilizations by knowing more about the world in which they live.





THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME

FAST PLAY RULES



These Fast Play Rules represent a condensed version of the more extensive game rules you will find in the upcoming *Lord of the Rings Roleplaying Game*. While everything you need to play is explained in the *Through the Mines of Moria* adventure booklet, these rules will help you if you want to do something but can't remember where to find the governing rule in the adventure booklet.

TIME

The adventure contained in this game box should take a couple of hours for you to play. This time, the time you and your friends experience as you play, is called "real time." During those few hours of real time, your characters could spend several days adventuring. That time, the time your characters experience, is called "game time." Game time falls into one of two categories: action time and narrative time.

ACTION TIME

Action time passes in "rounds." A round represents about six seconds of game time. Each character and every bad guy gets to act twice each round. During action time, it's important to keep track of who goes next, what everyone's doing, and how long it takes. Life and death can hang in the balance of how long it takes to cross a bridge, for instance. Since time plays such a critical role during combat, character location and movement become crucial. That's why almost every combat encounter has an accompanying tactical map, to help you keep track of where everyone is from one moment to the next.

NARRATIVE TIME

Narrative time isn't measured in rounds. It's basically "the time between combats." Narrative time can pass quickly or slowly depending on what you and your fellow players do. It could take you 10 minutes of real time to decide which door to go through, even though your characters move through the door in the span of a few seconds of narrative time. Likewise, if you tell your Narrator that you and the rest of the party are resting for the night, he might determine that nothing happens while you rest. So, in just a few moments of real time, you skip over an entire evening of narrative time to awaken the next morning and continue on your journey.

ACTION SEQUENCE

During the game, the members of the Fellowship act in the following order: Legolas, Aragorn, Boromir, Gandalf, Gimli, Frodo, Sam, Merry, Pippin. The action sequence is set partly by the characters' Swiftness reaction scores (found on the various character sheets).

SKILL TESTS

Most of the things you'll want your characters to do require particular skills, such as knowing something about the history of Moria (Knowledge skill), climbing a wall (Athletics skill), or shooting a bow (Ranged Combat skill). Look at the skills listed on your character sheet. This list represents those things he knows, or those actions he can do well. The numbers behind the title are called "levels" and represent how skilled the character is (higher levels being better). Any time you want to use a skill, do the following:

- 1) Roll 2d6.
- 2) Add your skill level.
- 3) Tell your Narrator the total.

Your Narrator knows the number you need to beat in order to succeed at your skill test. That number is called the "target number," or "TN". Situations can modify the target number; it's harder to shoot someone in a blizzard than it is on a bright and sunny day. In the *Through the Mines of Moria* adventure, these modifiers are already accounted for by the predetermined target numbers; you don't have to worry about them unless your Narrator decides to alter the conditions surrounding a particular dice test.

ATTRIBUTE TESTS

Occasionally, you'll want to do something simple, like carrying a heavy object or remembering something that happened earlier in the adventure. There are no

skills for these basic tasks; instead, you use your attribute modifier in place of your skill level. During attribute tests, your Narrator will tell you which attribute is being tested so you know which modifier to apply to your roll. To make an attribute test, do the following:

- 1) Roll 2d6.
- 2) Add your attribute modifier.
- 3) Tell your Narrator the total.

Attribute modifiers tend to be lower than skill levels. This is because skill tests happen to include attribute modifiers; you don't see them because we've already factored them into the character skill levels to keep things simple.

REACTION TESTS

Skills and attributes play a role when determining the outcome of actions initiated by the character. But some circumstances may force your character to react, and for these situations, you make reaction tests. Your Narrator will tell you whenever you need to make a reaction test. When making the test, do the following:

- 1) Roll 2d6.
- 2) Add the appropriate reaction modifier.
- 3) Tell your Narrator the result.

You'll know which is the right reaction modifier because your Narrator will tell you. He'll say "make a Swiftiness test," meaning roll two dice and add your Swiftiness modifier.

ROLLING DOUBLE SIXES

Anytime you make a skill test, an attribute test, or a reaction test and roll sixes on both dice, you get to roll another die and add it to your total. If you roll another six, you get to add it to your total and roll again. Keep rolling and adding until you roll something other than a six, add the last number rolled, then stop. Through this "open ended" rolling method, you could achieve very high scores indeed!

MELEE COMBAT

Anytime you try to hit someone with a weapon during close combat, you need to make a skill test just like any other. Check your character sheet for skills that let you use weapons; these include 'Melee Weapon (Longsword)' or 'Melee Weapon (Axe).' As with any other skill test, you must roll 2d6, add your skill rating, and tell the Narrator your total. He will then tell you if you hit, based on the established target number.

RANGED COMBAT

Shooting someone with a bow requires skill just like attacking with a sword. Like all skill tests, you roll two dice and add your skill with a bow (look for Ranged Weapon (Longbow) among your skills). The target number for ranged attacks is your target's defense, just like melee combat, but you add 2 to your roll if your target is within 3 hexes, and subtract two if your target is more than 20 hexes away. To make a ranged attack, do the following:

- 1) Roll 2d6.
- 2) Add your Ranged Weapon skill level.
- 3) Add your range modifier (penalty or bonus).
- 4) Tell your Narrator the total.

INFLECTING DAMAGE

If you hit with a weapon, you need to roll dice to determine how much damage you inflict. Damage varies by weapon type and user Strength (for melee weapons only). Look on your character sheet to find the damage inflicted by your weapons. For example, $2d6 + 2$ means roll two six-sided dice, add the results together and add 2. Then add your strength bonus and tell the Narrator the final result. The double sixes rule doesn't apply to damage rolls.

WOUNDS

Your character sheet also lists a wound rating representing how much damage your character can suffer before dying. Every time an orc, or something else, does damage to your character, he loses wound points. When his wounds level reaches zero, he dies. The same holds true for the bad guys.





1 FRODO
FALLOHIDE HOBBIT WARRIOR



ATTRIBUTE	VALUE	MOD.
STRENGTH	4	-1
VITALITY	8	+1
NIMBLENESS	6	+0
WITS	9	+1
BEARING	8	+1
PERCEPTION	9	+1

REACTIONS	VALUE
FORTITUDE	+1
SWIFTNESS	+2
WILLPOWER	+2
WISDOM	+2
DEFENSE	11
WOUNDS	40

5 EDGES **ELF-FRIENDS:** *Eirond and the elves of Rivendell will aid you in your time of need.*

7 SKILLS **MELEE WEAPON (STING) 5:** *Use this skill to attack someone with Sting.*

6 OBSERVE 6: *Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.*

STEALTH 7: *Use this skill to move very quietly.*

6 FLAWS **ENEMIES (SERVANTS OF SAURON):** *Orcs, trolls, and Nazgûl will automatically try to kill you if they find you.*

8 RACIAL ABILITIES **SOFT-FOOTED:** *This grants you a +2 bonus to your Stealth tests.*

9 EQUIPMENT **ARMOR (MITHRIL CHAIN 5):** *This reduces the damage done from any attack against you by five.*

STING (DAMAGE: 1D6+1):
THE ONE RING

COMBAT OPTIONS

- ⊕ ATTACK WITH STING
- ⊕ MOVE
- ⊕ READY A WEAPON
- ⊕ USE THE RING



1. Name/Race/Profession
2. Attributes
3. Reactions
4. Defense and Wounds
5. Edges
6. Flaws
7. Skills
8. Racial Abilities
9. Equipment

YOUR CHARACTER SHEET

Look at your character sheet. The first thing you'll notice is the picture of your character along with a bunch of terms and numbers. Here's a brief explanation of all these elements to help you understand your character and his abilities.

1 NAME/RACE/PROFESSION

Your character's name appears at the top right of your sheet. His race and profession are listed underneath. For example, Frodo is a Fallohide Hobbit and Warrior. Your character's race confers certain strengths and weaknesses, just as his profession makes him skilled in some areas and unskilled in others.

2 ATTRIBUTES

All characters are described using six basic attributes: Strength, Vitality, Nimbleness, Wits, Bearing, and Perception.

Strength represents how much your character can lift or how much extra damage he does when he hits someone with a melee weapon.

Vitality measures your character's health and stamina.

Nimbleness represents how fast and agile your character is.

Wits reflects how smart your character is and how fast he thinks on his feet.

Bearing describes how regal, noble, or imposing your character seems to others.

Perception measures your character's ability to notice things in the world around him.

Each of these attributes has an associated "level" and derived "modifier". Some game rules (such as who acts first) use the level, others (such as attribute tests) use the modifier. The following chart shows the modifiers associated with attribute levels (see next page).

Level	Modifier
0-1	-3
2	-2
3	-1
4-7	0
8-9	+1
10-11	+2
12-13	+3
14-15	+4
16-17	+5
18+	+1 for every 2 levels

3 REACTIONS

Reactions work like attributes, determining your character's ability to react to situations or cope with certain predicaments. Reactions are usually derived from one of two attributes, then elevated through edges (see below) and through adventuring. There are four reactions: Fortitude, Swiftiness, Willpower, and Wisdom.

Fortitude allows you to resist poison and disease as well as tolerate extreme pain or fatigue.

Swiftiness lets you dodge incoming attacks or falling rocks, in addition to other actions requiring you to move or act quickly.

Willpower lets you resist temptation, mental control, and social domination, including corruption and spells that affect your mind.

Wisdom lets you perceive deception and see things for what they are. It also enables you to realize the folly of actions you or your companions are about to take.

4 DEFENSE AND WOUNDS

All characters, good guys and bad guys, have a defense rating and wounds. Your defense rating is the target number your enemies need to beat with their attack rolls. When you roll to hit and add your bonuses, you're trying to overcome your enemy's defense rating.

Whenever your character takes damage, record the damage on your sheet. When your wound point total reaches zero, your character dies.

5 EDGES

Edges are special abilities that grant some bonus over the course of the game. For instance, Legolas has the "Accurate (Longbow)" edge, allowing him to ignore long range penalties unless he tries to shoot a target over 30 hexes distant (instead of the normal 20).

6 FLAWS

Flaws are the opposite of edges. They make life harder for your character, and impose some penalty on your character or his actions. For example, a character with the Enemies flaw would be attacked by whichever group or race he designates as his Enemy, while others without this flaw might be allowed to pass unharmed.

7 SKILLS

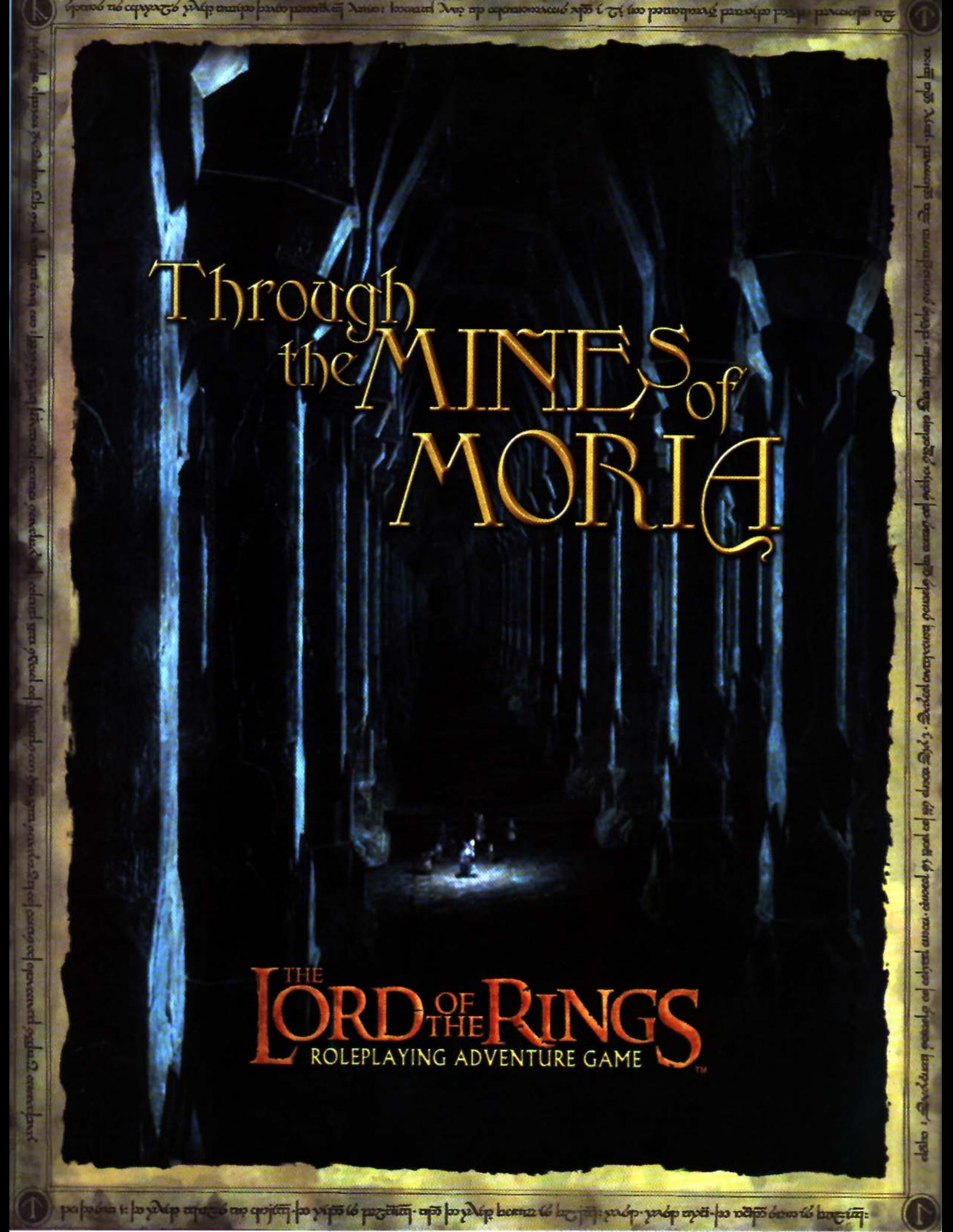
Skills define the areas in which your character excels, including knowledge, socializing, and actions. Each skill comes with a number, or "level." Some characters also possess skill specialties noted by parentheses. Legolas, for instance, has the skill Track (Orcs) 6. This means his skill in tracking is 6. He adds this number to his die roll if he's trying to track anyone. But if he tracks orcs (his area of specialty) he gets to add a +2 specialty bonus, for a total of 8, to his dice roll.

8 RACIAL ABILITIES

Your character's race may grant special powers and test bonuses during the game. For example, Elves can see great distances, much as we would see things through binoculars. This racial ability is called "Farsighted." Similarly, Dwarves are especially hardy and heal quickly; they have the "Swift Recovery" racial ability.

9 EQUIPMENT

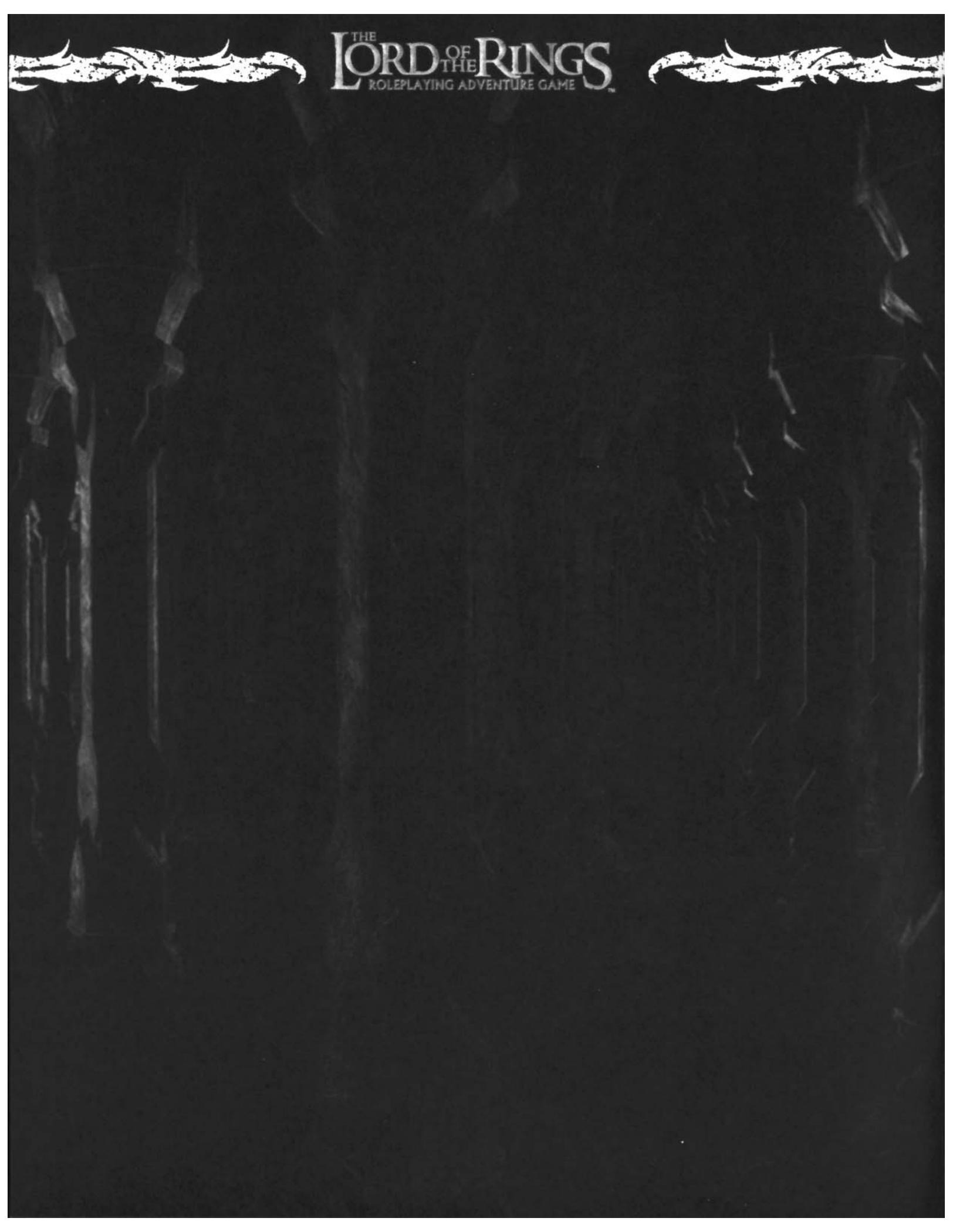
Your character owns certain equipment he takes with him on his adventures. The "Equipment" portion of your character sheet lists all of the equipment he's carrying with him during the *Through the Mines of Moria* adventure. Most of the characters in the *Fellowship of the Ring* carry very little with them. They travel light on purpose in order to cover more ground quickly. Had they taken their horses and packs with them into the mines, they'd have a great deal more equipment than what is listed on their character sheets.



Through
the **MINES** of
MORIA

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Through the **MINES** of **MORIA**

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LET THE GAME BEGIN!

Welcome to a magical adventure! If you haven't read the "What's In This Box?" sheet, go do so now. It explains what kind of game this is and how to play.

HOW TO PLAY

Your friends play the members of the Fellowship of the Ring. Each of them gets a character sheet, detailing what each character can do in the game. You play all the opponents in the game. Your job is to read this adventure book and describe what's happening to your friends ("You hear a noise in the darkness.") Your friends then tell you what their characters are going to do ("I light a torch!" "I look around!" "I draw my sword!") and you tell them what happens next. You'll know what happens next because everything you need to play the game is described in this book. If your players decide to attack an Orc, you'll know how tough the Orc is to kill because all the rules for combat are contained in this book. Your friends may get lost in Moria, but you'll be able to guide them with these instructions; and while your friends won't know what's in the next room, you will.

It's also your job to keep score. Basically, if most of your friends make it out of the Mines, they've won. If everyone dies in Moria, they've lost. You'll keep score by noting how long it takes them to escape certain rooms, how many times they get lost, how many Orcs they kill, and so forth. If they make it through Moria with everyone alive, they'll score very high. If everyone lives, but they fail to kill many Orcs or constantly get lost, they'll get a much lower score.

You must be fair. Like an umpire, you should be more concerned with making sure everyone has fun and the game is played well, rather than overwhelming the players with hordes of Orcs and squishing them like

bugs. If your players lose, but you did your job well, they'll feel like it was the game itself that beat them, not you. In fact, they'll probably want to play again! That's great, and there are rules for that, too.

STARTING OVER

This game presents several heroic battles, and some of the characters could die. As you see in the movie, Gandalf sacrifices himself at the Bridge of Khazad-Dûm so the rest of the Company can make it safely out of the mines. Of course, your players might get slaughtered by Orcs, without the opportunity to die nobly for their brothers in arms. This is a normal occurrence in games such as this, and not the horrible end it may seem. Once the Ringbearer or three other characters die, the whole group can start over again at the beginning if they want. There's a penalty for doing this (see page 30), but that penalty only applies if your players abandoned their game and started over. If your players make it out of Moria and decide to try again (hoping for a better score), they don't incur this penalty.

THE BASIC RULE

This game revolves around the notion that when the pressure's on the characters cannot be certain that they'll succeed at every task they attempt. If, while walking through Moria, the players must all leap over a 15-foot wide chasm, you can't be certain that they'll all make it across. Perhaps some will fall to their deaths hundreds of feet below! Horrible though this sounds, the threat of failure and even death is what makes this a game.

When faced with an uncertain outcome like this ("Do I make it across the chasm?" "Do I hit the Orc?" "Do I know which way is the best way to go?") the player asking the question rolls two six-sided dice and adds the results together. A high result is always better than a low one. A "12" is great, while a "2" is really bad. The player adds a number to this roll based on his skill in a particular area and then tells you the result. You'll find a Target Number (TN) for that event in this book. If the player's total equals or exceeds that TN, he succeeds (huzzah!). If it's less than that number, he



fails (boo!). Failure can be bad, especially when fighting Orcs and Trolls. It may even lead to death. The game only ends, however, if all the characters die.

EXAMPLE OF PLAY

Once you've got the hang of it, playing the game should sound a lot like this:

You: "As you gather your things, preparing to enter the mines below, there's a disturbance in the water nearby. A thick, green-black tendril snakes out of the water and attacks!" [You roll some dice.] "It attacks Frodo! The tendril snakes around Frodo's leg and begins dragging him toward the water. What do you do?"

Frodo: "Ack! I'm being eaten by an evil beastie! I try to stab at the tentacle with Sting."

You: "Ok, roll."

Frodo: [rolls and adds skill level 5] "I got a 7."

You: "You miss. Aragorn?"

Aragorn: "I draw Andúril and hack at the tentacle." [rolls and adds skill level 8] "I got a 16 total."

You: "Ok, you hit. Roll damage."

Aragorn: [rolls and adds Strength modifier +2] "I do 8 points of damage."

You: "You swing your sword and hack at the tentacle. Your sword bites into the wet, rubbery appendage and black, bilious blood oozes forth."

Everyone: "Gross!"

You: "Ok, Boromir, you're up. What are you going to do?"

In this example, the TN to hit the tentacle is 10. Aragorn rolled well and is more highly skilled with his sword. That's why Frodo missed, and Aragorn hit. The players don't know exactly how difficult it is to hit something that's trying to avoid being hit. That's why Frodo's player told you (the Narrator) what he rolled, and you (who does know how hard the tentacle is to hit) told him that he missed. When Aragorn's player learned he hit, he rolled to see how much damage Aragorn would do to the Watcher in the Water. Weapons don't always do the same damage when you hit. Sometimes you hit really well, striking a vulnerable spot, and sometimes you barely nick the beast. The range of damage for Andúril is listed on Aragorn's character sheet. When he hits, he rolls those dice and adds his strength bonus. After an action like this, the Narrator usually sums up the action for the players,

describing it dramatically; "Your sword bites into the wet, rubbery appendage and black, bilious blood oozes forth." This helps fire your players' imaginations.

Your players should feel comfortable *pretending* they're the Nine Walkers. They may start saying 'I' when they mean 'my character.' This is a good short-cut, much like the driver of a car saying 'he hit me!' rather than 'his car hit my car!'

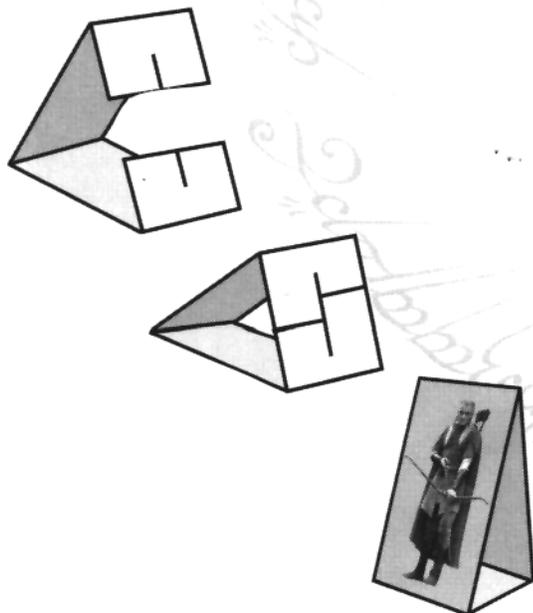


PREPARING FOR PLAY

If you're still not sure precisely how all this is going to work, don't worry. Just follow these steps and you'll be playing the game in minutes!

STEP ONE: CUT OUT THE COUNTERS

Every character and monster are represented by cardboard counters found on card sheets included with this game. Spend some time cutting these out and taping them together as shown below. You may want your friends to help you out with this. You'll need these counters for the three battles in this adventure, for which we've also provided maps for tactical movement, making it easier for you to keep track of where everyone is during the combat. Normally, when not in combat, you don't need to keep track of precisely where every character is in relation to each other.



STEP TWO: TELL EVERYONE WHAT'S GOING ON

Recap the events leading up to the opening of the West Gate. You can summarize this for your players or just tell them where the action begins. You only need to read this to them if any of them haven't seen the movie *The Fellowship of the Ring*.

This game casts you in the roles of the Nine Walkers of the Fellowship of the Ring. Brought together by fate and the Elven loremaster Elrond, the Fellowship is committed to destroying the One Ring, an artifact of evil forged by Sauron thousands of years ago.

After departing together from Rivendell, the company faced harsh weather and marauding wolves before coming to the edge of the Misty Mountains. Impossible to cross by land, Gandalf advises traveling under the mountains through the dark halls of Moria, once a kingdom of Dwarves, now a stronghold of Orcs and Trolls. The Fellowship stands before the West Gate of Moria, puzzling through a mystery. Moria has been controlled by Orcs for so long that no one now remembers the pass-word that magically opens the gates. The phrase 'Speak friend, and enter,' is clearly written in Elvish, but nobody knows what they are supposed to speak!

STEP THREE: PASS OUT THE CHARACTER SHEETS

There are nine character sheets, one for each member of the Fellowship of the Ring. If you have fewer than nine players, at least one player will have to play more than one character. This isn't a problem; in fact, by giving some players multiple characters, you'll keep them in the game longer should one of their characters die. Just make sure that all nine members of the Fellowship are included because the adventure is scaled to the abilities of all nine members. In other words, it will be much harder for the Ringbearer to survive Moria without the aid of the other eight members of the Fellowship.

WHO PLAYS WHOM?

After passing out the character sheets, your players should decide who's going to play whom. Let them decide among themselves. If they start fighting over characters, and it doesn't look like they're going to agree, take the character sheets back, shuffle them under the table, and then pass them out, moving clockwise around the table until all the characters have been assigned. Give your players the opportunity to review their character sheets. While they're doing so, read the following aloud:



Examine your character sheets. Notice that they're all two-sided. The first side describes your character in terms of abilities and statistics; how strong he is, how smart he is, as well as listing all the things your character can do. These "skills" also have numbers next to them, representing how good your character is at that particular skill. Higher numbers are better.

The Lord of the Rings Roleplaying Adventure Game is a simplified version of a much more detailed game, called *The Lord of the Rings Roleplaying Game*. Your characters may have some skills and other abilities that they won't need during this adventure; they're included only to give you an idea about the additional options to come.

The second side of the sheet contains a description of your character, including his background and personal information. There are also sample quotes you can use when you want to say something "in character." Now, take a few minutes to study your character sheets. Compare numbers among your fellow players to see who's best at what. You'll want to know which characters are best at different things to decide who should try certain things as you journey into Moria.

While your players inspect their character sheets, take a few moments to read ahead. Any time your players are all reading something or talking among themselves, you can use that opportunity to read ahead and figure out what happens next. While it's a good idea to read this entire booklet before playing the adventure, you can probably wing it by reading ahead. If you try this approach, we recommend reading an entire section (such as "The First Battle" or "The First Interlude" before starting that section.

STEP FOUR: BEGIN!

Begin playing by proceeding to "The First Battle" and reading the introductory text to your players. Follow the instructions given for the encounter and guide your players through the process. When you finish with the battle, move on to "The First Interlude", followed by "The Second Encounter", and so on. Just follow the instructions and let your players set their own course of action. Judge their rolls, describe what happens, and keep things fun.





THE FIRST BATTLE

THE WATCHER IN THE WATER

This is the first of three battles presented in the game, and it introduces many rules. This encounter is simpler than those to follow, giving you the opportunity to learn the basics before hordes of Orcs overwhelm the characters. Take your time to work through this first battle; once you learn the basic rules and principles presented here, guiding your players through the rest of the game will be easier and more enjoyable.

As in the film *The Fellowship Of The Ring*, the players' journey through Moria begins by the shores of a lake. If your players have seen the movie, they know the secret of the West Gate. Read the following to your players.

After hours of puzzling through every spell of opening known in all the tongues of Dwarves and Men, Gandalf realizes the secret of the door, once known to all, and speaks the word 'Mellon', which is Elvish for 'friend.' The great doors slowly open, revealing deep shadows disappearing into utter darkness beyond. As the dry, stale air of Moria escapes, the water behind you stirs, and a long, snake-like tentacle lashes out at. . .!

At this point, you have the opportunity to surprise your friends. In the movie, the Watcher attacks Frodo. Playing through this as a game involves changing some of the events slightly for the purpose of surprising the players. Roll a six-sided die. On a '1' the tentacle reaches out and grabs Gimli. On a '2,' it grabs Legolas. On a '3' it grabs Aragorn, on a '4' it grabs Boromir, on a '5' it grabs Merry, and on a '6' it grabs Pippin.

Take out the first tactical map, labeled T1. It's got a picture of the lake in front of the gate, the gate itself, the trees surrounding it, and the Watcher in the Water. Place the cutout of the captured character on the hexagon labeled "V" for victim. Place one of the tentacle cutouts so it stretches from the water to the captured character. Have the other players place their characters in the hexes marked with dots.

Remind the characters of their goal. They must rescue their friend while trying to make it inside the gates. The Watcher's unexpected attack signals the beginning of combat. At this point it helps to understand the way combat works.

The Watcher in the Water takes the characters by surprise because none of them know it lies in wait. Basically, this means that the first round of combat comes and goes, and only the Watcher in the Water gets to attack. Starting in round two, everyone gets to act, and the order of battle proceeds normally from there on. For this first combat, we're going to go step by step, explaining all of the combat actions (see pages 7–8) and the order of battle (see pages 9–10).

TIME AND FIGHTING

Aside from combat situations, you don't really have to worry about how long things take. If Merry and Pippin decide they want to cook a meal in the mines, they can do so. If Gimli wants to recount a Dwarvish legend about the mines, that's fine too. You don't have to worry about precisely how long these things will take, because they're normal actions and nothing else is happening at the same time.

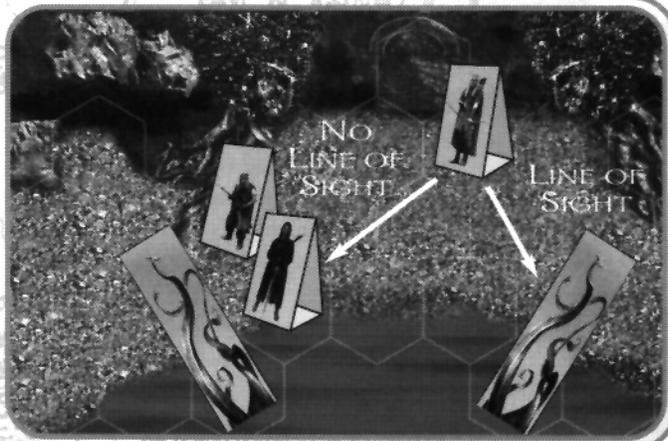
Once dangerous stuff starts happening, it becomes important to keep track of what everyone's doing. When the Orcs attack, the players are going to say, "I leap over the chasm, pick up a rock, throw it at the Orc, open the door, run in, and lock the door." That's too much action to complete all at once. The Orcs will have the opportunity to react to some of it. After all, they don't just stand there watching; they're actively trying to stop the Fellowship.

So each combat is broken up into increments called "rounds," with each round representing six seconds of game time. Each player—and all the bad guys—gets to attempt two tasks or actions during each six second round.



LINE OF SIGHT

Legolas can only shoot at things he can see. This means there can't be any other characters, trees, pillars, or stalagmites between him and his target. The player controlling Legolas must be able to trace a straight line between his cutout and the tentacle on the tactical map. If he can't do this, he must move so his view is unobstructed. Of course, if he's already taken two actions this round, he must wait until next round before he can move again.



ATTACKING AND DAMAGE

Most of this adventure revolves around combat. All combat works the same way. Each target has a defense rating. To hit something in combat, the acting player rolls two six-sided dice, adds them together, and adds his character's skill with the weapon he's using. Many characters have two weapons. Everyone's weapon skills are listed on their character sheets.

In order to declare an attack with a melee weapon (sword or axe, for example), a character must occupy a map hex adjacent to his target. Ranged attacks (such as firing arrows) may be made from any distance so long as the shooter can trace line of sight to the target (see "Line of Sight", above). When making ranged attacks the attacker gets an additional +5 range bonus if the target is within 3 hexes, and suffers a -5 range penalty if the target is more than 20 hexes away.

If the dice roll plus skill level (and range modifier, if applicable) equals or exceeds the defense rating of the target, the attacker hits. This works the same way for players and their opponents.

Damage for the characters' weapons is listed on their character sheets. Once a character hits, he rolls this damage. For example, 1d6+1 means "roll 1 six-sided die and add 1 to the result." During melee attacks, characters add their Strength modifier. Andúril, for instance, does 3d6 damage. This means the player controlling Aragorn rolls 3 six-sided dice and adds +2. All your creatures have weapon damage as well, although some of them—being smaller and weaker than the members of the Fellowship—have penalties to their damage rating. The Orcs in this adventure do 1d6-1 when they hit with their shortbows. This means, when one of them hits, you roll 1 six-sided die and subtract one from the result. Regardless of the penalty, the end result can never be less than 1.

Some characters, and many of the bad guys, have armor. Armor reduces the damage done by an attack. Gimli's armor is 3, while Frodo's mithril shirt is 5. This means his player subtracts 5 from any damage done to him. So an Orc who hits Frodo might not do any damage at all. After all, that's what armor is for.

TARGET NUMBERS

Over the course of this adventure, the characters make many skill tests that have nothing to do with combat. In these situations, instead of a defense rating, there's a target number (or TN). Jumping over a chasm, for instance, might have a TN of 10. This means the player controlling the acting character must roll two dice, add his Jump skill level, and hope to meet or beat a 10. So regardless of whether you're aiming to beat a TN or defense rating, the process works exactly the same.

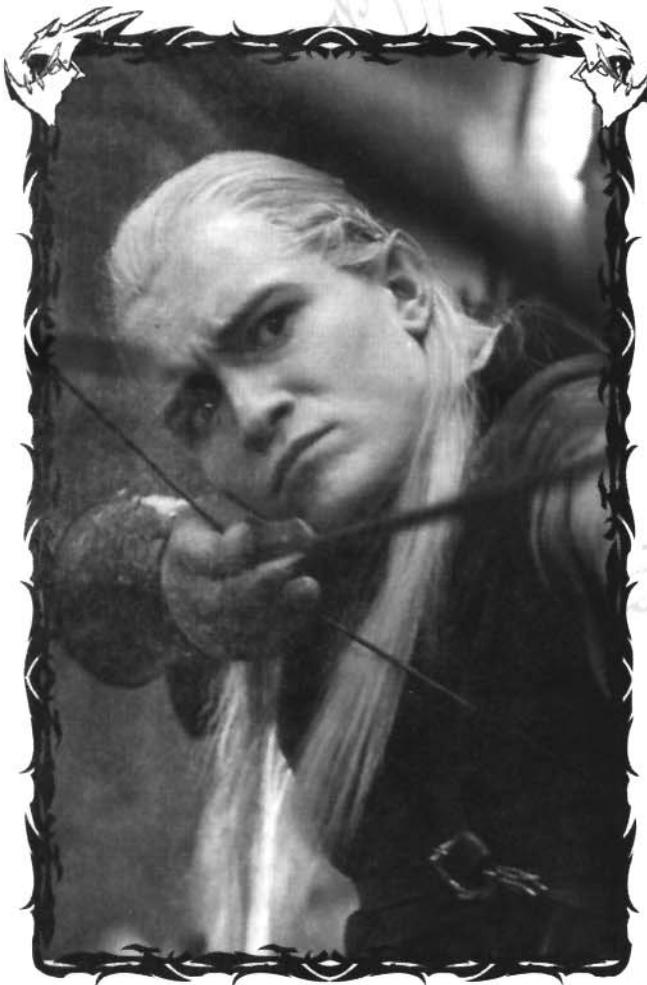


ATTACKING THE WATCHER IN THE WATER

The Watcher In The Water is an old and nameless evil from an earlier Age. As you can tell from looking at the map, the exact shape of the Watcher is unknown. Except for its long tentacles, its body remains submerged during this battle.

The body of the Watcher cannot be attacked; only its tentacles are vulnerable. When attacking the Watcher, every character must overcome the Watcher's defense rating of 14. Characters who hit then roll to see how much damage they do. The Watcher's tough, rubbery hide acts like armor and absorbs 2 points of damage from every blow. Once a tentacle has taken 40 points of damage, it retreats into the water.

Of course, your friends are in control of their characters, and can make them do whatever they want. They could decide to leap into the water and attempt to attack the Watcher themselves. This is a spectacularly bad idea. Once a character is in the water, he's going to be drowned and eaten by the Watcher. There's nothing the players can do about this. If another character enters the water, even to rescue a drowning friend, that character gets grabbed by a tentacle and is immediately removed from play.



COMBAT ACTIONS

Moving: All characters in the game can move 3 hexes per action. While a character occupies a hex, it's presumed he's not rooted in place and standing like a statue. He's capable of moving a step or two to the left or right without moving into another hex. As a result, characters can move through hexes occupied by other characters, just as bad guys can move through hexes occupied by other bad guys. But no one can move through a hex occupied by an opponent, or end their movement in a hex occupied by anyone else. When wearing the Ring, Frodo can move through hexes occupied by opponents, so long as he doesn't end his movement in an occupied hex.

Readying A Weapon: Before a character can use a weapon they must first draw and ready it. Most characters prefer to sling their bows over their shoulders or sheath their swords and daggers. This lets them keep their hands free for other things, like holding torches, leading a horse by the reins, or catching themselves if they fall. So unless your players state their characters are moving about with their weapons drawn, it is safe to assume they keep them sheathed or slung somewhere on their person. Gimli is the exception; he always carries his axe ready.

Attack: Whenever a character attacks with a weapon, it's a good idea to describe to the player what happens from their character's point of view. Remember that the characters aren't rolling dice; they're swinging swords and firing arrows. If someone attacks with an arrow and hits, you could read this to the player:



THE WATCHER'S VICTIM

One of the characters, perhaps Legolas, has the tentacle wrapped around him. This restricts his movement, making it difficult to act. As a result of being grappled by the Watcher, the caught character gets only one action per round, instead of the normal two. He can, as his action, try to break free of the Watcher's grip using only his strength. The player must roll two dice, add his strength bonus, and try to beat a TN of 10. If he succeeds, he's free and can act normally on the next round.

Using your keen eyesight, you aim at the slimy green tentacle and loose an arrow. Thunk! It hits its mark and thick, black blood oozes from the creature.

Or, alternatively, if the character misses, you could read this to the player:

You aim carefully and fire an arrow, but the writhing tentacle flicks out of the way at the last second, leaving your arrow quivering harmlessly in the dirt.

If someone hits with a sword or axe you could say:

You hack at the tentacle wrapped around your friend. Your blade bites into the rubbery flesh and oily black liquid oozes from the wound.

Or, if the player fails his roll, you could say:

You swing your blade, but at the last instant the tentacle twists away. Your weapon finds nothing but air.

Of course, you'll know exactly who's using what weapons, so you can be more specific: for example, say "your axe," when addressing Gimli's player, or say "Andúril" instead of "your blade" to Aragorn.

After you've used these, feel free to make up your own descriptions for telling the players what happens. Only a few short descriptions are necessary for any given combat. Usually, it's okay to simply say "you hit," or "you miss." If the roll is particularly important—if it's the last chance to hit the tentacle before it pulls someone into the water—it's a good idea to embellish in order to heighten the sense of drama.

ORDER OF BATTLE

1) Legolas' Actions. Ask Legolas what he wants to do. He gets to act first because he is the most nimble

and quick. Like all characters in the game, Legolas gets two actions. For his first action, he should probably move or ready a weapon.

If Legolas readies his long knife, he will have to move adjacent to a tentacle in order to attack it. If he readies his bow, he can shoot at virtually anything on the map, as long as he can see it (see "Line of Sight", page 7). Legolas's skill with a knife is 6; his skill with a bow is 8. His damage with a knife is $1d6 + 1$; his damage with a bow is the same ($1d6 + 1$).

The Watcher's defense is 10. Use the rules for attacking as described above (see "The Watcher's Victim", below).

2) Aragorn acts next. Like Legolas, he can move, ready a weapon, or attack. He also needs to ready his weapon before he can use it; so unless he begins the combat standing next to the tentacle, he won't be able to attack this round.

Whenever Aragorn attacks, his skill to hit with his sword is 8. His skill with his bow is 5. The damage for his sword and bow are $3d6 + 2$ and $1d6 + 1$, respectively.

3) Gandalf acts after Aragorn. He has the same rules for movement as everyone else. He's got a sword—Glamdring, the Foe-Hammer—that he could ready and use to attack, or he could use magic (see "Flame Burst", page 10).

Gandalf's skill at using the sword is 7, and Glamdring's damage is $3d6$.

4) Boromir goes next. Boromir possesses basically the same attack options as everyone else. His skill with his sword is 7, and his damage is $2d6 + 2$. His skill with a bow is 6, and the damage is $1d6 + 1$.

5) Gimli acts next. He doesn't have a bow or a sword; he's got an axe, so his options are more limited. His skill with his axe is 7, and its damage is $2d6 + 4$. Of all the members of the Fellowship, Gimli is the only one who begins this combat with a weapon (his axe) ready.

6) Frodo acts now. He can move, attack with his dagger Sting, or use the Ring. Using the Ring is probably not a good idea (see "Using the Ring", page 10), but that doesn't mean he won't try it.

USING THE RING

Frodo can slip on the Ring as one of his actions in combat, or any time outside of combat. When he does so, he becomes invisible to everyone, including Gandalf and all the bad guys. This means two things: Frodo cannot be attacked while wearing the Ring, and he can move through hexes occupied by enemies so long as he doesn't end his movement in an occupied hex. Second, Gandalf gets very angry with him because Frodo becomes slightly more vulnerable to the will of Sauron. Every time he wears the Ring the temptation to continue using the Ring becomes ever greater. If Frodo tries to take off the Ring, he must make a Corruption test against TN 3. He has a starting corruption penalty of -1. He must apply this penalty to his roll. If the result is less than 3, Frodo keeps the Ring on and wanders off on his own. Remove Frodo from play as a casualty. Even if Frodo makes his corruption test, he costs the group 10 points every time he dons the Ring, and his Corruption penalty increases by 1 (going from -1 to -2, for instance.)

7) Merry, Pippin, and Sam take their turns after everyone else, acting in that order. Each of them has a dagger (skill 5, damage 1d6-1). Ask each one what he wants to do, resolve that action, then move to the next one. Once everyone in the Company has gone it's the Watcher's turn to act.

8) **The Watcher acts.** On every fourth round, the Watcher tries to grab someone with another tentacle. Since it succeeded just before the first round, it won't try again until round four. Attacking requires a roll on your part. Pick the character closest to the water in your estimation. Tell the player controlling that character that a tentacle has emerged from the water, and is trying to grapple him. Secretly roll 2 dice and add 7 to the roll. You

have to equal or exceed the targeted character's defense in order to latch on to him.

Next, anyone caught by a tentacle is dragged 1 hex toward the water. Anyone dragged into the water is drowned and removed from play. If this happens, read the following to the players:

Your body is pulled into the water. The water is disturbed by your thrashing and twisting in a final, desperate, and ultimately futile attempt to escape. The rest of the group watches, horrified, as you are pulled toward the mouth of whatever lurks beneath the lake. You are dead.

It's possible, if the players roll badly, for several characters to be caught by the Watcher and die. But this battle is relatively easy, so hopefully that won't happen. If it does, see on page 2 ("Starting Over").

FLAME BURST

Gandalf can use magic to try to ignite a flame. Normally, he ignites normal wood or paper, but he can use this magic offensively against an enemy. To use this ability on the Watcher, he rolls to hit just as though he were using a bow (consider his skill level to be 5). If he hits, part of the tentacle bursts into flame for a moment. The flame lasts only a few seconds, since the Watcher is covered in water and slime, but it's enough to hurt the Watcher.

Gandalf can use this ability only once per battle or encounter. When using it against Orcs, the flame burst spell causes 2d6 damage to the target, as well as an additional 1d6 to anyone standing in an adjacent hex. This means that, unless Gandalf is careful, he could injure his comrades. Subtract 20 points from the group's score if this happens.

AFTER THE COMBAT

From this point forward, the players know they're in danger. It's safe to assume they're not going to put their weapons away. So in future combats, they won't have to spend an action readying a weapon unless they want to switch weapons in the middle of combat.





THE FIRST INTERLUDE INSIDE MORIA

Once the players enter Moria, the Watcher slams the doors behind them and blocks their exit. Read the following to the players;

Many coiling arms seize the doors on either side and, with horrible strength, swing them round. With a thundering echo, they slam, and all light is lost. The noise of rending and crashing can be heard through the stone.

The group is now trapped in Moria. The only way out is to travel through Moria to the East Gate on the far side of the mountains. The group is hungry and totally without light. Progressing through Moria involves a couple of things.

First, Gandalf could use his staff to shed light. Since the characters aren't in combat or immediate danger, it doesn't matter what type of action this is—he simply does it. There's no roll required and no chance of failure. If he decides not to do this, the entire group receives a -10 penalty to all Lore tests (see below.)

Second, the group needs to decide who should lead them. Moria was once brightly lit, and the paths through it were known by all who lived there. Now, it is entirely dark save for those lower regions kept lit by Orcs and Trolls. Gandalf and Aragorn have both been to Moria before, but Aragorn didn't travel by this route. Gimli knows a great deal about Moria because his ancestors built the place and have many detailed legends describing it, but he has never actually been inside.

These three characters have a knowledge skill called "Lore (Moria)" at varying skill levels. Characters add their level to any dice rolls they make to determine their location in Moria, or to decide which way to go. You'll notice that Gandalf has the

highest Lore (Moria) skill, followed by Aragorn, then Gimli. A character with a Lore skill has some direct experience with whatever is in the parentheses after it—in this case, Moria. Boromir, for instance, knows very little about Moria. He knows where it is and that it is a dangerous place, but he doesn't know anything particular about its history, layout, occupants, and so on.

This is the first of two Interludes separating the three larger battles in this adventure. In both Interludes, the players must make Lore tests to ascertain specific information. In the first Interlude, the Lore test indicates if they can find the right way through the mines, while in the second Interlude the Lore tests indicate how quickly the characters can actually make their way through Moria.

Moria is impressively vast, with thousands of rooms and scores of different levels. Mapping it all out is impossible here, although a more detailed map of Moria will appear in the forthcoming *Moria* supplement for *The Lord of the Rings RPG*. Rather than give the players the opportunity to truly get lost in Moria, forcing you to examine pages and pages of maps and taking days of playing time to get through, the players need only make three Lore tests (TN 15). If they fail any of these, something bad happens; but after dealing with these obstacles, the players automatically come back on track.



LORE TEST #1

Read the following to the players:

The walls around you are skillfully carved from the rock of the mountains. Dark, gray stone reflects the pale light of Gandalf's staff. You can see only a few dozen yards in each direction, making it difficult to judge the size and shape of the rooms around you. The air is stale, and there is no breeze by which to tell which way to go. Those familiar with Moria must lead the way. Aragorn, Gandalf, Gimli; make Lore tests.

All three characters with Lore (Moria) can make tests. Success depends on the highest result. On average, Gandalf will roll the highest results. However, if he rolls badly and Aragorn or Gimli rolls better, they may have more certain knowledge in this instance than Gandalf. Lore tests represent the fact that, at any given moment, you might not be able to precisely remember something even though you're familiar with it. Someone else, who knows less about the thing than you, might remember instead. The die rolls represent this uncertainty of outcome.

If the highest roll is 15 or more, read the following to the players:

Ancient lore and instinct guide you as you pass through the massive halls of Moria. You pass from chamber to chamber, hall to hall, traveling through narrow corridors that open out into huge rooms whose ceilings, shrouded in darkness, must surely be a hundred feet high or more.

You come to a round room with many exits. Momentarily, your memories fail you and you are uncertain which way to go. Those with Lore (Moria) must make another Lore test.

Proceed to "Lore Test #2", right.

If the highest roll is less than 15, read the following to the players:

You travel quietly through a long chamber, passing many vaulted archways on your left and right. Suddenly, Boromir notices a flame burn-

ing in the distance beyond a nearby archway. A small patrol of Orcs is approaching. They show no sign that they've seen you, but they're coming closer!

The players must use stealth to pass this way. Have each character make a Stealth test. If any character lacks this skill, he must rely on the dice result alone.

In order for the players to sneak past the Orcs, each player needs a result of 5 or more. If successful, proceed to "Lore Test #2". If any player fails the test, the orcs hear him and approach the players. See "The Orc Patrol", next.

THE ORC PATROL

When the Orcs approach the players, take out the tactical map labeled T2. Allow the players to put their characters anywhere outside the chamber. Then place the Orcs inside the chamber. Ignore the letters arranged on the map.

The Orcs are surprised to find anyone wandering around Moria, and want to alert their masters to the presence of intruders. Of course, to do this, they must get past the characters. When pressed, the Orcs fight to the death. Use the Normal Orc statistics found on page 15. Once the players dispatch the Orcs, proceed to "The Second Battle", page 18, and skip the rest of this interlude.

LORE TEST #2

Have all characters make a second Lore test. If the players' highest roll is 15 or more, read the following to the players:

A slight breeze blows through a doorway to your right. Triggering a long-lost memory, you realize the path to the left is the proper way and you move off through the mines again.

Traveling swiftly and sharply down, you journey deeper and deeper into Moria. The temperature begins to rise and the air becomes



thicker with the smell of decay. You've been traveling for almost an entire day and are all weary from the journey. You come upon a small room next to three massive archways. Neither arch seems the obvious way to go, and the small room appears to be as good a place to rest as any.

Proceed to "Resting," page 14.

If the highest roll is less than 15, read the following to the players:

A slight breeze blows through a doorway to your right. Following your instincts, you move through the doorway and down a spiral stair surrounding a tremendous column. Below you, you see darkness broken by flashes of light. It seems a thousand feet down. You round a turn in the stair and stop, surprised to see the path has collapsed in the years since last you were here. Only a small ledge, less than a foot wide, remains. It must be crossed!

Ask the players in what order they wish to inch across the ledge. Each player must roll 2 dice, add them together, and add their Nimbleness modifier. If the result is less than 5, that player's character falls off the ledge.

A character who falls off the ledge can be caught by either of the characters walking to his left or right, which is why you need to know the order in which they were walking. Each adjacent character must roll two dice and add his Nimbleness. If the result is greater than 10, the character catches his falling companion and is able to pull him to safety.

Obviously a falling character cannot be caught by an adjacent character if that character also failed his falling test. In that case, both characters fall and only one character on either side may attempt to rescue them. If no one catches a falling character, read the following:

You slip, lose your balance, and silently plummet into the darkness. Your companions wait for the sound of your body hitting the ground, but no sound is heard. You are dead.

Proceed to "Resting," page 14.

RESTING

Inform the players that they should rest now. The Fellowship has traveled for almost an entire day and are quite tired.

Resting means finding a safe place to sleep, away from any Orcs who might happen by. Read the following to the players if they choose to rest:

Eventually you settle on a good place to rest. The chamber is small, but not empty. Inside you find a circular hole in the floor, ringed with a short stone wall, perhaps a well. Several humanoid skeletons lie about the room, still covered by the simple chain armor they wore in life. A battle occurred here, but between whom you cannot tell. The only way in or out is the archway you entered; there is no door to close.

Ask the players where they want their characters to be while resting. Often in cases like this, there is no map to go by. The players must use the description you provided to determine where they're going to be; "I'm resting with my back against the far wall," or "I'm staying away from the well," or "I'm sitting with my back to the well, with my eyes on the hallway."

Once you know where everyone is and what they are doing, roll two dice, add the result together, and consult the following chart:

TABLE 1. RANDOM ENCOUNTERS

Roll	Result
2	Noises from the well
3-4	Lights moving outside
5-9	Nothing
10-11	Three Orcs
12	Giant Spider!

Table 1 lists random encounters. Any time you're dealing with complex situations in which hundreds of things are moving around, it's easier to use a random encounter table than to actually keep track of all the things creeping around in the dark. Random encounter tables are used for mines like Moria, as well as forests like Mirkwood. Here's how to handle each of the results:

Dice Roll: 2 - Noises from the well

You hear a faint noise. Listening very carefully, you hear it again. 'Tap, tap,' it sounds. 'Tap, tap, tap.' The noise seems to be coming from the well. Leaning over the edge of the well, you hear the noise more distinctly, as though someone very near were tapping on the stone, or someone very far away were hammering on metal. After a few moments, the sounds stop.

Proceed to "Lore test #3", page 16.



GOING WITHOUT REST

Of course, the players control the actions of their characters. They might want to press on and keep going without rest. Moria is a dangerous place, and resting might mean a patrol of Orcs will stumble upon them (they might! See Table 1 above.) That's fair, but going on without rest has its price in this game, just as it does in real life. Characters who progress without resting receive a -3 penalty to all their Lore tests and attack rolls, representing their increased weariness. This penalty lasts until the characters rest. Legolas does not incur this penalty, since Elves require much less sleep than Dwarves and Men.

Dice Roll: 3-4 - Lights moving outside.

The chambers beyond your small room are utterly black. As your eyes stare out into the darkness, you see faint lights. Surely it's only your imagination, nothing more than your eyes playing tricks on you. Then, quite clearly, you see a pale light moving through and beyond the hallways and corridors in the distance. The light seems similar to the pale glow given off by Gandalf's staff. It bobs and weaves, dozens of yards away.

If the players investigate these lights, they find nothing. Like the noises from the well, this is just a distraction to creep the players out. Don't tell them there's nothing to these lights, just say; "you find nothing," or, if they go outside the chamber to look, "you can't see them any more and can't tell where they went." Proceed to "Lore test #3", page 16.

Dice Roll: 5-9 - Nothing

Tell the players their rest was uneventful. Proceed to "Lore test #3", page 16. If your friends ask what you were rolling for, just smile and say, "to see if anything came and ate you in the night."

Dice Roll: 10-11 - Three Orcs

You hear a strange sound, a 'pat pat,' as though of water falling into the well behind you. Trying to locate the source of the sound, you realize it's coming from outside the chamber. Just as you prepare to alert the others, you see the flame of a torch appear outside. A patrol of Orcs has rounded a corner! The small, brutish creatures stop for a moment, and you realize the sound you heard was their footsteps. Have they seen you? A deep, guttural cry gives you your answer; yes!

Take out the tactical map labeled T2. Place three Orc counters on the hexes marked 'O.' If the players ask what the 'S' is for, don't tell them. It'll keep them guessing about what might have happened. Allow the players to place their characters in the chamber keeping to their original statements about where they were while resting.

This battle proceeds just like the first battle outside Moria did, except the Orcs are faster than the Watcher

in the Water. They act before Gimli and the Hobbits, but after Legolas, Gandalf, Aragorn, and Boromir. Here are the combat descriptions for the Orcs.



NORMAL ORC

Wounds: 10

Weapons: Short Sword +4 to hit, 1d6 + 1 damage.
Short Bow +5 to hit, 1d6-1 damage.

Defense: 12

As you can see, the Orcs are easy to hit and kill. Defense is the value the players need to exceed on their dice, after adding their bonus with their weapons. These are the same bonuses they had during the battle against the Watcher, and the same bonuses they'll have throughout this adventure.

The Orcs have their swords ready. They get two actions each, just like the characters do. Whether they attack with their swords or switch to their bows is up to you; have fun with it. Orcs have the same movement as the players do (3 hexes per action) and the same rules for attacking with a sword or bow. If you need to, go back and review the first battle to remember how it's done.

The characters must rise and ready their weapons. Unless a character specifically stated he wasn't sleeping, getting up takes an action as does readying a weapon. Characters that decided not to sleep need only take one action to stand up and ready a weapon.

Now that you know how to handle the Orcs and what you need to roll, start the combat by telling the players it's round one, and asking Legolas what he's going to do. The players may take a little damage from the Orcs, since the Orcs had their weapons ready, but otherwise this should be a very quick fight.

Dice Roll: 12 - Giant Spider

There are lots of nasty things besides Orcs lurking inside Moria. This encounter reveals one of them. Read the following:

Your rest appears as though it will pass without incident. As you think about waking the other characters you hear a sudden noise, as though someone outside the room were sliding down a rope. As you strain to listen, you hear a chittering sound, as though a thousand spiders were crawling toward you. Before you can cry out and alert the other members of the company, a giant slaving spider drops from the ceiling outside and fixes its many eyes on your group.

Here's the combat description for the giant spider.

GIANT SPIDER

Wounds: 15

Weapons: Bite +8, 1d6 + 3 damage, plus poison

Defense: 14

Take out the tactical map labeled T2. Place the spider counter on the map. Allow the players to place their characters in the chamber, keeping to their original statements about where they were while resting.

The giant spider acts after Legolas. It possesses the same movement options the players do, but doesn't need to ready a weapon. Its bite is all it needs. The damage itself isn't much, 6 points on average, but the poison could be deadly.

If a character is bitten by the spider, have the player roll 2d6 and add his character's Fortitude reaction modifier. If the total is greater than 10, the poison has no effect. If the result is 10 or less, the character is poisoned. After the combat is over and the spider is killed, read the following to the players:

Bitten by the spider, you feel your blood begin to boil. Sweat comes from every pore and you begin to shake violently. Your muscles cramp and you have trouble standing as you feel nausea begin to wash over you. The worst of it passes, but you still suffer from a powerful sickness. You are weak, and have trouble standing or wielding your weapon.

One dose from the Miruvor will cure this ailment. If the players don't think of this, the poisoned character receives a -5 penalty to all his attack rolls and skill tests, and can only move 2 hexes as a movement action in combat. The character will eventually recover from the venom, once he's left Moria and continued on his quest.

After the random encounter is resolved, the characters finish resting, wake the next morning and press on. Remind the players that although outside the mines it's daylight, inside the mines it's perpetually dark as pitch.

LORE TEST #3

It's time for another Lore test. If the result is 15 or greater, read the following to the players:

You pass through yet more hallways, down more flights of stairs, and into the depths of the mines. Sure that this is the right way, your only concern is alerting the Orcs to your presence.

You come to a large chamber strewn with skeletons. Swords and shields lie about. The swords, shields, and skeletons are Dwarvish in origin. A single, rectangular block of stone sits at the far end of the chamber, topped with a white stone. Runes are etched into it.

BALIN SON OF FUNDIN
LORD OF MORIA

Gandalf and Gimli can both read the Dwarvish runes. You cast about, searching for any sign of what happened here. You find a book, greatly damaged, but Gandalf can make out some of the words. The book tells the story of the final fate of the last expedition to retake Moria. Overrun by Orcs, the dwarves made their last stand in this room. Broken, near dead, the last dwarves of Moria wrote their final words in this book; "We cannot get out. Drums, drums in the deep." You have stumbled upon the Chamber of Mazarbul, where the Dwarves of Moria made their last stand.



Pause for a moment, and let the players talk about this. They may, understandably, be worried. Once they decide to act, read the following:

Suddenly, your worst fears are realized. A dull thud like a massive door closing breaks the silence, and then a low, booming sound emanates from far beyond and below. Boom, Doom, Boom. Drums. Orcish drums alert all to your presence. Doom, Doom.

Proceed to "The Second Battle", page 18.

If the highest result of the Lore test is less than 15, read the following to the players:

You travel on for fully half the day. Suddenly, the corridor ends. It simply stops, with no way around or beyond. Six chambers branch off from the corridor, but each is a small room with no way out. You've come to a dead end. Somewhere, hours ago, you made a wrong choice and now you have wasted an entire day—half a day getting here, and a half day getting back.

The characters have reached a dead end, after having traveled more than half a day. Getting back takes another half a day, amounting to an entire day wasted. Time is of the essence for the Fellowship and each wasted day brings Sauron's plans closer to fruition. After retracing their steps, the characters need to rest again. Use the same procedure you used for resting last time, including rolling on the Table 1 Random Encounters (see page 14). Replace whatever result you got the first time, with 'nothing,' for this roll. So if the players encountered the giant spider the first time, a roll of 12 results in no encounter this time around.

Once this second day's rest is over, go back to "Lore Test #3" and read the result as though the players' Lore test had succeeded.





THE SECOND BATTLE THE CHAMBER OF MAZARBUL

The sound of the drums signals the beginning of the second major battle in this adventure. Take out the tactical map labeled T3. Place it on the table. The players must all place their character cut-outs inside the area outlined in red.



It's a good idea to read this section, until you get to the paragraph labeled "Begin!" which marks the start of the battle. What comes before summarizes the Orcs' strategy and how the battle should proceed.

After the players have placed their character cut-outs on the map, read the following to them:

Orcs are coming. They approach from beyond, a few yards outside the chamber. You're not sure how many, but it sounds like several dozen at least. You've only got a moment to ready yourselves. What do you do?

Here's a rundown of what's going to happen over the next several rounds.

ORDER OF BATTLE

Round 1: The players act. Orcs enter through doors #1, #2 and #3.

Round 2: Orcs enter through doors #4 and #5.

Round 3: Orcs enter through doors #1, #2 and #3.

Round 4: Orcs enter through doors #4 and #5. Orc Captain enters through door #2.

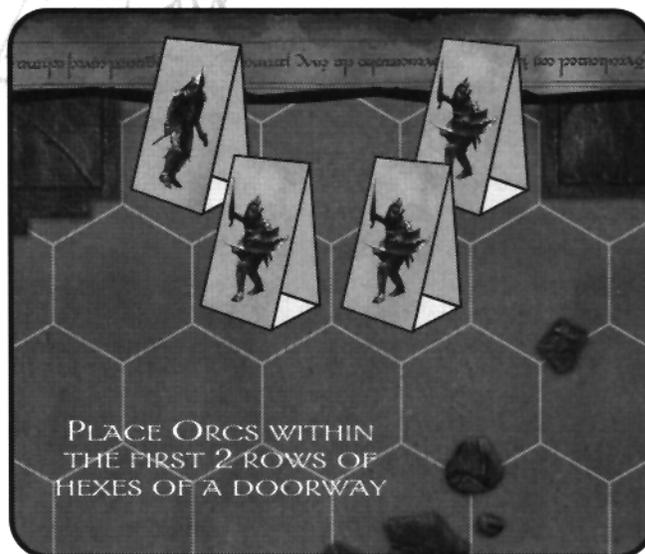
Round 5: Cave Troll enters through door #5.

Round 6+: Battle continues. No more Orcs.

RUNNING THE ORCS

There are 30 normal Orcs, 10 Moria Orcs, who are especially nasty, one Orc Captain, and one Cave Troll outside. That's a lot. Normally, in battles with 10 or fewer opponents, you can keep track of exactly how much damage each opponent takes. Keeping track of wounds for 40 Orcs, however, would be needlessly complicated. Instead, whenever a normal Orc takes any damage it dies. That removes the bookkeeping for 30 of the 42 opponents.

Orcs enter the chamber in groups of four. That's three normal Orcs, and 1 Moria Orc per group. Place the Orcs as illustrated in the diagram below. The Orcs enter with weapons ready and have two full actions available. See "The Order of Battle" description starting on page 21 for details. In general, the Orcs will move on their first action and attack with either their bows or swords on their second action.





NORMAL ORC

Wounds: 1

Weapons: Short Sword +4 to hit, 1d6+1 damage.
Short Bow +5 to hit, 1d6-1 damage.

Defense: 12

As you can see, a normal Orc is pretty easy to kill. Their strength lies in numbers. While their damage with a short bow is decreased by 1, damage can never be less than 1.



ORC CAPTAIN

Wounds: 50

Weapons: Spear +7 to hit, 2d6+3 damage.

Defense: 14

The Orc Captain is a Moria Orc who's even stronger and meaner than his kin. While the Orc Captain and the Cave Troll remain alive, the other Orcs will fight to the death if ordered to press the attack. If the players kill both these enemies, the Normal Orcs will turn and run.



MORIA ORC

Wounds: 30

Weapons: Sword: +6 to hit, 2d6+3 damage.

Defense: 13

Moria Orcs are larger, darker, nastier cousins of the normal Orc. They're harder to hit and kill, and they hit harder and inflict more damage with their swords. But they have no bows and cannot make ranged attacks.



CAVE TROLL

Wounds: 150

Weapons: Big Club +8 to hit, 3d6+2 damage.

Defense: 13

Because of his great size (over 10 feet), the Cave Troll is easier to hit than the Orc Captain. The Cave Troll is tough to kill, and does a lot of damage with his club.



WHAT THE PLAYERS MUST DO

The players' objective is to exit through the door that leads toward the East Gate while surviving the Orc onslaught. This is a tough battle for the PCs. If they simply break for it and run, they'll get hit by a lot of arrows. If they stay and fight, they'll probably all die under a swarm of Orcs. They'll need to do a combination of both, with some characters using their bows to hold back the Orcs while the others run for it.

There are a lot of options here. There are six doorways by which to exit the chamber. Only one of these leads to the East Gate (doorway #6). At the beginning of the battle, have each character make a Lore test (TN 10) to determine the proper door. If all of them fail the test, they'll have to take a guess. See page 23, "Choosing the Wrong Door".

The players may want to spend several minutes discussing what to do, and who should do it. Here's a list of the common actions your friends may want to take, and how to resolve them.

RUN

Characters are free to take two movement actions and run 6 hexes in a round.

DELAYING AN ACTION

Perhaps one player wants to wait for something to happen before he acts. That's no problem; the acting player simply states he's going to 'delay his action.' This lets the player sit by, waiting, until he wants to act. When he wants to act, he may; but he can't interrupt another action. In other words, he can't decide to act once he sees an Orc about to fire a bow, but he can act immediately after the Orc has taken a shot.

A player can only delay one action in a round, and he must use it before his turn to act in the next round. If he fails to do so, he loses the delayed action. For example, if Gimli decides to delay his second action in round two to act before Legolas during round three, he may do so. Plus he still gets his normal actions in round three, acting after Boromir. But if Gimli failed to use his delayed action from round two before his turn to act in round three, the delayed action vanishes, and he only gets the two actions normally available to him.

ATTACK THE ORCS!

Melee attacks—swords, daggers, knives, and axes—happen normally. Ranged attacks also happen normally, but Orcs who are fired upon will not close to fight with their swords unless they are within 6 hexes (two actions worth of movement) of a character. Instead, they'll stand their ground and fire back at the characters. If one Orc in any group of four (see "Running The Orcs" above) is being fired upon, the others will stop and fire back at the characters. The Moria Orc in these groups stands his ground but tries to position himself so that the other Orcs block line of sight to him (see page 6). He commands the normal Orcs with him until they all die, at which point he'll charge and attack with his sword.

By using their bow attacks to hold back the Orcs, the players may gain the edge they need to escape!

TRICK SHOTS

In the movie, Legolas notches two arrows and fires them at two different targets. The player running Legolas is free to try this as well. Doing so adds +5 to the TN to hit each target. So targets within 3 hexes have a normal TN to hit (the trick shot penalty offsets the close range bonus) while those between 4 and 20 hexes away have a TN equal to the defense +5. Remember to apply an additional +5 TN penalty to the roll for shooting at targets beyond 30 hexes. Two rolls are necessary, so its possible for Legolas to hit one Orc with one arrow and miss the other. Only Legolas can perform trick shots; the other characters aren't skilled enough with a bow.

THE ORDER OF BATTLE

Once you've got an idea of how the battle will proceed it's time to ask your players what they want to do, starting with Legolas. This marks the beginning of the first round of combat.

ROUND ONE

At this point in the movie, Gandalf tries to fool the Orcs into thinking that the Chamber was haunted by the ghost of Balin. If the player running Gandalf wants to try this, have him make an Intimidate test (TN 15). Before allowing the test, have the player running Gandalf give some appropriately intimidating speech. In the movie, for example, Gandalf says "Who dares disturb the rest of Balin, Lord of Moria." If the player impresses you with something different and original, give him a +2 to the Intimidate test roll.

The player rolls two dice and adds his Intimidate skill level. If his total equals or exceeds 15, he succeeds! The players gain an entire round of actions before the Orcs act (start the Orc actions on round 2 instead of round 1). If Gandalf succeeds, read the following to the players:

The sound of clamoring Orcs quiets for a moment and you hear furtive, worried discussion. The Orcs sound confused, giving you a chance to act. You've gained a little time. What do you do?

KEEPING THINGS MOVING

One of the reasons roleplaying games are more fun than computer games is that in RPGs, you and your friends have the opportunity to pause time and figure out what to do next. As a result, RPGs encourage teamwork and problem solving.

As long as your players are working the problem, and not just arguing among themselves, it really doesn't matter how long they take. Occasionally your friends simply won't agree and will, if given the opportunity, just sit there and argue. This isn't productive and stops everyone from having fun. When you see this happening, that's your cue to tell the players they're out of time and must act. If they complain, remind them that their characters don't get to calmly discuss what to do for half an hour while the Orcs stand around, tapping their feet and waiting for a decision. The Orcs are coming and it's time to act.

Remember; the players must act in order. During a heated argument, one frustrated player may give up on discussion and state what they're doing, acting on the principle that it's better to do something than sit around arguing. This can lead to people acting rashly and regretting it later. When someone does this, remind him that it's not his turn yet, then turn to the person who's turn it is, and ask "What do you do?"

If Gandalf doesn't Intimidate the Orcs they begin entering the chamber on round 1. If a character tries to hear which door the Orcs are coming through, he must make an Observe (Listen) test. Roll 2 dice and add the character's Observe skill level. He has to beat a TN of 10 to hear Orcs approaching doors #1, #2 and #3.

As mentioned earlier, Gandalf, Aragorn and Gimli can each make Lore tests with a TN of 10 to guess which door leads toward the East Gate. Gandalf and Aragorn add +7 to their rolls, Gimli +4. A successful roll indicates the character knows door #6 leads to safety. Failure means the players are going to have to guess. Of course, the players may foolishly think they can just kill all the Orcs. This is highly unlikely and trying to do so will probably get several members of the company killed.

The Orcs enter the chamber through doors #1, #2 and #3 immediately after Boromir acts (assuming Gandalf does not intimidate them). Place the Orcs in each doorway as illustrated (see page 18). The Orcs at door #1 start with swords ready and two full actions. The Orcs at doors #2 and #3 have bows ready and full actions. In round one all Orcs move 3 hexes toward the characters and then attack with swords or bows. If Orcs with bows end their movement adjacent to characters they ready swords instead. If Gandalf successfully intimidates the Orcs this round, the Orcs don't enter until round two and everything that follows occurs one round later than described herein.

Following the Orcs, Gimli and the other companions takes their actions. In subsequent rounds, the bad guys always take their actions between Boromir and Gimli.

ROUND TWO

During the Orcs' action eight more Orcs enter the chamber through doors #4 and #5, with four charging through each door. Place them as described in round one. These Orcs all have bows ready and act as described in round one. If there are characters in the hexes adjacent to the Orcs, the Orcs change weapons by drawing their short swords.

The Orcs remaining from round one continue to fight, either closing in on the characters or shooting bows at range. From this point you decide how the Orcs will fight.

ROUND THREE

More Orcs pour into the chamber, entering through doors #1, #2 and #3. See round one for instructions about placing and moving the Orcs.

At this point, how the Orcs attack is up to you. Remember that it takes one action to switch weapons. If the characters run away, preventing the Orcs from attacking with swords, the Orcs can either move and attack, or ready bows and fire from a distance. In any event, they will try their best to keep the characters from escaping the chamber.

ROUND FOUR

Eight more Orcs rush in through doors #4 and #5 (four Orcs through each door) with bows ready and two actions available. The Orc Captain now enters through door #2 bellowing commands to his minions. All ten groups have now flooded the room. Hopefully, the characters will have killed a few by now!

Read the following to the players:

Deeper, more commanding shouts are heard from beyond the chamber. The Orcs suddenly stand up straighter and cease their cajoling calls in the Black Speech of Mordor. A large, more heavily armored Orc enters the room. An Orc captain, commanding his troops!

The Orc Captain may need to spend one or more actions on movement, just to get close enough to the characters to attack with his spear. Otherwise, he may hide behind other Orcs and issue orders to the other Orcs.

ROUND FIVE

At this point, the Cave Troll enters through door #3. Read the following to the players.

Something huge looms outside, shambling beyond the light emanating from the Orcs' torches. Suddenly a gigantic Cave Troll lumbers into the room, stooping beneath the vaulted archway. At least ten feet tall, the hideous troll wields a massive club. A cheer raises among the Orcs as their champion prepares to attack you.



ROUND SIX AND SUBSEQUENT ROUNDS

All opponents have now entered the chamber. More enemies lurk in Moria but none wait outside. Inside, there should be a mass of dead Orc bodies, stuck with arrows, slit by blades, with green blood flowing around them.

The battle continues until the characters have slain their enemies, fled the chamber, or died.

LEAVING THE CHAMBER

Beyond doorway #6 the characters pass a wooden door, which Gandalf can magically bar with a spell of sealing.

Once Gandalf passes this door, he can cast his spell to prevent any surviving Orcs from pursuing the company. Have Gandalf roll 2d6 and add his Wits bonus. This is actually a trick on your part. Once Gandalf casts his spell, the battle is over. But the players don't realize this, nor should they. Letting them think that the Orcs may yet break through the door and come after them keeps the tension high between this battle and the next. Asking Gandalf to roll when he casts this spell gives him the false impression that the better he rolls, the longer the Orcs will be kept at bay. After he rolls, just nod as though you're checking the result, and read the following to the players:

You mutter a few words in an arcane tongue and the door glows briefly in tune with your staff. You have sealed the door with magic,

although you can feel a great heat beyond as if the presence of something powerful and evil nears. Through the door, the shouts of the Orcs can be heard. 'Gash!' 'Fire' in the Black Speech. But what can they be talking about?

If Gandalf, for whatever reason, opts not to seal the door, read the following:

The Orcs pursue, following closely behind you. Arrows ping off the rocks to your left and right. Behind you, past the Orcs, something follows. The air around you becomes stifling hot and the Orcs' words become more furtive and worried as though they themselves are afraid of what comes. You hear snatches of Orcish talk. 'Ghâsh!' 'Fire' in the Black Speech. But what can they be talking about?

Go to "The Second Interlude", page 24.

CHOOSING THE WRONG DOOR

If the players leave the chamber through any door other than #6, return to "The Orc Patrol" (page 12) and replay the encounter without giving the characters the opportunity to make a Stealth test. In other words proceed from the point at which the Orcs discover the characters. When this encounter ends proceed to "The Second Interlude", page 24.





THE SECOND INTERLUDE THE LAST RACE!

This short interlude links the second and third major battles. After the Chamber of Mazarbul, the Orcs of Moria are fully aware of the Fellowship's presence. Read the following to the players:

The Orcs of Moria know the Fellowship is passing through Moria. You no longer have the luxury of walking. It is now a race to see how quickly you make it to the East Gate, only a few levels away now. You must hurry!

LORE TEST #1

Have the characters make another Lore test. If the result is 15 or greater, read the following to the players:

You fly through the halls, chambers, and corridors of the mines. At every turn, many choices present themselves but, sure of your way, you make choice after choice, and the Fellowship climbs out of Moria. You feel a slight breeze. The exit must be close!

If the result is less than 15, read the following to the players:

You enter another chamber expecting to find archways, exits you can use. But this room has no exits. There's only one way into the small chamber. You're sure this wasn't meant to be the end, there must be a way beyond. Perhaps your luck is falling you.

Although the characters cannot see it, there's a secret door here. Have each players make an Observe test by rolling two dice and adding their Observe skill





level to the roll. Read the following to the player with the highest result above ten:

Looking closely at the wall from inches away you find the outline of a door, carefully concealed in the stone. From only a few feet away, it's impossible to tell there's a door there at all, so fine is the craftsmanship. This door was meant to be secret. Once found, Gimli can easily open it. The company passes through the secret door, and is once again on its way.

Proceed to "Lore Test #2", right.

If no player rolls a result greater than 10, read this:

You find nothing. There is no way out of this room. You've reached a dead end and must now double back. You've lost at least an hour getting here, and will lose another getting back. The sounds of Orcs can be heard all around you, searching for you, knowing you must be close.

This result means the characters must now double back, losing precious time and risking more Orc patrols. Now proceed to "Lore Test #2", right.

LORE TEST #2

Now it's time for the last Lore test. As usual, the TN is 15. If someone makes it, read the following:

You pass a small room, perhaps once used as an armory. The furniture was destroyed long ago, although it appears as though one small chest, buried under broken pole-arms, remains intact. Opening the chest, you find a quarrel of 20 silver arrows. Forged by Dwarven silver-smiths in an earlier age, these arrows are far superior to any you currently carry.

Proceed to The Third Battle, page 26.

The silver arrows will be of great use in the next battle, perhaps enabling the group to defeat the Balrog! The arrows grant an extra +5 to hit, and do an extra d6 of damage over normal arrows.

If the players fail this test, they fail to find the chamber and the arrows. After tallying their score, move on to "The Third Battle", page 26. From this point on, try to pace yourself to keep things moving. Your players should sense that a multitude of Orcs is hot on their trail.



THE THIRD BATTLE THE BRIDGE OF KHAZAD-DÛM

Now that you've run two battles you should have a pretty good idea how fighting works. This battle recreates the climactic confrontation between Gandalf and the Balrog. It takes place inside the hall of Khazad-dûm, on two ledges spanned by Durin's Bridge.

In the movie, Gandalf stays behind, sacrificing his life in order for the Fellowship to continue. Your friends, foolishly thinking they can defeat the Balrog through strength of arms, may opt to stay and fight.

Read the following to the players:

Your flight brings you to a ledge overlooking a massive chasm stretching a mile or more to your left and right. Baleful firelight glows from the depths of the abyss where Orcs forge instruments of war in furnaces far below. An ancient Dwarven structure known as Durin's Bridge spans the great chasm—you have reached the fabled Hall of Khazad-dûm.

Take out the map labeled T4. Tell the players to set up their characters anywhere within the white-bordered start area, then read the following to the players:

Dozens of Orcs come. More! Hundreds of Orcs stream toward you like waves preparing to pound against a rocky cliff. In legions Orcs enter, crossing the floors and crawling down pillars. Who guessed there could be so many?

This combat works just like the others. Legolas acts, then Aragorn, Gandalf, Boromir, the Orcs, then Gimli and the Hobbits. Every participant gets two actions each. In addition, Gandalf has two other special abilities he can use: Intimidate and Sunder (see page 27).

Here's a quick rundown of what's going to happen.

- 1) The players set up their characters.
- 2) Orcs try to surround them.
- 3) The players fight the Orcs and try to cross the bridge.
- 4) The Balrog shows up—bad news.
- 5) The players cross the bridge and try to escape, or they stand and confront the Balrog.

RUNNING THE ORCS

A crucial difference between this battle and the one before is the number of Orcs involved. There were only 40 Orcs in the previous battle. In this fight, there



INTIMIDATE

Gandalf can mentally grapple with a foe, such as the Balrog, in an attempt to enforce his will and hold the enemy at bay. But the Balrog is an intelligent, supernatural agent who has roughly the same power as Gandalf; so he can only hope to delay the Balrog a few seconds through intimidation. But a few seconds may be all his companions need to escape the Hall of Khazad-dûm.

Intimidate requires Gandalf to make an “opposed” test. This means there's no set TN. Instead, Gandalf rolls and adds his Intimidate skill rank. You do the same thing for the Balrog. The Balrog and Gandalf have the same Intimidate skill (level 6). If Gandalf rolls higher, the Balrog is stunned and does nothing on its next turn. If the Balrog wins, Gandalf falters and does nothing on his next turn. Read one of the following to the players:

GANDALF TRIUMPHANT

The Balrog grunts, its great red face contorting in confusion and pain. It stumbles for a moment, almost losing its footing. The Balrog appears stunned, granting you a full round of actions before it can act again.

BALROG TRIUMPHANT

Gandalf's eyes flash steely blue as he sends his will forth to grapple with the mind of the Balrog. The Balrog halts its advance and peers down at Gandalf, its eyes glowing red. The two forces battle silently for a moment, then Gandalf cries out and falls to one knee. The Balrog howls in triumph. Gandalf is stunned and cannot act on his next turn.

SUNDER

Using his staff, Gandalf can strike Durin's Bridge and collapse it. This requires no roll; but Gandalf must stand in a hex adjacent to the bridge in order to sunder it. The white enclosure marks that section of the bridge that collapses when Gandalf strikes it. Anyone standing within this area falls into the chasm below. Gandalf anticipates this and won't sunder the bridge while other members of the Fellowship occupy it. He may use it, however, while he himself stands on the bridge, intentionally sacrificing himself in order to destroy the Balrog. Anyone falling into the chasm, including characters, Orcs, and the Balrog, are removed from play as casualties. See “Round Three”, page 28, for more information.

THE RINGBEARER

It may occur to your friends to pick up the Hobbits and carry them across the bridge. This is possible; sheathing a weapon and picking up a Hobbit counts as one action, enabling the characters to run across the bridge ahead of the Orcs with their second action.

When this adventure begins, Frodo guards the Ring and accepts the tremendous burden of being the ringbearer. While he lives, neither he nor Gandalf will permit another member of the Fellowship to hold or use the Ring. But if Frodo is slain and the ring can be recovered, another player may become the ringbearer and carry on in Frodo's stead. Hobbits, with their natural resistance to corruption, make the best ringbearers; however, any member of the Company can carry the ring in a pinch. Consider all Hobbits to have a Corruption level of -1 for the purposes of bearing the ring. Gandalf, Aragorn and Legolas have a Corruption of -3, while Gimli and Boromir have corruption values of -5.



are hundreds. It's practically impossible for the characters to stand their ground and kill all the Orcs. Ten Orcs arrive each round for the duration of the battle; but once every hex on the ledge has an Orc in it, no more Orcs enter until there's room. By the same token, if you run out of counters wait for some of the existing Orcs to die and use their counters for the new arrivals next round. It's okay if there aren't 10 new Orcs entering in later rounds, so long as you remember to keep replenishing Orcs while the characters remain in the chamber.

The Orcs in this battle consist entirely of the regular variety that have 1 Wound each. Use the same stats listed in the previous battle for the Normal Orcs (see page 19).

ROUND ONE

Instruct the players to place their characters anywhere within the white-bordered "start area" (see tactical map T4). This represents where they are standing when the battle begins. As usual, have the players take their actions in order, beginning with Legolas. Once Boromir acts, Orcs storm onto the ledge.

Ten Orcs enter the chamber with swords ready. Place them in hexes adjacent to the walls to the left and the right of the character start area. Entering the room costs one action; they use their second action to charge the characters.

If the characters flee across the bridge the Orcs draw bows and fire arrows, but they do not pursue. Read the following to the players:

The Orcs stand their ground, and you sense some greater power holding them back. A light like a great red torch appears from behind them. You cannot see what casts the light, but the Orcs fear it far more than they fear you. Again, the word "ghâsh" is heard repeated in the coarse speech of the Orcs.

ROUND TWO

During this round and every round hereafter, ten more Orcs swarm into the room. Place them in hexes adjacent to the walls, doorway, or even within the start area, until all hexes behind the bridge are full. Entering the room costs one action, and for their second action the Orcs draw bows or swords depending on the characters' positions and actions. Though the Orcs will not leave the ledge, they will fight ferociously using whatever tactics make the most sense to you.

ROUND THREE

Immediately before the Orcs act, read the following to your players:

The Orcs part, revealing a huge figure towering two dozen feet tall. Eyes flashing red, the massive being holds a nine-tailed whip in one hand and a flaming sword in the other. The Balrog has come!

THE BALROG

Wounds: 200

Weapons: Flaming Sword +9 to hit, 3d6+6 damage; cat-o-nine-tails, +7 to hit, 2d6+6 damage.

Defense: 15

The Balrog's great size lets it hit a target up to 3 hexes away with its sword, or a target up to 6 hexes away with its long whip. It can move 3 hexes per action or leap over the Orcs to land on the bridge as a single action.

Upon entering the chamber the Balrog identifies Gandalf as the most powerful threat, and wades through the Orcs to confront him directly. He has no concern for the Ring or its bearer, but if Frodo has already crossed the line marking the far end of the bridge, the Balrog leaps to the center of the bridge either to pursue Gandalf or to prevent his escape. Leaping costs one action; if Gandalf is within range of the Balrog it attacks him. Otherwise, the Balrog takes its second action to move 3 hexes toward Gandalf attacking any characters who block its way.

The best bet for surviving this battle requires the characters to retreat across the bridge with Gandalf, falling behind to sunder it and keep the Orcs and the Balrog from giving chase. If this happens, read the following to the players:

The bridge collapses from Gandalf's strike, and the Balrog howls as it drops suddenly, its massive form hurtling into the abyss. Gandalf turns to run away but, at the last minute, the Balrog's whip lashes out and wraps around Gandalf's legs. He's pulled to the edge with a lurch and sees you watching in shock. "Fly, you fools! Fly!" he screams, before being dragged into the pit.

If your friends decide to fight the Balrog straight on, let them. Some will likely die, especially with the Orcs firing arrows in support. Further rounds are dominated by the characters' struggle with the Balrog.

DEFEATING THE BALROG

It is possible, however unlikely, that the players could kill the Balrog if they fight it using conventional means. But if they do, the players score an extra 500 points. Of course, their journey isn't over. Remind them that there are thousands of Orcs still pursuing them, and there is probably a way around the chasm. If the players think their main opponent is dead and remain in Moria, they fail to fulfill Elrond's charge and lose the game.

If Frodo falls into the chasm, the group loses the game entirely, earning no score whatsoever. In this case, read the following to the players:

The ringbearer and the Ring plummet into the depths of Moria. There Frodo's body is gobbled up by the Orcs, Trolls, and other nameless things that dwell within the bowels of Moria. The Ring passes on into the hands of the Orcs of Moria, granting them great power to sweep across Middle-earth, adding their might to Sauron's. Eventually Sauron recovers the Ring from these weak-willed creatures and covers all of Middle-earth in a second darkness. All the races of the world are eternally subjugated under his command, and pain and misery dominate the world forever.

If this happens, read the section entitled "Playing Again" on page 30.

THE EAST GATE

After the battle at the bridge of Khazad-dûm the Fellowship travels through a series of corridors and chambers leading to the East Gate. Upon leaving the darkness the players have completed this adventure and survive to continue on their epic journey.

Read one of the following to the players depending on who died and who survived.

GANDALF DIED, EVERYONE ELSE SURVIVED.

Passing over the bridge and finally through the East Gate, the Company sees the vast plains east of the mountains. A beautiful oval lake rests in the valley of the mountains, gleaming and flashing white in the sun.

Gandalf's absence is keenly felt, but Aragorn agrees to lead the group from this point forward. How Gandalf's death will affect the War of the Ring remains to be seen.

EVERYONE LIVED

The Fellowship of the Ring passes through the Mines of Moria. Passing through the East Gate, the Company sees the vast plains east of the mountains. A beautiful oval lake rests in the valley of the mountains, gleaming and flashing white in the sun.

Gandalf's presence in the company will surely affect Frodo's decision at Amon Hen, possibly preventing Boromir's desperate attempt to take the Ring. With Gandalf present, the fall of Sauron will surely be accelerated, but how remains to be seen.



FRODO LIVES, ANYONE ELSE BESIDES GANDALF DIED

The Fellowship of the Ring passes through the Mines of Moria. Passing through the East Gate, the Company sees the vast plains east of the mountains. A beautiful oval lake rests in the valley of the mountains, gleaming and flashing white in the sun.

With [name the dead characters] missing, the events in the War of the Ring unfold differently than what we've seen in the story. Minas Tirith could fall to the forces of Sauron, led by the Nazgûl. Frodo soldiers on to Mount Doom and rides the world of the Ring, vastly weakening Sauron's power. Sauron is eventually overthrown, but not before decimating the cultures of Middle-earth, and nearly bringing on a second age of darkness.

SCORING

Once the players escape Moria, calculate their score. For every character who dies, the Fellowship loses 100 points off its total score. The goup also loses 10 points for every time Frodo used the Ring.

THE FIRST BATTLE: THE WATCHER IN THE WATER

If the Fellowship enters Moria on round one, they score 500 points. If they enter on rounds two, three, or four they score 300 points. If it takes them longer than four rounds, they score 100 points.

THE FIRST INTERLUDE: INSIDE MORIA

The Fellowship scores 100 points each time it makes a successful Lore test.

THE SECOND BATTLE: THE CHAMBER OF MAZARBUL

The Fellowship scores 30 points for every Moria Orc they kill, 50 points for killing the Orc Captain and 150 points for killing the Cave Troll. If Gandalf succeeds at an Intimidate test add 50 points to the score.

THE SECOND INTERLUDE: THE LAST RACE!

The Fellowship scores 100 points each time it makes a successful Lore test. If they fail the first Lore test but find the secret door, they recoup 50 points.

THE THIRD BATTLE: THE BRIDGE OF KHAZAD-DÛM

If the Fellowship escapes the Balrog, the players

score 500 points. If they kill the Balrog (either by fighting it or by sundering the bridge) they gain an extra 500 points.

PLAYING AGAIN

If your friends didn't do well, you can always try again. The second time through, the players know what to expect and know how difficult the opposition is, so they should have an easier time. But some of the Interludes have random events in them, so the game won't be the same every time they play though it.

Of course, knowing what's coming your friends might try something really interesting, especially in combat with the Balrog. That's great. After all, the opportunity to try new and unexpected things is one of the reasons it's worth playing again.

While Frodo survives, your friends should not give up partway through the adventure to start over. If they do, reduce their total score by 500. If everyone dies, or Frodo dies, your friends may start over with no penalty.

Be sure to tell your friends this Roleplaying Adventure Game is a simplified version of a much more detailed game, *The Lord of the Rings Roleplaying Game*. In the full game, characters have limitless options over the course of their adventures which span all of Middle-earth! Your friends may want their characters to do things there are no rules for in here. Chances are, the rules for those actions, and dozens more, are described in *The Lord of the Rings Roleplaying Game*.

APPENDIX: EXPANDING MORIA

Once you've played *Through the Mines of Moria*, you may want to add some surprises to keep the game fresh. Roll on the following Random Encounter Table once during the first day's march, between Lore test #1 and #2 (see page 12), and once during the second day's march, after the Fellowship has rested. Use Map T2 for each encounter, but place the enemies randomly: roll a die for each hex and put an enemy down when you roll a 5 or 6. In the first encounter, the Fellowship enters through a random door. For the second encounter, use something to hide all but two doors, then roll randomly to determine which marks the entrance and which marks the exit.



ROLL	RESULT
2-5	Giant Spider
6-8	1d6 Orcs and a Moria Orc
9-10	2d6 Orcs and a Moria Orc
11	1d6 Moria Orcs and an Orc Captain
12	Cave Troll

For the first random encounter, the Fellowship scores 50 points if everyone survives, and loses 50 for each member lost. For the second random encounter, the Fellowship scores 100 points for getting through the room in two rounds, 50 points for getting through in three rounds, and no points for getting through in four rounds. Again, the Fellowship loses 50 points for each member lost. The Narrator may wish to add a 10 point bonus for any player who does something particularly original or cool; the point of these encounters is to add excitement, after all!

MORE RANDOM ROOMS

If the Fellowship gets lost, or if you just want to add more challenges to the passage through Moria, you can simply use the following Random Encounter Tables to simulate passing through room after room, cavern after cavern, deep within Moria. Use this table to find out the room's contents.

ROLL	RESULT
2-6	Empty
7-9	Roll on Random Encounter Table from p. 14
10-11	Roll on Random Encounter Table above
12	Roll again, but add a dwarven weapon

A dwarven weapon of old does 1d6 extra damage; roll a die to determine what kind it is (1: longsword, 2-3: axe, 4: short sword, 5: dagger, 6: quiver of 10 arrows). Finding a dwarven weapon always requires a successful Observe test (see page 24) at TN 15. If the room has opponents in it, use the next table to figure out the tactical layout. Monsters in a one-door chamber will chase the Fellowship unless the heroes can sneak past the entrance (see page 12 for more about conducting a Stealth test). You may want to draw your own tactical maps on hex paper and sketch the location of cavern walls, doors, etc. with a marker.

UNDERGROUND ROOM DESIGN TABLE

ROLL	RESULT
2-5	Two doors (or hallway)
6-8	One-door chamber
9-10	Three doors (or Y-intersection)
11	Tactical Map T2 (or similar room)
12	Tactical Map T3 (or similar room)

You can use this table to design and populate your own lost, Orc-infested Dwarf-hold! You can even tweak the tables to create an Orc fortress complex, an ancient stone labyrinth on the fringes of Isengard, a cave network somewhere in the Misty Mountains, or any other dangerous underground place. In a longer game using these tables, the Fellowship can eat the food the Orcs carry if necessary – it tastes horrible, but it will keep them alive when their own stores run out!

WILDERNESS ENCOUNTERS

If you get tired of wandering in ancient mine shafts, you might want to adventure through Mirkwood, the Dunlands, or another area of danger and shadow. Roll on the following "Wilderness Encounter Table" once per day of travel. The Narrator can change the results to add more excitement, or to give a weakened Fellowship a break. Someone has to make a successful Lore (Wilderness) test at TN 10 to hunt food, or else the Fellowship begins to get faint from hunger, which yields the same effect as going without rest (see page 14). Use any tactical map (ignoring all features and placing enemies randomly) or generate your own. You may want to use hex paper and draw your own trees, impenetrable bramble-bushes, gullies, streams, and so on. Use your imagination!

WILDERNESS ENCOUNTER TABLE (ROLL 2D6)

ROLL	RESULT
2 - 3	2d6 Orcs
4 - 5	1d6 + 1 Elves
6 - 8	3d6 Orcs (p. 18)
9	Giant Spider (see p. 16)
10 - 11	2d6 Men
12	1d6 Trolls

Many cunning opponents are used to hunting in the forest. Some have **surprise** when they attack. This means the attackers get a full round of actions all to themselves. After that round, combat begins normally.

Some opponents can be **negotiated** with. As an action, the player rolls 2 dice and adds his Wits bonus, succeeding on a 10 or better. Other foes can be **awed** with an Intimidate roll (page 22). In both cases, the player should roleplay the speech. If this impromptu dialog is especially good, grant the player a +1 or +2 bonus, depending on how impressed you are with the speech.

ORCS: They attack from behind trees, using the trunks as cover, adding +2 to their defense at range. Once a character enters melee, the Orcs switch to their swords and swarm the attacker. For tougher foes, change one in five Orcs to Moria Orcs (page 19) or add an Orc Captain (also found on page 19). Orcs act after Boromir.

ELVES: Wounds: 30 Act after: Legolas
Weapons: Bow +10 to hit, 1d6+1 damage Defense: 17

When they first appear, the Elves consider the characters intruders, and attack. Legolas can make an Observation test by rolling 2 dice and adding his Observation score. If the total is greater than 10, Legolas recognizes the Elves, hidden subtly in the trees. Any character who speaks Elvish may attempt to negotiate with the Elves. Legolas gains a +3 bonus to this roll because his people are distantly related to these Elves. On a failure, the Elves doubt the characters, and consider them agents of Sauron. If the negotiations succeed, the Elves believe the characters, and escort them through the forest, aiding the Fellowship for a brief while.

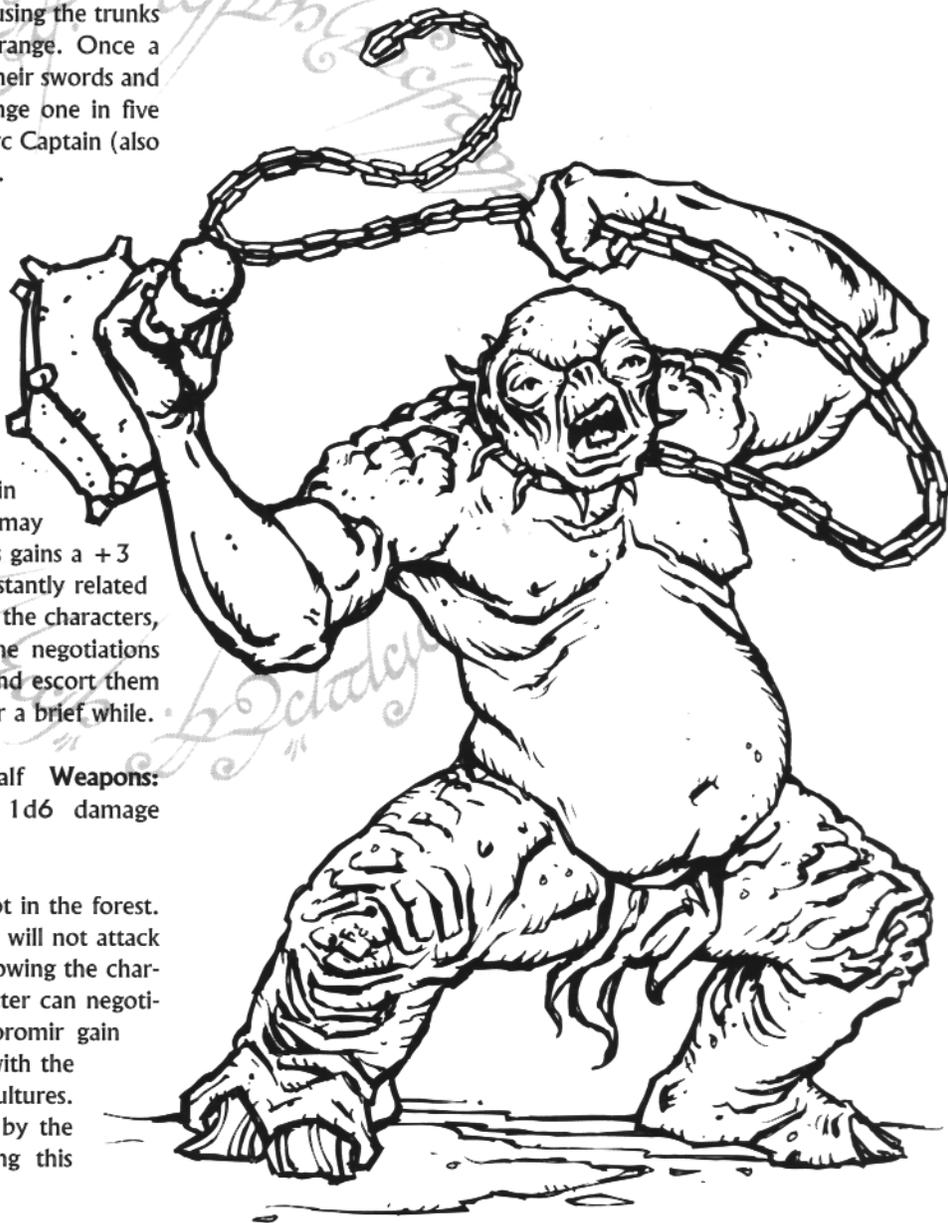
MEN: Wounds: 25 Act after: Gandalf Weapons: Sword +5, 2d6 damage; Bow +5, 1d6 damage Defense: 14

These Men only attack on the plains, not in the forest. Thus they can be seen from far away. They will not attack first unless the characters attack, instead allowing the characters to introduce themselves. Any character can negotiate with them. Aragorn, Gandalf, and Boromir gain +3 to this roll, because they are familiar with the ways of Men and know their peoples and cultures. If the roll fails, the Fellowship is escorted by the Men back to meet their leader. Resolving this

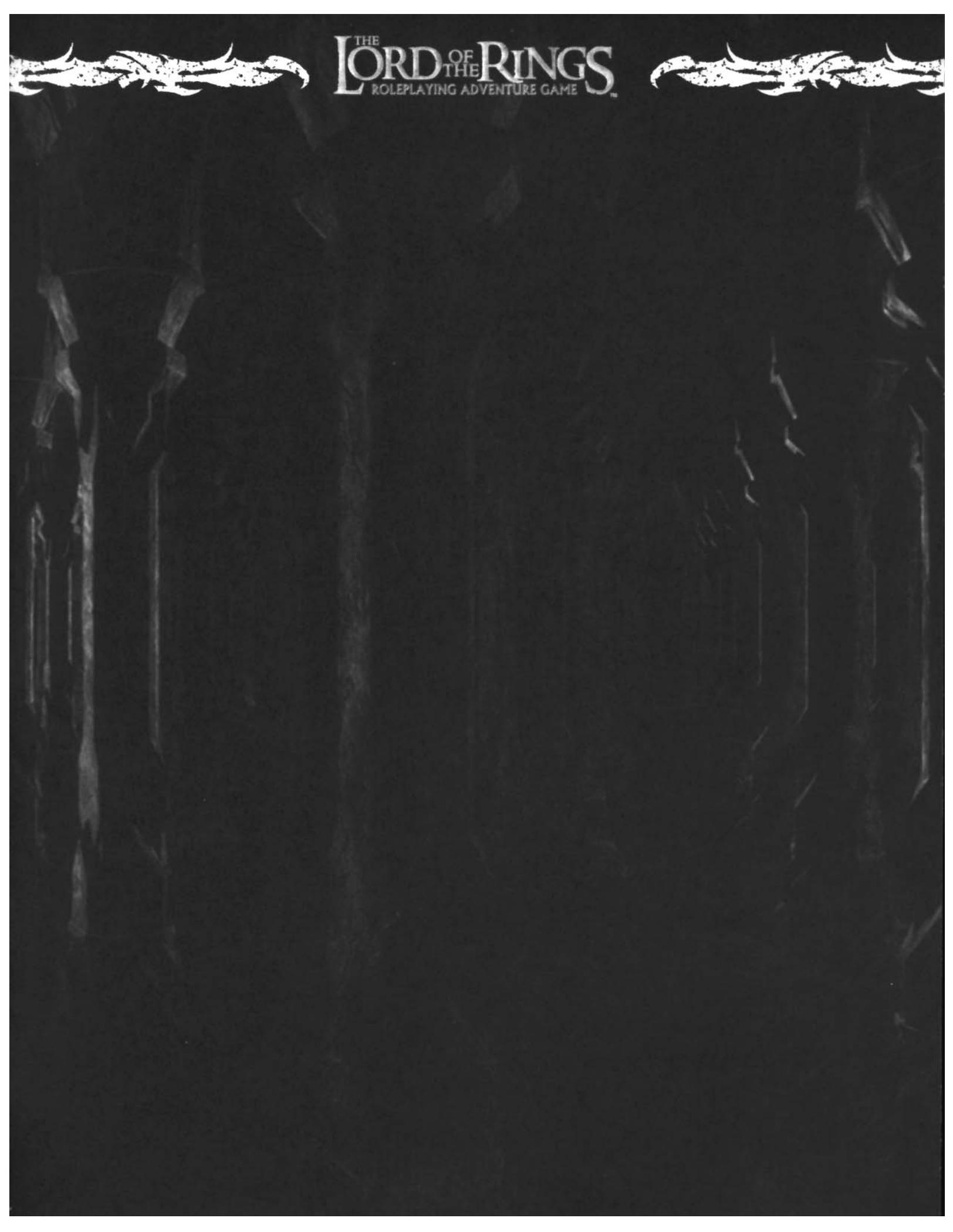
encounter will likely involve detailed negotiations, and may require use of *The Lord of the Rings Roleplaying Game*

TROLLS: Wounds: 70 Act after: Frodo
Weapons: Club +7, 3d6+3 damage Defense: 15

Trolls are evil, flesh-eating monsters that only attack by night. If trolls remain outside during the daytime, they turn to stone.



THE
LORD OF THE RINGS
ROLEPLAYING ADVENTURE GAME™





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THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME





THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME



Welcome to MIDDLE-EARTH

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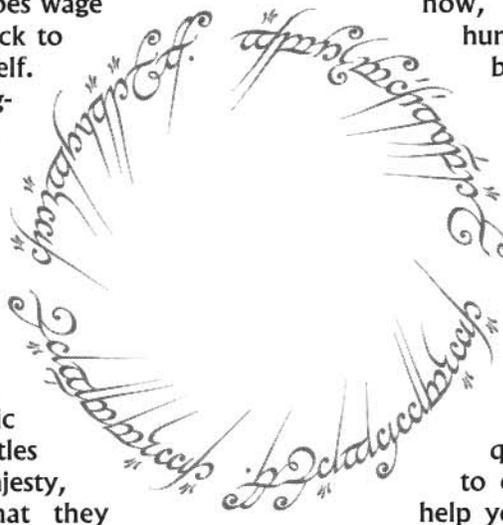


THE WORLD OF MIDDLE-EARTH

As you read the works of J.R.R. Tolkien, or watch *The Lord of the Rings*, an entire world opens before you. Fearsome creatures and noble heroes wage eternal battles dating back to the beginning of time itself. The landscape and geography of Middle-earth seem ancient yet familiar, at once different but similar to the Earth we know. Wondrous beings both bright and dark recount ancient tales no one on Earth has ever heard. Yet their epic deeds and historic battles are so steeped in majesty, power, and drama that they remind us of the legends and folklore of our own world.

Despite its seeming familiarity, the place where adventurers like Aragorn and Frodo

come from, and where the adventures they take part in happen, is Middle-earth, not our Earth. (At least, it's not our Earth now, in the present age of humankind.) When you read a book or watch a movie, you have time to ease into a fictional world slowly, to watch it happen and unfold around you. Playing a roleplaying game isn't like that; you're not the reader or the audience—you are the heroes of the story. In other words, you have to learn about the world quickly; you don't have time to ease into it. This book will help you learn what you need to know to find your kin, explore the lands around you, and have your own adventures—adventures that will, themselves, become the legends of Middle-earth.

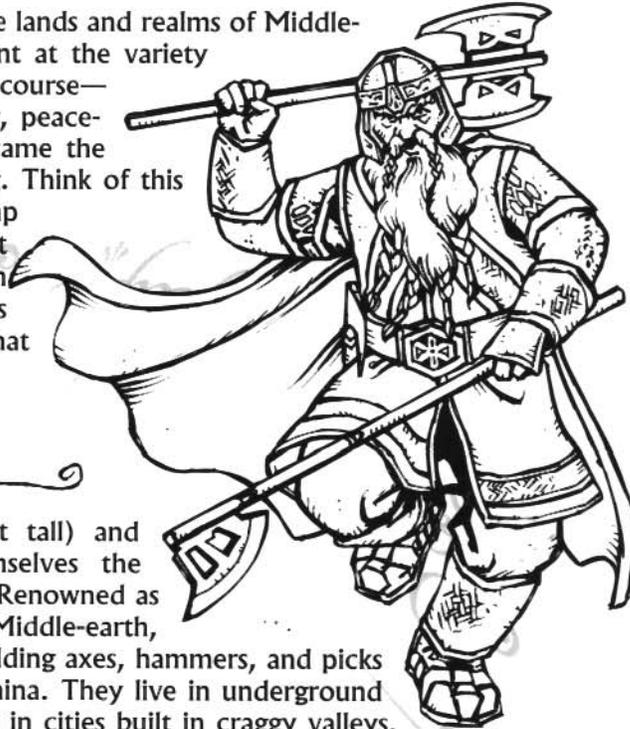


THE PEOPLES OF MIDDLE-EARTH

Many different peoples dwell in the lands and realms of Middle-earth. The descriptions here only hint at the variety and potential of these races, of course—although most Hobbits are easygoing, peaceable homebodies, Frodo Baggins became the greatest hero of the War of the Ring. Think of this section, then, as a collection of snap judgements and first impressions that your own adventures (and your own characters) will likely expand upon as you discover the many exceptions that prove the rule.

DWARVES

Short of stature (under five feet tall) and bearded, Dwarves (who call themselves the Khazâd) are a proud and noble folk. Renowned as the greatest craftsmen and smiths in Middle-earth, they also make doughty warriors, wielding axes, hammers, and picks with great skill and even greater stamina. They live in underground mansions carved into mountains, and in cities built in craggy valleys.



This hard life breeds a hardy people; Dwarves can take more physical punishment, and work harder for a longer time, than any other race. They are also deceptively strong for their size, which helps them protect their treasures and their mountain keeps from thieves, brigands, and monsters.

Stern and unbending, Dwarves keep to themselves; they seldom teach others their language, Khuzdul. They trade with Men (and even with Hobbits), but often regard Elves with suspicion and hold an unquenchable hatred of Orcs. Dwarves live for up to 250 years, and can seemingly remember a slight or insult for even longer. They do not easily turn to evil, being tough of mind as well as tough of body, but sometimes their delight in precious metals or finely wrought items breeds greed, miserliness, and sourness of soul. Dwarves do not like the open water and seldom learn to swim.





ELVES

The Elves, also called the "Firstborn," are a loquacious breed, often telling ancient stories and singing nearly-forgotten songs, and loving fair and courtly speech. But they can be as silent as the trees themselves when occasion calls, moving through the woods with less disturbance than that made by the faintest of breezes. Their passage does not arouse the animals of the forest; Elves are a part of nature, and have been since their creation. Men say they can even speak to animals and understand their replies.

Sharp Elven senses also aid the Firstborn's woodcraft. With hearing thrice as keen as that of Men, and eyes able to see for leagues over clear ground, they remain aware of many things other races cannot perceive, including the lingering traces of ancient tragedies, evil, and magical power present in the world. Although not specifically a wizardly people, Elves are innately magical, and can work the magics of creation into items they craft, such as cloaks, rope, boats, and

weapons. They love fine craftsmanship of all kinds, as well as natural beauty and splendor. Rather than sleep, Elves regain their strength in contemplation of such things, or in deep meditation on finely realized memories. They need do so only for an hour a night, and can remain "awake" for days on end if need be.

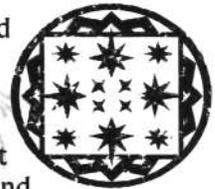
Taller, and fairer of face and limb, than Men, Elves embody beauty as much as they revere it. Their flawless forms, beardless faces, and glittering eyes strike wonder and awe into the hearts of other races. They do not wither and die with age, nor suffer from illness; unless slain by weapons or grief, they remain young and alive forever. But sooner or later, every Elf in Middle-earth feels the call of the sea-longing, summoning him to take ship at the Grey Havens and sail across the Sea to the Undying Lands of the Uttermost West.

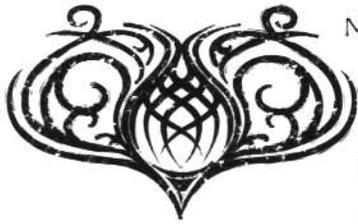
At the end of the Third Age, the Elves of Middle-earth are of three kindred: the High Elves (or Noldor); the Middle Elves; and the Wood-elves (or Silvan Elves).

HIGH ELVES

The most exalted and noble of all the Elves are the Noldor, or High Elves. Gifted with great power, great knowledge, and great wisdom, they are noble and kind, yet sometimes overreach themselves. The Noldor of Eregion, a vanished Elf-kingdom near Moria, long ago used their arts to forge Rings of Power, but were then tricked by Sauron, who made the One Ring to control and dominate all the other Rings, and the people who wore them. The Dark Lord destroyed Eregion and warred against the Elves; many of the Noldor who survived soon took ship over the Sea. The few that remain in Middle-earth can be found in Elven havens such as Rivendell or Lórien, or in the wandering companies that travel the woods and fields of Eriador.

Despite the disaster of the Rings, no one doubts that the High Elves are great craftsmen, even more skilled than Dwarves in some ways. They garb themselves in rich raiment, and wear the finest of jewelry. The tallest, most beautiful, and often most intimidating of the Elves, they mostly have dark hair and grey eyes, although some (such as Galadriel) have golden-blond hair and blue eyes.





MIDDLE ELVES

The Middle Elves normally possess grey eyes and light hair, and often wear grey cloaks and other raiment. They once had great kingdoms in Beleriand, the westernmost land of Middle-earth, which was destroyed long ago. Today they live throughout Middle-earth, in places like Lórien and Mirkwood. Some of them have lived long on the coasts, at the Grey Havens and elsewhere, and have become the greatest shipwrights and sailors in the world.

Compared to both the High Elves and the Wood-elves, the Middle Elves are more likely

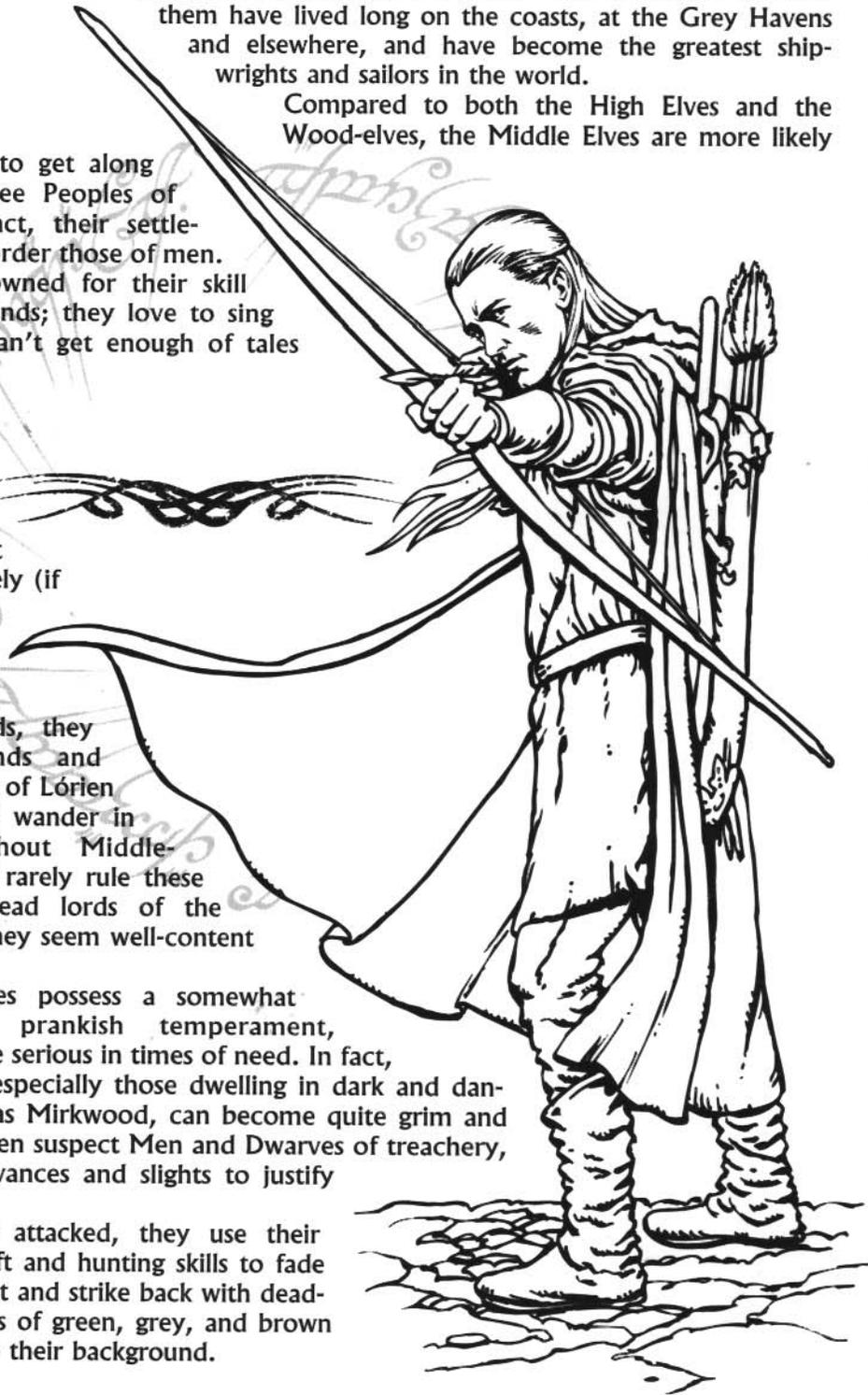
to encounter, and to get along with, the other Free Peoples of Middle-earth. In fact, their settlements sometimes border those of men. They are also renowned for their skill with music of all kinds; they love to sing and to play, and can't get enough of tales and stories.

WOOD-ELVES

The Wood-elves (also called the Silvan Elves) feel the sea-longing least of all Elves, and rarely (if ever) journey west of the Misty Mountains. More numerous than the other Elven kindreds, they live in many bands and troops in the forests of Lórien and Mirkwood, and wander in companies throughout Middle-earth. Though they rarely rule these realms, having instead lords of the Noldor or Sindar, they seem well-content with their lives.

Many Wood-elves possess a somewhat mischievous and prankish temperament, although they can be serious in times of need. In fact, some Silvan Elves, especially those dwelling in dark and dangerous places such as Mirkwood, can become quite grim and unfriendly. They often suspect Men and Dwarves of treachery, clinging to old grievances and slights to justify their doubts.

If threatened or attacked, they use their unmatched woodcraft and hunting skills to fade silently into the forest and strike back with deadly force. Their cloaks of green, grey, and brown help them blend into their background.



HOBBITS



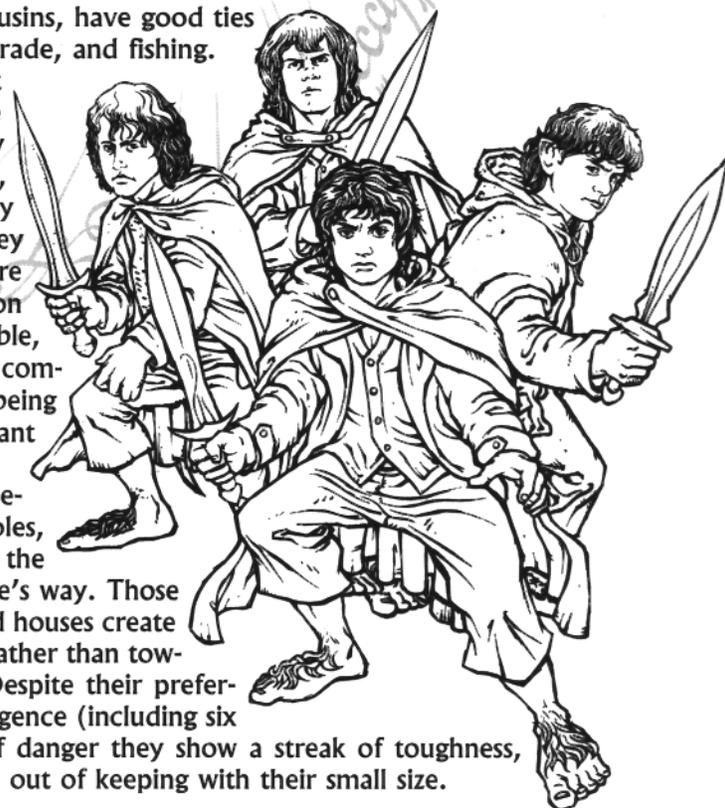
Hobbits are a short (between three and four feet high fully grown), stocky, comfort-loving people of uncertain descent. They have hairy, thickly-soled feet, which are immune to almost any extreme of cold or heat. Hence, Hobbits always go barefoot, taking a characteristic delight in their feet, combing and grooming the thick coats of fur on their insteps. Hobbit feet also let Hobbits travel silently and stealthily, leaving few tracks when they think to take such precautions. They have keen aim with both thrown and shot weapons.

There are three strains of Hobbits, differing primarily in attitudes toward the outside world, although some physical variation exists as well. The Fallohides, the least numerous of the strains, are rather taller and fairer than other Hobbits. They retain something of the old Hobbit adventurous spirit, and enjoy trees and woodlands like their friends the Elves. The Harfoots, the most numerous of the strains, are smaller and darker than other Hobbits. They have the best relations with Dwarves, and dig the best Hobbit-holes. Stoors, whose curly beards and thick

hands and feet set them off from their cousins, have good ties to Men, and some of them enjoy boats, trade, and fishing.

Hobbits of old kept few records, so what little the Wise know of their history is rife with speculation and guesses. It seems they originally dwelt in the Anduin River valley, but as evil arose in the Wild, they gradually migrated west and north. Eventually they came to the lands of western Eriador, where they settled either around Bree or in a region they now call the Shire. In the comfortable, fertile, healthy Shire, the Hobbits became completely parochial, almost forgetting (and being forgotten by) about the cruel and unpleasant outside world.

Hobbits dig (and then somewhat stuffily furnish) comfy holes, preferring to remain close to the ground and out of everyone's way. Those Hobbits who do build houses create low, snug cottages rather than towers or great halls. Despite their preference for comfort and indulgence (including six meals a day!), in times of danger they show a streak of toughness, skill, and quiet courage all out of keeping with their small size.



MEN

Although short-lived, relatively fragile, and non-magical, Men (called the Edain by the Elves) are destined to inherit Middle-earth in the Fourth Age. As if conscious of their short time in the world, Men tend to live, fight, build, sing, and travel with overwhelming passion and intensity. If they do none of these things as well as some other races, they do them with more gusto, courage, and vitality than all of them put together.

As the most numerous of all the peoples of Middle-earth, Men come in a dizzying variety of breeds and races. Their skin color ranges from the palest alabaster to deep, rich ebony; their eyes, hair, and beards likewise appear in every possible color. They range widely in disposition, from the holiest and most pacifistic wise folk to the most brutal and debased of savages. Men make up the largest, most powerful of the armies ranged against Sauron—and the mightiest, most numerous forces in league with him.



THE DÚNEDAIN

The Dúnedain (“Men of the West” in Elvish) are those Men descended from the inhabitants of Númenor, or Westernesse,



a wondrous island that sank beneath the Sea during the Second Age. A few Men, led by Elendil and his sons Isildur and Anárion, escaped the destruction of Westernesse and sailed to Middle-earth, where they founded the kingdoms of Arnor and Gondor and fought against Sauron in the War of the Last Alliance that ended the Second Age. But some evil Dúnedain, known as the Black Númenóreans, served the Dark Lord then, and serve him still, ruling great realms in Umbar and Harad that are allied with him.

Over the long years of the Third Age, the Dúnedain have dwindled, often mingling with lesser Men, and fighting among themselves. Only among a few folk, such as the high nobles of Gondor and the Rangers of Eriador, does Dúnedain blood still run strong and true. Where it does, the Dúnedain can live well over a hundred years, remaining hale and healthy until near the time of their death; a few, such as Aragorn, may even live past 200. Perhaps because they have longer lifespans, some Dúnedain fear death overmuch.



MIDDLE PEOPLES

Although different groups of Men apply different terms to their neighbors, rivals, and cousins, the term "Middle Peoples" generally refers to all Men of western Middle-earth who are not completely under the sway of the Enemy. Most of the Men of Arnor, Eriador,

Rhovanion, and Gondor, the Riders of Rohan, and even the savage Dunlendings are Middle Peoples, neither gifted with the noble lineage of the Dúnedain nor debased by long service to Sauron and the Shadow. Middle Peoples, like Men in general, come in all shades, although they tend to lighter skin, hair, and eye colours. Many Middle Peoples have some Dúnedain ancestry since, outside the noble lines, the Men of Westerneesse seldom kept themselves a blood apart from their fellows.

EASTERLINGS

These Men come from the East and South, hence their name. Since Sauron's power has always been greatest in the East, almost all tribes of Easterlings serve evil, and delight in conquest and pillage. They have invaded the West many times, threatening the safety and security of Gondor, and comprised a great part of the Dark Lord's armies during the War of the Ring. Of all Easterlings, only the wine-growing Men of Dorwinion trade peacefully with their Middle People neighbours. With the fall of Sauron and the beginning of the Fourth Age, some Easterling and Haradrim peoples have sworn peace with the Reunited

Kingdom of Arnor and Gondor (though many have not); only time will tell how true they remain to their word.

Easterlings have many kingdoms, realms, and confederacies in the lands east of Rhovanion and north of Mordor, particularly in the plains around the Sea of Rhûn. Also counted among the Easterlings are the Men of Harad, the lands south of Gondor and Mordor, and the realms of Khand and Imbar. Easterlings tend to have darker or sallow complexions, brown or black eyes and hair, and fierce features.

WILD MEN

Many small, primitive offshoots of the line of Men dwell in distant or isolated regions across Middle-earth.

For example, the Woses, or Wild Men of the Woods, lie in the Druadan Forest northwest of Minas

Tirith. Led by their chieftain, Ghân-buri-

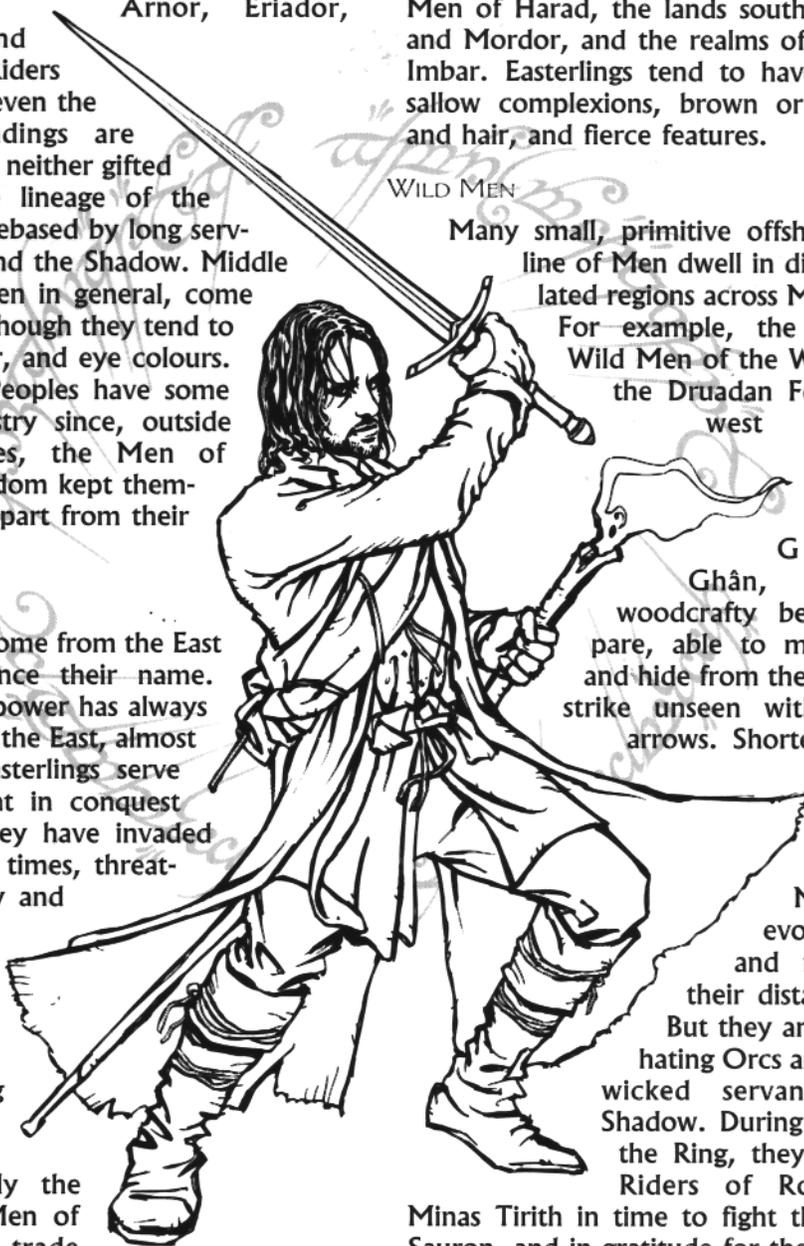
Ghân, they are woodcrafty beyond compare, able to move silently and hide from their foes, then strike unseen with poisoned arrows. Shorter, squatter,

and more ill-favored than other

Men, they evoke suspicion and fear among their distant kindred.

But they are true Men, hating Orcs and the other wicked servants of the Shadow. During the War of the Ring, they helped the Riders of Rohan reach

Minas Tirith in time to fight the forces of Sauron, and in gratitude for their help King Elessar gave them Druadan Forest to be theirs, solely, for all time.





ORCS

The horrible spawn of evil, Orcs (also known as goblins) infest many dangerous and desolate regions of Middle-earth. Among other places, they live in Minas Morgul, Moria, caves and caverns in the Misty Mountains, and their strongholds at Gundabad and Mount Gram. Despite suffering a terrible defeat at the Battle of the Five Armies (TA 2941), Orcs remain a danger throughout Middle-earth, and serve Sauron either directly or by their evil actions.

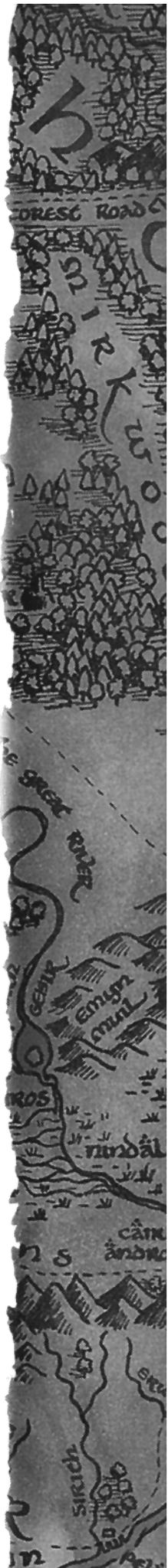
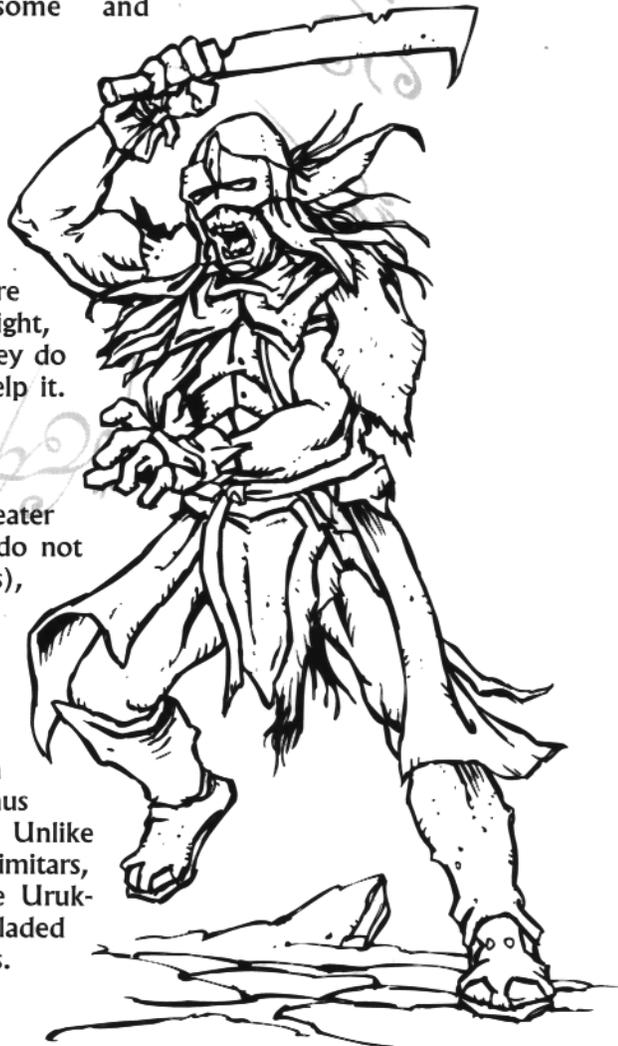
Short (typically only about four to five feet tall), squat, bow-legged, and with blackish, leathery skin, yellowish eyes, and fangs, Orcs look as horrible as they act. Tough and strong, they make fierce, dangerous warriors despite their size, and revel in bloodshed, violence, destruction, and pillaging. Fortunately for the Free Peoples, their quarrelsome and

selfish natures diminish their effectiveness as an army; since they are often as likely to fight among themselves (over food, insults, or other causes) as they are to do what they're told. They also suffer from a dislike of sunlight, which pains their eyes and weakens them; they do not go outside during the day if they can help it. But they can see quite well in the dark.

URUK-HAI

Sauron bred these "master Orcs" for greater strength, size, and resilience. The Uruk-hai do not fear sunlight (although they prefer darkness), and stand straighter and taller than normal

Orcs (well over five feet). They seem more Man-like than common Orcs. They are more vicious, disciplined, intelligent, and cunning than their lower cousins, and thus more dangerous as well. Unlike ordinary Orcs, who prefer scimitars, daggers, and shortbows, the Uruk-hai typically carry straight-bladed stabbing swords and longbows.





Huorns; others simply become so aged and slow that it's almost impossible for other folk to tell them apart from normal trees.

GREAT EAGLES

The Great Eagles dwell in the high passes of the Misty Mountains and the Grey Mountains. Only a Dragon can defeat an Eagle in the air, and a flock of Eagles, being more numerous, bolder, and more skilled than a Dragon, cannot be stopped by any force in the sky. Indeed, their arrival can turn the tide of battles on land, as they did at the Battle of the Five Armies. The largest of the Eagles has a wingspan of 180 feet, and even the smaller Great Eagles of the Third Age can easily carry a man. Proud, imperious, and aloof, the Eagles are difficult to persuade or beguile. Their aid is not always given, but when it does arrive, is always powerful and welcome.

TROLLS

Ten feet tall or taller, and often slow or stupid, Trolls are powerful, wicked creatures. Their great strength makes it easy for them to cause death and destruction, and their stone-hard skin protects them against the weapons of their enemies. However, ordinary Trolls cannot withstand the sun; if sunlight touches them, they turn back into the stone from which they were made. But Sauron has bred a new race of Trolls, the Olog-hai, who can resist the sun, though they still hate the light of day.

Trolls dwell in dark forests, caves, hilly crevasses, and other places far from Men and sheltered from the sun's rays. When they can, they leave their homes and venture into settled lands to rob and destroy.

OTHERS

In addition to the peoples listed above, many others dwell in Middle-earth, less numerous and less commonly met, but not necessarily less important.

ENTS

The Ents (also called the Onodrim) are fourteen-foot high beings closely resembling trees. Their women, the Entwives, vanished long ago, and so the Ents have become slower and more mournful ever since. They guard and protect the forests of Middle-earth, although by the late Third Age they were almost completely restricted to the Forest of Fangorn. Ents think and move slowly, but they have all the strength of the trees within them; when they unleash it they can crack stone, and their rage is justly feared by all races. Sometimes Ents turn wild and dangerous, becoming the dark





THE HISTORY OF MIDDLE-EARTH

Three thousand years is a long time, indeed—long enough for legends to come into being, and for nations to vanish utterly. In our own history, three thousand years takes us back before America's discovery, before the time of Christ, even before the founding of Rome. China was a young empire then, and the Pyramids were hardly even middle-aged. But three thousand years is only one of the ages of Middle-earth! The War of the Ring occurred in the year 3018 of the Third Age, and there were other ages before that. The First Age, so long ago that only the Elves and the Wise now remember anything of it, has little bearing on the events of the late Third Age. But some of the roots of the War lie in the late Second Age, when Sauron last threatened the world.

THE SECOND AGE

In the Second Age, Men came to live on the island of Númenor, or Westernesse. But after they had lived there many centuries, it

sank beneath the waves as punishment for their folly, and only the noblest and truest of its inhabitants—Elendil, his sons Isildur and Anárion, and their people—escaped the destruction and came to Middle-earth.

When they arrived, they found that the Elves, led by their High King, Gil-galad, were hard-pressed by Sauron, with whom they had already fought a long and deadly war after he betrayed the Elven-smiths of Eregion and forged the One Ring. Elendil and his sons founded the kingdoms of Arnor (in the North) and Gondor (in the South), and were themselves assailed by the servants of the Dark Lord. Joining forces with Gil-galad, they formed the Last Alliance of Elves and Men and made war against Sauron. They defeated his armies and besieged the Dark Tower for many years. Finally, Sauron himself came out to do battle with them. Elendil and Gil-galad fought him, and both fell, and Elendil's sword Narsil broke beneath him, but they slew Sauron's body in turn, and Isildur used the hilt-shard of Narsil to cut the One Ring from Sauron's hand. So the Second Age ended.



THE THIRD AGE

At the very dawn of the Third Age, the terrible story of the corrupting Ring began anew. While returning from their victorious campaign, Isildur and the army of Arnor marched into an orcish ambush in the swampy Gladden Fields; many Dúnedain were slain. Isildur tried to escape by using the One Ring, but it slipped from his finger into Anduin the Great, and the Orcs killed him.

As the years past and the Ring remained lost, Arnor weakened and crumbled, until eventually only the Rangers of the North preserved its memory and some shadow of its majesty and power. The realm of Gondor flourished at first, but gradually declined as well. Eventually Sauron awoke once more, and began to cast his evil Shadow over the land. From his stronghold at Dol Guldur, known only as "the Necromancer," he made Greenwood the Great a place of horror, and it was renamed Mirkwood.

The Free Peoples resisted evil as best they might, but beset by other problems and cares they could not prevent the Shadow from rising and growing. The Wise formed the White Council, to oppose the Shadow as they could. In TA 2941, the same year when the dragon Smaug was slain, the Battle of the Five Armies was fought at Erebor, and the Dwarves re-established the Kingdom Under the Mountain, the Council drove the Dark Lord from Dol Guldur. Unfortunately, what the Council did not know was that its leader, Saruman, had become a traitor, desiring the Ring and dominion over the Free Peoples for his own.

Sauron returned to Mordor and openly declared himself, rebuilding Barad-dûr, the Dark Tower, and causing Mount Doom to burst into flame once more. Evil powers began to rise throughout Middle-

earth, and Orcs multiplied, and Saruman began creating Orc-armies of his own. All this time, the One Ring remained hidden in the Shire, homeland of the Hobbits. It was possessed first by Bilbo Baggins, who found it in a cavern deep beneath the Misty Mountains (where its former owner, the wicked Gollum, lived). Later Bilbo left it to his heir Frodo. To ensure the safety of the Shire and the Ring, the Rangers of the North and the wizard Gandalf kept careful watch over the Hobbits, protecting them from many threats of which they remained unaware.

Finally, in the year 3018, matters began to move with speed. Sauron, having captured Gollum, learned of his Ring and the existence of the Shire.

He sent his chief servants, the Nazgûl (or Ringwraiths) to retrieve it just as Frodo and his friends fled to Rivendell to protect it. They barely made it there, and at the Council of Elrond it was decided that Frodo, accompanied by the Fellowship of the Ring,

would seek to take the Ring to Mount Doom (where it was forged, and the only place it could be destroyed).

In 3019, as Frodo secretly made his way toward and into Mordor, the Men of Rohan fought Saruman and, with the help of Gandalf and the Ents, destroyed his Orc-army and imprisoned him in his tower of Orthanc. Then they rode to Minas Tirith, capital of Gondor, to help the Men of that city withstand a siege led by the Lord of the Nazgûl. Their aid, combined with the arrival of Aragorn and Men from the coastal regions of Gondor, saved the city. To distract Sauron's attention, the survivors marched on Mordor, barely managing to survive the Dark Lord's final assault at the Morannon before Frodo completed his Quest. With the destruction of the Ring, Sauron's life was ended forever, ushering in a Fourth Age of relative peace.





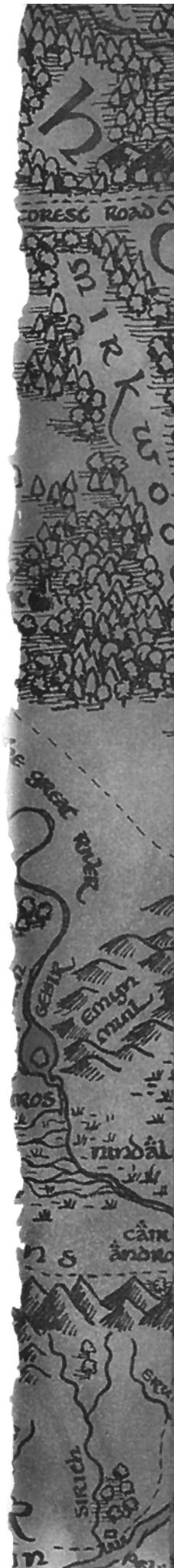
THE LANDS OF MIDDLE-EARTH

Bound by the Great Sea, the known lands of Middle-earth stretch from Khand and Rhûn in the farthest east, and Harad in the farthest south, to the Forodwaith (Northern Waste) of the North and Lindon in the West. They encompass tall and forbidding mountains, dark and dangerous forests, strong-flowing rivers, gentle hills and downs, rolling plains, and deep valleys and dells. This section lists some of the most famous, or important, places in Middle-earth, especially during the latter Third Age and the War of the Ring. A quick look at the map of Middle-earth included in this box will let you find these places and their relationships to each other; it also shows that Middle-earth holds many more settings for many more stories.

ANDUIN: The greatest river of north-western Middle-earth, the Anduin runs about 1400 miles from its source in the Grey Mountains (the Ered Mithrin), past

Minas Tirith, and down to its great delta in the northeast corner of the Bay of Belfalas. Because of its long passage through barren lands or mountainous regions, it has more often served as a border or an obstacle than a highway for trade or traffic. In most places its waters are swift and strong; many Men dwell near or along its banks.

ANGMAR: An evil kingdom that once existed at the far northern end of the Misty Mountains, centered on the mountain fortress and iron mines of Carn Dûm. From its beginnings, the mighty sorcerer known as the Witch-king ruled Angmar and bent its forces (mostly Orcs and hill-Men) on the destruction of the great kingdom of Arnor. He succeeded, but was himself defeated; later it became known that the Witch-king was in truth the Lord of the Nazgûl. Even though it has been hundreds of years since the Witch-king's defeat, Angmar remains a cold, hateful, and dangerous place.



ARNOR: The northern of the two kingdoms of the Dúnedain, founded late in the Second Age after the sinking of Númenor. At its height, Arnor reached from the river Lune in the west to the Greyflood in the east, and held some suzerainty over all of Eriador between the Blue Mountains and the Misty Mountains. Relations between Arnor and Gondor remained relatively good, even as Gondor flourished and Arnor decayed in strength. Arnor eventually crumbled and collapsed, and was not re-established until King Elessar assumed the throne after the War of the Ring.

BREE: The center of Bree-land, the town of Bree sits at the intersection of the North Road and the Great East Road. During the great days of Arnor, Bree was an important market-town, but declined with the northern kingdom of Men. As the roads fell into disuse as Arnor decayed, Bree suffered as well; at the end of the Third Age it held only a hundred homes of Men, and even fewer Hobbit-holes. A large number of Hobbits live in Bree; at the time of the War of the Ring, Bree was the largest Hobbit settlement outside of

the Shire. The center of Bree remains the ancient inn, the Prancing Pony, run by the well-liked Barliman Butterbur.

CIRITH GORGOR: This great pass between the Mountains of Shadow (the Ephel Dúath) and the Mountains of Ash (Ered Lithui) serves as the highway between Mordor and Gondor. The Morannon (the "Black Gate") blocks it, and the Towers of the Teeth (two mighty fortresses) at its entrance guard against any who would threaten Sauron. The unmaking of the Ring shattered the fortifications, and the entire region has returned to desolation, with only roving bands of Orcs dwelling here.

DARK TOWER: Called in Elvish the Barad-dûr, this fortress built into the sides of the Mountains of Ash (Ered Lithui) served as Sauron's headquarters during the Second and Third Ages. Sauron built the Dark Tower using the One Ring's powers during the Second Age, and although the Last Alliance of Elves and Men overthrew the Tower at the end of the Second Age, they could not destroy its foundations as long as the One Ring existed. Sauron rebuilt the



Tower when he returned to Mordor in the late Third Age, and it stood until the unmaking of the Ring.

DOL AMROTH: A city, castle, and port on the northern shore of the Bay of Belfalas, Dol Amroth was built long ago by the Elven-prince Amroth, who drowned near there when he tried to swim back from his ship to his beloved Nimrodel. From this tower, Elven ships once took sail for the Undying West, and some of the Men of Dol Amroth are still reputed to have traces of Elven blood. The ruler of Dol Amroth is the noble and valiant Prince Imrahil, who fought to protect Minas Tirith during the War of the Ring; his banner is blue, featuring the Ship and the Silver Swan.

DOL GULDUR: A black fortress of sorcery in southwestern Mirkwood. Sauron built it in the early Third Age, and dwelt there as the Necromancer; his Shadow fell on Mirkwood, particularly in the south, turning it into a place of evil and horror. Even after the White Council forced him to leave Dol Guldur for good, his servants dwelled there still; only after the War and his destruction was it cleansed and Mirkwood made free of its taint.

DUNLAND: A region of rolling hills and glens south of the River Glanduin and west of the Misty Mountains. Although a fair and fertile country, the Dunland has only a scattered population of wild, suspicious, and hostile hill-Men, known as the Dunlendings. The Dunlendings have a long-standing hatred of the Men of Rohan, who drove them into the hills long ago.

EREBOR: The "Lonely Mountain" between Mirkwood and the Iron Hills, rising to a peak about 4,000 feet high over six spur-ridges. The Dwarves founded the Kingdom Under the Mountain there, establishing a rich traffic with the Men of Dale and peoples to the south. The splendour of their realm was turned to ruin when a dragon descended upon them, slew them, and took their treasure for his own. Only after Thorin and his band of Dwarves (including the Hobbit Bilbo Baggins) disturbed the



dragon, causing him to attack the town of Esgaroth and be slain, was the Kingdom re-established. The Battle of the Five Armies, fought at Erebor that same year, diminished the strength of the Orcs of the North for a long time.

ERED LUIN: The Ered Luin, or "Blue Mountains," form a boundary between the lands of Harlindon and Forlindon, and the rest of Eriador. The Dwarves have many mines and halls there during the Third Age. The Gulf of Lune divides the low Blue Mountain range in two, and keeps the weather on the slopes cool and rainy.

ERIAADOR: The large stretch of country between the Ered Luin and the Misty Mountains, centered on the kingdom of Arnor. During and after the decline of Arnor, Eriador became increasingly depopulated save for isolated places like Rivendell and Bree, and remote districts such as the Shire.



ESGAROTH: Also called Lake-Town, Esgaroth sits on wooden piles driven into the mud of the Long Lake. A place of trade for the Dwarves of Erebor, the Elves of Mirkwood, and the Men of the region (including the Easterlings of Dorwinion, who sell their potent wines there), through its merchants, riverboatmen, and fishermen it has great influence over northern Rhovanion.

FORODWAITH: The Northern wasteland, north of Arnor and Angmar. A place of deadly and forbidding cold and snows, it has few inhabitants.

GONDOR: The southern of the two kingdoms of the Dúnedain, founded late in the Second Age after the sinking of Númenor. It governs the lands from Andrast in the west to Ithilien in the east, including Anórien north of the White Mountains. A powerful and prosperous kingdom during most of the Third Age, it once controlled a much greater realm, but over the course of

years it weakened and shrunk. Its line of kings failed, leaving only their Stewards to rule the realm. By the time of the War of the Ring, its only stronghold was Minas Tirith. After the War, Gondor became strong and proud again as part of King Elessar's Reunited Kingdom.

GORGOROTH: A vast plateau in north-western Mordor, almost entirely encircled by mountains. Orc-dug mine pits, volcanic fissures, and fallen ash scar and blight the land as far as the eye can see. Hill-trolls and fell beasts populate the region, and Sauron kept battalions of Orcs encamped here during the later Third Age. The volcanic cone of Orodruin, Mount Doom, rises from the center of the plain of Gorgoroth. Barad-dûr, the Dark Tower, juts into Gorgoroth from the sides of the Mountains of Ash on the plain's northern edge.

HARAD: A great, sunny land to the south of Gondor. The Haradrim, or Southrons, who dwell here in many small kingdoms and principalities are dark-featured, with black hair and eyes. They make fierce warriors, skilled in the use of the spear and sword. Some Haradrim fighters ride on the back of great beasts known as mûmakil, or oliphaunts. The interior of Harad is little known to the Men of the West. Some parts of it consist of scrubland, perhaps desert, and it has tropical forests or jungles in wetter regions.

HELM'S DEEP: A heavily fortified gorge of the Deeping Stream in the Ered Nimrais (White Mountains) between Gondor and Rohan. The entrance to the gorge, Helm's Gate, is guarded by the invincible fortress of the Hornburg, so named because a hunting horn sounded here resounds throughout the entire valley. The triple peaks of Thrihyrne overlook the Deep, which leads into the Glittering Caves of Aglarond, which in turn serve as storehouse and arsenal to the fortress. During the War of the Ring, Théoden, King of Rohan, held off an immense army of besieging Uruks, half-Orcs, and Dunlendings under the command of the traitor Saruman.





ISENGARD: Built by the Dúnedain before the waning of their power, Isengard is one of the greatest fortifications in all of Middle-earth. It has traditionally been considered the northern key to Gondor, though it stands northward even of Rohan, in the valley of Nan Curunír at the foot of the Misty Mountains. At its center is the tower of Orthanc, an unbreakable shaft of rock 500 feet high. Around Orthanc, the Men of Gondor raised the Ring of Isengard, an immense circular wall enclosing a space one mile across. As Gondor retreated, its guardians abandoned and locked Orthanc, leaving the Ring to be occupied by bandits, brigands, and Dunlendings. Saruman the White, chief of the Wizards, requested and received permission to occupy it, and found there its long-forgotten palantír, or Seeing-Stone. As he turned to evil, he took Isengard for his own, and fortified it, and used it to assemble an army of Orcs, Uruks, half-Orcs, wolves, and Dunlendings. After his attempted conquest of Rohan during the War of the Ring failed, Gandalf, with the assistance of Treebeard and the Ents, imprisoned Saruman there for a time.

ITHILIEN: This long, narrow land runs between the Anduin River and the Mountains of Shadow (Ephel Dúath), and marks the eastern boundary of Gondor. In the north, it ends in the Marshes of Nindalf (Wetwang); in the south, its border is the River Poros. Ithilien is one of the oldest fiefs of Gondor. Once a green and fertile land, it was largely desolated as a result of attacks by the forces of Sauron, which caused Men to abandon it. Only the Rangers of Ithilien, who operated out of a network of hidden refuges centered on Henneth Annûn, remained. After Sauron's fall, Ithilien was given over to the rule of Prince Faramir, and became once more a green and pleasant land, the Garden of Gondor.

KHAND: A rolling steppeland southeast of Mordor. Its people, the strong and fierce Variags, have dark skin, brown hair, and reddish eyes; like most Easterlings, they served Sauron during the War of the Ring.

LINDON: The last remnant of Beleriand, the land drowned at the end of the First Age, Lindon lies between the the Ered Luin



(Blue Mountains) and the Sea. The Gulf of Lune splits Lindon into northern and southern halves, Forlindon and Harlindon. At the head of the gulf is Mithlond, the Grey Havens, the chief port of the North. Many Elves dwell in the cool forests of Lindon; their leader, the shipwright Círdan, served on the White Council against Sauron.

LÓRIEN: The last great kingdom of the Elves in Middle-earth, ruled by the Lord Celeborn and the Lady Galadriel, who founded it during the Second Age. Most of its people are Silvan or Sindar Elves. The forest of Lórien grows along the Celebrant River down to its junction with the Anduin. A green, forested wall (which protects it rather less than Galadriel's magic) encircles its chief city, Caras Galadon, the City of the Trees, which contains no buildings. Instead, the Elves dwell on platforms high in the branches of the immense mallorn trees, or in hollows in their limbs and trunks. Travelers during the Third Age could only enter Lórien by crossing the river, and then only with the permission of the Elves; the ways out wove mazelike through the woods, and changed regularly.

Time and light in Lórien seemed different, somehow stiller and brighter, as the world was in earlier days. Galadriel took sail for the West at the end of the Third Age, and Lórien slowly faded away during the Fourth.

MINAS MORGUL: Sauron's chief fortress-city on the western slopes of the Mountains of Shadow. Founded by Elendil and his sons as Minas Ithil, the Tower of the Moon, to serve as the royal capital of Ithilien, it first fell to Sauron during the War of the Last Alliance. Recaptured during his defeat, it remained in the hands of Gondor for two thousand years. Then, in a surprise assault led by the Nazgûl, it was besieged for two years and captured, and its palantír taken for Sauron's foul purposes. It, and the valley it occupied, became filled with darkness and dread, and Men renamed it Minas Morgul, the Tower of Sorcery. During the War of the Ring, it served as the staging-point for the armies that assaulted Minas Tirith. After the destruction of Sauron's realm, the Men of Gondor pulled down the city, hoping in time that the Morgul Vale would become once more clean and pure enough to live in.



MINAS TIRITH: Founded as Minas Anor, the Tower of the Sun, by Elendil and his sons, this city was once but a fortress or outpost that guarded the entrance to southern Gondor between the White Mountains and the Anduin River. After Sauron took Minas Ithil, Men renamed Minas Anor Minas Tirith, the Tower of Guard. When Gondor's chief city, Osgiliath, fell, Minas Tirith became the capital of the realm.

Minas Tirith is a tiered city of seven levels, built into an out-thrust knee of Mount Mindolluin, easternmost peak of the Ered Nimrais. Each level is protected by its own wall, with staggered gates to prevent an enemy from charging straight up the levels. A vast pier of rock, thrusting to the west, divides in half all the circles save the lowest, and tunnels pierce it so that traffic may pass through. On the topmost level, a thousand feet above the plain, stands the White Tower of Ecthelion, seat once of kings and now of the Ruling Stewards.

The lowest wall, pierced only by the Great Gate through which no enemy has ever passed, is of great height and marvelous thickness. It was built long ago, before

the craft and wisdom of the Númenóreans had waned in Middle-earth, and no force yet remaining in the world can break or pierce it (save perhaps earthquake). There is yet another wall, the Rammas Echor, which at its farthest point is four leagues from the Great Gate. The land enclosed within the Rammas, the great fields of the Pelennor, is farmland, tilled by a few Men of Gondor or used for the pasturage of their beasts.

During the War of the Ring, Sauron's forces besieged Minas Tirith, wreaking great havoc on the Pelennor and within the city itself with their terrible engines of war. The enemy even breached the Great Gate before the Riders of Rohan came to the city's rescue. In the Fourth Age, Minas Tirith became the capital of the Reunited Kingdom of Arnor and Gondor, and the sacred White Tree of Gondor flourished there again.

MIRKWOOD: An enormous forest lying some distance east of the Anduin River, and stretching hundreds of miles south from the Grey Mountains (Ered Mithrin). Once known as Greenwood the Great, its reputa-





tion and name darkened after Sauron built Dol Guldur in the southwestern corner of the forest. Against Sauron's Shadow stands only the realm of the Elvenking, Thranduill, in the north of the forest.

MISTY MOUNTAINS: Middle-earth's mightiest mountain range, running from the northern wastes of Angmar all the way to Isengard and the Gap of Rohan. The Misty Mountains are tall, craggy, bitterly cold, and nearly impassable. Only the High Pass above Rivendell and the Redhorn Gate over Moria allow travelers to cross, and snow can close them almost any time of year; in the winter, the Redhorn Gate can barely be forced even in good weather.

With their sharp peaks often riddled with caves and caverns, the Misty Mountains have often become a veritable spawning ground for Orcs, wargs, Trolls, and other fell beasts. Many goblins of the Mountains died in the Battle of the Five Armies, but as the Shadow rose to trouble the world they multiplied once more, posing a danger to both travellers and Men dwelling near the mountains.

In the south, near the land of Eregion, the Mines of Moria pass completely through the Misty Mountains. However, Orcs, Trolls, and other things yet more foul dwell there now, making passage of the Mines almost impossible.

MORDOR: A large, rocky, arid volcanic plateau east of Gondor. Mountains wall Mordor off, leaving only the east open so that Easterlings loyal to Sauron can enter easily. The Mountains of Shadow (Ephel Dúath) ring the south and west sides of Mordor; the Mountains of Ash (Ered Lithui) run along the north boundary. The two meet in the northwest, at Cirith Gorgor, the only practicable pass into Mordor. (A much narrower, steeper, and more dangerous pass, Cirith Ungol, leads through the Mountains of Shadow to Minas Morgul.)

Behind Cirith Gorgor lies Udûn, a deep dale nearly 45 miles across; behind Udûn is the Plateau of Gorgoroth where the great volcano Orodruin, Mount Doom, smokes and rumbles. The Black Land has always been the realm of Sauron, who rules from the Dark Tower of Barad-dûr in northern



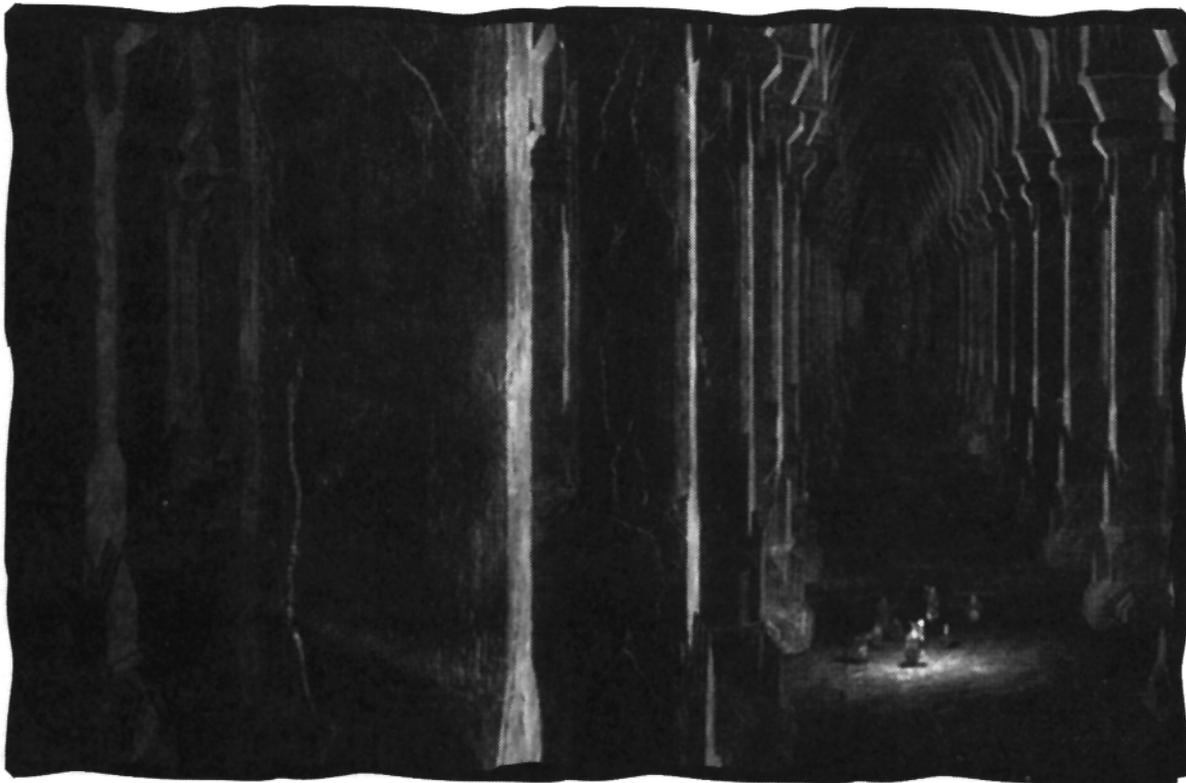
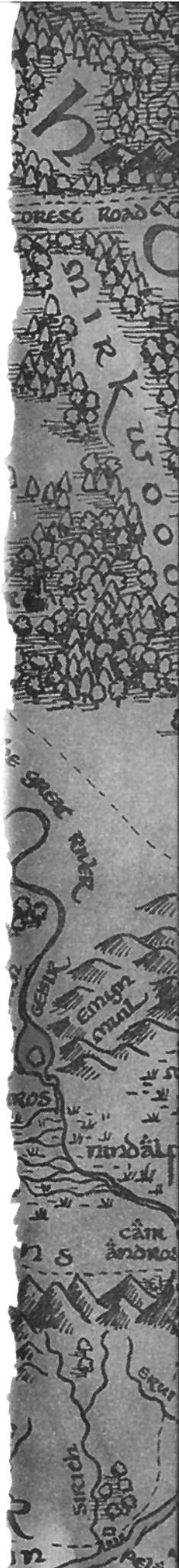
Mordor. The destruction of Sauron and his realm in the War of the Ring has left Mordor in chaos.

MORIA: Once the greatest mansion of the Dwarves, Moria lies deserted under the Misty Mountains. Durin, greatest father of the Dwarves, built Khazad-dûm (as the Dwarves call Moria) many ages ago, and the Dwarves expanded it for centuries by adding passages, staircases, storehouses, crypts, mineshafts, and forges. Early in the Second Age, the Dwarves discovered there truesilver, or mithril, more beautiful than silver and stronger than iron. Digging ever deeper for it, in the early Third Age they unleashed a Balrog, who slaughtered so many Dwarves that the survivors fled Moria forever. (More about Moria appears in the Through the Mines of Moria adventure book in this box.)

NÚMENOR: Don't look for this land on the map. Númenor sank during the Change of the World near the end of the Second Age. The survivors of the sinking, the Dúnedain, sailed east and founded Gondor and Arnor in Middle-earth.

NURN: The continuous fall of volcanic ash across Mordor creates the fields of Nurn, in the southern half of Mordor. The oily, sporadic rivers of Nurn all drain into the bitter Sea of Núrnen in eastern Nurn. As poor and bitter as it is, the soil of Nurn grows enough food to feed all the armies of Sauron, who has gangs of slaves to work his fields.

ORODRUIN: Also known as Mount Doom, this volcano rises 4,500 feet above the Plateau of Gorgoroth in northwestern Mordor. Sauron's Road winds up the black, rocky slopes of the volcano to the gates of the Sammath Naur, the Chambers of Fire. Across the floor of the Chambers run the Cracks of Doom, below which blazes the pure volcanic flame of the Fires of Doom. In these fires, Sauron first forged the One Ring in the middle of the Second Age. Only the Fires of Doom could melt the Ring, and when Frodo reached the Cracks at the climax of the War of the Ring, the Ring's Unmaking triggered a vast eruption that tore the top off of the mountain.



RHOVANION: Also known as Wilderland, this vast area stretches east of the Misty Mountains and south of the River Running and Esgaroth. Aside from Mirkwood (which occupies most of its central regions), much of Rhovanion is rolling, grassy hills and prairies. This has made it a prime pathway for Easterling invasions over the centuries. Even in the Fourth Age, much of the Wilderland remains turbulent, open, and unsettled, as befits its name.

RHÛN: A rich land in the east surrounding the Sea of Rhûn. From this region come waves of Easterlings, and most of the territory here remains contested by their rival kingdoms and realms. Only the Men of Dorwinion practice peaceful trade with others.

RIVENDELL: An Elven fastness in the foothills of the western Misty Mountains, at the headwaters of the Rivers Hoarwell and Loudwater. Founded by Elrond in the Second Age, during the Elves' wars with Sauron, it became known as the "Last Homely House East of the Sea" throughout all the turmoil of the coming centuries. Rivendell became a refuge for Elves and Men

of goodwill in trouble, especially for the last lines of the Dúnedain. It is a place of peace, comfort, and wisdom, where nearly any harm to heart, body, or mind can be healed.

ROHAN: This large, lush, grassy kingdom lies north of Gondor between the Isen River and the cliffs of the Anduin, bordered on the north by Fangorn Forest and the chalk hills of the Wold east of it. Through most of the Third Age, Rohan was a northern province of Gondor. With few natural boundaries, and situated north of the protecting White Mountains, the province remained vulnerable to attacks by Easterlings, Orcs, and Dunlendings. During one such invasion, only the timely arrival of the horsemen of the Éothéod saved Gondor at the Battle of the Fields of Celebrant. In gratitude, the Steward of Gondor granted the province outright to the horsemen, who became known as the Rohirrim, the Riders of Rohan.

The Kings of Rohan rule from Meduseld, their golden feast-hall in the town of Edoras on the Snowbourn at the feet of the White Mountains. They have long preserved their alliance with Gondor. The Riders fight with spear, sword, and bow; their cavalry is

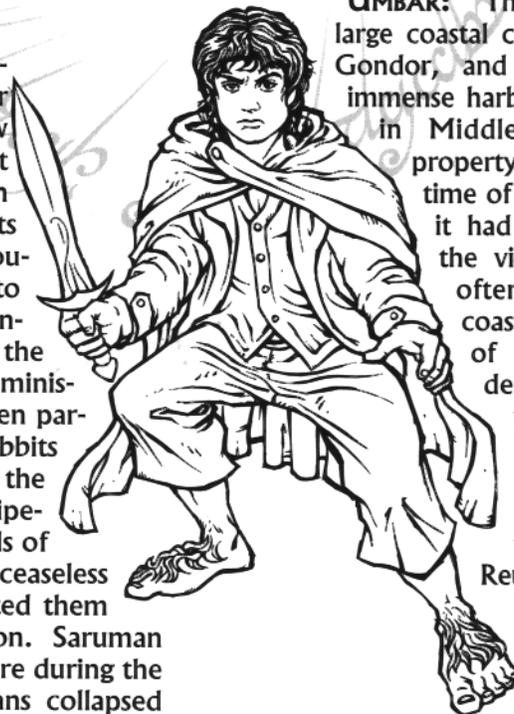




unequaled in Middle-earth, and their intervention again saved Gondor at Minas Tirith during the War of the Ring. The Rohirrim tend toward blond hair, blue eyes, and hearty, open attitudes.

THE SHIRE: A small, isolated region of western Eriador (roughly the size of New Hampshire and Vermont together), the Shire has been the homeland of the Hobbits since they settled it over a thousand years ago. Divided into four Farthings, the Shire essentially rules itself, such titles as the Hobbits use being primarily administrative rather than royal or even particularly important. The Hobbits pursue a cozy, domestic life in the Shire, growing food and pipe-weed; during the great turmoils of the Third Age, only the ceaseless efforts of the Rangers protected them from invasion and devastation. Saruman attempted to take over the Shire during the War of the Ring, but his plans collapsed

with the return of the heroes Frodo, Sam, Pippin, and Merry, who cleansed the Shire of him and his vile followers.



UMBAR: The name for both a large coastal cape to the south of Gondor, and of its capital, an immense harbor-fortress, the best in Middle-earth. Once the property of Gondor, by the time of the War of the Ring it had long been held by the vicious Corsairs, who often raided Gondor's coasts. During the War of the Ring, Aragorn defeated the Corsair fleet at Pelargir on the lower Anduin, and Umbar returned to Gondorian control under the Reunited Kingdom.

THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME



THE LORD OF THE RINGS
ROLEPLAYING ADVENTURE GAME

North





DECIPHER
The Art of Great Games

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MAN OF GONDOR WARRIOR/CAPTAIN



ATTRIBUTE VALUE MOD.

STRENGTH	9	+1
VITALITY	11	+2
NIMBLENESS	9	+1
WITS	9	+1
BEARING	10	+2
PERCEPTION	9	+1

REACTIONS VALUE

FORTITUDE	+3
SWIFTNESS	+2
WILLPOWER	+5
WISDOM	+5
DEFENSE	15
WOUNDS	80

EDGES

FELL HANDED (ALL FOES): Whenever you roll two sixes on an attack roll, you automatically do maximum damage.

WARWISE: Your experience on the battlefield grants you insight into your opponent's actions. Once per combat you may act first in the round, before Legolas.

SKILLS

INTIMIDATE 6: Use this skill to bluff your enemies into fearing you.

INSPIRE 7: Use this skill to grant confidence to your friends.

JUMP 6: Use this to leap up or over things.

MELEE WEAPON (LONGSWORD) 7: Use this skill to attack someone with your sword.

OBSERVE 4: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

RANGED WEAPON (LONG BOW) 6: Use this skill to attack someone with your bow.

STEALTH 5: Use this skill to move very quietly.

TRACK (ORCS) 6: Use this skill to find the tracks left by orcs. you may be able to tell how many there were and which direction they went.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

PROUD: You believe Gondor is unfairly looked down upon and take every opportunity to prove your people are valiant and good.

RACIAL ABILITIES

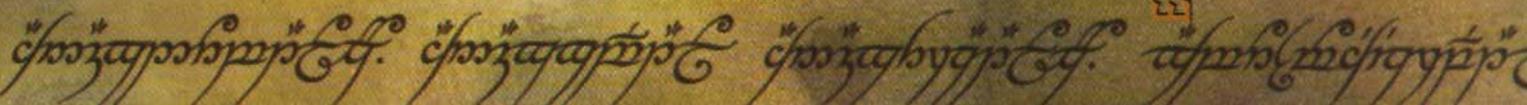
SKILLED: You have more skills than elves or dwarves.

COMBAT OPTIONS

- Ⓔ ATTACK WITH YOUR SWORD
- Ⓔ INSPIRE THE FELLOWSHIP
- Ⓔ FIRE AN ARROW
- Ⓔ MOVE
- Ⓔ READY A WEAPON

EQUIPMENT

- CLOTHING
- HORN OF GONDOR
- LONGSWORD
(DAMAGE: 2D6 + 1)
- LONGBOW
(DAMAGE: 1D6 + 1)
- 30 ARROWS

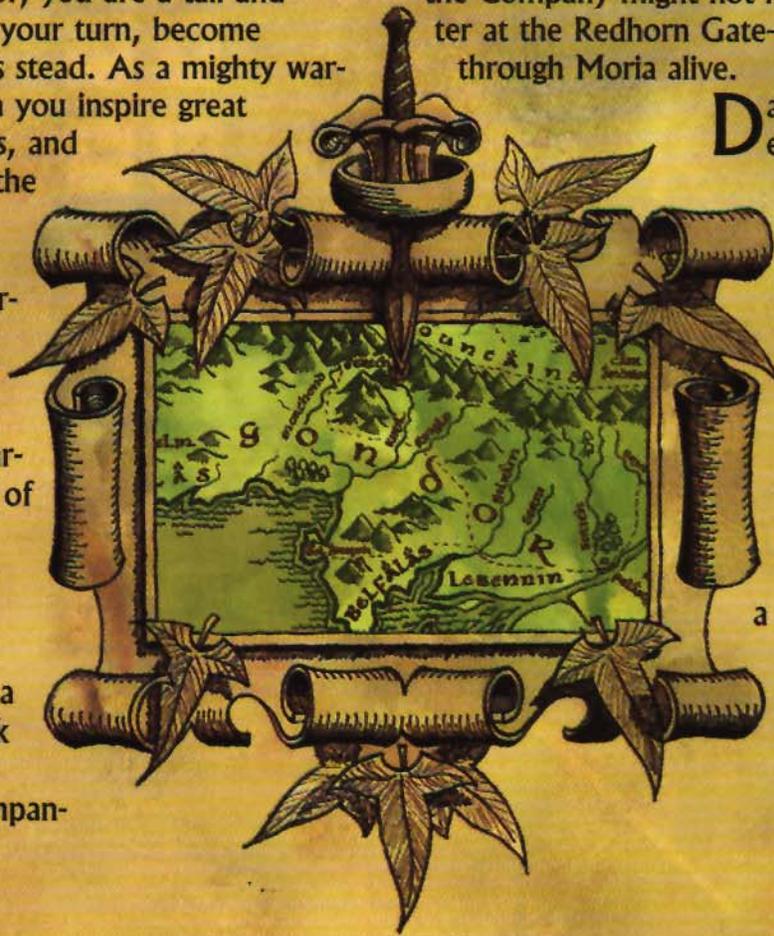


BACKGROUND

The eldest son of Denethor, the Ruling Steward of Gondor, you are a tall and noble man who will, in your turn, become Steward in your father's stead. As a mighty warrior and captain of Men you inspire great loyalty in your followers, and strike terrible fear into the enemies of Gondor.

Seeking the counsel of Elrond, you journeyed hundreds of miles from the city of Minas Tirith to Rivendell. There you participated in the Council of Elrond and later joined the Fellowship. Though you believe the Free Peoples should preserve the One Ring to use as a weapon against the Dark Lord, you have proven your worth to your compan-

ions who hold different beliefs. Without your help, the Company might not have survived the disaster at the Redhorn Gate—and may not make it through Moria alive.



Dark-haired and grey-eyed like your distant kinsman Aragorn, you have a proud, stern countenance and a determined gaze. You wear sturdy traveling clothes, and carry a longsword and shield. You also bear a silver-tipped horn, created by one of your ancestors from the body of a wild ox of Rhûn; the very sound of this horn causes dismay among your foes.

COMBAT OPTIONS

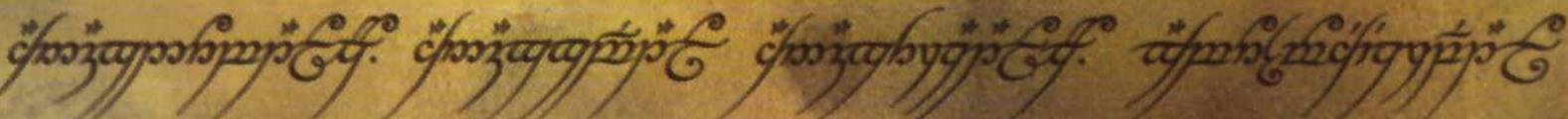
- ATTACK WITH YOUR SWORD:** You can attempt to attack anyone standing in a hex next to you with your sword.
- INSPIRE THE FELLOWSHIP:** As your first action in combat, you may blow the horn of Gondor and make an Inspire check. If your total is greater than 15, you and all your companions gain +1 on all attack rolls for the remainder of combat.
- FIRE AN ARROW:** You can shoot an arrow at anyone you can see on the map. If someone's standing between you and your enemy, your line of sight is blocked and you cannot shoot at that target until you move.
- MOVE:** You can move three hexes in any direction. you can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- READY A WEAPON:** You begin the game with your bow slung over your shoulder and your sword in its sheath. It takes one of your actions to ready your sword, so you can attack. It takes another action to switch from your sword to your bow, or back again.

QUOTES

'Well, when heads are at a loss, bodies must serve, as we say in my country.'

'In the deep places of the world! And thither we are going against my wish. Who will lead us now in this deadly dark?'

'There is no hope of escape that way. 'And no hope at all, if they come at the other door as well.'





ATTRIBUTE VALUE MOD.

STRENGTH	5	+0
VITALITY	5	+0
QUICKNESS	6	+0
WITS	5	+0
BEARING	5	+0
PERCEPTION	5	+0

REACTIONS VALUE

FORTITUDE	+1
SWIFTNESS	+1
WILLPOWER	+1
WISDOM	+1
DEFENSE	11
WOUNDS	40

EDGES

KEEN HEARING: You gain a +2 bonus to Observe tests when listening for things.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

SKILLS

MELEE WEAPON (DAGGER) 5: Use this skill to attack someone with your dagger.

OBSERVE 6: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

STEALTH 7: Use this skill to move very quietly.

RACIAL ABILITIES

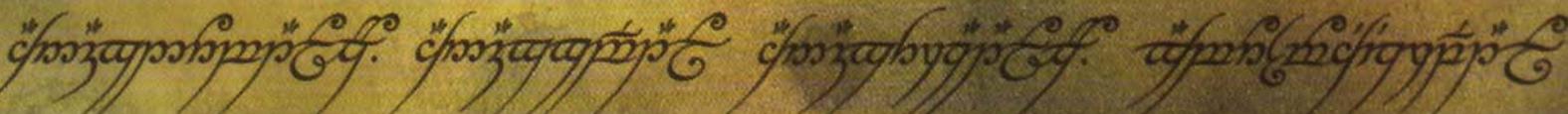
SOFT-FOOTED: This grants you a +2 bonus to your Stealth tests.

EQUIPMENT

**CLOTHES
DAGGER**
(DAMAGE: 1D6-1, although your damage is never less than 1)

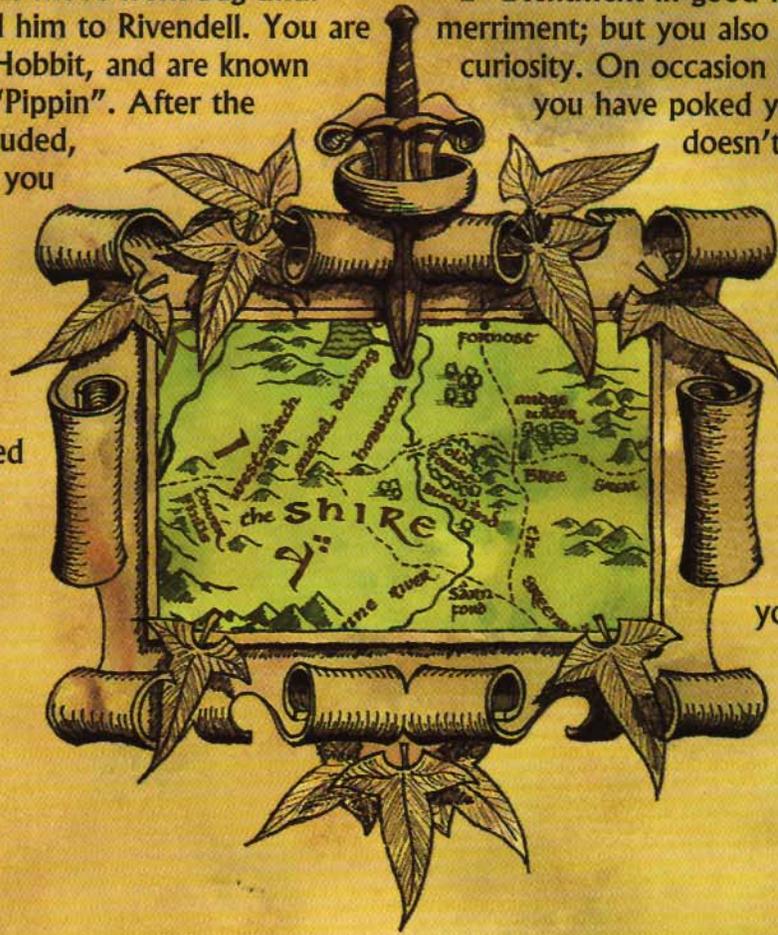
COMBAT OPTIONS

- ☞ READY A WEAPON
- ☞ MOVE
- ☞ ATTACK WITH YOUR DAGGER



BACKGROUND

You befriended Frodo some years ago and helped him plan his move from Bag End. Later, you accompanied him to Rivendell. You are somewhat young for a Hobbit, and are known among your friends as "Pippin". After the Council of Elrond concluded, Elrond planned to send you and Merry back to the Shire to warn the other Hobbits of their peril, but you insisted on accompanying Frodo and the Fellowship on their quest, which has led you here—to the Mines of Moria.



Normally, you are cheerful and find contentment in good food, a warm bed, and merriment; but you also have a strong sense of curiosity. On occasion during your adventures, you have poked your nose in where it doesn't belong and have gotten into some trouble. But even so, you still haven't learned self-restraint and are likely to end up in hot water from time to time. You carry a dagger obtained from the Barrow-downs, which you and the other Hobbits crossed on your way to Rivendell.

COMBAT OPTIONS

- READY A WEAPON:** You begin the game with your dagger in its sheath. It takes one action to ready it.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- ATTACK WITH YOUR DAGGER:** You can attempt to attack anyone standing in a hex next to you with your knife.

QUOTES

'Well if that isn't a plague and a nuisance! I had looked forward to a real good meal tonight: something hot.'

'I wish I had taken Elrond's advice... I don't ever remember feeling so wretched.'

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STOOR HOBBIT WARRIOR



ATTRIBUTE VALUE MOD.

STRENGTH	5	+0
VITALITY	5	+0
NIMBLENESS	6	+0
WITS	5	+0
BEARING	5	+0
PERCEPTION	5	+0

REACTIONS VALUE

FORTITUDE	+1
SWIFTNESS	+1
WILLPOWER	+1
WISDOM	+1
DEFENSE	11
WOUNDS	40

EDGES

KEEN HEARING: You gain a +2 bonus to Observe tests when listening for things.

FLAWS

ENEMIES (SERVANTS OF SAURON): orcs, trolls, and Nazgûl will automatically try to kill you if they find you

SKILLS

MELEE WEAPON (DAGGER) 5: Use this skill to attack someone with your dagger.

OBSERVE 6: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

STEALTH 7: Use this skill to move very quietly.

RACIAL ABILITIES

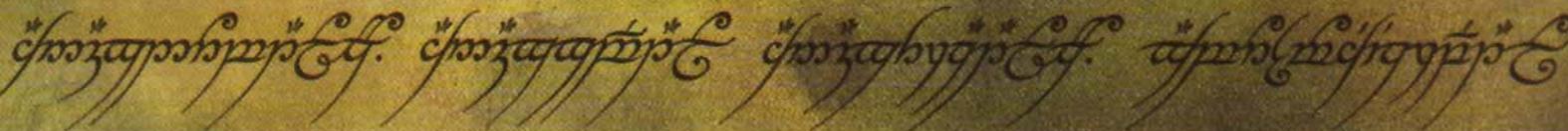
SOFT-FOOTED: This grants you a +2 bonus to your Stealth tests.

COMBAT OPTIONS

- ☞ READY A WEAPON
- ☞ MOVE
- ☞ ATTACK WITH YOUR DAGGER

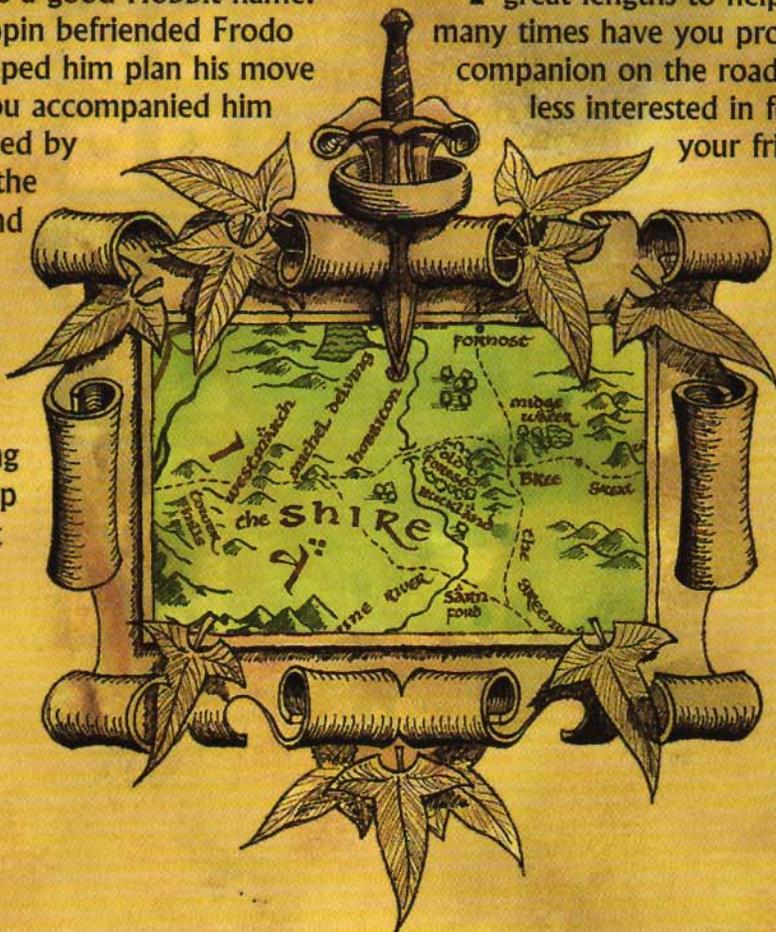
EQUIPMENT

CLOTHES
DAGGER
(DAMAGE: 1D6-1, although your damage is never less than 1)



BACKGROUND

Your friends know you as Merry, short for Meriadoc, which is a good Hobbit name. You and your friend Pippin befriended Frodo some years ago, and helped him plan his move from Bag End. Later, you accompanied him to Rivendell while pursued by the Black Riders. After the Council of Elrond, Elrond intended for you and Pippin to return to the Shire to warn your people of their peril, but you and Pippin both insisted on accompanying Frodo and the Fellowship on their quest to Mount Doom.



You are stout-hearted and willing to go to great lengths to help your friends. And many times have you proved yourself a valuable companion on the road. Though only slightly less interested in food and comfort than your friend Pippin, you have put aside your desire for creature comforts for the sake of the quest. Like your Hobbit companions, you carry a dagger found on the Barrow-downs, which you and your fellows crossed on the way to Rivendell.

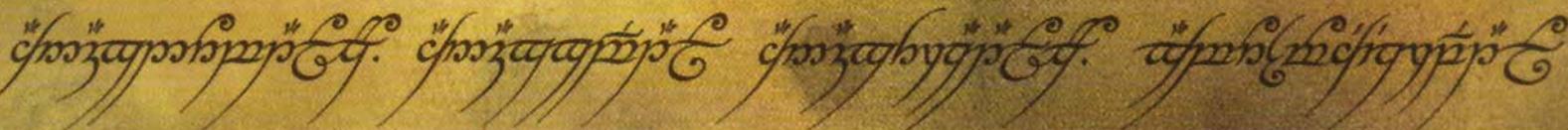
COMBAT OPTIONS

- READY A WEAPON:** You begin the game with your dagger in its sheath. It takes one action to ready it.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- ATTACK WITH YOUR DAGGER:** You can attempt to attack anyone standing in a hex next to you with your knife.

QUOTES

'If it is a worse road than the Redhorn Gate, then it must be evil indeed.'

'I wish we could get away!'





GANDALF

MAGICIAN/WIZARD



ATTRIBUTE VALUE MOD.

STRENGTH	6	+0
VITALITY	11	+2
NIMBLENESS	8	+1
WITS	15	+5
BEARING	16	+6
PERCEPTION	13	+3

REACTIONS VALUE

FORTITUDE	+0
SWIFTNESS	+3
WILLPOWER	+5
WISDOM	+6
DEFENSE	14
WOUNDS	70

EDGES

LOREMASTER 7: Use any Lore skill with a +7 bonus.

ALLIES (THE WHITE COUNCIL): The other Wizards are obligated to aid you when in need.

ALLIES (GWAIHIR THE WINDLORD): The king of the eagles will aid you when you need him.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

SKILLS

INTIMIDATE 10: Use this skill to bluff your enemies into fearing you.

LORE (MORIA) 8: Use this skill to find your way through Moria.

MELEE WEAPON (LONGSWORD, GLAMDRING) 7: Use this skill to attack someone with Glamdring.

OBSERVE 6: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

STEALTH 5: Use this skill to move very quietly.

RACIAL ABILITIES

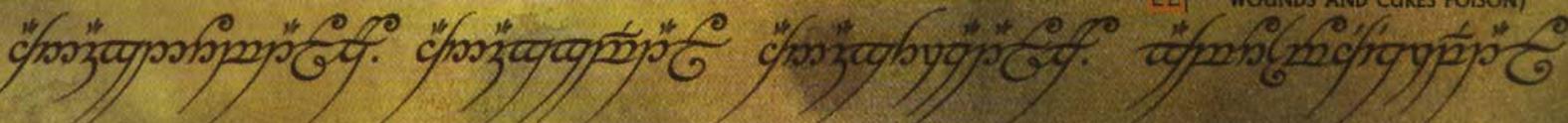
SPELLS: You may cast spells.

COMBAT OPTIONS

- ⊗ ATTACK WITH GLAMDRING
- ⊗ INTIMIDATE
- ⊗ BURST FLAME
- ⊗ MOVE
- ⊗ READY A WEAPON
- ⊗ SUNDER

EQUIPMENT

- CLOTHING
- GLAMDRING
(DAMAGE: 3D6)
- STAFF
(You may make the tip of your staff shed light.)
- MIRUVOR (5 DOSES)
(1 DOSE HEALS 2D6+3 WOUNDS AND CURES POISON)



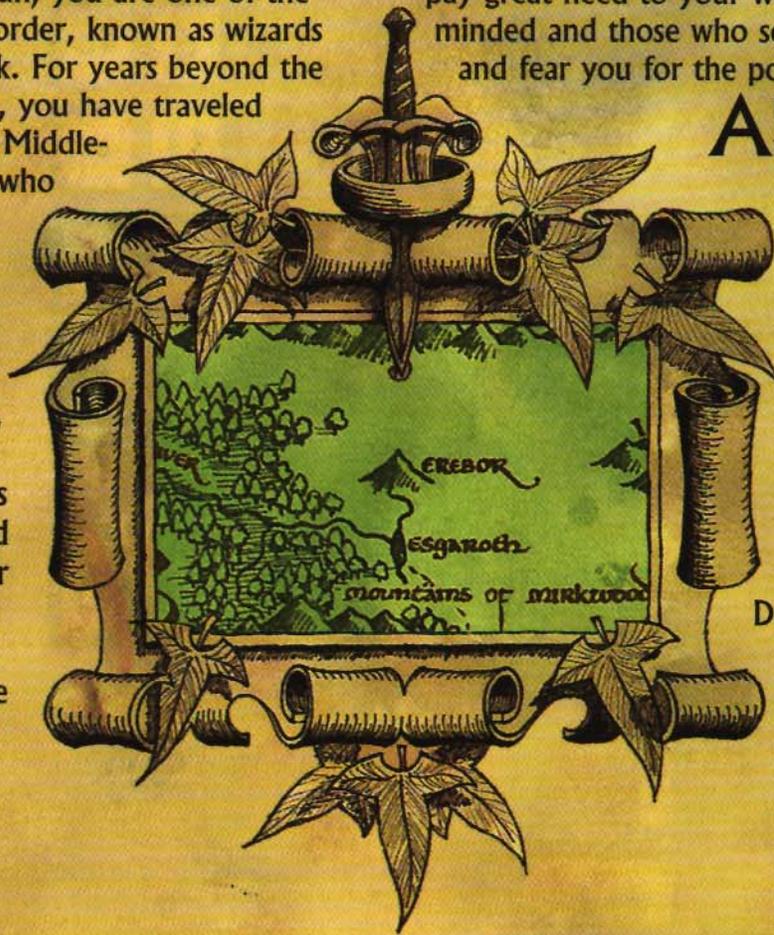
BACKGROUND

Known to the Elves as Mithrandir and the Dwarves as Tharkûn, you are one of the most powerful of your order, known as wizards among the common folk. For years beyond the memory of mortal Men, you have traveled the lands and realms of Middle-earth, counseling those who oppose Sauron, and offering whatever aid you can in the struggle against the Shadow.

With your grey robes and cloak, pointed blue hat, long grey beard, and wizard's staff, you are recognized from the Shire in the far West, to Gondor in the South, and all points in between. Those who are

wise and kind-hearted honor and revere you, and pay great heed to your words; but the small-minded and those who serve the Shadow scorn and fear you for the power you wield.

Although you have mastered much wizardry and know more spells than you can easily remember, you've made a special study of magics relating to fire and light. When necessary, you can create flares of light to brighten the darkest of Moria's halls, and kindle fires to drive back the servants of the Dark Lord.



COMBAT OPTIONS

- ATTACK WITH GLAMDRING:** You can attempt to attack anyone standing in a hex next to you with Glamdring.
- INTIMIDATE:** You may attempt to intimidate your opponents, causing them to fear you.
- BURST FLAME 7:** Once per combat, you may attempt to ignite flame, doing 2d6 points of damage to one target, and 1d6 damage to every target in an adjacent hex.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- READY A WEAPON:** You begin the game with Glamdring in its sheath. It takes one action to ready it.
- SUNDER:** As an action, you may use your staff to shatter the Bridge of Khazad-dûm in the final scene of the adventure.

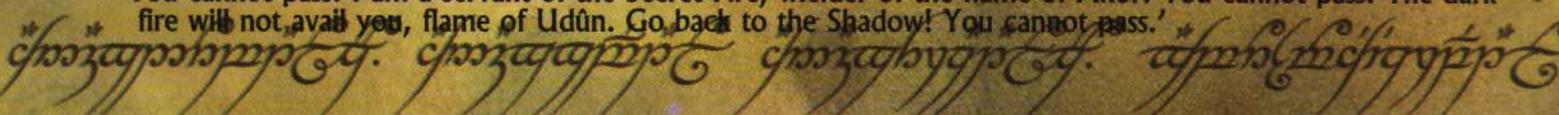
QUOTES

'Follow my staff... I expect. It cannot be less than forty miles from the West-door to East-gate in a direct line...

'I have made up my mind. I do not like the feel of the middle way; and I do not like the smell of the left-hand way: there is a foul air down there, or I am no guide. I shall take the right-hand passage.'

'There are Orcs, very many of them. And some are large and evil: black Uruks of Mordor. For the moment they are hanging back, but there is something else there. A great cave-troll, I think, or more than one. There is no hope of escape that way.'

'You cannot pass. I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass. The dark fire will not avail you, flame of Udûn. Go back to the Shadow! You cannot pass.'





FALLOHIDE HOBBIT WARRIOR



ATTRIBUTE VALUE MOD.

STRENGTH	4	-1
VITALITY	8	+1
NIMBLENESS	6	+0
WITS	9	+1
BEARING	8	+1
PERCEPTION	9	+1

REACTIONS VALUE

FORTITUDE	+1
SWIFTNESS	+2
WILLPOWER	+2
WISDOM	+2
DEFENSE	11
WOUNDS	40

EDGES

ELF-FRIEND: *Elrond and the elves of Rivendell will aid you in your time of need.*

FLAWS

ENEMIES (SERVANTS OF SAURON): *Orcs, trolls, and Nazgûl will automatically try to kill you if they find you*

SKILLS

MELEE WEAPON (STING) 5: *Use this skill to attack someone with Sting.*

OBSERVE 6: *Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.*

STEALTH 7: *Use this skill to move very quietly.*

RACIAL ABILITIES

SOFT-FOOTED: *This grants you a +2 bonus to your Stealth tests.*

COMBAT OPTIONS

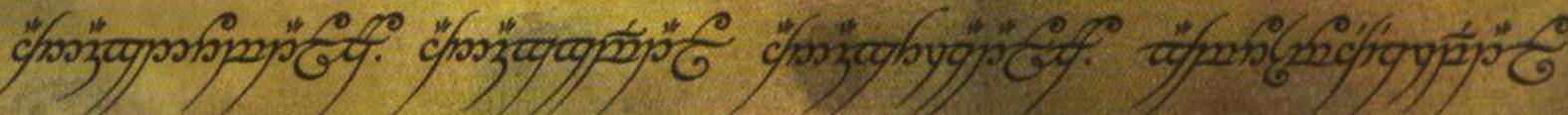
- ☞ **ATTACK WITH STING**
- ☞ **MOVE**
- ☞ **READY A WEAPON**
- ☞ **USE THE RING**

EQUIPMENT

ARMOR (MITHRIL CHAIN 5)
This reduces the damage done from any attack against you by five.

STING
(DAMAGE: 1D6 + 1)

THE ONE RING



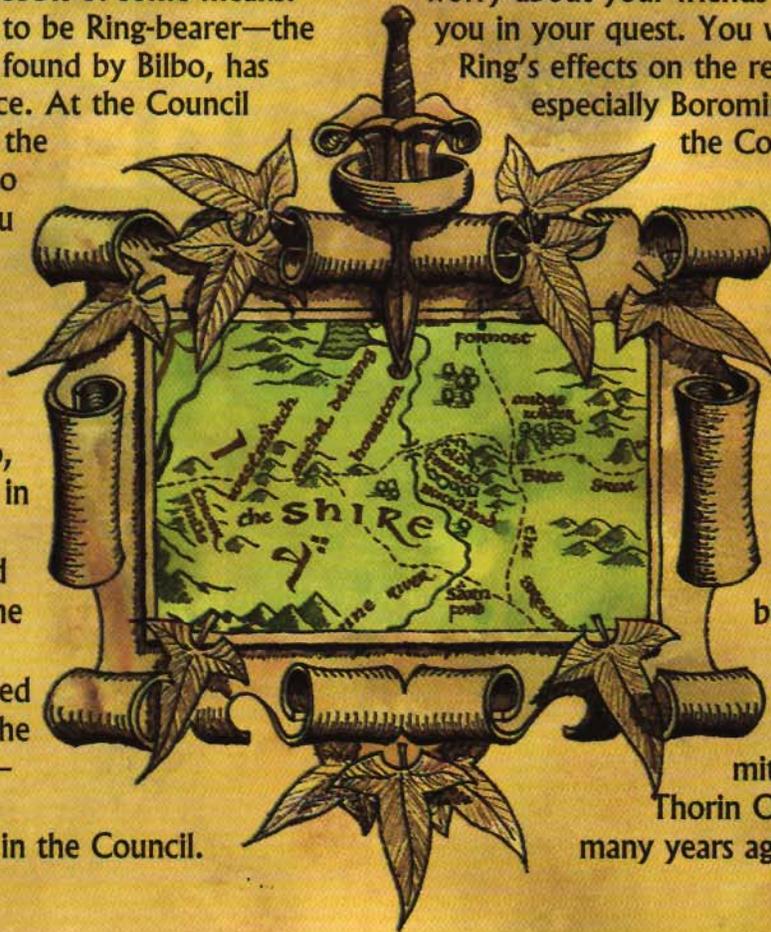
BACKGROUND

You are the adopted heir of Bilbo Baggins, and therefore a Hobbit of some means. Destiny has chosen you to be Ring-bearer—the one to whom the Ring, found by Bilbo, has come through inheritance. At the Council of Elrond you accepted the duty to carry the Ring to Mount Doom where you shall throw it into the fires to destroy it and end its evil influence over Middle-earth.

Your adventures began months ago, when you left the Shire in the company of your friends Sam, Merry, and Pippin, with the fearsome Black Riders on your heels. You barely survived attacks by the Riders—the Nazgûl, or Ringwraiths—before coming safely to Rivendell to participate in the Council.

You are strong-willed and kind, and you often worry about your friends' welfare as they aid you in your quest. You worry, too, about the Ring's effects on the rest of the Company, especially Boromir who disagrees with the Company's decision to destroy the ring.

Among your equipment you carry Sting, an enchanted dagger forged long ago in Gondolin and discovered by Bilbo Baggins. When orcs are near, Sting glows with a soft blue light, alerting you to their presence. You also secretly wear a coat of mithril rings, a gift from Thorin Oakenshield to Bilbo many years ago.

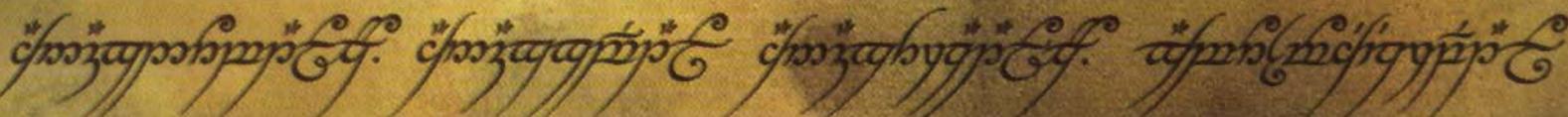


COMBAT OPTIONS

- ATTACK WITH STING:** You can attempt to attack anyone standing in a hex next to you with Sting.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- READY A WEAPON:** You begin the game with Sting in its sheath. It takes one action to ready it.
- USE THE RING:** As an action, you may put on the One Ring and become invisible. You may not feel like taking the Ring off once you do this.

QUOTES

- 'I suppose I must keep the Ring and guard it, at least for the present, whatever it may do to me.'*
- 'I will take the Ring, though I do not know the way.'*
- 'The Shire!'*
- 'What about me? I am alive, and whole I think. I am bruised and in pain, but it is not too bad.'*





GIMLI

DWARF CRAFTSMAN/WARRIOR



ATTRIBUTE VALUE MOD.

STRENGTH 11 +2

VITALITY 12 +3

NIMBLENESS 7 +0

WITS 9 +1

BEARING 10 +2

PERCEPTION 8 +1

REACTIONS VALUE

FORTITUDE +4

SWIFTNESS +2

WILLPOWER +3

WISDOM +3

DEFENSE 13

WOUNDS 70

EDGES

WEAPON-MASTER (AXE): If you exceed your opponent's defense by 3 or more when you hit, you may take a single extra attack for free.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try kill you if they find you

STIFF-NECKED: You are resolute of will, and rarely change your mind.

SKILLS

LORE (MORIA) 4: Use this skill to find your way through Moria

MELEE WEAPON (AXE) 7: Use this skill to attack someone with your axe.

OBSERVE 3: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

STEALTH 3: Use this skill to move very quietly.

TRACK (ORCS) 4: Use this skill to find the tracks left by orcs. You may be able to tell how many there were and which direction they went.

RACIAL ABILITIES

SWIFT RECOVERY: After each battle, you heal three wounds because of your natural hardiness.

ARMOR 3:
This reduces the damage done from any attack against you by three.

AXE
(DAMAGE: 2D6 + 2)

CLOTHING

COMBAT OPTIONS

Ⓔ **ATTACK WITH YOUR AXE**

Ⓔ **MOVE**

Ⓔ **READY A WEAPON**

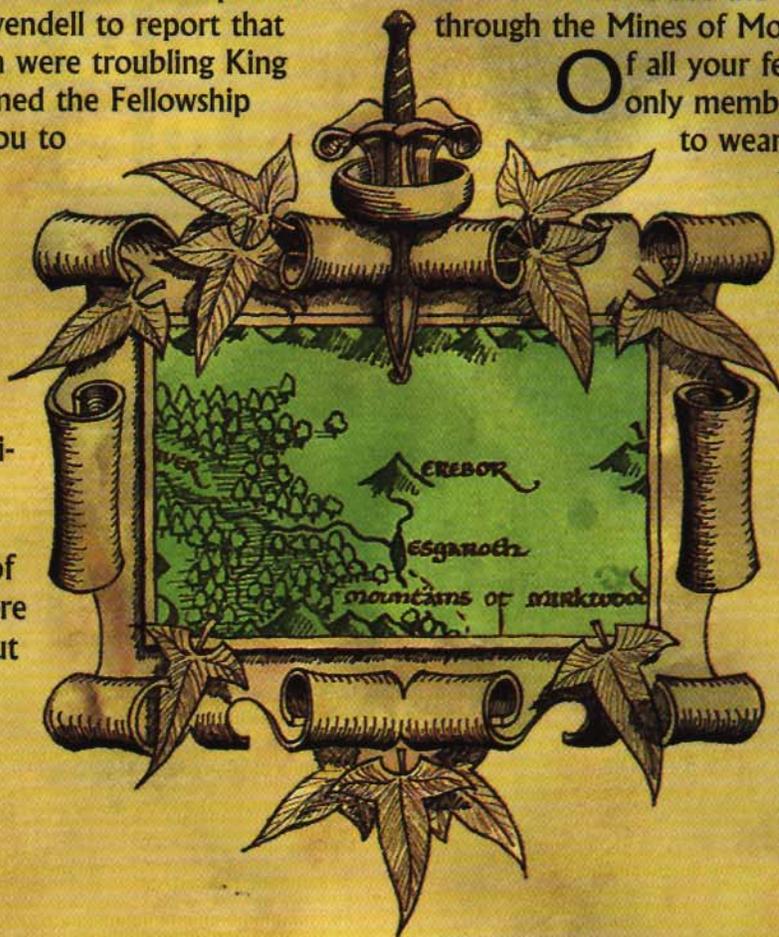
BACKGROUND

You are a strong, sturdy Dwarf from Erebor, the Lonely Mountain. You accompanied your father Glóin to Rivendell to report that messengers from Sauron were troubling King Dáin. When Elrond formed the Fellowship of the Ring, he chose you to represent the Dwarves.

Like most Dwarves, you are given to merriment and song in easy times, but you are quick to turn grim and stern on more serious occasions, and seek retribution for insults and wrongs done to you or your people. You are, of course, wise in Dwarf-lore and knowledgeable about

things of the earth; and Gandalf counts on your aid and advice to see the Company safely through the Mines of Moria.

Of all your fellows, you are the only member of the Fellowship to wear armour openly; you don a coat of steel chainmail forged by your kindred under the Mountain. You also carry a broad-bladed axe, which you wield with deadly skill against your foes, including orcs and wolves.



COMBAT OPTIONS

- ATTACK WITH YOUR AXE:** You can attempt to attack anyone standing in a hex next to you with your axe.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- READY A WEAPON:** You begin the game with your axe drawn and ready. If you decide to sheath it later, it will take an action to ready it again.

- QUOTES**
- 'Faithless is he that says farewell when the road darkens.'*
 - 'I will tread the path with you, Gandalf! I will go and look on the halls of Durin, whatever may wait there—if you can find the doors that are shut.'*
 - 'This is the great realm and city of the Dwarrowdelf. And of old it was not darksome, but full of light and splendour, as is still remembered in our songs.'*
 - 'This seems to have been a guardroom, made for the watching of the three passages. That hole was plainly a well for the guards' use, covered with a stone lid.'*
 - 'The Chamber of Records. I guess that is where we now stand.'*
 - 'Durin's Bane!'*

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ATTRIBUTE VALUE MOD.

STRENGTH 5 +0

VITALITY 5 +0

NIMBLENESS 6 +0

WITS 4 +0

BEARING 4 +0

PERCEPTION 6 +0

REACTIONS VALUE

FORTITUDE +1

SWIFTNESS +1

WILLPOWER +1

WISDOM +1

DEFENSE 11

WOUNDS 40

EDGES

KEEN HEARING: You gain a +2 bonus to *Observe* tests when listening for things.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

SKILLS

MELEE WEAPON (DAGGER) 5: Use this skill to attack someone with your dagger.

OBSERVE 6: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

STEALTH 7: Use this skill to move very quietly.

RACIAL ABILITIES

SOFT-FOOTED: This grants you a +2 bonus to your *Stealth* tests.

EQUIPMENT

**CLOTHES
DAGGER**
(DAMAGE: 1D6-1, although your damage is never less than 1)

COMBAT OPTIONS

- READY A WEAPON
- MOVE
- ATTACK WITH YOUR DAGGER

LEGOLAS

SINDAR ELF WARRIOR/RANGER



ATTRIBUTE VALUE MOD.

STRENGTH	6	+0
VITALITY	9	+1
NIMBLENESS	12	+3
WITS	10	+2
BEARING	9	+1
PERCEPTION	12	+3

REACTIONS VALUE

FORTITUDE	+2
SWIFTNESS	+5
WILLPOWER	+4
WISDOM	+3
DEFENSE	16
WOUNDS	60

EDGES

ACCURATE (LONGBOW): Other characters receive a penalty to hit with a bow against targets 20 hexes or more away. For you, this penalty only applies against targets 30 hexes or more away.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

SKILLS

CLIMB 7: Use this skill to climb walls and other surfaces unless they are very smooth.

MELEE WEAPON (LONG KNIFE) 6: Use this skill to attack someone with your knife.

OBSERVE 6: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

RANGED WEAPON (LONG BOW) 8: Use this skill to attack someone with your bow.

STEALTH 6: Use this skill to move very quietly.

TRACK (ORCS) 6: Use this skill to find the tracks left by orcs. You may be able to tell how many there were and which direction they went.

EQUIPMENT RACIAL ABILITIES

FARSIGHTED: You can see great distances, add +1 to your Observe test when looking for things.

LIGHT SLEEP: You need only a few hours of sleep a day, and may go for days without sleep.

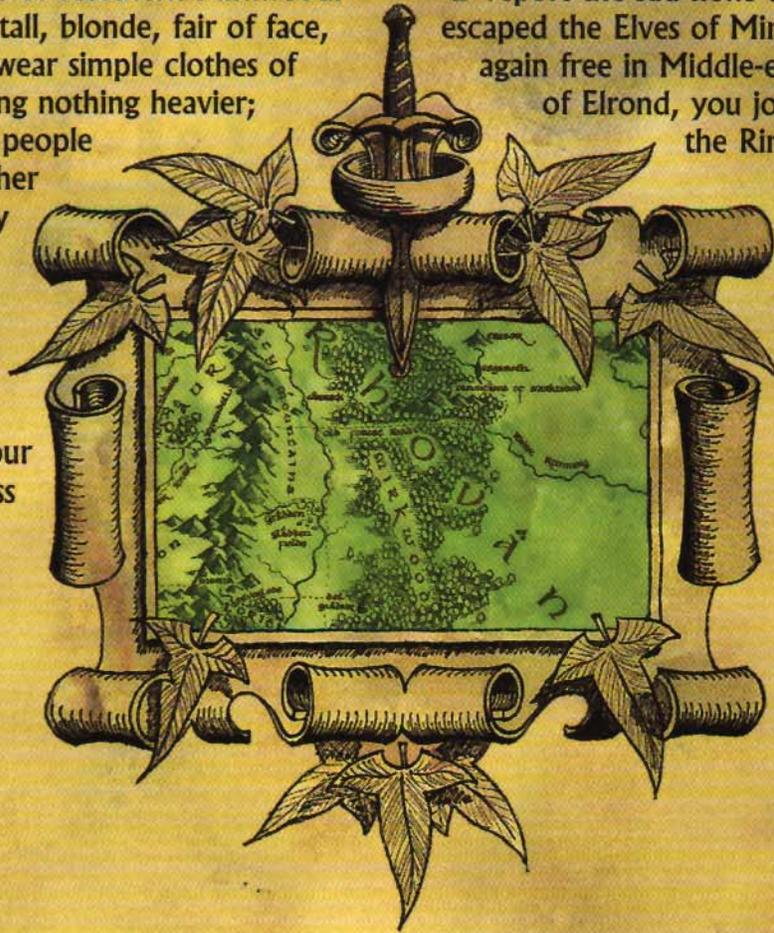
EQUIPMENT
CLOTHING
LONG KNIFE
(DAMAGE: 1D6+1)
LONGBOW
(DAMAGE: 1D6+1)
60 ARROWS

COMBAT OPTIONS

- ☞ READY A WEAPON
- ☞ FIRE AN ARROW
- ☞ TRICK SHOT
- ☞ ATTACK WITH YOUR KNIFE
- ☞ MOVE

BACKGROUND

You are the son of Thranduil the Elven king, who rules the Elves of Northern Mirkwood. Even for an Elf you are tall, blonde, fair of face, and light of heart. You wear simple clothes of green and brown, needing nothing heavier; for like the rest of your people you feel the bite of neither cold nor heat. You carry a short bow, such as your kindred in Mirkwood use, a quiver of arrows, and a long, white knife for times when you have spent your arrows or your foes press too close for archery.



You were sent to Rivendell by your father to report the sad news that Gollum had escaped the Elves of Mirkwood and is once again free in Middle-earth. After the Council of Elrond, you joined the Fellowship of the Ring to represent the Elves. Your keen sight and skilled archery have already aided the Company many times; and your service may prove crucial in the passage through the Mines of Moria.

COMBAT OPTIONS

- READY A WEAPON:** You begin the game with your bow slung over your shoulder and your knife in its sheath. It takes one of your actions to ready your bow, so you can fire it. It takes another action to switch from your bow to your knife, or back again.
- FIRE AN ARROW:** You can shoot an arrow at anyone you can see on the map. If someone's standing between you and your enemy, your line of sight is blocked and you cannot shoot at that target until you move.
- TRICK SHOT:** You can fire two arrows with one action. You can aim both arrows at the same target, or each arrow at a different target. This is harder than firing a single arrow, adding +5 to Legolas' TN to hit with each arrow.
- ATTACK WITH YOUR KNIFE:** You can attempt to stab anyone standing in a hex next to you.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.

QUOTES
'My heart would be glad if I were beneath the leaves of that wood, and it were springtime!'
'I do not wish to go to Moria.'
'They are coming!'
'Ai! ai! A balrog! A balrog is come!'

Handwritten text in a decorative script, likely representing the Elvish name for Legolas.



ARAGORN

DÚNEDAIN WARRIOR/RANGER



ATTRIBUTE VALUE MOD.

STRENGTH 10 +2

VITALITY 12 +3

QUICKNESS 8 +1

WITS 9 +1

BEARING 12 +3

PERCEPTION 10 +2

REACTIONS VALUE

FORTITUDE +3

SWIFTNESS +2

WILLPOWER +5

WISDOM +5

DEFENSE 15

WOUNDS 80

EDGES

FELL HANDED (ORCS): Whenever you roll two sixes on an attack roll against orcs, you automatically do maximum damage.

FLAWS

ENEMIES (SERVANTS OF SAURON): Orcs, trolls, and the Nazgûl will automatically try to kill you if they find you

SKILLS

LORE (MORIA) 7: Use this skill to find your way through Moria.

MELEE WEAPON (LONGSWORD, ANDÚRIL) 8: Use this skill to attack someone with Andúril.

OBSERVE 4: Use this skill to hear very faint noises, see things very far away, or find things hidden in the darkness.

RANGED WEAPON (LONG BOW) 5: Use this skill to attack someone with your bow.

STEALTH 5: Use this skill to move very quietly.

TRACK (ORCS) 8: Use this skill to find the tracks left by orcs. You may be able to tell how many there were and which direction they went.

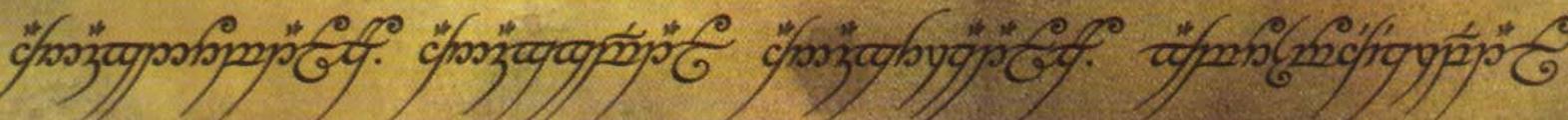
EQUIPMENT RACIAL ABILITIES

SWIFT RECOVERY : After each battle, you heal three wounds because of your natural hardiness.

CLOTHING
LONGBOW
 (DAMAGE: 1D6+1)
30 ARROWS
LONGSWORD: ANDÚRIL,
THE FLAME OF THE WEST
 (DAMAGE: 3D6)

COMBAT OPTIONS

- ☞ **ATTACK WITH ANDÚRIL**
- ☞ **FIRE AN ARROW**
- ☞ **MOVE**
- ☞ **READY A WEAPON**



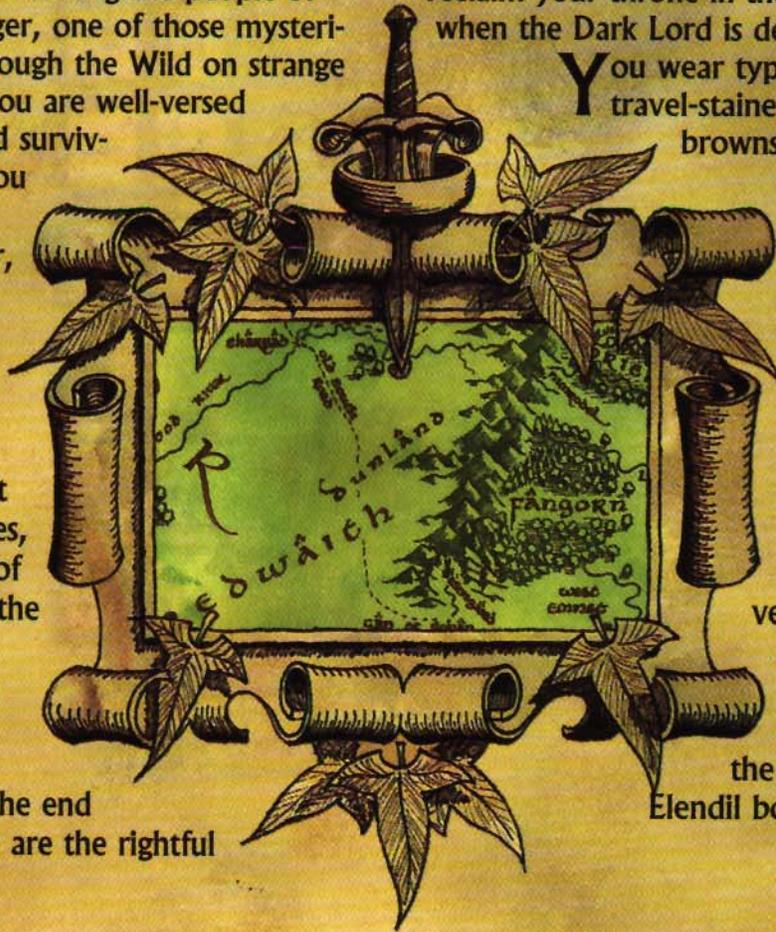
BACKGROUND

You are Aragorn, son of Arathorn, better known as "Strider" among the people of Eriador. You are a Ranger, one of those mysterious Men who travel through the Wild on strange errands. As a Ranger, you are well-versed in tracking, hunting, and surviving in the wilderness. You know the beasts of the land and birds of the air, and can recount facts about the plants of the forest including the healing properties of various herbs.

Unknown to all but a few trusted allies, you are really the Heir of Isildur and Chieftain of the Dúnedain of the North. Descended in an unbroken line from the man who cut the One Ring from Sauron's hand at the end of the Second Age, you are the rightful

King of both Gondor and Arnor. You hope to reclaim your throne in the bright days ahead when the Dark Lord is defeated.

You wear typical Ranger garb—travel-stained clothes and cloak in browns and greens, and high boots of leather. Bits of grey fleck your dark hair, and grey too are the keen eyes set in your pale, stern face. Normally you remain quiet and cautious, but at times you display the great majesty and valour that run in your veins. You carry Andúril, a mighty sword forged from the shards of Narsil, the legendary blade that Elendil bore against Sauron.



COMBAT OPTIONS

ATTACK WITH ANDÚRIL: You can attempt to attack anyone standing in a hex next to you with Andúril.

- FIRE AN ARROW:** You can shoot an arrow at anyone you can see on the map. If someone's standing between you and your enemy, your line of sight is blocked and you cannot shoot at that target until you move.
- MOVE:** You can move three hexes in any direction. You can move through hexes containing other members of the Fellowship, but must end your movement in an empty hex.
- READY A WEAPON:** You begin the game with your bow slung over your shoulder and your sword in its sheath. It takes one of your actions to ready your sword, so you can attack. It takes another action to switch from your sword to your bow, or back again.

QUOTES

'I am Aragorn son of Arathorn; and if by life or death I can save you, I will.'

'The road may lead to Moria, but how can we hope that it will lead through Moria?'

'Do not be afraid. I have been with [Gandalf] on many a journey, if never on one so dark.... He will not go astray—if there is any path to find. He has led us in here against our fears, but he will lead us out again, at whatever cost to himself.'

'Slam the doors and wedge them!'

'We will make them fear the Chamber of Mazarbul.'

'Come! I will lead you now! We must obey his last command. Follow me!'

Arwen Undëumel. Aragorn. Merry Brandybuck. Pippin Took.

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the overall 2d dimensional effect achieved is 12.3 gbs, providing an excellent 3d effect, and a very high level of detail and clarity.



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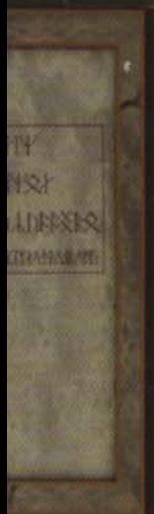
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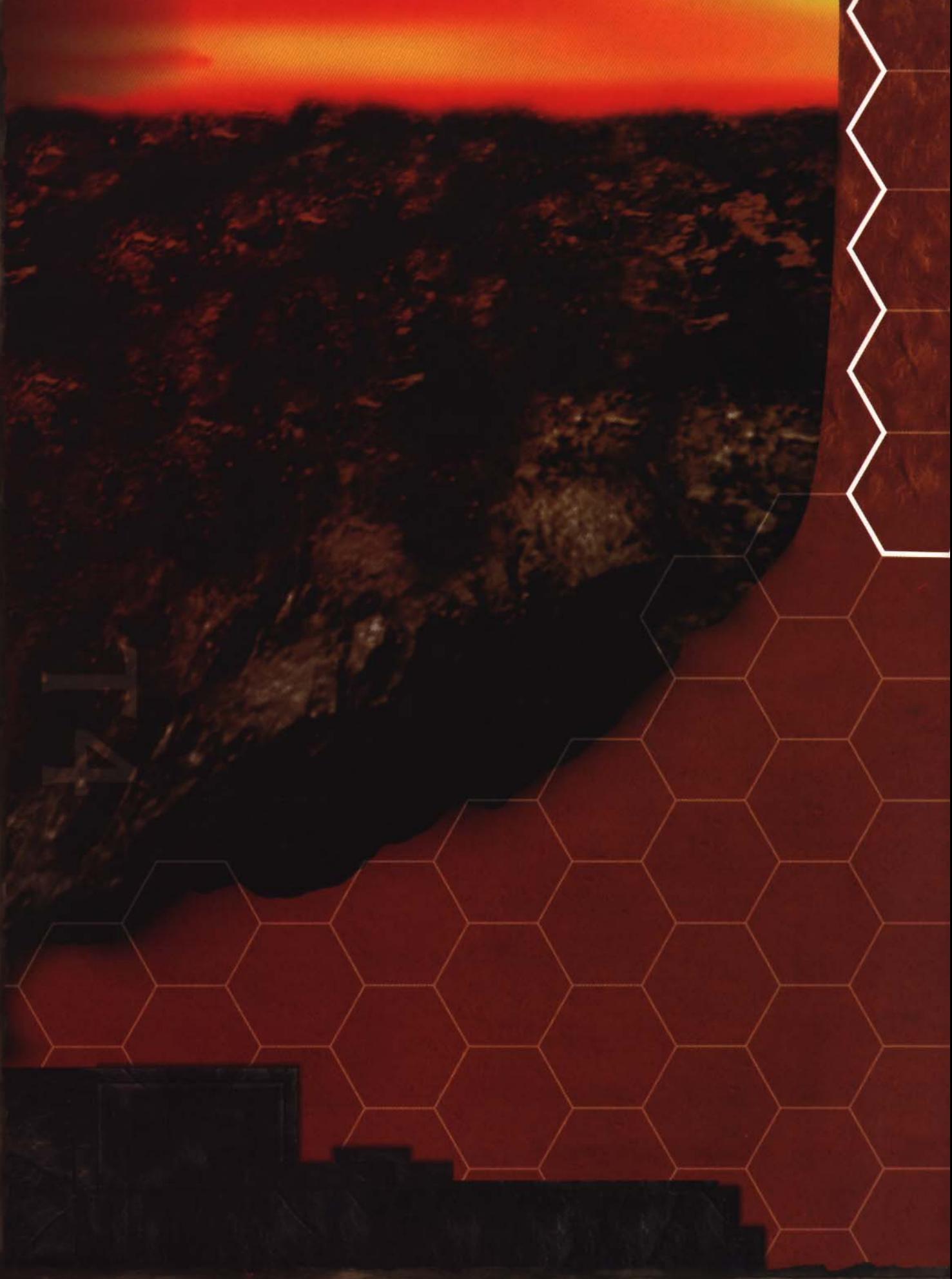
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1
The first part of the book is a history of the world, from the beginning of time to the present. It covers the major events and figures of world history, and is written in a clear and concise style. The second part of the book is a collection of essays on various topics, including politics, economics, and culture. The third part of the book is a series of interviews with prominent figures in various fields, including science, art, and sports. The fourth part of the book is a collection of poems and short stories, and the fifth part is a series of letters and speeches. The book is a comprehensive and engaging read, and is highly recommended for anyone interested in world history and current events.

NORthern WASTE

Swáith

north



grey mountains

iron hills

MISTY MOUNTAINS

MITHROND

SEA OF RHÛN

the brown lands

FANGORN

Limlîghe wold

east emnet

west emnet

the great river

gladden fields

dol gauburg

stew-lobe

moria

gion

gladden

gladden

old forest road

chamock

esganoch

withered heath

esganoch

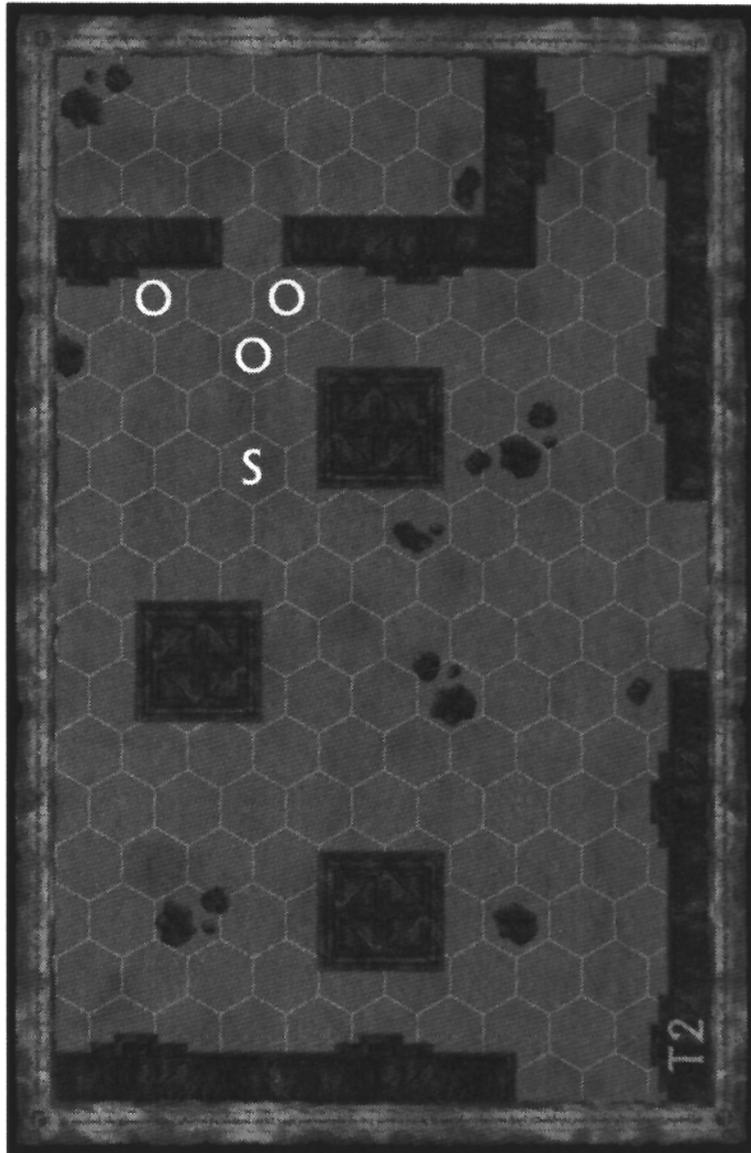
mountains of mirkwood

river

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THE LORD OF THE RINGS

ROLEPLAYING ADVENTURE GAME



Map T2 Errata

Place Orc counters on hexes marked "O"
Place Giant Spider counter on hex marked "S"

"You shall become the
Fellowship of the Ring."

—Elrond



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THE LORD OF THE RINGS
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