

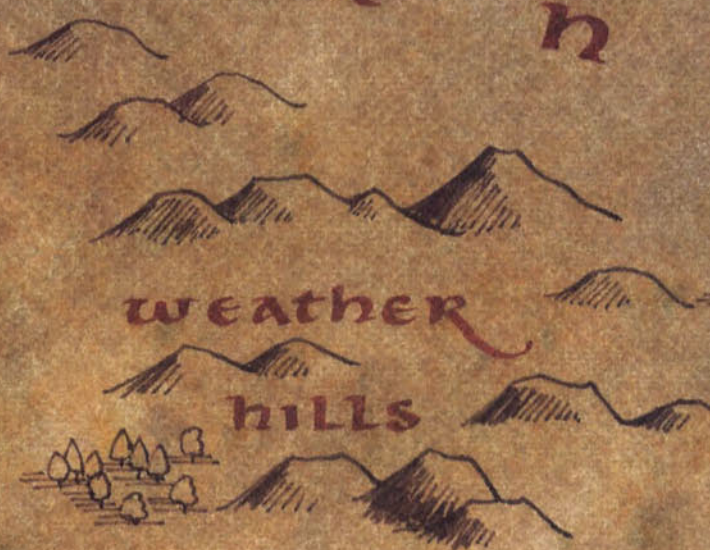
THE
LORD OF THE RINGS
ROLEPLAYING GAME™



THE FELLOWSHIP OF THE RING
SOURCEBOOK



a r h



weather
hills

chertwood

staddle
archer

midgewater
marshes

combe

the
forsaken
inn

BREE

weathertop

great

the
barrow
downs



andrath

l o n e -

s o u t h
d o w n





THE LORD OF THE RINGS ROLEPLAYING GAME™

THE FELLOWSHIP OF THE RING
SOURCEBOOK

THE LORD OF THE RINGS ROLEPLAYING GAME

CREDITS

AUTHOR: Matt Forbeck

DEVELOPMENT AND EDITING: Christian Moore and Matt Forbeck

PROOFREADING: Chris Seeman, Owen Seyler, and Jeff Tidball

CREATIVE DIRECTION: Christian Moore and Owen Seyler

PRODUCT DEVELOPMENT, TOLKIEN ENTERPRISES: Laurie Battle

PRODUCT DEVELOPMENT, NEW LINE CINEMA: John Mayo

ASSET COORDINATION, WETA DIGITAL: Glen Sharah

VISUAL CREATIVE DIRECTION: Dan Burns

ART DIRECTION: Jesse Cassem

GRAPHIC DESIGN: Dan Burns and Jesse Cassem

COVER DESIGN: Joe Boulden and Dan Burns

PRODUCTION DESIGN: Jeannie Glover

CARTOGRAPHY: Rob Lee

ENDPAPERS: Daniel Reeve

SPECIAL THANKS: Doug Burke and Don Mappin for their patience and tireless assistance.

DECIPHER
The Art of Great Games

www.decipher.com

PRODUCED BY DECIPHER INC.

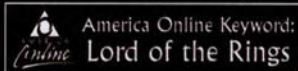
Decipher Inc.

12240 Venice Boulevard, Suite 15
Los Angeles, CA 90066



NEW LINE CINEMA
An AOL Time Warner Company

Visit: www.lordoftherings.net



First Printing — 2003 Printed in CANADA

© 2003 New Line Productions, Inc. All Rights Reserved. The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. The Lord of the Rings, The Fellowship of the Ring and the characters and places therein, are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without permission of New Line. Decipher Inc. Authorized User. © 2003 Decipher Inc.

TABLE OF CONTENTS

INTRODUCTION	4
CHAPTER ONE: FOLLOWING THE JOURNEY	8
CHAPTER TWO: PEOPLE	20
CHAPTER THREE: PLACES	82

THE JOURNEY BEGINS...

'When autumn came, [Frodo] knew that part at least of his heart would think more kindly of journeying, as it always did at that season.'

— *The Fellowship of the Ring*



Welcome to *The Fellowship of the Ring Sourcebook*. This tome contains detailed information about the various people and places that appear in J.R.R. Tolkien's novel and Peter Jackson's film of the same name.



THE NOVEL AND THE FILM

Those who have both read the novel and seen the film version of *The Fellowship of the Ring* know that there are distinct differences in the details of the two works. This book does not take the side of one or the other in its descriptions. Instead, where there are substantial differences between the two sources, entries are given for both.

For instance, the role of Arwen is greatly expanded in Jackson's version. She entirely supplants Glorfindel in the film, taking on his role as the person who speeds the

poisoned Frodo to Rivendell, confronting the Nazgûl along the way. This book has two entries for Arwen—one that's appropriate for her role in the novel and another for her character in the film. Similarly, Glorfindel, who doesn't appear in the film at all, has only a single entry, but it's entirely based upon his character in the novel.

The choice of which of the two contradictory sources to use is entirely up to the Narrator of your chronicle. If she wishes to keep your chronicle closer to Tolkien's original vision, she should use the details from the novel. If she prefers Jackson's more recent version, she can employ the details from the film instead.



THE FELLOWSHIP OF THE RING SOURCEBOOK

It is possible to pick and choose elements from both sources for use in your game. If the Narrator does this, however, she must take care to account for the differences so that she does not inadvertently introduce contradictions into her chronicle. It is clearly safer and easier to adhere to either the novel or the film, but Narrators are free to do what they wish with their own chronicles.

USING THIS BOOK

The *Fellowship of the Ring Sourcebook* is broken up into three parts, each of which concentrates on a different aspect of the tale.

CHAPTER ONE: FOLLOWING THE JOURNEY summarizes the events of both the novel and the film. It shows how Frodo and his friends—and later the whole of the Fellowship—march across the lands of Middle-earth throughout the course of the tale. Two routes and series of events are shown here: one from the novel and one from the film. If you cannot perfectly recall the events from either source, this is a good place to turn.

CHAPTER TWO: PEOPLE describes in detail the most important characters in *The Fellowship of the Ring*. This chapter concentrates almost exclusively on the heroes of the Free Peoples. Short descriptions of the monstrous creatures the heroes encounter throughout the tale appear in *The Lord of the Rings Roleplaying Game*. If you wish to see more in-depth treatments of these adversaries, you need look no further than *Fell Beasts and Wondrous Magic*. At its heart, *The Fellowship of the Ring* is about the heroic figures in it, and that's what the sourcebook you are holding concentrates upon.

CHAPTER THREE: PLACES details the locations that appear in *The Fellowship of the Ring*, all the way from

Bag End to the breaking of the Fellowship near the falls of Rauros. Each entry features not only information about the place but ideas for how it can best be used in your chronicle. This includes adventure ideas for the Narrator to use directly or twist to her own ends as she desires.

A MAP TO THE TALE

While *The Fellowship of the Ring* is an essential resource, there is no substitute for experiencing the story yourself. If you haven't already read the novel and seen the film, you should do so immediately. This sourcebook merely provides a map to the existing tale. While it can help you better understand *The Fellowship of the Ring* in its various forms, perhaps providing a bit of perspective that is difficult to find when you are in the middle of the tale, you can only get the most use out of it if you take the time first to enjoy the original.

THE TALE

The *Fellowship of the Ring* is only the opening act in Tolkien's grand epic, *The Lord of the Rings*, but it is also our proper introduction to the world of Middle-earth. While *The Hobbit* may have come first, both in story-time and order of publication, it lacks a great deal of the complexity evident in *The Lord of the Rings* from the moment the story begins.

Between the publication of *The Hobbit* and *The Lord of the Rings*, Tolkien spent a great deal of time developing the history of his fictional world. This gave Middle-earth the kind of depth that is rare enough in traditional fiction, much less in a fantastic tale set in a fabricated place. It is exactly this detail that makes Middle-earth a place worthy of not only such

an epic as *The Lord of the Rings*, but also of your own chronicles as well.

The Fellowship of the Ring is the most coherent of the three tales in the trilogy. Although the story begins with Bilbo, for the most part it follows Frodo on his journey from Bag End to the breaking of the Fellowship on the edge of Eryn Mui.

In a sense, *The Fellowship of the Ring* is a coming-of-age tale about Frodo. Although it's not made clear in the film, in the novel Bilbo's 111th birthday party is also Frodo's 33rd, the age at which all Hobbits are finally considered adults. It's not until Frodo is actually 50 years old, however—the same age at which Bilbo leaves for the Lonely Mountain in *The Hobbit*—that he leaves his hole to see the world beyond.

Diminutive in stature and outlook, the Hobbits of Middle-earth embody a parochial culture that can weather the greatest evils of the world only because it is protected by the likes of Gandalf and the Rangers. Frodo and his friends are forced to flee from the safety of the Shire to escape the peril of the Nazgûl, and they make their way to Rivendell, home of the Elves, the oldest and wisest of all the Free Peoples. It's there that the four Hobbits manage to gather help in the form of the Fellowship.

In the end, however, it becomes clear that the Fellowship is a crutch for Frodo that may offer more harm than good. At the end of the tale, Frodo and Sam set out alone to dispose of the One Ring themselves. It's at this moment that the Hobbit has finally taken full responsibility for the burdens that have been placed upon him. That is also, of course, where this part of the tale ends. We have to wait until later to see what kind of fruit is born of Frodo's fateful decision.



FOLLOWING THE JOURNEY

'He then gave a full account of their journey from the time when they left Hobbiton.'

—The Fellowship of the Ring

While many people who play *The Lord of the Rings* Roleplaying Game have no doubt seen *The Fellowship of the Ring* film and read the book countless times, it can help to have the plot laid out for you in plain, unadorned text. This chapter endeavours to do just that. If you have yet to read the novel or see the film, please do so before reading this section. Otherwise, you are sure to ruin many a surprise for yourself.

Since the film and the novel necessarily diverge at several points, they are covered separately here. The novel is summarized first, with the film following after that. The summary of the film denotes where the film and novel differ. This indicates potential points where the Narrator may encounter contradictions between the two sources and must determine which is most accurate for her own chronicle.



THE NOVEL

The current edition of *The Fellowship of the Ring* begins with a forward in which Tolkien explains how he came to write *The Lord of the Rings* as a sequel to *The Hobbit* and how it grew into quite a different tale than its predecessor. In it, he disputes clearly a body of literary criticism that claimed that he had written the books as an allegory for World War II.

THE PROLOGUE

The Fellowship of the Ring contains a prologue that gives a great deal of hard facts on four topics: Hobbits, pipeweed, the Shire, and how Bilbo Baggins actually found the One Ring. This last is the most important because it reveals that Bilbo had embellished the truth a bit when he first explained to Gandalf and Thorin's company how he came by the Ring.



Originally, Bilbo had said—and even written in his diary, which later became *The Red Book of Westmarch*—that he had found the Ring prior to the riddle contest. When Gollum couldn't produce it as the prize for the contest, Bilbo insisted the creature show him the way out of the caverns under the Misty Mountains, a demand with which Gollum complied.

Modern readers might be a bit confused by this account, since current editions of *The Hobbit* feature a revised version of 'Chapter V: Riddles in the Dark.' The prologue of *The Fellowship of the Ring* refers to the text of the original editions of *The Hobbit*, which read much as Bilbo's original, embellished version.

When writing *The Lord of the Rings*, Tolkien apparently realized that Gollum needed to be a much nastier character and that Bilbo needed to come by the Ring in a less honest way. To effect this, he rewrote Chapter V of *The Hobbit* for later editions. The note in the prologue to *The Fellowship of the Ring* is a nod to fans of the original edition of *The Hobbit*, to let them know that the story they knew at that point wasn't quite right.

BOOK I

The Fellowship of the Ring proper starts with an account of Bilbo's 111th birthday party, on September 22, TA 3001 (SR 1401). At the height of this event, which most of the folk of the Shire, along with Gandalf and several dwarves, attend, Bilbo gives a short speech. At the end of this speech, he says good-bye, slips on the Ring, and disappears—in a flash of light, courtesy of Gandalf.

Afterwards, Gandalf catches up with Bilbo just as he is about to leave Bag End for good. The wizard encourages Bilbo to leave the Ring behind for his heir, Frodo Baggins, along with Bag End and most of the rest of its contents. After struggling with the



decision for a bit, Bilbo finally agrees. He then walks off, leaving behind the Shire for good. Frodo arrives just then, and Gandalf informs him that Bilbo has taken off, leaving everything to Frodo, including the Ring.

The next morning, Gandalf departs as well, promising to return. He wonders aloud about the Ring, but he does not name his suspicions yet.

Gandalf checks in on Frodo occasionally over the next four years. After that, he disappears for nine years, finally showing up one dark night to reveal to Frodo the secret of Bilbo's ring. It is, in fact, the One Ring, the ultimate weapon of the Shadow, forged by the Dark Lord Sauron in another age.

At Gandalf's urging, Frodo decides to leave the Shire. His faithful gardener and old friend, Samwise 'Sam' Gamgee, agrees to come with him. After selling Bag End the following September, Frodo sets out for Crickhollow, a place in Buckland at which Frodo has bought a small house from the Brandybucks. His friends Meriadoc 'Merry' Brandybuck and Fredegar 'Fatty' Bolger go on ahead to prepare the place while Frodo, Sam, and Peregrin 'Pippin' Took hike overland for the Bucklebury Ferry and Buckland beyond.

As the three Hobbits move out one night, they find they are pursued by a Black Rider, one of the Nazgûl. They decide to avoid the roads thereafter. On the second night, near Woodhall, they stumble across a Wandering Company of Elves led by Gildor Inglorion.

It soon becomes clear that several Black Riders are pursuing Frodo through the Shire. The following evening, the three Hobbits chance upon Bamfurlong, the land of Farmer Maggot. After dining on prize mushrooms with his guests, Maggot takes the three Hobbits to the Bucklebury Ferry in his wagon to avoid the Black Riders. There they meet up with Merry, who accompanies them across the Brandywine River.

As the Hobbits reach the far side of the river, they spy a Black Rider searching for them on the bank from which they just came. They quickly make for Crickhollow, where Frodo announces he is leaving the next morning. Merry, Pippin, and Sam determine to accompany him—along with a set of well-stocked ponies—while Fatty stays behind to cover their disappearance.

The four hobbits enter the Old Forest through a private gate in the High Hay, a tall hedge that separates Buckland from the wilderness. They get lost and run into the River Withywindle. While resting on its banks, Merry and Pippin find themselves swallowed into the cracks of a

large, evil tree known as Old Man Willow. They are rescued by the timely intervention of Tom Bombadil, the master of the forest.

Tom takes the hobbits to his home to meet his wife Goldberry, the daughter of the river. The home is a mysterious place, safe from evil, and Tom shows that he, perhaps alone of all people, cannot be affected by the Ring. However, he does not wish to have anything to do with it or the outside world, so when the hobbits are ready he sends them on their way.

The Hobbits set off for Bree, cutting across the Barrow-downs. That night, they become lost in the fog, and a barrow-wight captures them and hauls them into his home. Frodo sings out for Tom Bombadil, who soon comes to rescue the hapless Hobbits. Once the hobbits are freed, Tom gives each of them a sword from the barrows.

The Hobbits make it to Bree the next day and decide to stay at *The Prancing Pony*, as Tom Bombadil

recommended. There, while trying to prevent Merry and Pippin from revealing who he is in the middle of the common room, Frodo accidentally allows the Ring to slip on to his finger, causing him to disappear.

Afterwards, the Hobbits meet a mysterious man who has been watching them the entire time. He introduces himself as Strider and warns them of the Black Riders hunting for them on the road. Butterbur comes up with a letter for Frodo from Gandalf, one that the Hobbit should have received long ago. It urges Frodo to head for Rivendell at once and to trust both Butterbur and Strider.

The Hobbits stay in Strider's room that night, which is fortunate. When they poke their noses into their own rooms the next morning, they find them ransacked. Their ponies are missing too, along with just about every other mount in the village. It

seems that one of the guests of the inn is a half-orc minion of Saruman.

Butterbur buys the last pony in town from Bill Ferny, an evil man who overcharges him ruthlessly and who is an ally of the half-orc who caused all the troubles. Sam later names the pony Bill.

The Hobbits and Strider take off overland toward Weathertop and from there to Rivendell. The trip is mostly uneventful until the travellers reach Weathertop. There, the Black Riders attack the Hobbits. Frodo slips on the Ring to try to escape, but he instead finds himself revealed to the Nazgûl. One of the Black Riders wounds Frodo before Strider chases them off, swinging a pair of torches.

The Nazgûl retreat then, knowing that the tip of the blade that injured Frodo had broken off in his shoulder and would eventually kill him with its sorcery. Strider uses *athelas* to try to slow the spell's advance, but he knows this attempt is for naught if he cannot get Frodo to Rivendell.



THE FELLOWSHIP OF THE RING SOURCEBOOK

Strider puts Frodo on the back of Bill the pony, and he and the Hobbits head overland once again for Rivendell. For a while, they follow the road, until they cross the Last Bridge. Then they leave the road again for the safety of the woods. At one point, they come upon the Trolls that Bilbo encountered in *The Hobbit*, frozen to stone by the rising of the sun.

After that, the Hobbits and Strider take the road again. There they meet Glorfindel, an Elf-lord from Rivendell. He puts Frodo upon his white horse Asfaloth and accompanies them along the road. Just as they are about to reach the Ford of Rivendell, the Black Riders catch up with them. Frodo manages to cross over the River Bruinen just ahead of the Nazgûl. As they try to pursue him across the ford, the river rises up and washes the foul creatures away, courtesy of Elrond's magic.



BOOK II

Three days later, Frodo awakens in Rivendell and is greeted by Gandalf. They go to join a feast in Frodo's honour. It is there that Frodo meets Elrond and his daughter Arwen. He also meets Glóin, one of Bilbo's Dwarf-friends from *The Hobbit*.

Afterward, the celebrants enter the Hall of Fire, where Frodo sees Bilbo for the first time in 17 years. Bilbo asks to see the Ring again, and Frodo complies, bringing it forth from under his shirt on a chain that was put on him while he slept. A shadow falls between the two, only ceasing when Frodo hides the Ring away once again.

The next morning, Elrond holds a council to discuss what should be done with the Ring. Many wise people are there. This includes Elrond, Gandalf, Strider, Glóin and his son Gimli, Erebor (a chief counsellor of Rivendell), Galadriel (an elf from the Grey Havens), Legolas (son of Thranduil, the King of the Elves who held Thorin's company captive in *The Hobbit*), Boromir (son of the Steward of Gondor), Bilbo, Frodo, and even Sam.

Over the course of the conversation, many details are revealed, among them the fact that Strider is in fact Aragorn, long-lost heir to the throne of Gondor. Aragorn carries Narsil, the sword of Elendil, which was broken when he fell before Sauron. Isildur, son of Elendil and ancestor of Aragorn, used the shattered sword's hilt to cut the One Ring from Sauron's hand.

Gandalf reveals that the Necromancer whom he and his fellow Wizards drove from southern Mirkwood in *The Hobbit* was in fact Sauron, returned at last. In the years following, Gandalf began to suspect the true nature of Bilbo's ring, and he began to research it. He also asked Aragorn to hunt for Gollum so they could learn more from him. Aragorn captured the foul creature and impris-

oned him in Thranduil's dungeon. However, Legolas had come to Rivendell to announce that Gollum had recently escaped.

After warning Frodo to leave the Shire by the fall, Gandalf learned of the return of the Nazgûl. He went to Isengard to meet Saruman, the leader of the Wizards, and ask for his aid. Instead, Saruman imprisoned Gandalf atop Orthanc, the black tower of Isengard.

Months later, Gandalf was rescued by Gwaihir, the Lord of the Great Eagles, the same creature who came to Gandalf's aid twice in *The Hobbit*. Gwaihir bore Gandalf to Rohan, where he tamed Shadowfax and took him as his steed. From there, he raced to Bree and then to Rivendell, arriving only three days before Frodo and his friends.

The Council of Elrond debates long and hard what to do with the Ring. Boromir wishes to use it against Sauron, but wiser heads proclaim that to do so would be to lose the war before it began. Bilbo offers to take the Ring to destroy it, but he is clearly too old to endure the journey. Frodo summons up the courage to volunteer himself, and Sam insists that he accompany his master.

Two months later, Elrond summons Frodo to tell him that the time has come to embark on the Quest of Mount Doom. There are to be nine members of the Company of the Ring, set against the nine Nazgûl. Besides Frodo and Sam, Gandalf, Legolas, Gimli, Aragorn, and Boromir are to be a part of the Fellowship. Merry and Pippin insist on going as well, rounding out the Fellowship to its full roster of nine.



Before the Company leaves, Bilbo presents to Frodo the Dwarf-mail Thorin gave to him before the Battle of Five Armies in *The Hobbit*. He also presents him Sting, the sword that Bilbo took from the lair of the Trolls that Frodo himself stumbled upon during his own journey to Rivendell.

At the same time, the Elven-smiths reforge Narsil, making it whole once again. It is renamed Andúril and returned to Aragorn to take with him on the Quest.

Sam also nurses Bill the pony back to health, an incredible deed after the suffering the beast endured at the hands of its former master. When the Company is ready to leave, Bill is hale enough to be brought along as the group's pack pony.

The Company sets out from Rivendell for the Misty Mountains. The heroes hope to cross the mountains through the Redhorn Pass, but they are turned back by a terrible snowstorm. Whether the storm is the work of the mountain itself or some other power cannot be said.

Turned back at the pass, the Company makes for the West-gate of Moria. Though the journey through these long-abandoned halls of the Dwarves is bound to be perilous, the travellers believe they have no other choice.

The heroes solve the riddle of the West-gate's door and enter Moria. As they do, they are attacked by a monstrous, many-armed aquatic beast in the pool outside the door. Bill dashes off away from Moria as the Company ducks in through the now-open door. The creature blocks the way behind them, slamming the door shut and trapping them inside.

The Company makes its way through Moria, doing its best to avoid the Orcs that live there now. At one point, Pippin drops a pebble down a well. The noise is answered by the distant pounding of hammers. At some point during this day, Gollum finds the Company and starts following it, although the heroes are not yet aware of this.

The following day, the Company finds the tomb of Balin, one of the Dwarves of Thorin's company in *The Hobbit*. Balin had led a failed attempt to retake Moria from the Orcs and was interred here. A journal sits beside Balin's tomb, and Gandalf reads it aloud to the others. As they go to leave, they hear the sound of drums approaching, and the Orcs and Uruks attack, along with a cave-troll so large that only its arm and leg actually fit through the holes it makes in the door.

The heroes manage to drive off the troll, but as they dash out of the area, an Orc-chieftain stabs Frodo. The others fear he is dead as they scoop him up and carry him away, but Bilbo's *mithril*-mail has saved his life.

The Orcs chase the Company through Moria, all the way to Durin's Bridge. At this point, the Balrog, which has also been chasing the company, catches up with the heroes. Gandalf stands alone against the creature, shattering the bridge with his staff. Sadly, as the Balrog falls into the abyss, its whip catches Gandalf and drags him down as well.

Aragorn leads the others out of Moria's East-gate and into Dimrill Dale. Safe from the Orcs there, they turn toward Lórien at once. Once they make their way into the forest, a

band of Elves stops them. The leader of this band is Haldir, and he helps them avoid the Orcs who follow the Company into the woods that night.

The next morning, Haldir helps the Company cross the River Celebrant. Since Gimli, as a Dwarf, must be blindfolded from there on, the others agree to submit to the indignity as well, even Legolas. The next morning, word reaches Haldir that they are all to be released from their blindfolds. As they pass through the woods, they come upon Cerin Amroth, a hill covered in *elanor* and *niphredil* blooms, the hill upon which Aragorn pledged his love to Arwen many years ago.

The group reaches Caras Galadon, the fastness of Lórien, that evening. There, Celeborn and Galadriel, the lord and lady of Lórien, meet them. The Company spends nearly a month in Lórien, although it seems like less than a week. Toward the end of the stay, Galadriel brings Frodo and Sam to the Mirror of Galadriel and offers them a chance to look into it. In it, Sam sees evil work afoot in the Shire and wishes to return, but he opts to stay with Frodo instead.

Frodo sees a wizardly figure clothed in white, although he does not know who it is. The Mirror flashes through many scenes in Middle-earth before growing dark and then revealing the Lidless Eye of Sauron. The vision breaks, and Frodo offers the ring to Galadriel. She refuses the temptation.

Soon after, the Company leaves Lórien, taking Elf-boats down the River Anduin. The Elves give the heroes *lembas*, Elf-ropes, and Elf-cloaks for the journey. Galadriel gives



Aragorn a sheath for Andúril and names him Elessar, the Elfstone of the house of Elendil. Sam received a box of earth from Galadriel's orchard. Gimli is granted three strands of Galadriel's hair. To Frodo, she gives a crystal phial that shines with its own light.

The Company travels under the cover of night, resting by day. It is while camping by the side of the river that Frodo finally admits to Sam and himself that he believes that Gollum is following them. Aragorn later confirms this.

When the heroes reach the rapids of Sarn Gebir and try to turn back, Orcs (alerted by Gollum perhaps?) fire upon them, forcing them to continue on in the dark. Legolas shoots the winged steed of a Nazgûl from the sky, frightening the Orcs away.

A few days later, the Company portages around Sarn Gebir. The next day, back on the river, the heroes pass through the gates of the Argonath, the Pillars of the Kings. It's at this point that the travellers must decide whether to make directly for Mordor or first travel to Minas Tirith, as Boromir argues. The decision is laid at Frodo's feet.

Frodo wanders off to think. Boromir follows him, then accosts him and pleads for the Hobbit to listen to reason and come with him to Minas Tirith. When this fails, Boromir tries to take the Ring from the Hobbit. Frodo slips on the Ring and runs away. He soon finds himself atop Amon Hen, the Hill of the Eye. From there, he looks across Middle-earth and sees war in all directions. When the Eye of Sauron falls upon him, he removes the Ring and resolves to take it to Mordor by himself. He puts the Ring back on and sneaks back to the river.

Meanwhile, Boromir returns to the river and tells the others that he frightened Frodo off. They split up and go off to search for him. Boromir goes with Merry and Pippin, Legolas and Gimli dash off together, and

Aragorn makes for Amon Hen with Sam in pursuit. Lagging behind, Sam guesses at Frodo's plot and returns to see an apparently empty boat gliding away. Sam nearly drowns trying to catch up with it, but Frodo turns back and rescues him before continuing on across the river. From there, they set off for Mordor on their own.



THE FILM

Peter Jackson's film of *The Fellowship of the Ring* differs from J.R.R. Tolkien's novel in several ways. The following pages provide a summary of the plot of the film, along with specific notes on how salient details differ between the two sources and why. These notes appear in bracketed italics, [like this].

PROLOGUE

A voice, presumably Galadriel's, explains much of the backstory of Middle-earth to the viewer. It describes the forging of the Rings of Power, including the One Ring, which was designed to dominate all others.

At the end of the Second Age, the Last Alliance of Men and Elves stood against Sauron's attempt to conquer Middle-earth. Elrond himself fought in this battle, in which Sauron shattered the sword of Elendil, the leader of the Men, and slew him. Elendil's son Isildur picked up the broken blade and used it to cut the Ring from Sauron's hand, ending the war.

Isildur took the Ring for himself. Later, Orcs attacked and killed him, and he lost the Ring in a river. [This happened at the Gladden Fields, and Isildur was killed while trying to cross the Anduin.]

Gollum finds the Ring many years later. He disappears under the Misty Mountains for over 500 years, until the Ring decides to leave him too. Bilbo Baggins finds it.

THE LONG-EXPECTED PARTY

Frodo greets Gandalf as he shows up for Bilbo's party. [There are no Dwarves at Bilbo's party, only Hobbits and Gandalf.] As they ride into Hobbiton on Gandalf's wagon, children follow them, excited that Gandalf is here. He sets off a few fireworks to entertain them. [In the novel, no one has seen Gandalf's fireworks in the Shire for generations.]

Gandalf goes on to meet Bilbo. The wizard remarks on how well-preserved the Hobbit looks. Bilbo admits to feeling a bit 'stretched.' That night, Gandalf and Bilbo smoke some pipeweed and talk about the party to come.

At the party, Frodo urges Sam to dance with Rosie. [Presumably, this is Rose Cotton, whom Sam ends up marrying at the end of the novels.] Bilbo titillates Hobbit-children with the tale of how he escaped from three Trolls. [This tale was originally told in *The Hobbit*.] Merry and Pippin steal some fireworks and set off one that turns into a dragon, frightening the partygoers. [In the novel, Gandalf sets this one off as a tribute to Bilbo's trip to the Lonely Mountain, as chronicled in *The Hobbit*.]

Bilbo gives a dinner speech to the partygoers. At the end of it, he simply vanishes. [In the novel, Gandalf provides a flash of light for cover.]

Back in Bag End, Bilbo reappears. He grabs his walking stick and is about to leave when Gandalf arrives. Gandalf persuades Bilbo to leave the Ring

behind. Once Bilbo is gone, Frodo arrives. Gandalf tells him that Bilbo has left Bag End to Frodo, along with the Ring. The wizard then announces that he must be off to find answers to questions that are troubling him.

THE RING REVEALED

Gollum is tortured in Mordor and shouts out two words: "Shire! Baggins!" The Black Riders ride forth from Minas Morgul.

Gandalf enters a library in Minas Tirith. There he reads about the letters that appear on the Ring when it is exposed to fire. *[This is not stated directly in the novels, but it can be inferred.]*

A Black Rider ask for 'Baggins' in the Shire.

Frodo staggers home to find Gandalf at Bag End. The Wizard takes the Ring from the envelope he sealed it in when Bilbo gave it up. *[In the novel, Frodo keeps the Ring with him.]* He finds the markings on the Ring and reveals its true nature to Frodo.

Gandalf tells Frodo to make for Bree. The wizard must go to meet with Saruman. Before he leaves, he finds Sam eavesdropping and hauls him in through the window.

THE FLIGHT FROM THE SHIRE

The next day, Gandalf rides off to the South while Frodo and Sam set off walking across the Shire. *[The timeline of the film is much more compressed than that of the novel. There seems to be little time between this incident and Bilbo's birthday party, although it's difficult to tell for sure. However, in the novel, Frodo has many months to prepare his departure.]*

Gandalf rides into Isengard. *[Another wizard, Radagast the Brown, sends him there in the novel.]* He tells Saruman that Frodo has the Ring. Saruman accuses Gandalf of clouding his wits with pipeweed. *[In the novel's prologue, Tolkien is clear that pipeweed is only tobacco, nothing more, although Saruman implies otherwise here.]*

Saruman reveals that he knows much of Sauron's plans. He uses a *palantir* to learn what he can. Worse yet, he has allied with Sauron through the device. Saruman offers Gandalf a chance to join the Dark Lord with him, but Gandalf refuses. After a short battle, Saruman seizes Gandalf's staff and imprisons him atop Orthanc, the tower of Isengard. *[In the novel, there is no battle between the wizards, at least not one that Gandalf speaks of. The end result, however, is much the same.]*

Back in the Shire, Sam and Frodo run into Merry and Pippin in a field of corn. Merry and Pippin have just stolen some food from the farm, and Farmer Maggot is after them with his dogs. *[This is a turnaround from the novel, in which Frodo stole from the farm as a boy and Merry is an old friend of Maggot. Also, Pippin starts out from Bag End with Sam and Frodo, while Merry goes ahead to Crickhollow.]*

The four Hobbits run from Maggot's dogs and tumble out of the field and onto a road. Before long,

THE FELLOWSHIP OF THE RING SOURCEBOOK

Frodo realizes something is coming down the road and yells for his friends to hide. A Black Rider stops and nearly finds them. Frodo almost puts on the Ring, but Sam interrupts him. Merry distracts the Nazgûl by throwing a sack of mushrooms into the distance.

The four Hobbits avoid the Black Rider by staying off the road. After dark, they make for Bucklebury Ferry. They make it there just ahead of the Black Rider. *[This is much more dramatic in the novel, in which the hobbits don't spy the Black Rider until they are already across the river.]*

INTO BREE

The four hobbits arrive at Bree. *[This cuts past many parts in the novel. The hobbits don't go to Crickhollow and meet Fatty Bolger. They don't cross through the Old Forest. Nor do they meet with Old Man Willow and get rescued by Tom Bombadil. They avoid the Barrow-downs as well.]*

At *The Prancing Pony*, Frodo checks in as Mr. Underhill and asks after Gandalf. The innkeeper says that Gandalf has not been seen there for over six months. *[In the novel, Butterbur, the innkeeper, is an old friend of Gandalf's. Also, he recalls he has a letter for Frodo that he neglected to send on.]*

The Hobbits grab a pint of beer. Sam and Frodo discuss what to do next. While trying to stop Pippin from revealing his true name, Frodo stumbles, and the Ring falls onto his outstretched finger. *[In the novel, Frodo is attempting to distract the people in the inn with a song when he slips off a table. At that point, the Ring is jammed onto a finger in his pocket.]*

When Frodo reappears, Strider grabs him and pulls the Hobbit into his room. The other Hobbits bust into the room soon after, planning to rescue Frodo. *[In the novel, Strider is still a mysterious figure when the Hobbits first arrive, but they don't all actually meet him until the middle of the night.]*

The Black Riders trample the gate and the gatekeeper on their way into Bree. Then they tear the Hobbits' room apart. *[There is no letter from Gandalf in the film. Instead, the hobbits decide to trust Strider on their own intuition.]*

THE ROAD TO RIVENDELL

The next morning, Strider leads the four Hobbits into the wild. Pippin complains that they haven't had their second breakfast. He asks, 'What about Elevensies? Luncheon? Afternoon tea? Dinner? Supper? He knows about them, doesn't he?' *[Along with breakfast and second breakfast, this would involve seven meals. The novel mentions six Hobbit mealtimes instead.]*

Meanwhile, Sauron orders Saruman to tear apart Isengard. Gandalf watches, still trapped atop Orthanc. *[In the novel, Gandalf mentions this transformation had already begun when he was imprisoned. In the film, Saruman seems much more a servant of the Dark Lord than an ally.]*

Back on the road, the Hobbits and Strider reach Amon Sûl (Weathertop). Merry, Pippin, and Sam start a cooking fire. Frodo stamps it out, but too late to keep the Nazgûl from seeing it. *[In the novel, Strider himself lights a fire to use as a weapon against the Black Riders.]*

The Nazgûl attack. Frodo puts on the Ring, and one of the Black Riders wounds him with a Morgul-knife. Strider chases them off, but Frodo needs to get to Rivendell to be healed. Sam cries that Frodo can't make it the whole six days it would take to walk there. *[In the novel, it takes the group two full weeks with Frodo on a pony or horse the entire time.]*

At that moment, Gandalf catches a moth atop Isengard and sends it off to fetch Gwaihir. *[In the novel, Radagast asks Gwaihir to spy on Sauron's forces for the Free Peoples. The Great Eagle is looking for Gandalf at Isengard so he can report to the wizard. He finds him a prisoner instead.]*

On the road to Rivendell, Strider goes to look for *athelas*, and Arwen accosts him. She gathers up Frodo to ride ahead with him to Rivendell. *[In the novel, it is Glorfindel who finds the travellers and puts Frodo upon his horse.]*

Arwen races ahead of the Black Riders and crosses the Anduin. As the Nazgûl come for her, she calls the river down onto them, and they are swept away. *[In the novel, the magic of Elrond and Gandalf causes this to happen the moment the Nazgûl try to cross the river.]*

WELCOME TO RIVENDELL

Frodo wakes up in Rivendell to find Gandalf at his bedside. Gandalf tells him that it is October 24th. *[This is the same in the novel. However, in the film, the time from Bilbo's birthday party to now is only 32 days (September 22 to October 24). In the novel, the time is 17 years and 32 days.]* Gandalf recalls Gwaihir coming to rescue him just as Saruman gave Gandalf one last chance to join him.

Frodo meets Bilbo, who has aged drastically. Bilbo mentions that he wished to return to the Lonely Mountain again but couldn't. *[In the novel, Bilbo travels to Dale—and presumably the Lonely Mountain—before returning to Rivendell to live out his days in Middle-earth.]*

Gandalf and Elrond meet. Elrond tells Gandalf that the Ring cannot stay in Rivendell, as the Elves cannot withstand both Sauron and Saruman. *[In the novel, Elrond notes that Rivendell would likely be among the last places to fall, but fall it would.]* Elrond recalls the day that Isildur refused to destroy the Ring. *[This scene does not appear in the novel at all, although Elrond does therein point out that he was the herald of Galad at the time of the Last Alliance of Elves and Men and saw Isildur take the One Ring from Sauron's hand.]*

Strider meets Arwen in the hall in which the shards of Narsil are kept.

They speak of their love and betrothal. Arwen chooses a mortal life to be able to live with Strider. *[In the novels, Arwen does not lose her immortality until she marries Aragorn, which happens at the end of The Return of the King.]*

THE COUNCIL OF ELROND

Elrond calls a council to confer about the Ring. There we see Elrond, Frodo, Strider, and Gandalf, and we meet Boromir, Legolas, and Gimli, among others. *[In the film, Elrond says he has summoned the peoples of Middle-earth here. In the novel, the gathering is more by happenstance, the various attendees having arrived for various reasons connected to the main plot.]*

Strider is revealed as Aragorn, heir to the throne of Gondor. Boromir, heir to the Steward of Gondor, does not seem impressed.

Elrond explains what the Ring is and how it must be destroyed. While the various factions argue, Frodo stands up and offers to take the Ring to Mordor himself. The others rally behind him gamely. Even Boromir acquiesces to the will of the council. *[In the novel, Boromir is not so openly disdainful of Aragorn or the council's will.]*

Sam, Merry, and Pippin emerge from their hiding places and insist on going along. Elrond pronounces the group the Fellowship of the Ring. *[In the novel, Sam is already in the council chamber, and Merry and Pippin are added later on. Also, the term 'Fellowship' is rarely used as a title of the group in the text of the book. Instead, it is routinely called the 'Company of the Ring.']*

Later, Bilbo gives Frodo both his sword—Sting—and his shirt of mithril-mail. When

Frodo starts to put the mail shirt on, Bilbo sees the Ring and asks to hold it again. When Frodo balks, Bilbo transforms into a grasping monster, but the moment quickly passes. Bilbo begs for forgiveness and finds it. *[In the novel, Bilbo does give Frodo these things, but he asks after the Ring on the night before the Council of Elrond, and it only seems to Frodo as if he transforms.]*

HEADING FOR MORDOR

Leaving Rivendell, Gandalf talks of heading for the Gap of Rohan. *[In the novel, Gandalf wishes to avoid the Gap because it takes the Company too close to Isengard.]*

Boromir teaches Merry and Pippin something of swordplay. As they spar, a cloud of black birds flies overhead, and the heroes hide. Gandalf declares them spies of Saruman. They cannot go South now and must try the Redhorn Pass. *[In the novel, Gandalf is not sure if such creatures are spies, but he wishes to avoid them in any case.]*

Later, as the Fellowship walks along a snowy path, Frodo falls and loses the Ring. Boromir recovers it and gives it back to him. *[This scene doesn't appear in the novel, although it alludes to the growing hold the Ring has on Boromir's thoughts.]*

The black birds return to Saruman, giving him news of the Fellowship's path. He sends a storm to block the Redhorn Pass. The

decision of how to proceed is left to Frodo, who chooses Moria. *[In the novel, a storm blocks the Company's way, but Gandalf is uncertain if it was sent by the mountain itself or by some other power. The Company as a group makes the decision to brave Moria.]*

INTO MORIA

The Fellowship reaches the West-gate and are stopped by the riddle of the door. While Gandalf works on it, Sam sends off Bill the pony. *[The film doesn't show how Sam came by Bill.]*

Frodo helps Gandalf figure out the riddle, and the Fellowship progresses into Moria. *[In the novel, Gandalf guesses at the riddle on his own.]*

There, inside the door, the heroes find the corpses of Dwarves slain by Orcs. Boromir urges the group to leave and try the Gap of Rohan. Before they can leave, a tentacled monster attacks them from the pool outside the West-gate, forcing them back in. The creature brings down tons of rock upon the closed door, trapping the heroes in Moria. *[In the novel, the heroes don't find any corpses for quite some time. They have no plans to leave Moria, but the Watcher in the Water traps them there anyhow.]*

After travelling for a while, the Fellowship comes to a halt. Gandalf struggles to remember the right way through. Frodo notices something watching them from the depths. Gandalf acknowledges that it is Gollum, who has been following them for three days. *[Presumably, this is since the heroes entered*

THE FELLOWSHIP OF THE RING SOURCEBOOK

Moria. In the novel, Frodo has a feeling he's being followed, but he doesn't discuss it with anyone or learn that it is Gollum until the Company leaves Moria.]

The Fellowship enters Dwarrowdelf. [This is simply the Westron word for Moria (Sindarin) or *Khazad-dûm* (Dwarvish). Here, it refers to the Dwarf-city proper.] They find the Tomb of Balin. Gandalf reads from a journal left next to the tomb. Meanwhile, Pippin accidentally knocks the corpse of a Dwarf—in full armour—down a well. The noise immediately attracts Orcs. [In the novel, Pippin tosses a pebble down a well, and it happens many days before the attack. Here the connection is far more direct.]

A Cave-troll enters the room with the Orcs, and a melee ensues. The Cave-troll nearly impales Frodo with a spear before Legolas kills the beast with an arrow through its mouth. Frodo is saved by Bilbo's mail. [In the novel, the Cave-troll never actually enters the room and is driven off by attacks on its arms and legs. Also, Frodo is stabbed by an Orc-captain, not the Troll.]

The heroes run for the Bridge of Khazad-dûm. [Also known as Durin's Bridge.] As they go, Orcs surround them, but the creatures are frightened off by the arrival of the Balrog. [In the novel, the heroes are never surrounded.]

The heroes leap over a gap in a treacherous stairwell as Orcs fire arrows at them. Aragorn and Frodo ride a collapsing section of stone stairs to safety, and the heroes dash for the bridge. [This scene does not appear in the novel.]

Gandalf confronts the Balrog on the bridge. He shatters the bridge with his staff, causing the Balrog to fall into the apparently bottomless depths. As it falls, however, the Balrog snags Gandalf's foot with its whip and drags him down with it.



TO LÓRIEN

The rest of the Fellowship races out of Moria and into the safety of the sunlight. At Aragorn's insistence, they press on into the nearby woods to avoid the Orcs.

As the heroes enter the woods of Lórien, Galadriel's voice rings in Frodo's head, decrying the evil he brings with him. [This does not happen in the novel. Galadriel does seem to look into the hearts of the Company later. This does not take the form of words, but it seems to have the same effect.] Haldir, an Elf, accosts the heroes with a company of his fellows and insists on bringing them before his lady. [In the novel, Haldir blindfolds the Company because they have a Dwarf with them.]

Galadriel and Celeborn greet the Fellowship and send them off to rest. Later, Frodo follows Galadriel and finds her standing near a basin that

she fills with water. Frodo looks into it and sees the Shire burning and Sam in chains. Then he sees the Eye of Sauron, but he pulls away from it, ending the vision. [In the novel, both Sam and Frodo look into the Mirror of Galadriel, after she beckons them to follow her. Sam sees the Shire burning. Frodo is the one who sees the Eye.]

Frodo offers the Ring to Galadriel, but she refuses its temptation.

Meanwhile, Saruman raises the first of his Uruk-hai to life. Their leader is named Lurtz. Saruman orders him to capture the Hobbits and kill the others of the Fellowship. [Lurtz does not appear in the novel. Also, the Uruk-hai were created by Sauron, not Saruman.

Instead, Saruman experimented with breeding Orcs and Men, creating Half-orcs.]

THE BREAKING OF THE FELLOWSHIP

Back in Lórien, Galadriel bids the Fellowship farewell as they depart. They travel down the Anduin in Elf-boats. They pass through the Pillars of Argonath and put in on the western shore. They plan to cross the river that night and continue on to Mordor across Emyr Muil. [In the novel, the path has yet to be chosen. Frodo goes off to ponder this decision.]

The others notice that Frodo has wandered off and that Boromir has followed him. Boromir catches up with Frodo and demands the Ring. Frodo puts on the Ring and slips away. Boromir immediately recovers himself and weeps with shame. [In the novel, Boromir does not show remorse so

quickly and wanders back to camp in a daze. The others then split up to look for Frodo.]

While wearing the Ring, Frodo sees the Eye of Sauron upon him once again as he runs away. He removes the Ring, and Aragorn, who has been looking for the Hobbit, spots him. Frodo tells Aragorn of Boromir's actions. He offers up the Ring to Aragorn, who refuses it. Frodo asks Aragorn to watch over the others as he runs off. Aragorn turns to face the Uruks come to attack them.

Legolas and Gimli come to help Aragorn fight the Uruks. Sam follows Frodo back to the camp. Merry and Pippin, hiding behind a tree, spot Frodo running off and realize what he plans to do. They jump up and cause a diversion by yelling at the Uruks, distracting them from Frodo. As the

Uruks surround Merry and Pippin, Boromir comes to their rescue, sounding the Horn of Gondor to call for help from the others. Boromir is killed and Merry and Pippin are captured. *[In the novel, no one spots Frodo leaving. Sam figures it out on his own. Merry and Pippin are captured and Boromir is killed, but this actually happens in the opening pages of The Two Towers.]*

Aragorn, Legolas, and Gimli reach Boromir as he lays dying. Aragorn tells the slain man that his final actions have redeemed him. *[Again, this happens in The Two Towers.]*

Sam reaches the shore and sees Frodo paddling off. He plunges into the river after him and nearly drowns. Frodo rescues him and the two cross

the river.


Boromir's body is in a boat drifting down the Anduin and over the falls of Rauros. Legolas spies Frodo and Sam reaching the river's eastern shore. Aragorn tells him that he, Legolas, and Gimli are going to let the two Hobbits make their own way. The three of them are going after Merry and Pippin instead. *[In the novel, Frodo and Sam are not spotted, but Aragorn makes the same decision once he figures out what has happened.]*

Sam and Frodo enter Emyn Muil, on their way to Mordor.

PEOPLE

*'For the rest, they shall represent the other
Free Peoples of the World: Elves,
Dwarves, and Men.'*
— Elrond, *The Fellowship of the Ring*

As with many great works of literature, the most important bits are often not the plot itself, but rather the characters that inhabit the story. *The Fellowship of the Ring* features some of the greatest characters in all of fantasy. The major personalities each receive detailed descriptions in this chapter.



Each entry begins with the statistics of the character in question. After that, there come two descriptions of the hero: one derived from the novel and one derived from the film. Last of all, each entry provides suggestions for how you might use such a hero in your chronicle.

The statistics given for each hero are set at the time of either the breaking of the Fellowship or the destruction of Sauron at the end of the Second Age.



ARAGORN

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

— *The Fellowship of the Ring*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

REACTIONS: Stamina +5*, Swiftiness +4, Willpower +6, Wisdom +4

ORDERS: Warrior, noble, ranger, captain

ORDER ABILITIES: Air of Command, Deference, Evasion, Fires of Devotion, Hard March, Hero's Strength, Protector (People of Eriador), Swift Strike, Tactics, Warrior Born, Wilderness Lore

ADVANCEMENTS: 68

SKILLS: Armed Combat: Blades +10, Climb +6, Debate (Parley) +7, Guise +5, Healing (Herbal Remedies) +10, Inquire (Converse) +7, Inspire +12, Intimidate (Majesty) +12, Insight +10, Jump +6, Language: Adûnaic +3, Language: Black Speech +2, Language: Orkish (dialect) +4, Language: Orkish (another dialect) +2, Language: Quenya +6, Language: Rohiric +4, Language: Sindarin +6, Language: Westron (Common) +8, Lore: History (Dúnedain) +7, Lore: Race (Dúnedain, Orcs) +6, Lore: Realm (Arnor, the East, Eriador, Gondor, Rohan) +4, Lore: Moria +2, Mimicry (Beasts) +4, Observe (Spot) +10, Perform: Compose Verse +6, Persuade (Oratory) +8, Ranged Combat: Bows +6, Ranged Combat: Thrown Weapons +4, Ride (Horse) +8, Run +7, Sea-craft (Sailing) +5,

Search +6, Siegecraft (Catapult) +6, Stealth (Sneak) +8, Survival (Forests, Mountains, Plains) +10, Swim +4, Track (Orcs) +12, Weather-sense +5

EDGES: Allies 8 (the Wise, and various others), Armour of Heroes, Bold, Command 2, Elf-friend, Faithful (the Wise/the West), Fell-handed (+1 versus Orcs), Foresighted, Healing Hands, Honour's Insight, Incorruptible, Quick Draw, Rank 2 (Chieftain of the Dúnedain) [later Rank 4 (King of the Reunited Kingdom)], Resolute, Stern, Strong-willed, Swift Recovery, Valiant, Valour, Wakefulness, Warrior's Heart, Warwise, Woodcrafty

FLAWS: Duty (to defeat Sauron and claim the throne of the Reunited Kingdom), Enemies (the servants of the Shadow), Love (Arwen)

HEALTH: 14

COURAGE: 7

RENOWN: 14

GEAR: Shards of Narsil (in the novel, and after the Council of

Elrond, the sword is reforged into Andúril), longsword, dagger, Ranger garb

*: Favoured attribute or reaction

IN THE NOVEL

Born in TA 2931, Aragorn (which means 'kingly valour') was the son of Arathorn II and Gilraen the Fair. He was the second in his line to bear that name, the first being the fifth of the Dúnedain Chieftains. At the tender age of two, he became the sixteenth and final Chieftain when his father was slain by Orcs. Fearing for her son's life, Gilraen spirited Aragorn away to Rivendell, where he was known as Estel (Sindarin for 'hope'). He grew up ignorant of his heritage until he turned 20. At that point, Elrond revealed Aragorn's past.

In that same year, Aragorn met Arwen Evenstar, Elrond's daughter, and immediately lost his heart to her. Thereafter Aragorn left Rivendell to fight the forces of the Shadow. Under the name Thorongil, he served both Thengel of Rohan and Steward



ANDÚRIL

*And Aragorn gave it a new name
and called it Andúril, the Flame of the West.'*

— The Fellowship of the Ring

Aragorn long carried with him the shards of Narsil, the sword of Elendil, his direct ancestor. The blade was shattered when Sauron killed Elendil. Isildur, the son of Elendil, picked up the hilt of his father's broken blade and used the shard still attached to it to cut the One Ring from Sauron's hand. The remnants of the blade became an heirloom of the Dúnedain and were eventually passed down to Aragorn.

After the Council of Elrond, at which Aragorn agreed to guide Frodo and the rest of the Company of the Ring to Mordor, Elf-smiths reforged the blade. Aragorn renamed the refashioned blade Andúril. It provides the heir of Isildur a +2 bonus to Armed Combat tests and a +3 bonus to appropriate Inspire and Intimidate tests when drawn. It is not a magical sword as such, and these effects are not granted to anyone else. These bonuses are not figured into Aragorn's statistics and should be added when appropriate.

Later, while in Lórien with the Fellowship, Galadriel gave Aragorn a special scabbard for the sword, overlaid with a tracery of flowers and leaves wrought of silver and gold, and set with gems spelling out Elf-runes that detail the sword's name and lineage. When drawn from this sheath, the blade cannot be broken or stained, ensuring it will not suffer that fate again.

Ecthelion II of Gondor in the nearly 70 years he wandered the Wild. He made many great friends during this time, one of which was Gandalf, whom he first met in 2956.

In 2980, while working with Gondor, he engineered the destruction of a large part of the fleet of the Corsairs of Umbar. That year, Aragorn also came to Lórien, where he met Arwen again. On the hill of Cerin Amroth, the two lovers pledged their faith to each other, and Aragorn gave to Arwen the Ring of Barahir, an heirloom of his people. Sadly, Elrond refused to give Arwen permission to marry any Man who was not also the King of both Arnor and Gondor, so the two were kept apart, although not hopelessly so.

As the ruler of the Dúnedain, Aragorn was also the leader of the Rangers. He led his fellows in their patrols of Eriador, the land between the Misty Mountains and the Blue Mountains, once the territory of the Kingdom of Arnor. In 3001, the same year that Bilbo left the Shire, Gandalf convinced Aragorn to step up the patrols around the Shire to protect the innocent Hobbits therein. The people of Eriador mostly called him Strider, not recognizing the noble blood in him or his fellow Rangers.

Aragorn had a pale, stern face, keen grey eyes, dark hair flecked with grey, and, when need be, a bearing of great majesty and strength. He was also known as Strider, Elessar, Elfstone, Longshanks, the Dúnadan, and many other names.

IN THE FILM

As Strider, Aragorn is little respected by those whom he protects. He apparently likes it that way, as he keeps his distance from the locals, even in Bree. He cultivates an air of mystery and menace that he uses to intimidate those around him, including Frodo and his friends when he



first meets them. Once Strider is revealed as Aragorn, he shows a great deal more of the stateliness required of a ruler.

Aragorn has won Arwen's heart, and she plans to give up her immortality for him upon their wedding. He is conflicted about this. Because of his love for her, he has no wish for her to ever grow old and die. The choice, however, is not his to make.

Aragorn has apparently chosen to ignore his heritage up to this point. There is little stopping him from going to Gondor and claiming his birthright, it seems, but he refuses to do so. Boromir does not understand this decision at first, and it puts him at odds with Aragorn, whom he suspects of having designs on his father's power.

While seemingly born to wield power, Aragorn has little use for it. He does not covet the Ring the way that Boromir does. Also, when he has the chance to stop Frodo from taking the Ring into Mordor by himself, he respects the Hobbit's wishes and permits him to continue on alone.

IN THE GAME

In the years before the War of the Ring, Aragorn can be found in many different parts of Middle-earth. From 3000 to 3017, he spends a good deal of time looking for Gollum, a search that carries him far and wide. In this time, he can also be found throughout Eriador, particularly near the borders of the Shire. Before this time, Aragorn roams throughout Middle-earth, so he is a good character to have show up just about anywhere at any time.

At the time of the War of the Ring, Aragorn is a sprightly 87 years old. As a descendant of the royal line of Númenor, he is much longer-lived than most Men, and he does not show the ravages of age beyond a few grey hairs and a wisdom in his eyes.

Aragorn prefers to keep his distance from those he does not know. Despite his standoffish nature, he

wishes to keep the good and the innocent from harm. When he feels it necessary, he grudgingly steps in to intervene in a situation. Normally, he prefers to only give a word or two of earnest advice in short, clipped sentences. He sees himself as a guide, not a guard.

If Aragorn does reach out to help the heroes, he usually does so as simply and cleanly as possible. He is a man with many different obligations, and he cannot afford to spend time going adventuring with those who are not on the same missions as he.

Most of the time, Aragorn wears his travelling clothes and keeps his true name to himself. His favourite alias is Strider, although he often allows people to simply call him what they may.

Aragorn can be a valuable friend. However, he sometimes calls upon his friends to lend him a hand in protecting those who need it. Those heroes who benefit from his wisdom can expect to be called upon to repay the favour in the future.



ARWEN

'So it was that Frodo saw her whom few mortals had yet seen; Arwen, daughter of Elrond. . . . Such loveliness in living thing Frodo had never seen before or imagined. . .'
— *The Fellowship of the Ring*

RACE: Elf (Halfelven—part Sindarin, part Noldorin, and part Dúnadan)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 15 (+4)*, Nimbleness 12 (+3), Perception 11

(+2), Strength 9 (+1), Vitality 10 (+2), Wits 12 (+1)*

REACTIONS: Stamina +2, Swiftswiftness +3, Willpower +8*, Wisdom +4

ORDERS: Magician, noble

ORDER ABILITIES: Deference, Enchantment, Noble Mien, Sanctum (Rivendell), Sanctum Power, Spellcasting

ADVANCEMENTS: 33

SPELLS: *Finding and Returning, Healing-spell, Mind-speech, Sense Power (ability), Spoken Thoughts, Watershaping*

SKILLS: Acrobatics (Balance) +7, Armed Combat: Blades +10, Debate (Parley) +10, Healing (Treat Illness) +6, Inquire (Converse) +5, Inspire +8, Intimidate (Majesty) +11, Language: Sindarin +5, Language: Westron (Common) +4, Lore: Herbs +3, Lore: History (Elves, Men) +5, Lore: Race (Elves, Men) +4, Lore: Magic +2, Lore: Realm (Arnor, Gondor, Lórien, Rivendell) +4, Observe (Sense Power, Spot) +4, Perform: Sing +7, Persuade (Charm) +17, Ride (Horse) +11, Run +6, Search +8, Stealth (Surveill) +7, Weather-sense +3

EDGES: Ally 7 (Elrond, Aragorn, Galadriel, Celeborn, and other members of the Wise and powerful throughout Middle-earth), Eloquent, Fair, Healing Hands, Hoard 5 (Rivendell), Incorruptible, Keen-eyed, Rank 1, Strong-willed, Swift Recovery

FLAWS: Duty (to Rivendell and her father), Enemies (the Shadow and its servants)

HEALTH: 11

COURAGE: 6

RENOWN: 25

GEAR: Rivendell and all it contains
*: Favoured attribute or reaction

IN THE NOVEL

Noted even among the Elves for her beauty, Arwen Undómiel ('Evenstar') was the daughter of

Elrond and his wife Celebrían. She was born in Rivendell in TA 241, and she spent much of her life either there with her parents or with her maternal grandparents—Celeborn and Galadriel—in Lórien. She was over 2,700 years old when she first met Aragorn in Rivendell in TA 2951. The two instantly fell in love, although it was 29 years later that the two lovers betrothed themselves to each other on Cerin Amroth, a bloom-covered hill in the woods of fair Lórien.

Elrond forbade the marriage of Arwen to any Man less than the King of both Gondor and Arnor. In this, he may have been trying to set an impossible task, for he knew that if Arwen was to wed Aragorn she would be choosing to become mortal. As a father, Elrond could perhaps be forgiven for wishing his daughter never to die.

Arwen was dark haired and dark eyed. In this, she was like Lúthien, an ancient Elf-lady who also fell in love with a mortal Man and chose to die rather than live beyond him for all time. The parallels between the tale of Lúthien and Beren and that of Arwen and Aragorn are unmistakable, giving their love a tinge of the tragic, but leaving it not without hope.

Arwen is the youngest of Elrond's three children. Her older brothers—Elladan and Elrohir, identical twins—spend most of their time in Rivendell, working with their father.

In 2509, Arwen and her mother were returning to Rivendell from Lórien when Orcs ambushed their travelling party. Arwen escaped, but her mother was captured and taken off into the Orc-lairs in the Misty Mountains. Elladan and Elrohir rescued her soon after. Sadly, though, she was poisoned by an Orc-arrow and had to leave Middle-earth the next year or pass away.

After her mother left over the Sea in 2510, Arwen became the Lady of Rivendell. She assisted her father in many matters of state, although she still often spent much of her time vis-

iting Lórien as well. She is extremely fond of her father and her brothers and would do anything she could to aid them in any endeavour.

Arwen wears a token of Aragorn's affection: the Ring of Barahir. This is crafted to look like two snakes, each devouring the other's tail. Tiny emeralds are set where the snakes would have eyes. Atop the snakes sits a crown of golden flower, reminiscent of the *elanor* that bloom atop Cerin Amroth, the place where Aragorn gave Arwen the ring.



IN THE FILM

Jackson's version of Arwen is far more modern and strong than the character Tolkien envisioned. In the film, Arwen is an accomplished rider and scout, someone capable of not only outracing the bulk of the Nazgûl atop her white horse, but also of bringing down the River Anduin to sweep them away. In this, she supplants the role of Glorfindel, so it can be assumed that she is as powerful as he would be, and perhaps even more so. Her bravery is certainly unquestionable. Anyone who can stand up to the Nazgûl is capable of handling just about anything else.

Despite her woodcraftiness, Arwen is still an Elf of unsurpassed beauty and refinement, as is appropriate to an Elf of her station. During the course of the film, she betroths herself to Aragorn while they are in Rivendell. In doing so, she gives up her immortality over his protests and presumably those of her father, Elrond. She is no one's servant, an independent person who answers to herself and her heart.

IN THE GAME

Using Arwen in the game depends on whether the Narrator uses the Arwen from the film or the book. The two are distinctly different characters, perhaps more so than any other two versions of characters found in the book and film.

The Arwen of the books is almost always found either in Rivendell or Lórien. She is unlikely to be encountered anywhere else. It's possible that a band of heroes might run across Arwen travelling between the two sites, but such encounters would likely be brief and distant, unless there were some pressing need for the two parties to speak with each other. Since her near-capture at the hands of the

Orcs of the Misty Mountains, Arwen is cautious about her travels. Her brothers accompany her on many of her trips, and when they are not with her or their father, they spend their days hunting Orcs, exacting their revenge for the injury done their mother.

The Arwen of the films is a much more likely ally of any heroes. While she travels frequently between Lórien and Rivendell, she often does so on her own or with only a few close friends. Moreover, she regularly joins her brothers in their patrols around either of the two great Elvish realms, and in this she deports herself well.

If Arwen were to encounter the heroes in the Wild, she would be instantly suspicious of them. While she loves a Man, she has the typical Elvish distrust of outsiders, although perhaps a bit less so than is normally found. Once the heroes win her approval, however, she is open and warm with them, in a way that few Elf-ladies could also manage. She is truly unique among Elf-women.

In Lórien and especially Rivendell, Arwen plays the role of the gracious host. She is always polite, although perhaps a bit more distant than normal. She knows well that there are those who like to play diplomatic games in such places, and she does what she can to solidly avoid such entanglements. She has little interest in politics. At the age of 2,777, she has seen enough of such things.



BILBO BAGGINS

"What fun! What fun to be off again, off on the Road with Dwarves! This is what I have really been longing for, for years!"

— Bilbo Baggins,
The Fellowship of the Ring

RACE: Hobbit (Fallohide)

RACIAL ABILITIES: Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 11 (+2)*, Perception 10 (+2), Strength 5 (+0), Vitality 7 (+0), Wits 9 (+1)

CORRUPTION: 6

REACTIONS: Stamina +0, Swiftmess +2, Willpower +1*, Wisdom +2

ORDERS: Noble, rogue

ORDER ABILITIES: Courtier, Deference, Lurking in the Shadows, Scoundrel's Fortune

ADVANCEMENTS: 11

SKILLS: Acrobatics (Balance) +1, Appraise (Gold) +3, Armed Combat: Blades +3, Climb +3, Craft: Cooking +4, Debate (Negotiate) +2, Games (Riddles) +3, Inquire (Converse) +2, Inspire +2, Jump +1, Language: Quenya +2, Language: Sindarin +2, Language: Westron (Common, Hobbit-dialect) +3, Legerdemain (Pick Pocket) +1, Lore: History (Elves, Men, Hobbits) +2, Lore: Realm (Eriador, The Shire) +3, Observe (Spot) +3, Persuade (Fast Talk) +4, Ranged Combat: Thrown Weapons +3, Ride (Pony) +2, Search +3, Survival (Forests) +2, Stealth (Sneak) +5

EDGES: Ally 3 (Aragorn, Elrond, Gandalf), Charmed Life, Dodge, Elf-friend, Hoard 3, Incorruptible

FLAWS: Enemies (Gollum), Oath (contract to burgle for Thorin, now

fulfilled)

HEALTH: 7

COURAGE: 4

RENOWN: 2

GEAR: Clothing, personal journal, travel gear, pipe, and pipeweed

*: Favoured attribute or reaction

IN THE NOVEL

Before the War of the Ring, Bilbo Baggins is far and away the most adventurous, cosmopolitan, and well-travelled Hobbit in the Shire. The son of Bungo Baggins and Belladonna Took—and grandson of the Old Took himself—had the adventure of a lifetime a generation or more ago. As the fourteenth member of Thorin Oakenshield's quest to take back the Lonely Mountain from the dragon Smaug, Bilbo travelled farther and wider than any other hobbit of the Shire to that date.

In the course of his adventure (as detailed in *The Hobbit*), Bilbo became lost in the caverns beneath the Misty Mountains. There, he stumbled upon a plain, golden ring that magically turned him invisible. After he escaped from Gollum, the Ring's former owner, Bilbo made good use of the Ring to help the dwarves achieve their goals.

Once Bilbo returned to the Shire, he gave up adventures for what he thought was permanent. He lived peaceably for many years in his family home: Bag End, The Hill, Hobbiton. On his one hundred and eleventh birthday, Bilbo held a fantastic party for himself and his chosen heir, Frodo Baggins, a young Hobbit who was exactly 78 years younger than Bilbo, to the day. That same night, Bilbo left Hobbiton forever, leaving behind nearly everything he owned and bequeathing it to Frodo—including his old ring.

After Bilbo left the Shire, he headed for Rivendell and stayed there for a while. Soon after, he mounted up a trip to Dale, retracing the general

route of his adventure, although he had a much more peaceful time of it this time around. While there, he visited the Lonely Mountain and spent time with his old friends from Thorin's Company—at least those who had survived or not run off to try to retake Moria once again.

Bilbo returned to Rivendell after his visit was complete, and it was there that he planned to live out the rest of his days. To say that he was surprised when Gandalf showed up there in TA 3018 and announced that Bilbo's ring was in fact the One Ring of the Dark Lord Sauron would be a bit of an understatement. Bilbo offered to take the Ring from Frodo again and carry it to Mount Doom to be destroyed, but Frodo instantly realized that Bilbo was in no shape to carry out such a task. While Bilbo owned the Ring, it had kept him young. Free from its direct influence, the normally well-preserved Hobbit aged rapidly.

Before Frodo left on the Quest of Mount Doom, Bilbo gave him two of his most prized possessions: Sting and a shirt of *mithril*-mail. The old hobbit feared it would be the last time he would see his young ward, the person he loved most in life.

IN THE FILM

While Bilbo's neighbours may have regarded him as strange, he was one of the wealthiest and most popular Hobbits in all of Middle-earth. His 'long-expected party' was the most extravagant the Shire had ever seen, and people would speak of it for generations to come.

Although Bilbo is something of a legend among Hobbits, he is still unsure of himself. This perhaps has something to do with feeling 'stretched thin' due to his long years of wearing the One Ring. While he possesses the Ring, Bilbo

has absolutely no knowledge of its true power, allowing the foul device to work its ways upon him without much fear of being discovered.

Bilbo manages to leave the Ring behind of his own free will, demonstrating that its hold on him is not complete. Quickly thereafter, he begins to age at such a rate that he puts on many years within the space of mere weeks.

The one time Bilbo sees the Ring with Frodo, the elder Hobbit asks to see it. When Frodo refuses, Bilbo actually transforms momentarily into some kind of evil beast lusting after the Ring. This shows that all those the Ring touches are forever stained by the experience.

IN THE GAME

Bilbo lives exclusively in the Shire from TA 2942 to TA 3001. During that time, he can mostly be found at Bag End, although he occasionally visits friends and relatives throughout the Shire, especially in Tookland and Buckland. Most Hobbits consider Bilbo more than a bit odd, and they go out of their way to avoid him when possible. The only real exceptions are Bilbo's younger cousins, like Frodo. They enjoy his tales of adventure and are occasionally inspired by them. This thrills Bilbo almost more than he cares to admit and is at least partially why he has begun to write an account of his travels for the benefit of the Shire's history.

Strangers in the Shire have a good chance of being directed to Bag End if they are in need of help. Bilbo is widely known to be willing to talk with other people whom most honest Hobbits would give a wide berth. Dwarves and Elves often visit his home, as does Gandalf from time to time.

Bilbo isn't really looking for another adventure of his own, although circumstances might dictate otherwise. Despite that, he's willing to help out any adventurers whom he believes to be fighting for a just and good cause.

Once Bilbo leaves the Shire, he's a great deal more likely to be found travelling. While he only speaks of one trip to Dale in the novel, it is possible that he could have had a few small adventures in the 17 years between his eleventy-first birthday party and the start of the War of the Ring. If the Narrator is sticking closely to the film chronology, this is a lot



less likely, since Bilbo goes directly from Hobbiton to Rivendell, but there's no reason he couldn't have an encounter or two along the way.

While Bilbo has the Ring, he keeps its existence a secret from all but his closest friends. He would certainly not reveal anything about it to strangers or even acquaintances. He's all too aware that he's not terribly powerful, and if pressed he is ready to use the Ring to escape.

If Bilbo gets into trouble, he does have a number of powerful friends that are looking out for him and are willing to help him out. Gandalf and Aragorn are but the two most likely to come to his aid, but others—like Elrond—surely stand ready as well.

Once Bilbo forsakes the Ring, he is much more tired. He likes to speak of the old days often, and he spends a great deal of time working on his memoirs. Still, despite any appearances to the contrary, he has a keen mind and a courageous heart. While he may be 129 years old when the War of the Ring begins (or just 111 in the film), he is still the wisest and most accomplished Hobbit of the time.



FRODO BAGGINS

'I will take the Ring... though I do not know the way.'

— Frodo Baggins,
The Fellowship of the Ring

RACE: Hobbit (Fallohide)

RACIAL ABILITIES: Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

ATTRIBUTES: Bearing 8 (+1)*, Nimbleness 6 (+0), Perception 9 (+1), Strength 4 (+0), Vitality 8 (+1), Wits 9 (+1)*

CORRUPTION: 2. This slowly rises over the course of his quest until it reaches 9 at Sammath Naur.

REACTIONS: Stamina +3, Swiftiness +2, Willpower +4*, Wisdom +4

ORDER: Noble

ORDER ABILITIES: Deference

ADVANCEMENTS: 6

SKILLS: Armed Combat: Blades +3, Craft: Cooking +3, Insight +5, Language: Quenya +2, Language: Sindarin +2, Language: Westron (Common, Hobbit-dialect) +6, Lore: History (Hobbits) +6, Lore: Realm (The Shire) +7, Lore: Rings of Power +1, Observe (Spot) +6, Perform: Compose Verse +3, Stealth (Hide) +6, Survival (Forest) +5

EDGES: Allies 6 (Gandalf, Elrond, and others among the Wise), Elf-friend, Faithful (the Wise), Favour of Fortune, Hoard 3 (Bilbo's treasure), Incorruptible, Resolute

FLAWS: Duty (to safeguard and eventually destroy the One Ring), Enemies (servants of Sauron)

HEALTH: 8

COURAGE: 4

RENOUN: 2

GEAR: The One Ring (see *The Lord of the Rings Roleplaying Game*, page 199), Sting (see *The Lord of the*

Rings Roleplaying Game, page 196), coat of mithril-mail (Damage Absorbed 17), clothing, travel gear, pipe, and pipeweed.

*: Favoured attribute or reaction

IN THE NOVEL

Frodo was born in TA 2968 in Buckland, to the east of the Shire proper, across the Brandywine River. His father was Drogo Baggins, a second cousin of Bilbo Baggins, meaning that Frodo was Bilbo's second cousin, once removed, on that side of the family. Frodo's mother was Primula Brandybuck, Bilbo's first cousin on his mother's side, making him Frodo's first cousin once removed there. After Primula married Drogo, they lived with her extended family in Brandy Hall, and that's where Frodo was born.

Frodo was orphaned in TA 2980, at the tender age of 12, when his parents drowned after their boat capsized on the Brandywine. After that horrible loss, the Brandybuck family raised him in his parents' place.

Bilbo Baggins took a special liking to his young cousin, and when Frodo was 21 years old, Bilbo asked Frodo to come share Bag End with him. Bilbo had lived there alone since his mother had died 55 years before. Just like Bilbo, Frodo was most comfortable in the company of his younger cousins. Merry Brandybuck was 14 years younger than Frodo, and Pippin was a full 22 years younger. Sam was 12 years younger than Frodo, making Frodo the eldest of the Hobbits who were part of the Fellowship of the Ring.

When Bilbo left the Shire after his eleventy-first birthday party, he made Frodo his heir, and the younger Hobbit lived comfortably and alone in Bag End until he was forced to flee the Shire 17 years later. Among the many things left to Frodo was Bilbo's magic ring—which Frodo later learned from Gandalf was the One Ring. To pre-

vent the Enemy from recovering the Ring, Frodo carried it first to Rivendell and then on the Quest of Mount Doom. He left the Fellowship of the Ring at Amon Hen, after Boromir tried to take the Ring from him by force.

Despite being the most mature of the Fellowship's Hobbits, Frodo was just as lost in the Wild as any of them. While he'd long admired Bilbo and loved to listen to the tales of his adventures, Frodo found that actually having an adventure was much more trouble than ever he'd hoped for. Still, his journey was not as voluntary as that of Bilbo. Frodo never asked for the Ring, and his ownership of it caused him to have to run for his life, endangering just about everyone he met.

One of the Nazgûl stabs Frodo at Weathertop with a Morgul-blade, wounding him in a manner from which he can never truly heal. Frodo is attacked many times later, but while he is at Rivendell, Bilbo gives him the last of his adventuring gear: the enchanted blade Sting and a shirt of *mithril*-mail that saves Frodo's life more than once.

Throughout the novel, Frodo asks wiser souls if they would be willing to take the burden of the Ring from him. They consistently turn him down. When Boromir actually tries to take the Ring from him, though, Frodo finally decides that the task of destroying the Ring is his alone. This marks a distinct turning point for this valiant Hobbit.

IN THE FILM

Frodo is a bit cleverer in the film than the novel. It is he who solves the riddle of the West-gate of

Moria, for instance, when Gandalf himself is stumped. This ties nicely into the Hobbit love for riddles, of course, and seems like a natural change to the story.

Also in the film, Frodo offers Aragorn the Ring after Boromir attacks him, something he does not do in the novel. At this point, though, it's clear that he is really showing Aragorn that he knows that the temptation the Ring offers others means that the Ring-bearer can trust no one. Aragorn understands this as well, which is why he lets Frodo go off on his own.

Frodo is far more desperate in the film. Instead of having years to mature after Bilbo leaves and months to prepare his departure after learning of the true nature of the Ring, he has only days. The Black Riders are hot on his heels from the moment he learns of his peril, and Rivendell does not offer the same amount of respite to him as

it does in the novel. Everything rolls along at a much more hectic pace, and the pressures on Frodo show.

IN THE GAME

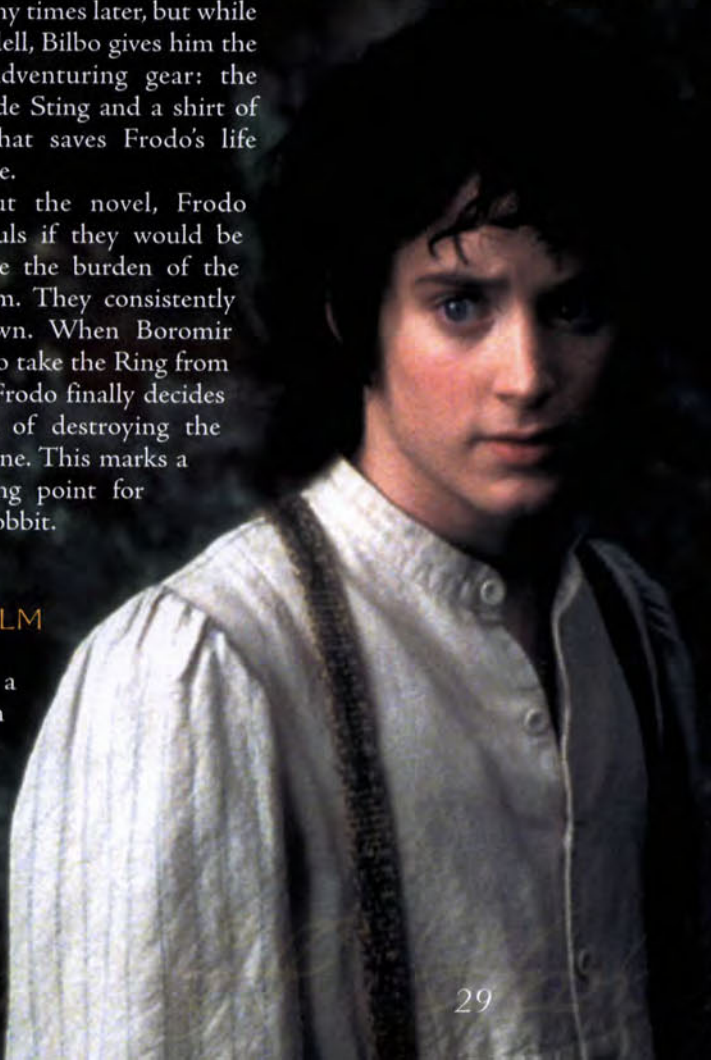
Before he becomes the master of Bag End, Frodo is simply an affable hobbit fortunate enough to live with his wealthy cousin. He does not need to work and spends many of his days visiting with friends and exploring the Shire. He never goes any further than Buckland, however, and that only irregularly. He dreams of someday going on adventures, but he fails to truly understand the danger that such undertakings entail.

Once Bilbo leaves, Frodo rapidly begins to mature. He is in charge of his home and his own destiny now, or so he believes. He quickly comes into his own, but only so far as one who lives the sheltered life of most Hobbits can.

During his flight to Rivendell, Frodo's delight at being on the Road quickly turns to fear as he realizes that his very life is at stake. In Rivendell, he shows the first signs of true maturity when he offers to take on the task of bringing the Ring to Mount Doom to destroy it. That resolve hardens throughout the journey until he is ready to take on the task without any help at all, only grudgingly accepting Sam's assistance.

Those who encounter Frodo before he learns of the secret of Bilbo's ring find an easygoing Hobbit with an easy laugh and few cares. He is generous with his time and his money, and he is a generous and affable host.

Once Frodo knows of the Ring's power, though, he becomes a great deal more private and secretive. He does his best to avoid strangers, and he cuts short conversations with even his friends. The relief he feels to find that he has done a poor job of fooling those who know him best is palpable, as he truly wants their help but does not wish to endanger them.



THE ONE RING

'The Enemy still lacks one thing to give him strength and knowledge to beat down all resistance, break the last defences, and cover all the lands in a second darkness. He lacks the One Ring.'

— Gandalf, *The Fellowship of the Ring*

Sauron forged the One Ring as a master ring to control the other Rings of Power and thus dominate the Free Peoples of Middle-earth. The words of the Ring-spell that Sauron uttered as he crafted this apparently plain band of gold are etched along the ring's inner and outer faces. When the ring is heated, the letters of these words glow as if lit from within.

As a receptacle of much of Sauron's power, the One Ring is invulnerable to harm. Only the fires of Orodruin can melt or mar it. It can hide itself from the sight of others when worn. Another person wearing a greater Ring, or with comparative power, may be able to see the One Ring on its wielder's hand, but those without such strength see nothing or confuse what they see with something else. Also, the Ring can subtly change size, becoming large enough to slip off the finger of a careless wearer—as it did when Isildur tried to escape an Orc-ambush by swimming the Anduin, and when it decided to leave Gollum.

The One Ring takes over the will of any who keep it, even for a little time. If a character holds the One Ring, he must make a TN 25 Willpower test to voluntarily get rid of it, subject it to harm, or allow

another to see or handle it. He must make a TN 15 Willpower test to avoid striking or fleeing from anyone who asks to see or hold it. If someone succeeds in taking the Ring from a bearer by force, the dispossessed wretch must make a TN 20 Willpower test or be driven mad by grief and desire for it.

The One Ring extends the wearer's lifespan. At first this may seem a wondrous gift, but as time progresses it becomes a burden.

The

bearer feels stretched out, drawn thin. Eventually, torn by lust for his Ring and despair over this burden, he becomes little more than another wraith under Sauron's command. This takes a great deal of time, however—at least 500 years.

The One Ring grants power according to the wielder's stature. To lesser folk, such as Hobbits, it grants merely the extension of life and the power of invisibility. While invisible, a character cannot be seen, though he could be perceived through hearing or smell. Moreover, he still casts a shadow, though a faint and wavering one.

Nor does the Ring conceal any source of light he carries himself—such as a torch or the glow of an enchanted sword—or any sound he might make. In combat, an invisible character receives a +10 bonus to attack tests. Assuming an enemy can even guess where he is to counterattack, all tests to hit the wearer suffer a -10 penalty.

While wearing the One Ring, a person of sufficient power and

will—typically one with at

least 10 advancements

total, a Bearing of

10 or greater, or a

Willpower of

+4 or

greater—

can exercise

the power

of

Command.

This func-

tions like

the spell of

the same

name, though

the wearer need

not make any test

to resist weariness.

The Ring enhances

other abilities as well, at

the Narrator's discretion. It

may provide bonuses to Bearing,

Willpower, Inspire, or Intimidate,

make all of the wearer's spells 50%

or 100% more powerful, or the like.

The exact effects vary from charac-

ter to character, based on the

nature, will, disposition, and abili-

ties of the character.

The Ring confers other powers

upon its wearer. First, it sharpens

his hearing, providing a +4 bonus

to all Observe (Hear) and related

Perception tests. At the same time,

because wearing it thrusts a charac-

ter into the world of wraiths and

shadows, it dims the sight (-2 to

Observe (Spot) and related

Perception tests) but allows him to



see in the dark (replace all penalties for darkness, fog, or the like with the flat -2 penalty). Second, it allows the wearer to comprehend the speech of all who serve the Shadow as if he had at least 5 levels in the appropriate Language skills.

Most importantly, to a wearer of sufficient power the One Ring reveals all things done, in the past or now, with the other Rings, and likewise reveals the hearts, minds, and thoughts of their wearers. Even worse, it allows the wearer to exert his power of Command over anyone who wears one of the other Rings, despite the distance between them, and the wearers of the other Rings suffer a -5 penalty to their Willpower tests to resist.

Carrying the One Ring is a burden that only becomes worse as one approaches Mordor. While more than 300 miles from Mordor, a bearer of the Ring need only make a TN 5 Stamina test once per day to resist the loss of Weariness Levels due to the Ring. From 100–300 miles, the TN rises to 10. Within 100 miles of Mordor, it rises to 15. When actually within Mordor, the character must make the TN 15 test every hour.

Carrying or innocently wearing the One Ring requires characters to make rolls to resist Corruption. Putting on the Ring with intent to use it for evil, malicious, or domineering purposes causes the wearer to gain +6 Corruption or more automatically. Committing evil, malicious, or domineering acts while wearing the Ring, even if it were put on innocently, causes the wearer to gain +2 Corruption or more automatically.

A few powers of great innocence or strength can resist the One Ring. For example, it holds no power over Tom Bombadil.

STING

'[Bilbo] took from the box a small sword in an old shabby leathern scabbard. Then he drew it, and its polished and well-tended blade glittered...'

— The Fellowship of the Ring



While travelling with Thorin's company to the Misty Mountains, Bilbo and his new friends stumbled across a trio of Trolls, who captured them. The Trolls argued long about how best to eat their prey. Losing track of time, they were struck by the first rays of the sun as morning rose, which turned them to stone.

Poking around in the trolls' lair, Bilbo and the Dwarves found three Elvish blades. These no doubt once belonged to previous victims of the foul creatures.

Forged long ago by the Elf-smiths of Gondolin, Sting is a bane against Orcs, providing a +5 bonus to attack tests to hit them. Also, Sting's blade glows with a bluish light in the presence of Orcs, warning the wielder that he is in danger. It detects Orcs within 500 yards. The light becomes brighter the closer the Orcs are, and the more of them there are. This light pains the eyes of Orcs and strikes fear into their hearts. Sting's wielder gains a +5 bonus for Intimidate tests against Orcs when the weapon is drawn. When Orcs are within 100 yards, the exposed blade gives off light equivalent to a torch. This can make it difficult for the wielder to hide, and any bonuses that the wielder might get from being in darkness are eliminated.

Sting is also excellent at cutting through armour and other metal, such as chains. The protection value of any armour is halved for purposes of resisting damage from them.

THE PHIAL OF GALADRIEL

“In this phial,” she said, “is caught the light of Eärendil’s star. . . May it be a light to you in dark places, when all other lights go out.”

— Galadriel, The Fellowship of the Ring

This small crystal phial, which Galadriel gave to Frodo, possesses two powers. First, it creates light—a bright, pure light that pains corrupt and evil beings. Not only does it provide illumination, it grants a +2 bonus on appropriate Inspire, Intimidate, and Willpower tests. The light may diminish in places of great evil and darkness, lessening the bonus to +1, but it never goes out entirely. If the person holding the phial invokes the name of Elbereth or uses similar words of power, the light flares more brightly, providing greater illumination for a time. However, this does not affect the bonus.

Second, the phial can dispel some static effects of sorcery, such as the guardian-magic protecting the Tower of Cirith Ungol. The user must hold the phial up and make a Willpower test against a TN set by the Narrator. This is based on the power of the sorcerous magic. If the user succeeds, he dispels the magic for a period of time shown on the accompanying table. The phial offers no protection against sorcerous attacks—such as *Blast of Sorcery* or *Evoke Fear*—save that granted by the bonuses described above.

THE PHIAL OF GALADRIEL’S EFFECT DURATION

LEVEL OF SUCCESS	DURATION
Marginal	1d6 rounds
Complete	1d6 hours
Superior	1d6 days
Extraordinary	Permanent



TOM BOMBADIL

*'Old Tom Bombadil is a merry fellow;
Bright blue his jacket is, and his boots
are yellow.'*

— Goldberry,

The Fellowship of the Ring

RACE: Nature-spirit

RACIAL ABILITIES: Agelessness (Tom suffers no effects from illness or aging and does not appear to age), Untouchable (the One Ring has no effect upon Tom, nor do the Seven or the Nine or any other sorcerous spells or powers)

ATTRIBUTES: Bearing 16 (+5)*, Nimbleness 12 (+3), Perception 15 (+4), Strength 10 (+2), Vitality 10 (+2), Wits 14 (+4)*

REACTIONS: Stamina +5, Swiftiness +3, Willpower +12*, Wisdom +5

ORDERS: Magician, minstrel

ORDER ABILITIES: Gladden, Sanctum (the Old Forest), Sanctum Power, Spellcasting 48, Spellcasting Method (Songs), Wizard's Heart

ADVANCEMENTS: 80

SPELLS: *Animal Messenger, Beast Speech, Break Binding, Calling, Display of Power, Evoke Awe, Exclusion, Healing-spell, Naming, Rain-ward, Reading the Heart, Resist Fear, Sense Power 4, Spoken Thoughts, Veil (abili-*

ty), Voice of Command, Word of Command. Tom need not gesture or incant for any spell that he does not have as an ability, save those spells that require speech (like *Word of Command*).

SKILLS: Appraise (Weapons) +9, Debate (Parley) +7, Healing (Treat Illness, Treat Wounds) +15, Inquire (Converse) +10, Insight +15, Intimidate (Majesty) +12, Language: Westron (Common) +9, Language: Quenya +9, Lore: History (Eriador) +7, Lore: Realm (The Old Forest) +9, Observe (Hear, Sense Power, Spot) +11, Perform: Compose Verse +15, Perform: Dance +8, Perform: Sing +7, Persuade (Charm) +11, Ride +14, Search +14, Survival (Forest) +13, Track +8, Weather-sense +18

EDGES: Allies 2 (Goldberry and the River-woman of the Withywindle), Bold, Charmed Life, Elf-friend, Faithful (Goldberry, the Old Forest), Favour of Fortune, Healing Hands, Honey-tongued, Honour's Insight, Incorruptible (Tom cannot be corrupted or gain any points of Corruption), Indomitable 3 (within the Old Forest, Tom triples his base bonus), Night-eyed 1, Strong-willed 3 (within the Old Forest, Tom triples his base bonus), Tireless 3, Travel-sense, Woodcrafty 4

FLAWS: Duty (to the Old Forest)

HEALTH: 12

COURAGE: 20

REOWN: 20

GEAR: His clothes

*: Favoured attribute or reaction

IN THE NOVEL

Tom Bombadil is one of the most unusual characters in all of Middle-earth. Ageless and timeless, he is at once an integral part of the world and seems to stand outside of it. As lord and master of the Old Forest, just to the east of the Shire, he knows most if not all that happens within its environs. Those that are in trouble therein

can rely on him to answer should they call for help. Although he may not hear their cries, he should still respond to their needs—at least in the spring, summer, and fall. Like most creatures of the forest, Tom is not abroad so often in the cold of winter.

Tom appears to be a Man but cannot possibly be. He calls himself the Eldest, claiming to be the oldest person in Middle-earth. Elrond confirms that even in his youth Tom was ancient. Then the Elves called him Iarwain Ben-adar ('Eldest and Fatherless'). The Dwarves called him Forn, and Men called him Orald ('Very Old').

Tom claims to be older than the river and trees, to have seen the first rain and the first acorn fall from the sky. He was there in Middle-earth even before Morgoth first came to the land.

Tom is shorter than a Man but much larger than a Hobbit. He is red-faced and merry, with bright, blue eyes that twinkle and shine. Despite his age, his hair and long beard are still dark and brown. When travelling, he wears a tall, brownish hat with a blue feather stuck in one side of it. His coat is the same colour as the feather, and his boots are the yellow of a sunflower's petals. At home, Tom sometimes wears a blue shirt and pants with green socks.

In ancient days, the Old Forest stretched from the edges of what is now the Shire all the way to Dunland. Presumably, Tom's power reached throughout that entire expanse as well, its range diminishing as the forest shrank over the centuries. In TA 3018, Tom rarely ventures outside of the shelter of the Old Forest, and when he does he only roams as far as the Barrow-downs to the east or the Marish in the Shire to the west.

While in the Old Forest or within 10 leagues (30 miles) of it, Tom is all-powerful. Not even the One Ring can affect him. He can hold it without being tempted by it, and he can see

THE FELLOWSHIP OF THE RING SOURCEBOOK

those who are wearing it as if they were not.

Goldberry, Tom's wife, calls him the Master of the Old Forest. He does not own the place as such, but all the things that live here obey his word. The rain that falls in the Old Forest, for instance, cannot dampen either Tom or his ever-cheerful mood.

Tom is nearly always merry, and he speaks in song more often than not. He loves to dance and caper about as he does, standing in stark contrast to the graceful movements of his wife. Still, the two make a natural match that is obvious to all privileged enough to see them together.

While Tom may appear to be provincial, he knows that the outside world can affect his forest and his home. He keeps tabs on the wider lands by speaking with those who pass through the forest, including Elves from various Wandering Companies. Sometimes he even travels into the Marish to chat with Farmer Maggot, whom he regards as a treasure among Hobbits.

The One Ring has no power over him at all. He can put it on without activating its powers, and he can see those who are wearing it. He is his own master, beyond the ability of such things to affect. Although he is powerful within his home, though, even Tom could not hope to withstand the full might of Sauron. He would be the last to fall before the Dark Lord, but fall he would.

When Tom finds those he likes, he teaches them a special rhyming song that he can hear from anywhere within his domain and up to 10 leagues (30 miles) beyond. Tom never steps beyond these borders, but within them those who sing his song can always reach him.

IN THE FILM

Tom Bombadil does not appear in the film at all. This does not, of course, mean that he does not exist in

the setting of the film. However, the four travelling Hobbits never encounter him, Goldberry, or Old Man Willow during their flight from the Shire to Bree.

IN THE GAME

Tom is never found beyond nine miles from the edges of the Old Forest. The only way a hero would ever encounter Tom is to come within those borders. Those who do can expect a reception in accordance with how they treat Tom. If they are kind to him, he happily lends them whatever help they need that he can give. This extends to bringing them to his house and giving them food and shelter for as long as they need.

However, if the heroes are rude or, worse yet, aggressive, Tom simply wanders off into the woods and leaves them to their own devices. They then have to contend with Old Man Willow and the rest of the forest's darker, hateful creatures on their own.

If the heroes are in the area and need a place to rest and recuperate before pressing on, they could do no better than to spend some time with Tom Bombadil and Goldberry. Tom is happy to talk about anything that he knows something about, and he is often eager to hear news of the lands beyond. He can warn the heroes of any dangers within his domain, and he can come to their rescue if they ask for it and he favours them.

BOROMIR

'One does not simply walk into Mordor.'

— Boromir,

The Fellowship of the Ring Film

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable (+2 to Stamina), Dominion of Man, Skilled

ATTRIBUTES: Bearing 9 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 12 (+3)*, Vitality 13 (+3)*, Wits 6 (+0)

CORRUPTION: 4 from the Council of Elrond onward (this rises to 9 at Amon Hen, but falls to 7 just before his death)

REACTIONS: Stamina +6*, Swiftswiftness +4, Willpower +3, Wisdom +2

ORDERS: Warrior, noble, captain

ORDER ABILITIES: Battle-Hardened, Deference, Evasion, Favoured Weapon (Longsword), Fires of Devotion, Hero's Strength, Swift Strike, Tactics, Warrior Born

ADVANCEMENTS: 33

SKILLS: Armed Combat: Blades +12, Climb +6, Debate (Parley) +4, Inspire +10, Intimidate (Majesty) +9, Jump +8, Language: Quenya +2, Language: Sindarin +3, Language: Westron (Common) +5, Lore: History (Gondor) +5, Lore: Orcs +4, Observe (Spot) +9, Persuade (Oratory) +4, Ranged Combat: Bows +8, Ranged Combat: Thrown Weapons +4, Ride (Horse) +7, Run +5, Siegecraft (Catapult) +10, Stealth (Sneak) +6, Survival (Mountains, Plains) +7, Swim +4

EDGES: Bold, Command 4 (captain of the forces of Gondor), Doughty, Faithful (Gondor), Fell-Handed (+2 against all foes), Hardy, Rank 3 (heir of the Steward of Gondor), Valiant, Valour, Warrior's Heart, Warwise

FLAWS: Enemies (forces of Mordor), Fealty (Gondor/Denethor II), Proud

HEALTH: 18

COURAGE: 4

RENOWN: 12

GEAR: Longsword, shield, Horn of Gondor

*: Favoured attribute or reaction



IN THE NOVEL

Boromir was born in TA 2978, the eldest son of Denethor II, the Ruling Steward of Gondor. As such, Boromir was the heir of the Stewards, and would have been the 27th in that line.

Boromir cared little for diplomacy and politics, preferring instead the direct actions of war. He was instrumental in the defence of Gondor against incursions by Sauron's forces early in the War of the Ring. Boromir himself held the last bridge at Osgiliath until it could be destroyed, keeping Sauron's forces on the far side of the Anduin. He had to actually swim the wide river himself to get away.

In those troubled times, however, Boromir and his younger brother Faramir were plagued by a mysterious dream that spurred him to travel all the way to Rivendell to solve their riddle. The dream directed Boromir to travel to Imladris (Rivendell) to take counsel with its master (Elrond) and learn of Isildur's Bane (the One Ring). This is why Boromir was in Rivendell when Frodo arrived with the Ring. The timing was no coincidence.

Boromir is disdainful of his younger brother, whom he considers too gentle to rule properly. For their entire lives, their father has reinforced this opinion until Boromir takes it as given. He loves Faramir, but he has little patience with him.

During the Council of Elrond concerning the fate of the One Ring, Boromir's voice was constantly raised to question the words of the Wise. A man of action, he believed that a weapon

as powerful as the Ring should be used rather than destroyed. He saw that sending a force as small as the Company of the Ring into Mordor was sheer folly, doomed to fail from the start. Still, he hoped to be able to persuade his fellows to see the error in their thinking while they were on their way to Mordor.

If Boromir could simply get the others to come with him to Gondor, he was sure he could convince them to listen to reason. The possibility that he might force his 'reasoning' upon them once there, surrounded by his kinsmen, was left unsaid.

In the end, Boromir could not deny his own desires for the Ring. When it seemed like Frodo might actually lead the Company into Mordor—less Gandalf, who they had lost in Moria—he allowed temptation to get the best of him, and he attacked the Hobbit and tried to strip the Ring

from him. Frodo managed to get away, and when Boromir managed to regain his senses, his shame for his actions nearly overwhelmed him. He wandered back to camp in a daze and told the others what he had done.

In the opening pages of *The Two Towers*, Boromir struggles to make up for his horrible lapse with Frodo by protecting Merry and Pippin, who are attacked by Orcs under orders from Saruman to capture them. He gives his life in the effort but fails anyhow. He was 41 years old when he died.

A proud and handsome Dúnadan, Boromir was never happier than when he was fighting to defend his country. He was justly proud of Gondor and how his family had ruled over it for generations. When he first met Aragorn and learned that the grungy man was the heir to the throne of both Arnor and Gondor, Boromir was sceptical that such a



THE HORN OF GONDOR

*'On a baldric [Boromir] wore a great horn tipped
with silver that now was laid upon his knees.'*

— *The Fellowship of the Ring*

Boromir carries with him the Horn of Gondor, worn across his chest on a leather belt. This is the traditional heirloom of the House of the Ruling Stewards of Gondor. The horn is fashioned from the horn of a Kine of Araw, a beast that resembles a large, white ox. The kine live near the Sea of Rhûn, where they were hunted by Oromë, whose name is Araw in Sindarin.

The Horn of Gondor was fashioned from the horn of a kine slain by Vorondil the Hunter, a Steward of Gondor in ancient days. He gave it to his heir to keep until he became steward himself, and the tradition has held ever since. The horn is inlaid with silver and is magical in nature.

A Dúnadan who blows the horn gains +4 to Intimidate for two rounds. Blowing the horn requires one action.

Legend has it that if the Great Horn is blown within the boundaries of ancient Gondor, aid is sure to arrive. In reality, the amount of aid is limited by geography. The sound of the horn is loud and deep and can be heard by the Steward of Gondor and his sons, no matter where they may be. If they are too far away to lend aid, though, the sounding of the horn may be in vain.

Boromir blew his horn when trying to defend Merry and Pippin from the Orcs who attacked them at the falls of Rauros. Aragorn, Legolas, and Gimli heard and recognized it, as did Steward Denethor and his younger son Faramir. The Steward and Faramir were too far away to respond, and even Aragorn and his companions arrived too late. When they found Boromir dying of Orc-arrow wounds, the horn had been cloven in two. It was placed in Boromir's funeral boat, along with his corpse.

figure was fit to rule himself much less a people. His dying words, however, were for Aragorn to go to Gondor and save his people.

IN THE FILM

Boromir is fatally flawed from the start. He views the Hobbits as defenceless children and often treats them as such. While teaching Merry and Pippin something of the art of swordplay, he allows them to use his misconceptions to get the better of him. He refers to them as 'the Little Ones,' and

he wishes to protect them as if they were incapable of doing so themselves.

It is this paternalistic attitude that is Boromir's downfall in his struggle against the temptation of the Ring. He does not believe that Frodo is capable of making the journey to Mount Doom. Moreover, he does not feel that the Hobbit will make the right decisions concerning what to do with the Ring. In the end, this is what spurs him on to take the Ring for himself. To his mind, there is no one better suited to wield it against the Dark Lord.

Boromir's heart is truly in the right place. He wishes only to do good, to protect his people, and to destroy Sauron. Of all those around Frodo, he seems to realize the least how such a power would quickly corrupt its wielder. It is for this reason that the Wise are happy to leave such a powerful weapon in the hands of a Hobbit. As one of the weakest among them, the Ring holds less temptation for Frodo than it does for any of the Wise.

In the film, Boromir seems to be threatened by Aragorn's position, at least at first. As they work together, Boromir comes to respect Aragorn's quiet majesty. His dying words in the film are 'I would have followed you, my brother. My captain. My king.' In this, he recognizes the rightness of Aragorn's claim to the throne of Gondor, despite the fact that Aragorn has not shown any desire for it. Those who are best suited to wield power, it seems, are those who desire it least.

IN THE GAME

In the years leading up to the War of the Ring, Boromir can be found just about anywhere in Gondor or even Rohan. As the heir to the Ruling Steward, he is treated like a prince throughout the realm. Despite this, he does not take such deference for granted. Instead, he strove tirelessly to keep his people safe and to earn the faith they so readily put in him.

It took Boromir 110 days to make the journey from Gondor to Rivendell. It's conceivable that a group of heroes might cross his path during this time as well, although the timing would have to be just right.

While Boromir may be a hard worker, he is often overly proud. He does not take counsel well, even from those who are clearly wiser. When he disagrees with an opinion or a proposed course of action, he is not quiet about it. He is accustomed to having people listen to him and obey, and he is quickly frustrated when he cannot force someone to come around to his point of view.

Still, Boromir is a shrewd judge of character. If he deems that the heroes are valiant souls on the side of the Free Peoples, he is willing to lend them what aid he can. The only trouble is that he almost always considers whatever he is currently doing to be more vital to the needs of his people. If this is clearly so, there is little chance to persuade him to switch tracks. He may order for other resources to be allocated to the heroes to help them out, but he does not help them directly if what they ask of him cannot obviously help the people of Gondor, who are Boromir's primary concern.

MERIADOC 'MERRY' BRANDYBUCK

*'Trust me to arrange things better
than that!'*

— Merry Brandybuck,
The Fellowship of the Ring

RACE: Hobbit (Fallohide)

RACIAL ABILITIES: Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

ATTRIBUTES: Bearing 5 (+0), Nimbleness 6 (+0)*, Perception 5

(+0), Strength 5 (+0)*, Vitality 5 (+0), Wits 5 (+0)

REACTIONS: Stamina +1*,
Swiftiness +0, Willpower +1,
Wisdom +0

ORDER: Warrior

ORDER ABILITIES: Evasion

ADVANCEMENTS: 1

SKILLS: Armed Combat: Blades +2, Craft: Cooking +5, Games (Darts) +3, Intimidate (Majesty) +1, Language: Westron (Common, Hobbit-dialect) +5, Lore: Herbs +6, Lore: History (Hobbits) +5, Observe (Spot) +4, Ranged Combat: Thrown Weapons +4, Ride (Pony) +2, Sea-craft (Boating) +1, Stealth (Sneak) +5,

EDGES: Favour of Fortune, Valour

FLAWS: Enemies (servants of Sauron)

HEALTH: 5

COURAGE: 4

RENOWN: 1

GEAR: Dagger, clothes, pipe, and pipeweave

*: Favoured attribute or reaction

IN THE NOVEL

Meriadoc 'Merry' Brandybuck was born in TA 2982 to Saradoc 'Scattergold' Brandybuck and Esmerelda Took. As the only son of the Master of Brandy Hall, Merry was the heir of Buckland.

As a child, Merry enjoyed listening to stories of the lands beyond the Shire, told by his cousin Bilbo. Bilbo's mother was sister to Merry's great-grandfather Hildigrim Took. Hildigrim's wife was also first cousin to Bilbo's father Bungo Baggins. This makes Bilbo and Merry both first cousins twice removed and second cousins twice removed.

Growing up in Brandy Hall, Merry became great friends with his older cousin Frodo Baggins. When Frodo left to live in Bag End while Merry was but six years of age, the young Hobbit determined to remain friends with Frodo. They visited each other regularly over the years. Frodo

THE FELLOWSHIP OF THE RING SOURCEBOOK

is Merry's first cousin once removed on Frodo's mother's side. He's also a second cousin once removed through the Took.

Merry was a nearly inseparable friend of his first cousin, Pippin Took. Although Merry was eight years older than Pippin, the two spent a great deal of time together from their childhood on. While the pair were full of the exuberance and incaution of youth (and their Fallohide heritage), Merry was by far the more mature of the two. He was 36 when they set out with Frodo for Rivendell. Having come of age three years before, Merry was determined to better himself a bit to prepare for someday taking over for his father as the Master of Buckland.

When Frodo needed a place to live after selling Bag End, Merry made all the arrangements. He remembered his family's little-used place at Crickhollow and brokered a deal for Frodo for it. When it came time to move Frodo in, Merry drove the cart full of furniture to the place himself.

Of the four Hobbits who left the Shire for Rivendell, Merry was the best travelled of them all. While most of them had wandered through parts of the Shire, Merry had seen more of it than most. He had also visited the Old Forest beyond the High Hay, making him the only member of the group to have ever left the Shire. His knowledge of the private family gate in the hedge (as well as his key to the gate) made their escape from Buckland possible, for the Great East Road was being watched.

While he could certainly have turned home from Rivendell, Merry (along with Pippin) insisted on going along with Frodo to destroy the Ring. This was an act of great bravery and friendship at which many in Rivendell marvelled. It was earnestly made, and Merry stuck by Frodo right up until Frodo stole away from the Company to make the journey into Mordor alone.

While still on the road to Mordor, Merry and Pippin both struck up a friendship with Boromir who favoured them as he would cheerful boys. Merry first learned swordplay at Boromir's instruction, a skill that would serve him well later.

When Merry discovered that Frodo had disappeared near the falls of Rauros, he and Pippin charged off into the woods to look for him, heedless of the danger to themselves, as Saruman's Uruk-hai were about to attack. Boromir chased after them to protect them—and to his own doom.

IN THE FILM

Merry and Pippin are inseparable companions, both of them rascals who are forever getting into trouble. At Bilbo's eleventy-first birthday party, they steal some of Gandalf's fireworks and light them off inside a tent, obviously not thinking much about what the results might be. They come across Frodo leaving the Shire by sheer happenstance, racing away

from Farmer Maggot, who is chasing after them for stealing from his fields.

Despite this, Merry is still a stalwart friend to Frodo, and he refuses to abandon him at any point. He and Pippin spy on the Council of Elrond, and when they hear that Frodo is taking the Ring to Mordor they leap up and insist on coming along.

Merry shows himself capable of quick thinking in hard times too. When the first Black Rider nearly catches the Hobbits on the road near Maggot's farm, Merry is the one who throws something into the distance to distract the Nazgûl. When Frodo is running from the Uruks near the falls of Rauros, it's Merry who starts shouting to distract the Uruks from Frodo.

At the end of the film, the Uruks capture Merry and Pippin after slaying Boromir. The foul creatures leave to haul their prisoners back to Saruman, and the viewer must wait to learn of their fate.

IN THE GAME

Merry is the one Hobbit member of the Fellowship who is likely to be found outside of the Shire, although he rarely wanders farther than the Old Forest. Still, those heroes who travel throughout the Shire could encounter him, especially if they have business in Buckland. As the heir to Brandy Hall, Merry takes interacting with outsiders seriously. He is always curious about the larger world and wishes to hear news from travellers.

However, Merry is still a young Hobbit, and the day that he would take over as Master of Buckland is in his distant future—or so he believes. He is not above having a joke or joining in some mischief, especially if he is accompanied by Pippin, his best friend. Pippin and Merry seem to bring out the ras-



cal in each other. Still, their fun is just that and is never mean-spirited.

Merry is as faithful a friend as anyone could ever want. To those he loves, he is generous to a fault with both his time and his money. Nothing means more to him than family and friendship.

BARLIMAN BUTTERBUR

*'He is wise enough on his own ground.
He thinks less than he talks, and slower;
yet he can see through a brick wall in
time (as they say in Bree).'*

— Gandalf on Barliman,
The Fellowship of the Ring

RACE: Man (Middle People)

RACIAL ABILITIES: Adaptable (Stamina), Dominion of Man, Skilled

ATTRIBUTES: Bearing 6 (+0), Nimbleness 5 (+0)*, Perception 8 (+0), Strength 7 (+0)*, Vitality 7 (+0), Wits 4 (+0)

REACTIONS: Stamina +3, Swiftswiftness +1, Willpower +1, Wisdom +1*

ORDER: Craftsman

ORDER ABILITIES: Place of Trade (*The Prancing Pony*)

ADVANCEMENTS: 5

SKILLS: Appraise +2, Armed Combat: Clubs +5, Craft: Cooking +5, Craft: Brewing +5, Craft: Innkeeping +10, Debate (Bargain) +2, Hoard, Insight +6, Inquire (Converse) +3, Lore: Local Gossip +4, Lore: Realm (Bree) +4, Observe +1, Persuade (Fast Talk) +2

EDGES: Friends (Bree-landers)

FLAWS: Dullard

HEALTH: 8

COURAGE: 4

RENOUN: 0

GEAR: Clothes, club

*: Favoured attribute or reaction

IN THE NOVEL

Barliman 'Barley' Butterbur is a good man, but not particularly sharp. He is wise enough in his own way, but it takes him a long time to come about to a good thought. Most of the time, he seems like a bumbling fool, but most of this can be ascribed to the fact that he is always trying to do far too many things at once. When he simply slows down and takes the time to think things through, he can normally come up with some solid thinking, but these occasions are few and far between, much to the regret of him and those around him.

Barliman is a Man, but not a prize specimen of one. He is short, fat, and bald, and he always seems to be red-faced from some terrible amount of effort. He makes his living as the innkeeper of *The Prancing Pony*, the finest public house in all of Bree, the first town east of the Shire on the Great East Road. As the owner of this popular establishment, he finds that there's always something else to be done, something new demanding his attention. Because of this, he tends to be absent-minded and more than a bit forgetful, even about important details.

The Prancing Pony has been in the Butterbur family for generations, as far back as anyone in the region can remember. It is the only inn in all of Bree. Many days it is not too busy, but the fact that Bree sits at the crossroads of the Great East Road and the Greenway—two of the most important roads in Eriador—means that *The Prancing Pony* sees a great deal of traffic from out-of-town guests, although on a mostly irregular basis.

This means, however, that Barliman and his patrons are less likely than just about anyone else in the region to react poorly to 'Outsiders,' as they call anyone who happens to be from beyond Bree-land. *The Prancing Pony* has played host to Men,

Hobbits, Elves, and Dwarves, and Barliman and his staff know how to tend to the idiosyncratic needs of them all.

Despite his constant state of being harried, Barliman is always polite and deferential to his guests, no matter where they may be from. His dedication to service is what keeps rival inns from springing up in town. There really is no other place that people would rather go, and it's been so long since there's been another choice that they probably wouldn't want to bother with trying out a new place anyhow.

Barliman is a good friend of Gandalf, and the wizard has a tremendous amount of respect for the innkeeper. Gandalf knows that a Man like Barliman is the glue that keeps a town like Bree together. Without such a well-run establishment as *The Prancing Pony*, Bree would be an altogether different place, likely not nearly as friendly to travellers as it is now.

Just because he's good-natured doesn't mean that Barliman is a fool. He tends to take people at face value, however, until they prove otherwise to him. A smooth-talking, well-dressed charmer has a far better chance with Barliman than a grungy, distant rogue.

Barliman lives in *The Prancing Pony* with his wife Gwendolyn, who runs the inn's kitchen and many other parts of the place. The two of them have no children, and the fate of *The Prancing Pony* is therefore undetermined after the two of them die. It's possible that it might pass on to a brother or cousin, but it might just as likely be allowed to fade away without the boundless energy of Barliman to keep it running.

IN THE FILM

In Jackson's film, Barliman only makes a small appearance. In *The Prancing Pony*, he greets the four Hobbits and offers them 'nice, cosy, Hobbit-sized rooms.' He is pleasant

enough but not very much help to Frodo and his friends. When they ask for Gandalf, he struggles to remember one of the most powerful people in all of Middle-earth.

This implies that Barliman and Gandalf are not friends of any sort. Furthermore, it would be difficult—even for someone as dense as Barliman—for an innkeeper to not recall such an august personage were he not travelling incognito. It seems clear that Gandalf keeps his power to himself whenever possible. Perhaps he does not like the people of Bree. Maybe he simply doesn't care to be bothered by them. Or it could be that he prefers to move quietly among people when possible, all the better to keep his movements secret from those who might be interested in them.

In the film, Barliman warns Frodo against Strider, but only when asked about the Ranger. This is in keeping with the novel.

IN THE GAME

If the heroes are travelling near the Shire, they may almost certainly depend on being able to spend a night at *The Prancing Pony*. This is a classic spot from which many an adventure can be launched, and Barliman is just the man to point aspiring heroes in the right direction—or plant enough doubt in their minds to paralyze them before they begin.

Barliman fancies himself to be one of the most well-connected people in the region. In fact, he is *the* most-connected person in the region. Everyone in the area has known him for ages, and just about everybody that passes through town gets to meet him as well. As such, he is uniquely suited for pairing adventurers with adventures that may need them.

If Barliman hears of a situation that might interest the heroes, he's more than happy to pass it on to them—assuming he can remember. Similarly, if the heroes need help, he

might be able to point them in the right direction. He asks nothing in return other than that the heroes remember him kindly if all works out well for them—and not to hold it against him if it doesn't.

For more information on *The Prancing Pony* and the people who work and visit in it—including Barliman—see Chapter Three.

CELEBORN

'For the Lord of the Galadbrim is accounted the wisest of the Elves of Middle-earth, and a giver of gifts beyond the power of kings.'
— Galadriel,
The Fellowship of the Ring

RACE: Elf (Sinda)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elvensense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 14 (+4)*, Nimbleness 12 (+3), Perception 12 (+3), Strength 11 (+2), Vitality 14 (+4), Wits 12 (+3)*

REACTIONS: Stamina +5, Swiftiness +5, Willpower +6, Wisdom +7*

ORDERS: Loremaster, noble

ORDER ABILITIES: Ancient Scripts, Deference, Domain (Lórien), Expertise (Elves), Noble Mien, Spellcasting 20

ADVANCEMENTS: 82

SPELLS: *Create Light* (60-foot radius), *Display of Power* (ability), *Evoke Awe*, *Guarding-spell*, *Healing-spell*, *Ithildin-fire* (ability), *Reading the Heart* (ability), *Resist Fear* (ability), *Word of Command*. Celeborn need not gesture or incant for any spell that he does not have as an ability, save those spells that require speech (for example, *Word of Command*).

SKILLS: Armed Combat: Blades +8, Debate (Negotiate) +8, Healing (Treat Wound) +10, Insight +10, Inquire (Converse, Interrogate) +6, Intimidate (Majesty, Power) +8, Language: Quenya +8, Language: Silvan +6, Language: Sindarin +8, Language: Westron (Common) +4, Lore: History (Elves) +11, Lore: Magic +4, Lore: Race (Elves) +5, Lore: Realm (Beleriand, Eregion, Eriador, Lórien, Valinor) +8, Observe (Spot) +10, Perform: Compose Verse +5, Perform: Sing +6, Persuade (Oratory) +9, Ranged Combat: Bows +6, Ride (Horse) +8, Run +7, Smithcraft (Jewelsmith) +3, Stealth (Surveillance) +8

EDGES: Allies 10 (Elrond, Gandalf, and others of the Wise and powerful), Eloquent, Fair, Hoard 10 (Lórien and all its treasures), Incorruptible, Indomitable, Keen-eyed, Rank 4 (King of Lórien), Resolute, Swift Recovery, Wise

FLAWS: Duty (to rule Lórien properly), Enemies (the servants of Sauron), Proud

HEALTH: 8

COURAGE: 10

REOWN: 33

GEAR: Lórien and all it holds, longsword, longbow, clothes

*: Favoured attribute or reaction

IN THE NOVEL

The husband of Galadriel, Celeborn (Sindarin for 'Silver Tree') is the Lord of Lórien, one of the wisest and most powerful individuals in all of Middle-earth. He married Galadriel in the First Age, and they founded Lórien together.

A Sindarin noble, Celeborn is tall and has a stately bearing. His hair was long, straight, and a shimmering silver, bordering on white. He normally wears clothes of pure white, unstained by the rigours of daily life. He shows no sign of his immense age, other than his deep, grey eyes.

Celeborn lives on a *talán*—a

wooden deck fashioned in the heights of the great trees of Caras Galadon, fastness of Lórien—as do most Elves who reside in the leafy city. His throne-chamber is also atop such a *talan*, one that features large, wooden chairs for both he and Galadriel at one end, sheltering under the leafy canopy of living tree boughs.

Many of the Sindar are a bit distant, unconcerned for the most part with the affairs of the wider world until they impinge upon them. For Celeborn, this is more true than for others. He is a good and honest Elf, a strong leader for his people, but he cares little for Men, Dwarves, and Hobbits and has little time for them. He does not disparage people of such races, but he mostly considers them beneath his notice, when he considers them at all.

This stands in stark contrast with the manner of Celeborn's wife. Galadriel is the warmer of the two by far. The two complement each other in many ways, and in this they have forged a marriage strong enough to last for millennia and upon which the rule of an entire kingdom of Elves has been based.

Celeborn prefers to interact with outsiders through proxies. Sometimes this is Galadriel, but more often the Elf-lord's representatives are simply members of the Lothlórien rank and file. When he does decide to speak with strangers, he has them brought to his chamber. A standard conversation at such times involves Celeborn asking questions and making declarations. He is never truly haughty in his manner, but he is accustomed to having peo-

ple listen to him and accept his wisdom with few questions of their own. The fact that he is almost always right means that most visitors are wise to listen to him, whether they realize it or not.

Celeborn has a single child with Galadriel, a most beautiful Elf by the name of Celebrían. In TA 100, Celeborn gave permission to his daughter to marry Elrond, and the ceremony took place soon after. Celebrían bore three children: Elladan and Elrohir (twin boys) and Arwen (a girl). Celeborn's grandchildren often visit him from Rivendell, especially Arwen, who has developed a taste for travel.

IN THE FILM

While Celeborn appears in the film, he does not play a major part. Although he appears at Galadriel's side often enough, he has all of one line. As such, he can be considered to be mostly identical to his character in the novel, as there are no contradictions between the two versions.

IN THE GAME

The heroes are unlikely to encounter Celeborn directly unless they travel to Caras Galadon. A trip to Caras Galadon is easy enough to make if the heroes manage to make it into Lórien anyhow. Any who trespass in the land instantly attract the attention of the Elf-warriors who constantly patrol their realm's borders. These guards are under orders to escort all friends through Lórien to Caras Galadon or wherever else they may wish to go. Those who are not considered friends normally suffer a much simpler and quicker fate.

Those brought before Celeborn are interrogated thoroughly about their business in the area. While the Elf-lord trusts the judgement of his guards, he often wishes to discover deeper truths about visitors for himself. In this endeavour, Galadriel is an invaluable asset to him, as she can use her powers to peer into the minds of others.

While Celeborn may not have much time to spend with strangers, the time he does give to them is always important. He is not much for small talk, preferring to cut straight to the chase.

Celeborn is often happy to receive news



from the outside world, particularly if it concerns people of whom he is fond, like Gandalf or Elrond. As the ruler of the Elf-realm nearest to Mordor, he knows he must always keep on his guard against Sauron and his minions. To that end, he sends his people far and wide to gather what information they can to help him to make the hard decisions about Lórien that he knows are his lot in such dark times.

Celeborn can be a source of many an adventure for a band of stalwart heroes he comes to trust. Despite how much information he manages to gather every year, Celeborn has little direct influence outside of Lórien. He could be interested in spreading that influence a bit through proxies—in the form of the heroes. In short, the Elf-lord is in a position to have information about many different missions that might need to be undertaken. While he is loath to send his own people out beyond the borders of his land if he can prevent it, he has no such compunctions about heroes from beyond fair Lórien.

While Celeborn may not have a lot of time for outsiders, he is extremely generous with those he comes to respect. There is little he would refuse those who he knows are fighting the good fight on behalf of the Elves or the rest of the Free Peoples. Those who agree to undertake a journey on his behalf—or who are on business that is sure to affect the fate of Lórien or its people—are treated as if they are all Elf-born.

ELENDIL

'Then Elendil the Tall and his mighty sons, Isildur and Anárion, became great lords; and the North-realm they made in Arnor, and the South-realm in Gondor...'

— *The Fellowship of the Ring*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 15 (+4)*, Nimbleness 12 (+3), Perception 12 (+3), Strength 11 (+2)*, Vitality 12 (+3), Wits 10 (+2)

Reactions: Stamina +8*, Swiftiness +6, Willpower +6, Wisdom +10

ORDERS: Captain, noble, warrior

ORDER ABILITIES: Air of Command, Battle-Hardened, Deference, Domain (Arnor and Gondor), Evasion, Fires of Devotion, Hardy, Healing Hands, Hero's Strength, Leadership, Noble Mien, Swift Strike 2, Tactics, Warrior Born

ADVANCEMENTS: 104

SKILLS: Appraise (Weapons) +7, Armed Combat: Blades +12, Debate (Bargain, Negotiate, Parley) +12, Healing (Herbal Remedies, Treat Illness, Treat Wounds) +12, Inquire (Interrogate) +10, Insight +14, Inspire +15, Intimidate (Power) +15, Jump +3, Language: Sindarin +6, Language: Westron (Common) +6, Lore: History (Men) +7, Lore: Race (Men) +7, Lore: Realm (Arnor, Gondor) +8, Observe (Spot) +9, Perform: Tell Stories +10, Persuade (Oratory) +12, Ranged Combat (Bows, Spears) +12, Ride (Horse) +10, Run +6, Sea-craft +3, Search +9, Siegecraft (Unit Leadership) +10, Stealth (Surveill) +8, Survival (Forests) +5, Swim +3, Track (Orcs) +6, Unarmed Combat (Brawling) +10, Weather-sense +5

EDGES: Allies 10 (Gil-galad, Isildur, Anárion, and other rulers in Middle-earth), Armour of Heroes, Bold, Charmed Life, Command 4, Dodge, Eloquent, Fair, Faithful (Arnor and Gondor), Favour of Fortune 5, Fell-handed 3 (all foes), Foresighted, Hoard 10 (Arnor and Gondor and all their treasures), Honour's Insight 4, Incorruptible 4, Indomitable 4, Keen-eyed, Lion-hearted, Night-eyed 1, Quick-draw, Rank 4 (King of Arnor and Gondor),

Strong-willed, Travel-sense, Valiant, Valour 4, Warrior's Heart 4, Warwise 3, Wary, Weapon Mastery (longsword), Wise 4

FLAWS: Duty (to rule Arnor and Gondor properly), Enemy (Sauron)

HEALTH: 14 **COURAGE:** 25

RENOWN: 40

GEAR: Arnor and Gondor and all they hold, chain mail armour, shield, and helm, Narsil (his longsword; see Aragorn's description for details; it has the same effects as Andúril), long-bow, clothes

*: Favoured attribute or reaction

IN THE NOVEL

Elendil does not appear in the novel as a character. Instead, he is a historical figure of great importance. Elendil stood nearly seven feet tall, towering over most of those around him. His hair was bright blond, and his skin was pale and fair.

Elendil the Tall, or Elendil the Fair, was a great sailor who was born in Númenor. He was the most powerful of the Númenórean nobles to survive the fall of that great land. He came to Middle-earth after that with his sons, Isildur and Anárion, and established the Kingdoms of Arnor and Gondor in SA 3320 or so. Elendil ruled Arnor himself, leaving his two sons to rule Gondor for him together.

Elendil stood against Sauron throughout the final two centuries of the Second Age. During the Last Alliance of Elves and Men, he and his friend Gil-galad and their peoples actually stood together against the Dark Lord's forces on the plains of Dagorlad, north of the Black Gate of Mordor. They carried the day and led a seven-year siege of Mordor until Sauron cast open the gates of Mordor and faced his challengers on the slopes of Mount Doom.

Sauron slew both Elendil and Gil-galad that day, but was himself overthrown in the effort. When Elendil fell, his sword, which was called

Narsil (Quenya for 'Sun and Moon') broke into many pieces. While Sauron was still felled, Elendil's son Isildur took up the haft of his father's blade and cut the One Ring from Sauron's hand, destroying the Dark Lord's body and causing his spirit to flee. Although defeated, Sauron was not entirely destroyed, however, and he would come back to plague the Free Peoples once again, many centuries later.

As the King of Arnor, Elendil was reputed to be an excellent leader in a particularly bad time. Sauron's influence was on the rise throughout the East, and Elendil gave his people hope against the darkness. He proved to be an excellent ally of the Elves, a bond that sadly did not survive him when Isildur took the One Ring for himself and refused to destroy it.

When Elendil died, Isildur ruled over Gondor alone, taking the time to school his brother's son Meneldil in the ways of rule. Two years later, he rode off to assume the rule of Arnor. Arnor's fall began soon after, when Isildur was ambushed by Orcs along

the way, at the Gladden Fields, and the One Ring was lost.

Elendil's direct line continued to rule over Arnor for many centuries, however. This lasted until TA 1974, when Angmar and Rhudaur attacked what was left of Arnor and won. The line survived even this defeat, however, and its scions became the Chieftains of the Dúnedain, while the remnant of Arthedain's nobility became the Rangers of the North.

At the time of the War of the Ring, the Chieftain of the Dúnedain is none other than Aragorn, the direct descendant of Elendil and Isildur. It is supposedly Aragorn's destiny to reforge his ancestor's blade—which he has done—and claim his birthright, the kingship of both of Elendil's realms, Arnor and Gondor.

IN THE FILM

Elendil has a brief appearance in the prologue of the film. He is the Mannish king who challenges Sauron during the large battle scene. He bravely rushes in to face the Dark Lord, although he knows it may mean his death. He has seen the destruction that Sauron has wrought against the others who have faced him.

Sauron slays Elendil on the spot, and the Dúnadan's sword—Narsil—shatters there on the rocks of the battlefield. Elendil's son Isildur (see page 70), picks up the sword's hilt and uses the broken stub to cut the One Ring from Sauron's hand.

Narsil is handed down throughout the ages to the direct heirs of Elendil. At the time of the War of the Ring, the current heir is Aragorn himself. Elendil's blade, however, is kept in Rivendell for safekeeping instead of being carried around by Aragorn, as it is in the novel. There it awaits its reforging at the hands of the Elf-smiths, a deed which remains undone at the end of the film.

IN THE GAME

Unless your chronicle is set in the late Second Age, there is no chance for your heroes to meet Elendil. However, they can certainly interact with his descendants and hear tales or read accounts of him and his deeds. Elendil and his offspring played a great part in the end of the Second Age, and several generations on his descendants now have the chance to do so at the end of the Third Age.

It's possible that Narsil might be stolen from Aragorn at one point, which would certainly be cause for a quest. The blade must be tracked down and recovered for Elendil's heir to be able to fulfil his destiny.

Similarly, rumours of other heirlooms of Elendil crop up from time to time. His armour, his shield, and his saddle have all turned up in various parts of Middle-earth before. There is even one rarely believed soul who says that he has dredged up one of Elendil's ancient ships and is plying the coasts of Gondor with it. Much of the time, the claims of the current owners are repudiated. However, there are many such pieces out there about which the statements of the owners—or simply the people of the region—have yet to be proven false or true.

Aragorn himself may not have the time or even the desire to investigate such claims, but he would be thrilled to have something legitimate recovered and presented to him. He searched for the owner of Elendil's ship while he stood against the Corsairs of Umbar for Gondor, but he never found the man or the ship. Any heroes who could complete such a feat—or any other having to do with Elendil's belongings—would be guaranteed the Dúnadan's friendship for a long time to come.



ELROND

'The face of Elrond was ageless, neither old nor young, though in it was written the memory of many things both glad and sorrowful.'

— *The Fellowship of the Ring*

RACE: Elf (Halfelven—parts Sindarin, Noldorin, and Dúnadan)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 15 (+4), Nimbleness 12 (+3), Perception 14 (+4)*, Strength 10 (+2), Vitality 12 (+3), Wits 16 (+5)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +7, Wisdom +8*

ORDERS: Loremaster, magician, noble, warrior

ORDER ABILITIES: Ancient Scripts, Battle-Hardened, Deference, Domain (Rivendell), Dwimmer-Crafty (Healing-spell), Expertise (Elven History), Sanctum (Rivendell), Sanctum Power, Scroll-Hoard, Spellcasting 49, Swift Strike, Wizard's Heart

ADVANCEMENTS: 150

SPELLS: *Animal Messenger, Beast-speech (ability), Beast Summoning, Break Binding, Crafting-spell, Create Light, Display of Power (ability), Evoke Awe, Finding and Returning, Fog-raising, Fog-weaving, Guarding-spell, Healing-spell, Ithildin-fire (ability), Kindle Fire, Lightning, Mind-speech (ability), Naming, Opening-spell, Quench fire, Reading the Heart (ability), Resist Fear (ability), Scribe Moon-letters, Shutting-spell, Slumber, Spoken Thoughts (ability), Veil (ability), Wind-mastery, Word of Command.* Elrond need not gesture or incant for any spell that he does not have as an

ability, save those spells that require speech (like *Word of Command*).

SKILLS: Appraise (Jewellery) +4, Armed Combat: Blades +8, Craft: Jewellerymaking +4, Debate (Parley) +10, Healing (Treat Illness) +14, Insight +12, Inspire +10, Intimidate (Majesty, Power) +10, Language: Adûnaic +4, Language: Quenya +10, Language: Sindarin +10, Language: Westron (Common) +8, Lore: History (Elves, Men) +10, Lore: Race (Elves) +12, Lore: Realm (Arnor, Eriador, Gondor, Imladris) +6, Lore: Herbs +8, Lore: Magic +8, Lore: Rings of Power +5, Observe (Spot) +6, Perform: Compose Verse +5, Perform: Play Harp +5, Persuade (Oratory) +8, Ranged Combat: Bows +7, Ride (Horse) +6, Run +7, Seacraft (Sailing) +3, Search +5, Siegecraft (Catapult) +4, Stealth



(Surveill) +8, Weather-sense +4

EDGES: Ally 12 (Galadriel, Gandalf, Círdan, and other members of the Wise and powerful throughout Middle-earth), Curious, Eloquent, Favour of Fortune, Fair, Foresighted, Gift of Tongues, Healing Hands, Hoard 10 (Rivendell and all its treasures), Incorruptible, Keen-eyed, Rank 2 (Lord of Rivendell), Swift Recovery,

Wise

FLAWS: Duty (to rule Rivendell properly), Enemies (the Shadow and its servants)

HEALTH: 14

COURAGE: 7

RENOUN: 45

GEAR: Rivendell and all it contains, Vilya (the Ring of Air)

*: Favoured attribute or reaction

IN THE NOVEL

Elrond, the ruler of the Elvish refuge of Rivendell, plays a substantial role in the novel. After all, it is in Rivendell that the Fellowship of the Ring is forged and the decision to take the One Ring to Mount Doom made.

Elrond has an ageless look, both old and young at once. His hair is dark, often held back with a plain silver circlet. His eyes are a piercing grey, dancing with the sparkle of stars.

Elrond was the son of Eärendil and Elwing. Eärendil was a mortal, while Elwing was Halfelven, making Elrond of mixed mortal and immortal blood as well. His grandfather was Dior, whose parents were Beren and Lúthien, all grand heroes of the world. Eärendil, for instance, was the direct ancestor of the leaders of the Men of Númenor, making Elrond and Aragorn very distant relatives.

At the end of the First Age, Elrond was given the choice of becoming either mortal or immortal; he chose the longer life. He served Gil-galad as the herald in his army, and fought in both the War of the Elves and Sauron and the War of the Last Alliance. When Gil-galad fell, Elrond rescued Vilya, one of the Three Elven Rings of Power, which he wore thereafter.

In TA 100, Elrond married Celebrían, the daughter of Celeborn and Galadriel. She bore him two sons and a daughter. Elladan and Elrohir (the sons) were identical twins who grew up to be great warriors and wise members of their father's council. The daughter was Arwen, who was said to

VILYA, THE RING OF AIR

'Elrond wore a mantle of grey and had a star upon his forehead, and a silver harp was in his hand, and upon his finger was a ring of gold with a great blue stone, Vilya, mightiest of the Three.'

— The Return of the King

One of the three Elven Rings of Power, Vilya was the Ring of Air. It was a plain band of gold, adorned only with a single sapphire. As with the other two Elvish Rings of Power (collectively known as the Three), Vilya has never fallen under Sauron's command or been stained by his touch. However, were he to regain control of the One Ring, he would be able to command these rings—and presumably those who wear them—as well.

Vilya was made to preserve the lands of Middle-earth and to enhance the wearer's powers of understanding, making, and healing. It provides the wearer with a +2 bonus on all tests to use air magics, including Stamina tests to resist weariness. It also grants a +4 bonus to all Healing and Inspire tests, to Intimidate tests to cow the servants of the Shadow, and to any test to resist the powers of darkness, withstand destruction or decay, or the like.

be the very image of Lúthien, her great-great-grandmother.

In SA 1697, during the War of the Elves and Sauron, Elrond founded Imladris, also known as Rivendell or the Last Homely House. It stood then as a refuge from the Dark Lord and has remained so ever since. Despite many attempts, Sauron has never been able to discover the place's exact location and move against it.

In TA 2509, the Orcs of the Misty Mountains captured Celebrían while she was on her way from Rivendell to Lórien. Her sons rescued her soon after, but she had been poisoned and was near to death. Elrond was able to heal her wound, but soon after she grew weary of life in Middle-earth and decided to set out for the Sea and sail off into the West.

Elrond misses his wife dearly and has not remarried in her absence. Arwen takes her mother's place at many diplomatic functions, but not in her father's heart.

Elrond fashioned Rivendell into not only a haven in times of war, but a centre of learning in times of peace. The libraries at Rivendell are among the most extensive in Middle-earth, their very existence a comment on Elrond's own wisdom.

As one of the Wise, Elrond was part of the White Council that stood against the Necromancer (later revealed to be Sauron) in the background of *The Hobbit*. The great Elf-lord is always available to lend aid to those who would struggle against Mordor. Traditionally, Elrond helped to raise the Chieftains of the Dúnedain in the safety of Rivendell, including Aragorn.

Despite his general warmth and kindness, Elrond could also be demanding, especially when the fate of his own family was at stake. Rather than grant Arwen permission to marry Aragorn, he first required that the man become the King of Arnor and Gondor. Since

THE FELLOWSHIP OF THE RING SOURCEBOOK

Aragorn was the heir to these thrones, this order was not impossible, but it certainly was not likely to happen.

Elrond's reputation for wisdom is known far and wide. This is the reason that many of the members of the Fellowship found themselves in Rivendell at the time of the Council of Elrond that led to the forming of the Fellowship. They each had come to consult with the Elf-lord and learn what they could do to help in the fight against Sauron.

IN THE FILM

Elrond is a great friend to Gandalf and the rest of the Fellowship. He calls the Men, Dwarves, and Elves together to discuss what should be done with the One Ring. As the master of Rivendell, he offers Frodo and his friends a chance to heal and recover from their journey before making the decision to proceed to Mount Doom.

Elrond was a general in the Elvish army that fought against Sauron at the end of the Second Age. He was there when Isildur cut the Ring from Sauron's hand, and he strove to persuade the man to destroy the Ring by throwing it into the fires of Mount Doom right then and there. Sadly, Isildur refused.

Elrond is bitter towards Men because of this incident, which may be one reason why he wishes to keep Arwen and Aragorn apart. He seems to believe that Aragorn has no desire to claim his birthright as King of Arnor and Gondor. He does not want his daughter to marry a person who cannot take charge of his own destiny.

When Elrond speaks with Gandalf about Sauron's advances, he seems almost near despair. The Men are weak, the Elves are leaving, and the Dwarves don't really care. There seems to be no one ready to stand against the Dark Lord.

At the end of the council, though, Elrond sees that the best hope that

any of them have is to work together toward Sauron's end. The Fellowship represents a new alliance of all the Free Peoples, one of which Elrond seems to approve.

IN THE GAME

As the master of Rivendell, Elrond rarely leaves the place. However, he is more than happy to entertain guests of all sorts in his home, as long as they fight on the side of the Free Peoples. Heroes passing through the area may stop here to rest for as long as they like, and the ill or wounded can depend on Elrond to offer them what aid he can.

From time to time, Elrond likes to send emissaries out into the Wild to bring back news of what might be transpiring in the surrounding lands. He occasionally also needs a stalwart group of heroes to carry out some vital task for him, just as the Fellowship took on the destruction of the Ring. Parties of heroes who stop in Rivendell for aid are ideally suited to these tasks.

Elrond is a warm and welcoming host. However, he is no fool. If those who enter the Last Homely House have evil in their hearts, they are banished immediately. Those who are in his favour, however, can freely enjoy all the blessings that Rivendell has to offer.

GALADRIEL

*'Yet more fair is the living land of
Lórien, and the Lady Galadriel is above
all the jewels that lie beneath the earth.'*
— Gimli, *The Fellowship of the Ring*

RACE: Elf (Noldo)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness,

Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

ATTRIBUTES: Bearing 15 (+4), Nimbleness 10 (+2), Perception 14 (+4)*, Strength 9 (+1), Vitality 12 (+3), Wits 14 (+4)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +7, Wisdom +6*

ORDERS: Magician, noble

ORDER ABILITIES: Deference, Domain (Lórien), Noble Mien, Sanctum (Lórien), Sanctum Power, Spellcasting 74, Wizard's Heart

ADVANCEMENTS: 84

SPELLS: *Animal Messenger, Beast Speech (ability), Beast Summoning, Break Binding, Create Light (60 foot radius), Display of Power (ability), Enhance Food (ability), Evoke Awe, Farseeing, Farspeaking, Finding and Returning, Flame of Anor, Fog-raising, Fog-weaving, Guarding-spell, Healing-spell, Ithildin-fire (ability), Kindle Fire, Mind-speech (ability), Misdirection, Mist of Speed, Naming, Opening-spell, Quench Fire, Rain-ward, Reading the Heart (ability), Resist Fear (ability), Shatter, Shutting-spell, Slumber, Spellbinding, Spoken Thoughts (ability), Springtime, Sundering, Veil (ability), Watershaping, Word of Command.* Galadriel need not gesture or incant for any spell that she does not have as an ability, save those spells that require speech (like *Word of Command*).

SKILLS: Armed Combat: Blades +3, Craft: Cooking +6, Craft: Sewing +6, Debate (Negotiate) +10, Healing (Treat Illness) +10, Inquire (Converse) +8, Insight +12, Inspire +8, Intimidate (Power) +8, Language: Quenya +8, Language: Silvan +6, Language: Sindarin +8, Language: Westron (Common) +6, Lore: History (Elves) +9, Lore: Realm (Beleriand, Eregion, Eriador, Lórien, Valinor) +6, Lore: Rings of Power +4, Observe (Spot) +10, Perform: Play Harp +5, Perform: Sing +5, Persuade (Oratory) +10, Ride (Horse) +3, Run +6, Stealth (Hide) +7

EDGES: Allies 10 (Elrond, Gandalf, and others of the Wise and powerful), Eloquent, Fair, Hoard 10 (Lórien and all its treasures), Incorruptible, Indomitable, Keen-eyed, Rank 4 (Queen of Lórien), Resolute, Ride +9, Swift Recovery, Wise

FLAWS: Duty (to rule Lórien properly), Enemies (the servants of Sauron), Proud

HEALTH: 13

COURAGE: 6

RENEWN: 33

GEAR: Lórien and all it holds, Ninya (the Ring of Water), the Mirror of Galadriel

*: Favoured attribute or reaction

IN THE NOVEL

Fair Galadriel is reputed to be one of the most beautiful people to ever walk the face of Middle-earth. If the reaction of Gimli is anything by which such reputations can be gauged, then this is the solid truth.

Tall and slight—as tall as her husband even—Galadriel has long, golden hair, and she dresses in gowns of pure white. Her voice, while melodious and smooth, is deeper in timbre than would be expected from such a wisp of a form. Her eyes sparkle with life, but they are as deep as the Sea. Visitors claim that they have almost drowned in her orbs.

The wife of Celeborn, Galadriel is the lady of Lórien, queen to

her husband's king. The two rule over the land in conjunction with each other. Celeborn is concerned mostly with the security of Lórien and in keeping it safe from those who would harm those who live there. Galadriel concentrates on the well-being of the people within the borders of her land.

Where Celeborn is distant, Galadriel is far friendlier, especially when it comes to outsiders. She especially favours those with clever tongues. Unlike her husband, she smiles easily and readily, and she does not hesitate to wear her emotions openly and proudly.

Born across the Sea in the First Age, Galadriel has long resided in Middle-earth. She was banished from the lands across the Sea after taking part in a rebellion there. She has always longed to return, but until she refused to take the Ring from Frodo—which was offered to her freely—she was not allowed to even consider such a course of action.

Celebrimbor—the mighty Elf-lord of Eregion in the Second Age—gave Ninya, one of the three Elf-rings, to Galadriel long ago, charging her with using it well. She has endeavoured to do so ever since. Through her efforts, she has been able to keep a magical watch on Sauron's doings. At the same time, she has managed to keep Lórien hidden from his prying, frustrating his efforts to learn what she and the other Elves of Lórien are up to.

Those who come before Galadriel are often initially stunned by her beauty. This effect never wears off. She has an unearthly air about her that makes it seem as if the viewer were always seeing her for the first time, taking his breath away. However, it is Galadriel's surprising warmth and gentle sense of humour that truly impresses those who know her over time.

As the lady of Lórien, Galadriel has a great deal of power within her land, and she travels from it only rarely and at great need. While there was once a day during which she wandered freely about Middle-earth, that time has long since passed. In the late Third Age, as the rise of Sauron became apparent to her, Galadriel remained more and more at home, almost never leaving the massive trees of Caras Galadon.

Galadriel bore only one child for Celeborn, a beautiful Elf-maid by the name of Celebrían. In TA 100, Celebrían married Elrond and went to live with him in Rivendell. Celebrían bore three children: Elladan and Elrohir (twin boys) and Arwen (a girl). Celeborn's grandchildren often visit him from Rivendell, especially Arwen, who has developed a taste for travel.

Celebrían was wounded in an Orc-attack in TA 2509. She survived but went over the Sea in TA 2510. This is perhaps the reason that Galadriel



wishes to go across the Sea herself these days. She desperately hopes to someday be able to live nearby her child once again. With any luck, this should happen.

IN THE FILM

While Galadriel is still beautiful in the film, she is a bit more reluctant to interact with the Fellowship than she is in the novel. She begins reaching out to Frodo with her mind soon after he enters Lórien, but she doesn't seem to touch the others. Additionally, instead of taking Frodo and Sam to see the Mirror of Galadriel, she simply allows Frodo to follow her—alone.

When Frodo offers Galadriel the Ring, she momentarily transforms into the Dark Queen she would become were she to accept, a mere taste of what Frodo's offer would mean. After refusing the tempting offer, she returns to normal, announcing that she has passed the test.

This is the last time that Frodo earnestly offers the Ring to anyone. Perhaps the vision of what would happen even to someone as pure and beautiful as Galadriel, should she take control of the Ring, is terrifying enough to make it clear in Frodo's mind that the burden really should be his alone. He cannot imagine that he would ever become such a terrible creature. It seems that, even were he to hold onto the Ring, the fate it would hold for him would be to become more like Bilbo—who experienced his own transformation at Rivendell—or, worst of all, to become like Gollum.

Galadriel is one of the two strong females in the film and the only strong female in the novel. In many ways, she is more powerful than both her husband Celeborn and her son-in-law, Elrond. She represents all that is enchanting and untouchable about the Elves.

NENYA, THE RING OF WATER

'Verily it is in the land of Lórien upon the finger of Galadriel that one of the Three remains. This is Nenia, the Ring of Adamant, and I am its keeper.'

— Galadriel, *The Fellowship of the Ring*

One of the three Elven Rings of Power, Nenia was the Ring of Water. It was a plain band of *mithril*, adorned only with a single adamant, a precious stone that was white in colour and shone like a tiny star to those she permitted to see it. As with the other two Elvish Rings of Power (collectively known as the Three), Nenia has never fallen under Sauron's command or been stained by his touch. However, were he to regain control of the One Ring, he would be able to command these rings—and presumably those who wear them—as well.

Nenia was made to preserve the lands of Middle-earth and to enhance the wearer's powers of understanding, making, and healing. It wards off decay and postpones weariness and sorrow. Nenia provides the wearer with a +2 bonus on all tests to use water magics, including Stamina tests to resist weariness. It also grants a +4 bonus to all Healing and Inspire tests, to Intimidate tests to cow the servants of the Shadow, and to any test to resist the powers of darkness, withstand destruction or decay, or the like.



IN THE GAME

Only those who come to Lórien are likely to encounter Galadriel. After the attack on her daughter Celebrian, the Elf-lady has been much less likely to travel widely. The dangers of the Wild have only grown since that day, and Galadriel is even more cautious about her travels for this reason.

While Galadriel does play her role as the queen of Lórien well, she is happy to let her husband deal with the daily tasks of keeping the realm safe from outside threats. She is more concerned with the welfare of her people and their guests, both physically and emotionally.



It would be a rare occasion for Galadriel to send a hero on some kind of quest for her. The only times would be when there was something that she needed to keep secret from Celeborn, at least for a while. In such a case, she would not be willing to trust her own kin to keep her confidence from their master. Instead, she would have to reach out to someone from beyond Lórien. The heroes would be perfect candidates for such a task.

However, if the heroes are troubled when they reach Lórien, they can rely on Galadriel to approach them about it. She offers what help she can. Often this is simply to assist a hero in clarifying what it is that he truly wishes. These kinds of internal conflicts can cause a hero a great deal of grief, and Galadriel is skilled in helping such tortured souls to discover a measure of clarity for themselves.

SAMWISE
'SAM' GAMGEE

'I have thought of something better than that. Something to shut your mouth, and punish you properly for listening. You shall go away with Mr. Frodo!'

— Gandalf to Sam Gamgee,
The Fellowship of the Ring

RACE: Hobbit (Fallohide)

RACIAL ABILITIES: Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

ATTRIBUTES: Bearing 4 (+0), Nimbleness 6 (+0)*, Perception 6 (+0), Strength 5 (+0)*, Vitality 5 (+0), Wits 4 (+0)

Reactions: Stamina +1*,
Swiftness +0, Willpower +1,
Wisdom +0

ORDER: Craftsman

ORDER ABILITIES: Refuge (the garden at Bag End)

ADVANCEMENTS: 2

SKILLS: Appraise (Fruits and Vegetables) +1, Armed Combat: Blades +1, Craft: Cooking +5, Craft: Gardening +3, Games (Draughts) +2, Lore: Gardening (Root Vegetables) +2, Lore: History (Hobbits) +3, Observe (Spot) +2, Perform: Compose Verse +2, Persuade (Oratory) +2, Ride (Pony) +1, Stealth (Hide) +4, Survival (Mountains) +1

EDGES: Faithful (Frodo), Keen-eared

FLAWS: Enemies (servants of Sauron), Fealty (Frodo)

HEALTH: 5

COURAGE: 5

RENOWN: 2

GEAR: Dagger, cooking gear, and a box of earth from Lórien.

*: Favoured attribute or reaction

IN THE NOVEL

Samwise Gamgee is a simple Hobbit, right down to his name. (The name *Samwise* literally means 'Semi-Wise' or 'Simple.') As the only one of the four Hobbits of the Fellowship who was not from a notable family, Sam was not as well learned or highly placed as his friends. However, he was the most loyal and trustworthy of them all.

Sam stands about three feet tall, but is less wide than his three traveling friends, which probably has to do with the fact that he must work for a living while the others can live off of their family fortunes. Sam joined his father Hamfast Gamgee (also known as 'the Gaffer') as Bilbo Baggins' gardeners before Bilbo's eleventy-first birthday party. After Bilbo left, the Gaffer decided to retire as well, leaving the whole of the job for Sam, who continued as Frodo's gardener until the time of the War of the Ring.

As a gardener, Sam knows a great deal about plants, particularly root vegetables, which were his father's specialty. He also recognizes the herb kingsfoil or *athelas* when Aragorn speaks of it, although he considers it a weed, unaware of its healing properties.

While Sam may be a Hobbit of the land, he is better educated than most common Hobbits. Bilbo took Sam under his wing and taught him how to read and write at an early age. He also shared many of his songs and poems with Sam, which seemed to affect Sam's ideas about the world outside the Shire, inspiring a deep desire within him to someday visit the Elves. Sam took to words so well that he has become a bit of a poet himself, a talent that he doesn't often share, despite the fact that he is actually quite decent at it.

When it becomes clear to Frodo's friends (Merry Brandybuck, Pippin Took, and Fatty Bolger) that something is amiss with him, they persuade

Sam to spy on him. Unfortunately, he is caught while listening to Gandalf reveal to Frodo the true nature of Bilbo's ring. As punishment, Gandalf decides to send Sam along with Frodo when Frodo leaves the Shire, a development over which Sam has decidedly mixed emotions. Despite this, Sam faithfully refuses to say another word to Frodo's friends once Frodo takes him into his confidence.

On the road to Rivendell, Sam proves himself to be a staunch friend to Frodo. He refuses to be left behind when the Fellowship of the Ring is formed to take the One Ring to Mount Doom. More importantly, when Frodo decides to go into Mordor by himself, it's Sam that figures it out before anyone else. He manages to catch up with Frodo at the River Anduin and nearly drowns himself in the effort. Sam is so confident that Frodo would not let him die, though, that he risks his life without hesitation to make sure that Frodo takes him along on the next leg of their journey.

Throughout the novel, Sam treats everyone around him with a great deal of respect. When he addresses others, he always refers to others with their proper honorifics. It's always 'Mr. Frodo' or 'Lady Galadriel.' While Sam is certainly close enough to Frodo to simply call him by name, to Sam the use of the honorific is an expression of his respect.

This respect extends to all living things. As a gardener, Sam knows much about plants of all sorts, and he tends them well. He also develops a great fondness for Bill, the pony that he and the others purchase—or rescue—in Bree from Bill Ferny. Sam nurses the stalwart animal back to health in Rivendell and grows quite attached to him. When he has to send Bill away at the West-gate of Moria, he is sick about it, although he knows it is for the best.

Sam is clearly the most honest and straightforward of all the Fellowship. He has a tendency to wear his heart on



his sleeve. If someone asks him for an opinion, he gives it plainly, clearly putting a great deal of thought into it as he does. He does not shirk hard work and often offers to take on more burdens than his fair share, if only to lessen the load of those around him. He expects no praise for his actions, and he often blushes when he receives it.

IN THE FILM

From the first moment, Sam's relationship with Frodo seems closer in the film than in the book. He is less of a trusted employee and more of a lifelong friend. When Sam acts shy at Bilbo's birthday party, Frodo encourages him to dance, and there are few implications of the clear class structure of the Shire that is apparent in the novel. He does call Frodo 'Mr.

Frodo' from time to time, but this is the exception rather than the rule.

Still, Sam is just as loyal a friend as ever. He sticks by Frodo every step of the way, even becoming a bit panicky when he loses sight of Frodo for a moment in Farmer Maggot's fields, right before the two hikers bump into Merry and Pippin.

Sam promised Gandalf that he wouldn't leave Frodo, and this promise means more to Sam than just about anything. He puts his life in jeopardy several times over to make sure that he doesn't break it. While this irritates Frodo a bit sometimes, especially when he's trying to leave the Fellowship behind at the falls of Rauros, Frodo really does appreciate it. As Frodo says in the last line of the film, 'Sam, I'm glad you're with me.'

IN THE GAME

Before the War of the Ring, the heroes would have to enter the heart of the Shire to meet Sam. Of all the hobbits in the Fellowship, he is the least well-travelled, having never been over the Brandywine. He knows a great deal about the Shire itself, but little to nothing of the world beyond its borders.

Those heroes who make a pilgrimage of sorts to Hobbiton or Bag End may very well run into Sam. A faithful fellow, he is always willing to lend a hand to those he trusts or likes, although that trust is sometimes hard won. Like most folk in the Shire, Sam is naturally suspicious of outsiders, especially if they're 'Big Folk' (Men). Sam is a bit more open-minded than most, as Bilbo has regaled him with tales of adventure since his early childhood, filling Sam with a longing to meet Elves.

In any case, Sam is thoroughly loyal to Frodo and Bilbo. Growing up at #3 Bagshot Row, just below Bag End, Bilbo and later Frodo were the epitome of gentlehobbits to Sam. He respects them without reservation

BILL THE PONY

*'It proved to be a bony, underfed, and dispirited animal;
but it did not look like dying just yet.'*

— *The Fellowship of the Ring*

ATTRIBUTES: Bearing 1 (−3), Nimbleness 5 (±0), Perception 4 (±0), Strength 12 (+3), Vitality 10 (+2), Wits 1 (−3)

REACTIONS: Stamina +3, Swiftess ±0, Willpower −2, Wisdom +1

SIZE: Medium

HEALTH: 14

SKILLS: Armed Combat +1, Jump +5, Observe +3, Run +8, Survival +3

SPECIAL ABILITIES: Natural Weapons (Bite 1/2d6, Kick 2d6)

Bill the pony was named after his original owner, Bill Ferny of Bree. Ferny sold the pony to Barliman Butterbur after a Half-orc friend of his set loose all of the horses and ponies in the stables of *The Prancing Pony*. An agent of Saruman, Ferny was cruel to the pony, mistreating him and regularly keeping him underfed.

Sam Gamgee took a shine to Bill the pony on the trip from Bree to Rivendell. While at Rivendell, he helped Bill back to health. Rivendell agreed with Bill so much that he was soon in prime condition.

When the Company reached the West-gate of Moria, Sam sadly let Bill go free. The way through Moria was far too narrow for such a beast, no matter how noble or well loved he might have been. Bill narrowly escaped the attack of the Watcher in the Water as the Company entered Moria, which was the last that Sam saw of him.

and is pleased to find himself embroiled in their adventures—at least in the less dangerous moments.

If anyone comes about asking after Bilbo or Frodo, Sam speaks of them highly and proudly, as long as the inquirers seem trustworthy. Otherwise, Sam gives the questioners a cold shoulder and reports the incident to the Bagginses at the first opportunity. If anyone were to threaten the life of either Bilbo or Frodo, Sam would immediately leap to the defence of his friends. If he were even suspicious of someone's motives concerning the masters of Bag End, Sam would likely try to follow them and figure out what they were up to as well. There is no such thing as being too careful for the Bagginses as far as Sam is concerned.

During the journey to Rivendell and the subsequent Quest of Mount Doom, Sam is fiercely protective of all of his friends, but of Frodo most of all. Strangers of all sorts are mistrusted at first, with the possible exception of Elves. Those who prove to be kind and worthy friends, however, earn Sam's everlasting friendship.



GANDALF THE GREY

'[Gandalf] wore a tall pointed blue hat, a long grey cloak, and a silver scarf. He had a long white beard and bushy eyebrows that stuck out beyond the brim of his hat.'

— *The Fellowship of the Ring*

RACE: From across the Sea

RACIAL ABILITIES: Agelessness (Gandalf suffers no effects from illness or aging, though he appears to age at a very slow rate.)

ATTRIBUTES: Bearing 16 (+5)*, Nimbleness 10 (+2), Perception 14 (+4), Strength 10 (+2), Vitality 10 (+2), Wits 16 (+5)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +8*, Wisdom +7

ORDERS: Magician, wizard

ORDER ABILITIES: Dwimmer-crafty (Fiery Missile, Kindle Fire), Final Strike, Imposing, Mastery of Magic, Sense Power, Spellcasting 14, Spell Specialty (Fire), Staff, Staff of Power, Wizard's Heart, Wizardly Power

ADVANCEMENTS: 66

SPELLS: Animal Messenger, Beast Speech, Blinding Flash, Break Binding, Burning Sparks, Create Light (60-foot radius), Display of Power, Enhance Food, Evoke Awe (no gestures, incantations), Fiery Missile, Finding and Returning, Fireshaping, Flame of Anor, Guarding-spell, Imitation-spell, Ithildin-fire, Kindle Fire (range, multiple objects), Lightning, Mind-speech (ability), Naming, Opening-spell, Quench Fire, Resist Fear, Shatter, Shutting-spell, Smoke-weaving, Spellbinding (multiple targets), Spoken Thoughts (ability), Sundering, Transformation, Veil, Voice of Command, Watershaping, Wizard's Fist, Wizard's Hand, Word of Command

SKILLS: Armed Combat: Blades +7, Armed Combat: Clubs +7, Craft:

Fireworks +7, Debate (Negotiate) +10, Healing (Treat Illness) +6, Inquire (Converse) +6, Insight +10, Inspire +12, Intimidate (Power) +15, Language: Adûnaic +4, Language: Orkish +4, Language: Quenya +6, Language: Silvan +6, Language: Sindarin +6, Language: Wargs +4, Language: Westron (Common) +6, Lore: Realm (Arnor, Eriador, Gondor, Wilderland) +6, Lore: History (Dwarves, Elves, Hobbits, Men) +10, Lore: Magic +12, Lore: Moria +4, Lore: Rings of Power +6, Observe (Spot) +8, Persuade (Oratory) +10, Ranged Combat: Thrown Weapons +5, Ride (Horse) +6, Search +5, Survival (Forests, Plains, Mountains) +6, Teamster (Carts) +3, Weather-sense +4

EDGES: Allies 10 (Elrond, Galadriel, and others of the Wise and powerful), Armour of Heroes, Charmed Life, Curious, Elf-friend, Faithful (the West), Favour of Fortune 3, Incorruptible, Indomitable, Keen-eyed, Night-eyed 1, Stern, Strong-willed, Wakefulness, Wise

FLAWS: Duty (aid the Free Peoples to resist the Shadow), Enemies (Sauron and his servants)

HEALTH: 14

COURAGE: 6

REOWN: 40

GEAR: Glamdring (his enchanted sword), Narya (the Ring of Fire), staff of power, pipe, pipeweed, robes

*: Favoured attribute or reaction

demands it.

Among Gandalf's many accomplishments were entering Dol Guldur twice to spy on the Necromancer and determine that he was, in fact, Sauron (TA 2063 and TA 2850). He also helped—along with Aragorn and the other Rangers—to watch over the Shire for several years leading up to the War of the Ring (TA 2941–3018).

Gandalf has long been the only of the Wizards who showed any interest at all in the Shire. He was a friend of Bilbo Baggins' grandfather Gerontius Took (the Old Took) and Bilbo's mother Belladonna Took, although Bilbo did not know the Wizard when he first met him in TA 2941. Gandalf arranged for Bilbo to become the fourteenth member of Thorin Oakenshield's company, and Bilbo travelled with the thirteen dwarves to Erebor (the Lonely Mountain) and helped them in the Battle of Five Armies.

Gandalf was only available for part of Bilbo's adventure, as he was working with the members of the White Council to oust the Necromancer from southern Mirkwood at the time. Fortunately, he was able to rejoin Bilbo and Thorin to take part in the Battle of Five Armies, in which he helped form the alliance between Men, Elves, and Dwarves against their common enemy, an army of Orcs and wolves invading from the North.

When Gandalf learned of the magic ring that Bilbo had found in the bowels of the Misty Mountains, he was troubled, but he failed to take action. It was not until many years later that Gandalf took the time to investigate and corroborate his suspicions. At that point, he was able to confirm that Bilbo's ring, which had by then been passed on to Frodo, was actually the One Ring.

At Gandalf's urging, Frodo left the Shire and fled to Rivendell, and none too early. Meanwhile, Gandalf rode to Isengard to meet with Saruman and

IN THE NOVEL

Gandalf the Grey is one of the Order of Wizards, the five most powerful wizards in all of Middle-earth. Although he comes from across the Sea, he has the form of an elderly man, tall but slightly bent, with long, white hair—including his beard—and bushy, white eyebrows. He wears a tall, pointed hat, long grey robes, a silver scarf, and large, black boots. He is normally merry enough, but he can turn serious as quickly as the situation

was imprisoned there after Saruman revealed that he had been using the *palantír* in Orthanc to communicate with Sauron. Escaping with the help of Gwaihir, the Lord of the Great Eagles, Gandalf found his way to Rohan, where he tamed the great horse Shadowfax. From there, he rode hard to Hobbiton to warn Frodo. By the time he got there, Frodo and his friends had already fled. Gandalf pursued hard on their heels, missing them again at Bree but arriving at Weathertop a few days ahead. He was waiting for them in Rivendell when they arrived.

At the Council of Elrond, Gandalf told of his adventures. When Frodo agreed to take the Ring to Mordor, Gandalf offered to lead the way. His guidance was invaluable, although they were forced off his preferred path and into Moria. There, Gandalf was lost as he defended the rest of the Fellowship from the dread Balrog of Moria.

'Gandalf' was the name given the Wizard by Northern Men (meaning 'Elf of the Staff'), although they also called him the Grey Pilgrim or the Grey Wanderer. The Elves called him Mithrandir ('Grey Pilgrim'), the Dwarves Tharkûn ('Staff-Man'), and the Men of the South Incánus ('North-spy'). Others had even different names for him, not all of them complimentary or kind.

Gandalf is kind and gentle with his friends, but he does not suffer fools gladly, especially in matters of life or death. While he enjoys listening to songs and

puffing on a bit of pipeweed, his mind is constantly burdened with important matters, not the least of which is how to prevent Sauron from conquering all of Middle-earth, as he has tried to do at least twice before. He is a friend to all the Wise, and his counsel is eagerly sought by those who recognize him for the power that he is.

However, Gandalf does not seek fame, notoriety, or power. Alone of the Order of Wizards, he maintained his focus on his original mission: to help the Free Peoples of Middle-earth stand up to the forces of darkness. All of the others either became engaged with other goals or—in the case of Saruman—betrayed their stated ends entirely.

Despite his great power and influence, Gandalf preferred to spend his time with simple, honest folk. While the rest of the Wise—and most of the rest of the world—ignored the Shire, for instance, Gandalf made friends there and came to love the land and its people, who were constantly able to surprise him. It is well that he did, of

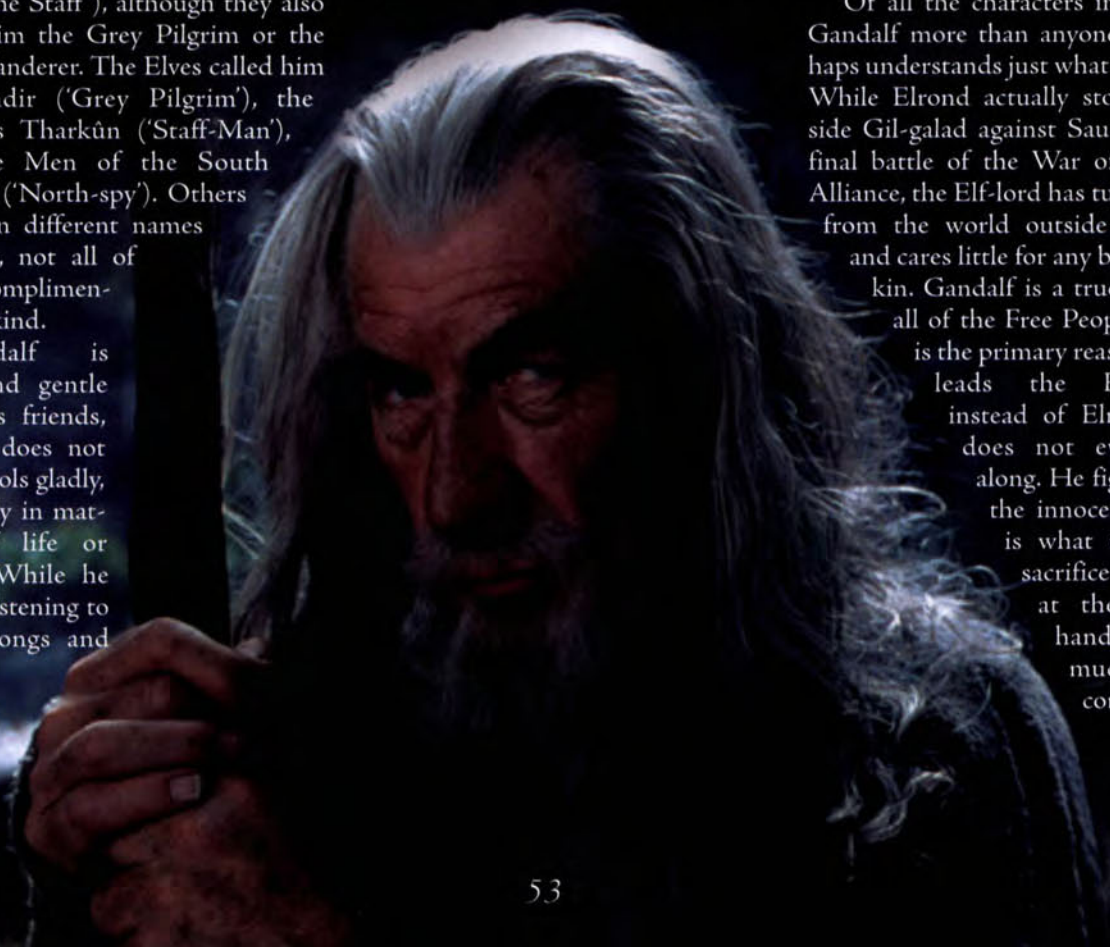
course, for without the aid of Hobbits, the One Ring might never have been found, and the Fellowship of the Ring would never have been formed.

IN THE FILM

Gandalf is much the same in the film as in the novel. However, he is a bit more naïve. In the novel, Gandalf would never have gone to Saruman had Radagast not asked him to. In the film, however, he goes to consult with Saruman without any clue that the leader of the Order of Wizards has betrayed them all to Sauron.

He is a bit less clever, as well. When faced with the riddle written above the West-gate of Moria, he fails to solve it, and the task falls to Frodo instead. However, his affection for Bilbo, Frodo, and Hobbits in general is clearer than ever, and he is no less terrifying and valiant when he stands before the Balrog of Moria on Durin's Bridge.

Of all the characters in the film, Gandalf more than anyone else perhaps understands just what is at stake. While Elrond actually stood alongside Gil-galad against Sauron in the final battle of the War of the Last Alliance, the Elf-lord has turned away from the world outside Rivendell and cares little for any but his own kin. Gandalf is a true friend to all of the Free Peoples, which is the primary reason that he leads the Fellowship instead of Elrond, who does not even come along. He fights for all the innocents, which is what makes his sacrifice of himself at the Balrog's hands all that much more compelling.





NARYA, THE RING OF FIRE

'Frodo saw that Gandalf now wore openly upon his hand the Third Ring, Narya the Great, and the stone upon it was red as fire.'

— *The Return of the King*

One of the three Elven Rings of Power, Narya was the Ring of Fire. It was a plain band of reddish gold, adorned only with a single, large ruby. As with the other two Elvish Rings of Power (collectively known as the Three), Narya has never fallen under Sauron's command or been stained by his touch. However, were he to regain control of the One Ring, he would be able to command these rings—and presumably those who wear them—as well.

Narya was made to preserve the lands of Middle-earth and to enhance the wearer's powers of understanding, making, and healing. It provides the wearer with a +2 bonus on all tests to use fire magics, including Stamina tests to resist weariness. It also grants a +4 bonus to all Healing and Inspire tests, to Intimidate tests to cow the servants of the Shadow, and to any test to resist the powers of darkness, withstand destruction or decay, or the like.

GLAMDRING

'Gandalf bore his staff, but girt at his side was the elven-sword Glamdring, the mate of Orcrist that lay now upon the breast of Thorin under the Lonely Mountain.'

— *The Fellowship of the Ring*

While travelling with Thorin's company to the Misty Mountains, Bilbo and his new friends stumbled across a trio of Trolls, who captured them. The Trolls argued long about how best to eat their prey. Losing track of time, they were struck by the first rays of the sun as morning rose, which turned them to stone.

Poking around in the Trolls' lair,

Bilbo, Gandalf, and the Dwarves found three Elvish blades. These no doubt once belonged to previous victims of the foul creatures.

Forged long ago by the Elven-smiths of Gondolin, Glamdring is a bane against Orcs, providing a +5 bonus to attack tests to hit them. Also, Glamdring's blade glows with a bluish light in the presence of Orcs, warning the wielder that he is in danger. It detects Orcs within 500 yards. The light becomes brighter the closer the Orcs are, and the more of them there are. This light pains the eyes of Orcs and strikes fear into their hearts. Glamdring's wielder gains a +5 bonus for Intimidate tests against Orcs when the weapon is drawn. When Orcs are within 100 yards, the exposed blade gives off light equivalent to a torch. This can make it difficult for the wielder to hide, and any bonuses that the wielder might get from being in darkness are eliminated.

Glamdring is also excellent at cutting through armour and other metal, such as chains. The protection value of any armour is halved for purposes of resisting damage from Glamdring.



GANDALF'S STAFF

'At that moment Gandalf lifted his staff, and crying aloud he smote the bridge before him. The staff broke asunder. . . A blinding sheet of white flame sprang up.'

— *The Fellowship of the Ring*

Like each of the Wizards, Gandalf has fashioned a staff to act as a focus of his power. Each staff is uniquely attuned to the Wizard who made it, and it can only be fully wielded by that individual. Gandalf's staff during the course of

The Fellowship of the Ring has the following powers:

BEACON OF HOPE: While bearing his staff, Gandalf gains a +2 test bonus to all Inspire and Intimidate tests. He must use an action to hold his staff aloft and attempt his skill test. He may use this ability only once per scene or battle.

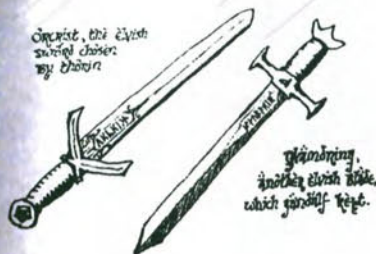
SCRIBE SIGN: Gandalf can scratch a short message on to any solid surface with a single sign. It appears as nothing more than an indecipherable rune. Gandalf and any allies he designates understand the sign's message, which may be up to a dozen words in length. The sign lasts until Gandalf erases it by striking it with his staff or one week passes. Gandalf may have only three signs in existence at a given time.

SMITING: When Gandalf strikes a foe with his staff, he ignores two points of armour and deals 2d6+4 points of damage.

STRENGTH OF THE STAFF: When recovering Weariness Levels, Gandalf reduces the time needed by half. He can use his staff to recover a total of three Weariness Levels in this manner per day.

WIZARD'S ENDURANCE: Once per day, Gandalf may lean on his staff and ignore the effects of his Weariness Levels for one action. Any additional levels he incurs due to his action immediately add to his current level of fatigue after he completes his action.





IN THE GAME

Of all the characters described in this book, Gandalf is the one that a party of heroes is most likely to meet, no matter where they may happen to be. He is easily the most well-travelled person in all of Middle-earth, always making his way from one corner to another, wherever he may be needed. As such, he would make an excellent patron for a group of heroes, even if he simply shows up from time to time to lend a bit of guidance.

The way Gandalf interacted with Bilbo and Thorin's company in *The Hobbit* is a perfect example of how the Wizard might be used in a chronicle. In that book, Gandalf identifies a problem that needs solving: Smaug's residence in the Lonely Mountain. He then gathers together a small team of heroes to tackle the problem: Thorin's crew. If they have need of a particular specialist, Gandalf recruits that person as well: Bilbo, as a burglar. He then points the heroes in the right direction and leaves them to their own devices. When they need help to get out of an entirely untenable position, he arrives serendipitously, as when the Trolls capture the Dwarves on their way to Rivendell.

In the end, though, the heroes are the ones who control their own destiny and make their own choices. Gandalf is there to lend aid and provide information, but he does not simply handle the entire task himself. He has other irons in the fire at all times and cannot be bothered to perform tasks for those who are able to do them on their own.

In the years leading up to the War

of the Ring, Gandalf makes many trips to the Shire, but he normally keeps quiet about his comings and goings. He prefers to travel incognito, and many people mistake him for only a wandering beggar rather than the august and powerful person he truly is.

MOVIE MAGIC

Gandalf and Saruman used the following spell on each other in the course of their battle in Orthanc in the film. Its use does not appear in the novel.

WIZARD'S FIST

*'I offered you the choice of aiding me willingly,
but you have elected the way of pain!'*

— Saruman the White to Gandalf the Grey, *The Fellowship of the Ring* film

CASTING TIME: 1

RANGE: 5 feet per point of Bearing

DURATION: Instant

WEARINESS TN: 12

COST: 2 spell picks

REQUISITE: Wizard's Hand

METHOD: Standard

SPECIALTY: None

EFFECT: This spell is similar to *Wizard's Hand*, but is a great deal more powerful. With this spell, a caster can 'grasp' an object at a distance and move or fling it. The object must be one the caster could lift with twice his own Strength. The effect is instantaneous, so while the caster can fling the object away from him or draw it swiftly to his hand, he cannot move it back and forth or cause it to dart about a room.

For purposes of determining how far the caster can throw an object with *Wizard's Fist*, he has a Strength of 25 (+9) or double his own Strength, whichever is greater. The caster can use his Ranged Combat (Throw) skill to aim the thrown item at someone or something else, although he does not need to do so to draw something into his hand. The spell does not allow for fine manipulation in any case.

If another person holds or is the object in question, that person may make an opposed Strength test to counter the spell's effects and retain his grasp on the object or, if he is the object, something nearby. The spellcaster has an effective Strength of 25 (+9) or double his own Strength for the purposes of this contest.

If a person is hurled into a solid object with this spell, roll damage as if the attacker performed an unarmed attack on the victim, using the spell's effective Strength.

During the War of the Ring, Gandalf's attention is almost entirely occupied with the struggle against both Saruman and Sauron. At certain times, he may be available for short meetings or consultations with other heroes, but these times are rare, and such gatherings would have to be kept short.

GIL-GALAD

It was Gil-galad, Elven-king and Elendil of Westermesse who overthrew Sauron, though they themselves perished in the deed. . . .

— Gandalf, *The Fellowship of the Ring*.

RACE: Elf (Noldo)

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

ATTRIBUTES: Bearing 15 (+4)*, Nimbleness 15 (+4), Perception 14 (+4), Strength 15 (+4)*, Vitality 12 (+3), Wits 15 (+4)

REACTIONS: Stamina +10*, Swiftiness +8, Willpower +8, Wisdom +8

ORDERS: Captain, noble, warrior

ORDER ABILITIES: Air of Command, Battle-Hardened, Deference, Domain (Lindon), Evasion, Fires of Devotion, Hardy, Healing Hands, Hero's Strength, Leadership, Noble Mien, Swift Strike 2, Tactics, Warrior Born

ADVANCEMENTS: 127

SKILLS: Appraise (Weapons) +9, Armed Combat: Blades +15, Armed Combat: Spears +15, Debate (Bargain, Negotiate, Parley) +14, Healing (Herbal Remedies, Treat Illness, Treat Wounds) +12, Inquire (Interrogate) +10, Insight +15, Inspire +15, Intimidate (Power) +15, Jump

+5, Language: Quenya +11, Language: Sindarin +11, Language: Westron (Common) +11, Lore: History (Elves) +9, Lore: Race (Elves) +9, Lore: Realm (Eriador, Lindon) +10, Observe (Sense Power, Spot) +10, Perform: Tell Stories +10, Persuade (Oratory) +12, Ranged Combat (Bows, Spears) +15, Ride (Horse) +10, Run +8, Sea-craft +5, Search +10, Siegecraft (Unit Leadership) +17, Stealth (Surveill) +9, Survival (Forests) +6, Swim +5, Track (Orcs) +6, Unarmed Combat (Brawling) +13, Weather-sense +6

EDGES: Allies 10 (Elendil, Isildur, Anárion, and other rulers in Middle-earth), Armour of Heroes, Bold, Charmed Life, Command 4, Dodge, Eloquent, Fair, Faithful (Lindon), Favour of Fortune 10, Fell-handed 3 (all foes), Foresighted, Gift of Tongues, Hoard 10 (Lindon and all its treasures), Honour's Insight 4,

Incorruptible 4, Indomitable 4, Keen-eared, Keen-eyed, Lion-hearted, Night-eyed 2, Quick-draw, Rank 4 (King of Lindon), Strong-willed, Swift Recovery, Tireless, Travel-sense, Valiant, Valour 4, Warrior's Heart 4, Warwise 3, Wary, Weapon Mastery (spear), Wise 4

FLAWS: Duty (to rule Lindon properly), Enemy (Sauron)

HEALTH: 16

COURAGE: 25

REOWN: 50

GEAR: Lindon and all it holds, Ailgos, longsword, longbow, clothes, Vilya (the Ring of Air; see Elrond's profile for full details)

*: Favoured attribute or reaction

IN THE NOVEL

Gil-galad (Sindarin for 'Star of Radiance') does not appear in the novel as a character. Instead, he is a historical figure of great importance. He stood about seven and a half feet tall and had golden blond hair and piercing blue eyes.

Gil-galad was the last of the Noldorin High Kings. In the Second Age, he ruled over Lindon, an Elvish realm located between the Sea and the Blue Mountains, far to the west of the Shire. With the help of the Númenóreans, Gil-galad drove Sauron's forces out of Eriador (the northwestern portion of Middle-earth in which the Shire lies) in SA 1700.

When Sauron rose to power again, Gil-galad formed the Last Alliance of Elves and Men with Elendil, the King of Arnor and Gondor. The two rulers drove their forces down to the Black

Gate of Mordor to put an end to the incursions that Sauron's army had been making against Gondor. There they defeated Sauron's forces, which retreated back into Mordor. The Last Alliance laid siege to Mordor for seven years before Sauron threw open the Black Gates so he could face Gil-galad and Elendil on the slopes of Orodruin (Mount Doom) in personal combat.

In that final battle of the war, Sauron slew both Gil-galad and Elendil. Before they died, though, they were able to bring him down as well. Elendil's son Isildur took up the hilt-shard of his father's shattered sword and used it to cut the One Ring from Sauron's hand, forcing the Dark Lord's foul spirit to flee.

Even after Gil-galad's death, Lindon continued on, but it slowly diminished. In the end, the largest part that was left was the Grey Havens. As the point of entry for most Elves coming to Middle-earth in the earlier ages, and the point from which the Elves hearing the call of the Sea returned to their ancestral lands, the Grey Havens—and by extension Lindon—was the longest-lasting of all the Elvish realms.

Gil-galad is considered by many to be the greatest leader who ever lived in Middle-earth, especially of the Elves. He was beloved by his people for his clarity of vision, his impeccable judgement, and his incredible integrity. This was an Elf that others gladly followed into battle, for they knew that if Gil-galad called them to war that it was a just and good fight in which they struggled.

Before the War of the Elves and Sauron, Celebrimbor—who forged the Three Rings of the Elves—gave one of them (Vilya, the Ring of Air) to Gil-galad, so confident was he that the Elf-lord would use their power wisely. Celebrimbor was killed in the war, but Gil-galad made good use of the ring in both that conflict and the War of the Last Alliance.

Gil-galad gave Vilya, the most

AIGLOS

'I was at the Battle of Dagorlad...where we had the mastery: for the Spear of Gil-galad and the Sword of Elendil, Aiglos and Narsil, none could withstand.'

— Elrond, The Fellowship of the Ring

Aiglos (Sindarin for 'Snow-point' or 'Icicle') was the mighty spear of Gil-galad, which he always carried with him into battle. It is a bane against Orcs, providing a +10 bonus to attack tests to hit them, and a +5 bonus to all other attacks. Also, its point glows with a bluish light in the presence of Orcs, warning the wielder that he is in danger. It detects Orcs within 500 yards. The light becomes brighter the closer the Orcs are, and the more of them there are. This light pains the eyes of Orcs and strikes fear into their hearts.

Aiglos's wielder gains a +5 bonus for Intimidate tests against Orcs when the weapon is drawn. When Orcs are within 100 yards, the exposed blade gives off light equivalent to a torch. This can make it difficult for the wielder to hide, and any bonuses that the wielder might get from being in darkness are eliminated.

Aiglos is also excellent at cutting through armour and other metal, such as chains. The protection value of any armour is halved for purposes of resisting damage from them.

Aiglos has long since been lost by the time of the War of the Ring. If it could be found again, the warrior privileged to wield it would be a great force against the armies of Sauron. If it fell into the hands of the Shadow, however, it would be lost.



powerful of the Three Elven Rings of Power, to Elrond late in the Second Age, just at the outbreak of the War of the Last Alliance. His herald used the ring well during the war and afterwards in Rivendell.

IN THE FILM

Gil-galad has a brief appearance in the prologue of the film. He is the Elvish king who challenges Sauron during the large battle scene. He bravely rushes in to face the Dark Lord and is slain on the spot for his bravery.

Gil-galad's memory is carried on by those Elves who were there with him on the slopes of Mount Doom on that fateful day. Not the least of these is Elrond, who fought in the Elvish army under Gil-galad's command. In the film, he is in charge of a large contingent of soldiers; later in the film he recalls the most important event of that day to Gandalf: the moment when Isildur refused to destroy the One Ring, potentially undoing everything the Last Alliance had fought for so hard.

IN THE GAME

Unless your chronicle is set in the First or Second Age, there is no chance for your heroes to meet Gil-galad. However, they can certainly interact with his kinsfolk and hear tales or read accounts of him and his deeds.

While Elrond and many of the Wise certainly know where Vilya is, there are others who would pay dearly to discover its location. Unwary heroes might not be aware that such inquiries would most likely ultimately come from Sauron. Such peo-

ple might willingly try to hunt down Vilya and the others of the Three to be able to 'keep them from the Dark Lord's grasp.'

Those who travel beyond the Blue Mountains and into Lindon are sure to learn all about Gil-galad. There are still those who live there who recall the great king clearly and with great love. The same is true in Rivendell, where Elrond is still bitter that his beloved ruler's sacrifice may have been made in vain, all because of Isildur's inability to resist the One Ring's temptation and destroy it.

GIMLI

'Gimli the dwarf alone wore openly a short shirt of steel-rings, for dwarves make light of burdens; and in his belt was a broad-bladed axe.'

— *The Fellowship of the Ring*

RACE: Dwarf

RACIAL ABILITIES: Animal Aversion, Craftsmanship, Firestarting, Hardness of Body, Hardness of Mind, Healthy

ATTRIBUTES: Bearing 8 (+1), Nimbleness 8 (+1), Perception 9 (+1), Strength 10 (+2)*, Vitality 13 (+3)*, Wits 8 (+1)

REACTIONS: Stamina +5*, Swiftmess +3, Willpower +4, Wisdom +2

ORDER: Warrior

ORDER ABILITIES: Battle-Hardened, Favoured Weapon (Battle Axe)

ADVANCEMENTS: 27

SKILLS: Appraise (Gold) +6, Armed Combat: Axes +11, Conceal (Hide Treasure) +3, Craft: Jewellerymaking +3, Debate (Parley) +3, Insight +4, Inspire +4, Intimidate (Majesty) +5, Language: Khuzdul +6, Language: Westron (Common) +5, Lore: History (Dwarves) +6, Lore: Realm (Erebor) +5, Lore: Moria +2, Observe (Spot) +5, Run +5, Search +3, Siegecraft (Catapult) +5, Smithcraft (Weaponsmith) +6, Stonecraft (Building) +5, Stealth (Sneak) +3, Survival (Mountains) +3, Track (Orcs) +3



THE FELLOWSHIP OF THE RING SOURCEBOOK

EDGES: Bold, Dodge, Elf-friend, Fell-handed (+1 against Orcs), Hardy, Night-eyed 1, Resolute, Valiant

FLAWS: Enemy (Orcs)

HEALTH: 14

COURAGE: 5

RENOWN: 4

GEAR: Battle axe, Dwarf chainmail and helm, clothes

*: Favoured attribute or reaction

IN THE NOVEL

Gimli, son of Glóin (one of the Dwarves in Thorin's company as presented in *The Hobbit*), was born in the Blue Mountains to the west of the Shire in TA 2879. After Smaug was killed and the Battle of Five Armies was concluded, Gimli and the rest of his family joined his father in the resettlement of the Lonely Mountain. He was already 140 years old when he and his father travelled to Rivendell to warn Bilbo that the servants of the Enemy were abroad and hunting for him.

Gimli sat by his father's side at the Council of Elrond as Glóin told of the messenger that Sauron had sent to the Lonely Mountain, looking for Bilbo. He sat quietly throughout the affair, listening intently, but saying nothing. When the Council of Elrond decided to send a Fellowship south to Mordor with Frodo to destroy the One Ring, Gimli was put forward as the best available representative of the Dwarves, and he accepted the assignment with his traditionally grim determination.

When the Fellowship decided to try to get over the Misty Mountains by way of the Redhorn Gate, it was Gimli who suggested that they might try Moria instead. At the time, he held out hope that Balin, Ori, and Gimli's uncle Óin (all members of Thorin's original company, too) would still hold Moria, despite the fact that no word had come back there from them in many years.

When the Fellowship did enter Moria, Gimli was filled with despair at the horrors he saw within. For him, the low point was the discovery of the Tomb of Balin.

While Gimli had never been to Moria himself, he had often listened to legends about it over the years, and he was eager to see the place for himself. He was saddened to find his uncle and his father's friends dead, but he was terrified to discover that Moria was still inhabited by the dread Balrog that Durin's folk had awakened so long ago by delving too deep beneath the mountains in their hunt for ever more *mithril*.

When Gimli joined the Fellowship, he bore a great deal of ill will toward Elves. It galled him to know that Legolas' father had once imprisoned Glóin, no matter what the circumstances might have been. In the course of his travels, however, he came to respect the Elves a great deal.

After the Fellowship emerged from Moria—less Gandalf, of course—the survivors made their way into Lórien. There, Gimli became the first Dwarf to set eyes on the Naith (the part of Lórien between the Rivers Celebrant and Anduin) since the days of Durin himself.

Once in Caras Galadon, Gimli met Celeborn and Galadriel. He was so struck by the Elf-lady's beauty and that of her land that he could speak of little else. When Galadriel pressed Gimli for what parting gift he wished from the Elves, he demurred at first. Eventually he admitted that he would treasure a single strand of her hair. She gladly gave him three, predicting that if he should survive the War of the Ring, 'your hands shall flow with gold, and yet over you gold shall have no dominion.'

At the breaking of the Fellowship, Gimli ran off beside Legolas to find Frodo, their friendship and mutual respect for each other already growing.

IN THE FILM

Gimli is a much more colourful hero in the film. At the Council of Elrond, it is he who speaks for the Dwarves, leaving the others in the background. He argues even more strongly for going to Moria and is thrilled when the others agree.

When they enter through the West-gate, Gimli brags to Legolas that they are about to enjoy the legendary hospitality of his cousin Balin. He seems genuinely shocked when they find the corpses of Dwarves inside the entrance, which implies that he was unaware that Balin and his people were likely dead. Gandalf seems to know better, as he has tried to avoid taking this route thus far.

Gimli mourns when he finds Balin's Tomb, but his grief is short-lived. He prefers to channel his emotions into defending his new friends from the Orcs that have taken over his ancestral home.

Gimli is suspicious of the Elves when the Elven guards greet the Fellowship in Lórien, but he is not given the choice to fight them, as well. Along with the rest of the Fellowship, Gimli meets Celeborn and Galadriel.

Before the breaking of the Fellowship, Gimli is dubious that crossing Eryn Mui to get into Mordor is wise, but he is willing to go along in any case. Later, he fights alongside Aragorn and Legolas as they battle the Uruks that have come to capture the Hobbits for Saruman. In the end, he agrees to go with those two to try to rescue Merry and Pippin, who have been carried off.

IN THE GAME

Gimli was only 63 years old when he moved from the Blue Mountains to Erebor, the Lonely Mountain, barely an adult as accounted by the Dwarves. Thereafter, he spent many

years helping to rebuild the Dwarven home there, a loyal subject of Dáin, King Under the Mountain.

When Glóin was chosen to go to Rivendell to warn Bilbo, he took his son along with him, promising to show him the great wonders of the Last Homely House, in which he had been a guest so long ago, as told in *The Hobbit*. Gimli, having had little to do with Elves in his time in Erebor, agreed to go only out of a sense of duty to his father. Ever suspicious of the Elves, he was not happy to be visiting one of their strongholds, and he was even less thrilled to meet Legolas, the son of the Elf who had imprisoned his father in Northern Mirkwood.

Heroes who spend time in and around Dale or the Lonely Mountain could very well encounter Gimli there. A young and hale Dwarf in the prime of his life, he is well known throughout the region as the son of Glóin, one of the heroes of the Battle of Five Armies. In these younger years, Gimli often hunts for a chance to prove himself worthy of such a formidable bloodline, so he might be willing to lend a hand to adventurers wandering through the area.

The heroes might also meet Gimli and Glóin on their journey from the Lonely Mountain to Rivendell. This was sure to be a hazardous trip, fraught with perils along almost every leg. If Gimli and Glóin meet the heroes in the course of this journey, they might be willing to travel with them for a while, especially if there is a Dwarf in the party. If there are no Dwarves but there is an Elf, the pair of Dwarves are sure to be a bit less friendly, but they have good hearts and would not refuse to help anyone truly in need, even an Elf.

GLÓIN

Am I right in guessing that you are the Glóin, one of the twelve companions of the great Thorin Oakenshield?

— Frodo Baggins,

The Fellowship of the Ring

RACE: Dwarf

RACIAL ABILITIES: Animal Aversion, Craftsmanship, Firestarting, Hardness of Body, Hardness of Mind, Healthy

ATTRIBUTES: Bearing 9 (+1), Nimbleness 6 (±0), Perception 10 (+2), Strength 8 (+1)*, Vitality 11 (+2)*, Wits 8 (+1)

REACTIONS: Stamina +3*, Swiftiness +1, Willpower +4, Wisdom +2

ORDER: Warrior

ORDER ABILITIES: Battle-Hardened, Favoured Weapon (Battle Axe)

ADVANCEMENTS: 30

SKILLS: Appraise (Gold) +6, Armed Combat: Axes +10, Conceal (Hide Treasure) +3, Craft: Jewellerymaking +3, Debate (Parley) +3, Insight +5, Inspire +6, Intimidate (Majesty) +7, Language: Khuzdul +6, Language: Westron (Common) +5, Lore: History (Dwarves) +6, Lore: Realm (Erebor) +6, Lore: Moria +3, Observe (Spot) +6, Run +4, Search +4, Siegecraft (Catapult) +5, Smithcraft (Weaponsmith) +5, Stonecraft (Building) +4, Stealth (Sneak) +2, Survival (Mountains) +4, Track (Orcs) +3

EDGES: Ally (Dáin Ironfoot), Bold, Dodge, Hoard 4 (his share of Smaug's treasure), Fell-handed (+1 against Orcs), Hardy, Night-eyed 1, Resolute, Valiant

FLAWS: Enemy (Orcs)

HEALTH: 14

COURAGE: 5

RENOWN: 4

GEAR: Battle axe, Dwarf chainmail and helm, clothes

*: Favoured attribute or reaction

IN THE NOVEL

Glóin was a member of Thorin and Company, the expedition that embarked from the Blue Mountains for the Lonely Mountain.



Its stated mission was to destroy Smaug the dragon and recover the Kingdom Under the Mountain for the Dwarves. In that, Glóin and his friends succeeded, although they had some help from Gandalf and a Hobbit-burglar by the name of Bilbo Baggins, as told in *The Hobbit*.

When a messenger from Mordor comes to the Lonely Mountain, looking for Bilbo, the Dwarves there are alarmed. They decide to send a messenger to Rivendell, where they know Bilbo to be, he having visited them within the past several years and declared his intention to return to Rivendell after departing from their home. Glóin volunteers for the job and agrees to take his son Gimli along with him.

Glóin only appears in the novel in the space of two chapters. He is there in Rivendell when Frodo and his friends arrive, and he even sits next to Frodo at dinner the first night after Frodo awakens there. He is only too pleased to meet Bilbo's heir, as he thinks rather highly of Bilbo and is curious to meet the young hobbit he has heard so much about. Glóin is happy to ramble on at length about the happenings with Dáin and his Kingdom Under the Mountain. He finds Frodo to be a polite and attentive listener.

Glóin and Gimli both attend the Council of Elrond. However, Glóin does all of the talking, leaving his son to observe in silence as the Council goes about its business.

After the Council, Elrond informs Gandalf that Gimli has been chosen as the Dwarven representative in the Company of the Ring. It is clear that Glóin is too old to make such a journey himself. He wisely permits his son to take his place instead, an honour at which Gimli leaps.

Once the Fellowship has been formed, Glóin returns to the Lonely Mountain to tell his kin what was decided at the Council of Elrond and to warn them to prepare for war. It is clear that Sauron's forces are on the move and that this is a war in which the

Dwarves will not be permitted to remain neutral.

IN THE FILM

Glóin does not appear in the film as a named character. However, a few Dwarves accompany Gimli into the Council of Elrond, and it is safe to assume that one of these—probably the one who looks the oldest—is Glóin. Any others are merely companions that Gimli and Glóin brought with them on the long road from the Lonely Mountain.

In the film, then the roles of Gimli and Glóin are reversed a bit at the Council of Elrond. Gimli does all of the talking, and none of the other Dwarves are ever heard from. This could be ascribed to Gimli's brash and boisterous nature, but it might also be that Glóin wishes for his son to sharpen his diplomatic skills, such as they are, and so allows the younger Dwarf the honour of being the Dwarves' lead representative in Rivendell.



IN THE GAME

From the time of the end of the Battle of Five Armies, Glóin makes only a few trips from the safety of the Lonely Mountain. The first of these is when he goes back to the Blue Mountains to fetch his family and bring them all to their newly recovered home.

Glóin might have also travelled back to the Blue Mountains later on, perhaps visiting with Bilbo on the way. If he did, he might even have taken Gimli with him, to show him the wider world. Of course, it's just as likely that he would have left his son at home to guard the home front while he was gone.

It's possible for the heroes to meet Glóin on the road between his two homes during one of these trips. However, it's far more likely that they would find the dwarf at the Lonely Mountain instead. If the heroes encounter Glóin there, they should quickly realize that he has become a wealthy and well-respected dwarf, mostly because of the role he played in the liberation of the mountain from Smaug and in the subsequent Battle of Five Armies.

The heroes might also meet Gimli and Glóin on their journey from the Lonely Mountain to Rivendell. This was sure to be a hazardous trip, fraught with perils along almost every leg. If Gimli and Glóin meet the heroes during the course of this journey, they might be willing to travel with them for a while, especially if there is a Dwarf in the party. If there are no Dwarves but there is an Elf, the pair of Dwarves are sure to be a bit less friendly, but they have good hearts and would not refuse to help anyone truly in need, even an Elf.

Glóin is a bit more tolerant of Elves than his son. He has had the privilege of enjoying Elrond's hospitality before, so he knows that not all Elves are suspicious and mean. However, Glóin did spend quite some time in the dungeons of Thranduil, the king of the Elves of Northern Mirkwood. While he has long since forgiven the Elves of the Woodland Realm, he has not forgotten his treatment at their hands and so has an inherent distrust of any Elves he does not personally know. His son shares this traditional Dwarven distrust with him.

GLORFINDEL

'Yes, you saw him for a moment as he is on the other side: one of the mighty of the Firstborn. He is an Elf-lord of a house of princes.'

— Gandalf, *The Fellowship of the Ring*

RACE: Elf (Noldo)

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

ATTRIBUTES: Bearing 13 (+3), Nimbleness 13 (+3), Perception 13 (+3), Strength 13 (+3)*, Vitality 12 (+3), Wits 13 (+3)*

REACTIONS: Stamina +8*, Swiftess +6, Willpower +4, Wisdom +4

ORDERS: Captain, noble, warrior

ORDER ABILITIES: Air of Command, Deference, Evasion, Fires of Devotion, Hardy, Healing Hands, Leadership, Noble Mien, Swift Strike 1, Tactics, Warrior Born

ADVANCEMENTS: 78

SKILLS: Appraise (Weapons) +8, Armed Combat: Blades +10, Armed Combat: Spears +10, Debate (Parley) +10, Healing (Treat Wounds) +10, Inquire (Interrogate) +8, Insight +8, Inspire +12, Intimidate (Power) +8, Jump +4, Language: Quenya +7, Language: Sindarin +7, Language: Westron (Common) +7, Lore: History (Elves) +6, Lore: Race (Elves) +6, Lore: Realm (Rivendell) +7, Observe (Sense Power, Spot) +9, Perform: Sing +6, Persuade (Oratory) +10, Ranged Combat (Bows, Spears) +10, Ride (Horse) +9, Run +7, Sea-craft +4, Search +9, Siegecraft (Unit Leadership) +9, Stealth (Surveill) +8, Survival (Forests) +5, Swim +4, Track (Orcs) +5, Unarmed Combat (Brawling)

+10, Weather-sense +5

EDGES: Allies 10 (Aragorn, Celeborn, Elrond, Galadriel, Gandalf, and others among the Wise), Armour of Heroes, Bold, Charmed Life, Command 2, Dodge, Fair, Faithful (Rivendell), Favour of Fortune 5, Fell-handed 3 (all foes), Foresighted, Hoard 3, Honour's Insight 2, Incorruptible 2, Indomitable 2, Keen-eared, Keen-eyed, Lion-hearted, Night-eyed 2, Quick-draw, Rank 1 (Elf-lord living in Rivendell), Strong-willed, Swift Recovery, Tireless, Travel-sense, Valiant, Valour 2, Warrior's Heart 2, Warwise, Wary, Wise 2

FLAWS: Duty (to Rivendell), Enemy (the minions of Sauron)

HEALTH: 15

COURAGE: 10

RENOWN: 30

GEAR: Longsword, longbow, clothes, Asfaloth (his horse)

*: Favoured attribute or reaction

IN THE NOVEL

Glorfindel is the Elf-lord who meets Aragorn and the Hobbits on the road between the Last Bridge and Rivendell. When Gildor Inglorion and his Wandering Company of Elves met Frodo, Sam, and Pippin hiking through the Shire, they sent word ahead to Rivendell that Gandalf was missing and the three Hobbits were abroad on their own, without the Wizard's protection. When Elrond heard this, he sent his greatest warriors—those who had at least a chance to stand against the Nazgûl—out to search for the Hobbits, fearing they had been lost in the Wild.

At Elrond's request, Glorfindel rode out of Rivendell on the Great East Road, straight for Bree. When he reached the Last Bridge, he found three of the Nazgûl there, but they retreated before him. He left a token on the bridge as a message of hope to friends and of warning for the forces of the Shadow. While scouting out

the bridge, Aragorn found Glorfindel's beryl, a pale-green Elf-stone, which brought him hope that they might soon find help.

Glorfindel rode back and forth along the Great East Road until he finally found Aragorn and the hobbits. Seeing that Frodo had been wounded by a Morgul-knife, he put the Hobbit up on his own horse, Asfaloth, to transport him to Rivendell while he and the others walked alongside.

Just before the travellers reach the ford over the River Loudwater, the Nazgûl finally catch up with them. Glorfindel sends Asfaloth ahead of the others, carrying Frodo across the river. Asfaloth makes it across the river just ahead of the Black Riders and waits there on the other side, as both he and Glorfindel know what is about to happen. As the Black Riders hesitate on the river's bank, Glorfindel and Aragorn light a fire and make flaming brands to use against them. When the Nine try to cross the river, a flash flood comes cascading down to wash them away. Those that try to flee find Glorfindel and Aragorn waiting for them, and their horses betray them, dashing for the safety of the river, and they are swept away.

At the first meal he has in Rivendell, Frodo sees Glorfindel sitting at Elrond's side, across from Gandalf himself. The next day, Glorfindel is one of the Elf-lords who takes part in the Council of Elrond. At the Council, Glorfindel argues his points clearly and strongly, and the others respond to him with respect. In the end, he concludes that the One Ring must be destroyed, and most of the others come to agree with him.

When determining the composition of the Fellowship, Elrond contemplates sending Glorfindel along with the Company. In the end, though, Gandalf persuades him that friendship will do Frodo more good than might in this endeavour, and Merry and Pippin are sent instead.

THE FELLOWSHIP OF THE RING SOURCEBOOK

Glorfindel is tall and regal, like most Elves. He has long, flowing blond hair, and a serious, but still joyous manner about him. He is fearless, with eyes that are bright and keen, and a voice that reminds the listener of fine music. When Frodo first sees him, Glorfindel seems like the polar opposite of the Black Riders from whom he is fleeing.

Glorfindel was one of the mightiest of the Elves living in Rivendell, perhaps second only to Elrond. In TA

ASFALOTH

'[M]y horse will not let any rider fall that I command him to bear. His pace is light and smooth; and if danger presses too near, he will bear you away with a speed that even the black steeds of the enemy cannot rival.'

— Glorfindel, *The Fellowship of the Ring*

ATTRIBUTES: Bearing 8 (+1), Nimbleness 10 (+2), Perception 9 (+1), Strength 18 (+6), Vitality 14 (+4), Wits 8 (+1)

REACTIONS: Stamina +7, Swiftiness +4, Willpower +3, Wisdom +3

SIZE: Large

HEALTH: 19 (2 levels Healthy)

SKILLS: Armed Combat +9, Jump +14, Language: Quenya (or Grey Elvish) +3, Observe +9, Ride +9, Run +16, Stealth +6, Survival +7, Swim +6

SPECIAL ABILITIES: Natural Weapons (Bite 1d6, Kick 2d6), Steady, War-trained

DESCRIPTION: Asfaloth is an Elf-steed with a snowy white coat. He is the mount of Glorfindel, and when his master speaks to him in Elvish he understands and obeys. He refuses to let any ride him but Glorfindel and anyone that Glorfindel asks him to carry. He is skilled enough at keeping a rider in his saddle that Asfaloth can substitute his own Ride skill for the rider's if his is greater. Otherwise, he can use his Ride skill in combination with the rider's to add to the rider's skill.

1975, he led the Elf-army against the forces of Angmar at the Battle of Fornost, rescuing Eärnur—heir to Eärnil, and the future (and final) king of Gondor—from the Nazgûl known as the Witch-king. At the battle's climax, Glorfindel faced down the Witch-king, who fled. As the Nazgûl escaped, Glorfindel held Eärnur back, saying of the Witch-king, 'Far off yet is his doom, and not by the hand of man will he fall.'

IN THE FILM

Glorfindel does not appear in the film. He may be one of the Elf-lords seen in the background in Rivendell—especially during

the Council of Elrond—but he has no lines.

Much of Glorfindel's role in the book was given to Arwen in the film. This does not mean that Glorfindel is any less powerful in the film than he is in the novel—only that Arwen was the Elf-scout to discover Aragorn and the four Hobbits before anyone else. It's likely that Glorfindel simply happened to be hunting for these friends elsewhere at the time.

IN THE GAME

As one of Elrond's most trusted advisors, Glorfindel could conceivably encounter heroes far and wide. Although he is most likely to be found close to Rivendell, he sometimes ranges throughout many parts of Middle-earth on one mission or another for the Elves of Imladris. If the

heroes are working at Elrond's request or in conjunction with other Elves, Glorfindel would be only too happy to aid them, should he have the time and appropriate resources at hand.

If Elrond decides that he needs to find the heroes for one reason or another, Glorfindel could easily be the Elf-lord sent to locate or contact them. Asfaloth, his horse, is swift and sturdy, able to carry the tireless Glorfindel long distances over short times.

Unlike many Elves, Glorfindel has a great deal of experience with all of the other races. He is undisturbed by Men, Dwarves, or especially Hobbits. He is even-handed with all whom he meets, and he is a trusted and valuable friend to have. In times of great need, he could certainly lend the heroes a hand. However, his first responsibility is to Rivendell, so he cannot tarry long on unrelated business.

GOLDBERRY

'Come dear folk!' she said, taking Frodo by the hand. 'Laugh and be merry! I am

Goldberry, daughter of the River.'

— The Fellowship of the Ring

RACE: Nature-spirit

RACIAL ABILITIES: Agelessness (Goldberry suffers no effects from illness or aging and does not appear to age)

ATTRIBUTES: Bearing 12 (+3), Nimbleness 9 (+1), Perception 10 (+2)*, Strength 7 (±0), Vitality 10 (+2), Wits 12 (+3)*

REACTIONS: Stamina +5, Swiftiness +2, Willpower +8*, Wisdom +3

ORDERS: Magician, minstrel

ORDER ABILITIES: Gladden, Sanctum (the Old Forest), Sanctum Power, Spellcasting 22, Spellcasting Method (Songs), Wizard's Heart

ADVANCEMENTS: 57

SPELLS: *Animal Messenger, Beast Speech, Calling, Change Hue, Crafting-spell, Finding and Returning, Fog-raising, Fog-weaving, Healing-spell, Mastery of Shapes, Misdirection, Rain-ward, Reading the Heart, Resist Fear, Sense Power 4, Springtime, Veil* (ability). Goldberry need not gesture or incant for any spell that she does not have as an ability, save those spells that require speech (like *Word of Command*).

SKILLS: Healing (Treat Illness, Treat Wounds) +8, Insight +10, Intimidate (Majesty) +9, Language: Westron (Common) +5, Language: Sindarin +4, Lore: History (Eriador) +5, Lore: Realm (The Old Forest) +9, Observe (Hear, Sense Power, Spot) +8, Perform: Compose Verse +6, Perform: Dance +6, Perform: Sing +12, Persuade (Charm) +8, Ride +4, Search +4, Survival (Forest) +14, Stealth (Hide) +12, Weather-sense +12

EDGES: Allies 2 (Tom Bombadil and the River-woman of the Withywindle), Charmed Life, Elf-friend, Fair, Faithful (Tom Bombadil, the Old Forest), Favour of Fortune, Foresighted, Healing Hands, Honey-tongued, Incorruptible 3, Night-eyed 2, Strong-willed 3, Tireless 3, Travel-sense, Woodcrafty 4

FLAWS: Duty (to the Old Forest)

HEALTH: 12

COURAGE: 18

REOWN: 15

GEAR: Her clothes

*: Favoured attribute or reaction

IN THE NOVEL

Goldberry is the wife of Tom Bombadil, the Master of the Old Forest. Like him, she is a mysterious person, the true nature of whom is hard to pin down. She is the daughter of the River Withywindle, and she is even more a part of the land than Tom, if that is possible.

Goldberry has a beautiful voice as smooth and clear as a mountain

brook. Like Tom, she often expresses herself in song rather than spoken words. Her heart is always light and free, and she has few worries beyond caring for the forest and her mother, the Withywindle, which has long since diminished from its ancient strength. While the river is still a focus point of the Old Forest, it once stretched much farther and longer, much like the forest itself.

Goldberry has long, blond hair, from which her name may come. She is as beautiful as any Elf-maid, but less exotically so. Her beauty is easier for a mortal to comprehend, closer as it is to the land than the sky.

Tom Bombadil knew the River-woman from long ago. She brought him much delight and always had his respect. When he saw her daughter, though, given form as the fair lady Goldberry, Tom instantly lost his heart.

Tom first saw Goldberry in a pool of water along the Withywindle's shore. The slow-moving region was filled with water lilies, their blooms the colour of Goldberry's hair and their leaves the hue of her emerald gown. Tom found her sitting there among the rushes, unbothered by the waters. The two fell in love at first sight, and they were married not too long thereafter.

Goldberry left her mother's land, a place called the Dingle, the deep, tree-shadowed dell through which the Withywindle winds in the Old Forest. She came to Tom's house, and her presence instantly made it a home. She has lived there with him ever since.

Goldberry is not nearly so jolly as her husband, although she is always warm and pleasant. He dotes on her endlessly, spending much of his time doing whatever he knows may please her. When Frodo and his friends first meet Tom, for instance, he is out collecting the last water lily blooms of the year before the weather sits in. He brings them to Goldberry to keep in wide basins all about her chair. While



in her home and her presence, these blooms cannot die. In the spring, she can bring them back down to the river with her again, as soon as the snows have melted and the weather is safe for such pretty flowers once again.

As winter comes, Goldberry changes her clothing to reflect the new time of the year. She wears a gown of silver and white, and her shoes look like they are covered with a fish's silvery scales.

Goldberry is closely connected to the weather of the Old Forest. To outsiders, whether she is responding to the weather or is somehow causing it to change is impossible to tell. Those who ask her or Tom about it are greeted with confusion, as if the question has no point. To them, Goldberry and the local weather are so connected as to be one and the same. Goldberry doesn't control the weather or respond to it so much as she is it. As the daughter of the river, she is the rain and snows that arise from the waters and replenish them again. They may wander far and wide, but they always return to their source.

Goldberry is a friendly host, but she lets Tom do most of the talking, preferring to entertain by singing instead. She is not nearly as interested in the workings of the outside world as he. To her, the Old Forest is the world, and although her world may have diminished with the passage of the years, it's all that she really needs.

Goldberry likes to be out of doors most of the time, particularly when it is raining. Then she sings along with the rain as accompaniment. Tom calls

such times her 'washing days,' and—when the rains are gone and the Old Forest seems fresh and new again—it's clear why.

Goldberry and Tom feed their guests well, and they have an apparently bottomless pantry. The bounty of the whole of the Old Forest is theirs to use. The food is light and refreshing as well as nutritious.

IN THE FILM

Goldberry does not appear in the film at all. This does not, of course, mean that she does not exist in the setting of the film. However, the four travelling Hobbits never encounter her, Tom Bombadil, or Old Man Willow in their flight from the Shire to Bree.

IN THE GAME

Goldberry is rarely seen outside of her house, especially by those she does not know. If strangers stumble across her path while she is out walking in the woods or sitting by the river, she usually hides in the foliage or slips away into her mother-river's wet embrace. Those who do find her usually do so by following the melodious strains of her voice as she sings to the clouds on damp days.

If Goldberry is ever in trouble, Tom Bombadil is at her side as soon as possible. Although he is not one to worry, he knows that trouble is afoot in the wider land, and he would not be willing to allow her to be harmed by it. He loves her and is protective of her when need be.

When Goldberry meets new friends, she is always polite and kind. She has an easy grace about her that eludes her husband, but she seems like a perfect fit for him nonetheless. She is as devoted to him as he is to her, and nothing could ever come between them.

GOLLUM

'I have not much hope that Gollum can be cured before he dies, but there is a chance of it. And he is bound up with the fate of the Ring.'

— Gandalf, *The Fellowship of the Ring*

ATTRIBUTES: Bearing 5 (± 0), Nimbleness 10 ($+2$)*, Perception 8 ($+1$)*, Strength 9 ($+1$), Vitality 10 ($+2$), Wits 7 (± 0)

REACTIONS: Stamina +5, Swiftiness +4*, Willpower +2, Wisdom +1

HEALTH: 11

SKILLS: Acrobatics (Balance) +6, Climb +9, Games (Riddles) +3, Jump +5, Language: Westron (Common) +2, Observe (Hear, Smell) +6, Run +4, Search +6, Stealth (Hide, Sneak) +9, Survival (Caverns) +6, Swim +5, Track (Scent) +5

SPECIAL ABILITIES:

CUNNING: Gollum has +3 Wits for purposes of devising cruel and malicious traps, tricks, and ambushes.

MALICIOUS STRENGTH: Gollum has +3 Strength for evil purposes, such as strangling an undeserving hobbit or escaping the grasp of a righteous captor.

THROTTLING: If Gollum can attack an adversary by surprise, he gets +2 Strength (in addition to his Malicious Strength, if applicable) to maintain the hold and inflict throttling damage.

IN THE NOVEL

Long ago, about TA 2463, a Hobbit by the name of Déagol found the One Ring at the bottom of the River Anduin while fishing with his friend Sméagol. The two argued over the Ring at once, although neither of them were able to guess at its

true nature. In the
end, Sméagol
strangled his
friend and
took the
Ring
for

him—and Bilbo Baggins, lost and
alone in the depths of the Misty
Mountains, found it and picked it up.

Before Gollum knew Bilbo had
the Ring, the creature persuaded
Bilbo to play a riddle-game with him.
If Bilbo won, Gollum would show
him the way out. Of course, Gollum
had no intention of honouring his
bet, but in the course of the game

Bilbo inadvertently asked a simple
question about the Ring: 'What
have I got in my pocket?'

Gollum, taking this as
part of the game,

became furious that
Bilbo would use

such a ploy,

but he

accepted

the

himself.

After hiding
Déagol's body,
Sméagol returned to his
home in the area of the
Gladden Fields, where Isildur
had been ambushed by Orcs so
long ago. There, Sméagol discovered
that he was invisible when he wore
the Ring. Being a mean and hateful
creature, Sméagol used his newfound
power to further his own ends at the
expense of his neighbours. Although
they could not stop him, they came to
hate him, and they cursed and kicked
him when they could. They took to
calling him 'Gollum' after the gurgling
noises he made in his throat.

Eventually Gollum's grandmother
banished him from her hole, and the
hapless creature wandered in the
Wild, the blazing sun hurting his eyes
as the Ring turned him closer to the
Shadow. One day, some seven years
after killing his friend for the Ring,
Gollum decided to worm his way into
the bowels of the Misty Mountains to
escape the sun, and he lived there for
a long time after, catching and eating
blind fish and the occasional Orc.

Gollum lived there under the
mountains for over 450 years, keeping
the Ring—his 'precious'—and himself
hidden from all searching eyes,
including those of Sauron and
Saruman. Then, in TA 2941, he
dropped the Ring—or it fell from

question and
tried to answer it
nonetheless. When he
failed, he swam out in his
island in a nearby under-
ground lake and discovered that
the Ring was gone.

Gollum believed that Bilbo had
stolen the Ring and was escaping. He
dashed for the exit from the moun-
tains, hoping to cut Bilbo off. Bilbo,
wearing the Ring now and being
invisible, followed Gollum, leapt over
the creature's head, and escaped.

The next year, Gollum finally
screwed up his courage and left his
home under the mountains to search
for 'the thief' Bilbo, whom he called
'Baggins.' After nine years of fruitless
hunting, in TA 2951 Gollum turned
his eyes towards Mordor. He travelled
slowly, only at night, and was fearful
of the Orcs and other foul minions of

Sauron about the place. In TA 2980,
he finally entered the mountains sur-
rounding the dark realm.

It is not until Bilbo's eleventh-first
birthday party that Gandalf began to
seriously suspect Bilbo's ring of being
the One Ring. The Wizard decided to
find Gollum to see if he could learn
more from the creature. He asked
Aragorn and the Wood-elves of
Mirkwood to help him hunt Gollum
down. They found few clues of him
and gave up for a while, but they
renewed their searching in TA 3009.

Sometime in the next few years,
Gollum became desperate or arrogant
enough to actually venture into
Mordor proper. Sauron's forces cap-
tured him and brought him before the
Dark Lord. Gollum was interrogated
in the dungeons of Mordor, tortured
until he told all that he knew of the
fate of the Ring, including the fact
that it was likely in the hand of a
Hobbit named Baggins in the Shire.

Sauron sent the Nine out to hunt for
the Ring soon after.

In 3017, Sauron
released Gollum. He had
no further use for the
creature, and he sus-
pected that Gollum
might cause enough
mischief in the world to
be helpful. Aragorn
found Gollum near the

Dead Marshes soon after,
brought him to the Woodland Realm
in Northern Mirkwood, and impris-
oned him in King Thranduil's dun-
geons, the very place where Thorin
and Company were kept 76 years
before.

Aragorn and Gandalf interrogated
the creature there and learned that
Gollum had told Sauron about Bilbo
and his Ring. Gandalf left soon after
to warn Frodo.

Meanwhile, in June of TA 3018,
Orcs attacked the Woodland Realm,
and Gollum escaped. Evading the
Elves, the Rangers, and the servants of
Sauron, Gollum made for the Shire.
He chose to try the path through

THE FELLOWSHIP OF THE RING SOURCEBOOK

Moria, but when he got to the West-gate, he could not manage to open it. He was still trapped in that area when the Fellowship arrived and entered Moria through the West-gate.

Gollum recognized that some of the Company were Hobbits. He followed them for some time, realizing that one of them had the Ring. When the Company entered Lórien, Gollum was hot on their heels, and Frodo actually spotted him at one point. At the breaking of the Fellowship, Gollum was no doubt still watching Frodo when he crossed the Anduin.

By the time of the War of the Ring, Gollum is somewhere around 600 years old. He carried the Ring for 478 years of that time, and it affected him in many ways. He is a small and withered creature, emaciated but still strong. His skin, although once fair, is now black. His feet and hands have become thin and long, perfect for swimming in the underground lake that was once his home, or for climbing trees or rocks—and good for throttling unwary victims too. His eyes are wide and pale, and with them he can see well in the dark.

IN THE FILM

Gollum is the same hateful creature in the film. However, he is shown little on the screen. In the prologue, a hand is seen recovering the Ring from the bottom of the Anduin, in which Isildur died. There is no mention of Déagol at all, implying that while Gollum was certainly corrupted by the Ring over the years, his stewardship of it may not have begun with a murder.

According to the prologue, Gollum held the Ring for 500 years (not 478) before the Ring left him. Bilbo found it then, and eventually carried it with him to the Shire, where he kept it for 60 years, which agrees with the novel.

When Gandalf reveals the nature of Bilbo's ring to Frodo, he states that he hunted for Gollum for years but

that Sauron found him first. Under torture, Gollum gave up two words about the Ring: 'Shire' and 'Baggins.' How Gandalf knows of this is not revealed at the time, nor is Gollum's fate.

Gollum does not come up again until Frodo notices something lurking in the depths of Moria. Gandalf informs him that it is Gollum, who has been following them since shortly after they entered Moria. Frodo complains that Bilbo should have killed Gollum when he had a chance, but Gandalf points out that Bilbo stayed his hand out of pity for the poor creature, being unwilling to hand out death in judgement of others.

This is the last we see of Gollum, although it is clear he follows the Fellowship throughout the rest of the film.

The Gollum of the film seems to be a less hateful creature than in the novel. While he desperately needs to be reunited with the Ring, there is no indication that he would be willing to kill for it—or has ever been moved to murder at all. He does not betray Bilbo willingly (nor does he in the novel, of course). The fact that Bilbo momentarily transforms into something monstrous when he sees the Ring with Frodo in Rivendell implies that Bilbo—or anyone else who held the Ring too long—might very well have shared Gollum's fate had he not been able to surrender it.

Interestingly, in the film Bilbo ages rapidly after giving up the Ring, while Gollum does not seem to have changed at all, despite having not had it for 60 years. This may be because Bilbo voluntarily gave up the Ring, while the Ring still has a stranglehold on Gollum's every thought. It could also be because Bilbo had the Ring for a much shorter time than Gollum did.

IN THE GAME

Heroes wandering throughout Middle-earth might cross paths with

Gollum, but it is unlikely that they would become aware of it. Gollum avoids encounters with large, well-armed people whenever possible. Because of his recent imprisonment, he hates Elves and anything having to do with them. He generally gives them a wide berth.

However, if there are one or more Hobbits in the party, Gollum is sure to be extremely interested in them. He follows them as best he can, hoping to overhear any news of the Shire or—better yet—anyone named Baggins. If the Hobbits in question do mention Baggins and are not well protected, Gollum may sneak up on them in their sleep one night, accost them, and interrogate them about Baggins. He slaps those who claim not to know anything.

If someone simply refuses to talk, Gollum becomes suspicious that the person knows something. In such cases, the creature may even try to throttle the truth out of the hero. If someone does actually give up information about the Bagginses, Gollum hisses with glee and then scampers off to do some evil with his newfound knowledge.

From TA 2942 to 2951, Gollum wanders through Mirkwood and even up through to Dale and the Lonely Mountain, learning what he can of Bilbo and the Ring. Bilbo is famous throughout these lands for the part he played in the liberation of the Lonely Mountain, and Gollum learns much, but he does not determine where the Shire might be.

From TA 2951 to 2980, Gollum can be found meandering around the mountainous borders of Mordor. He is looking for a safe way in and has difficulty finding one. From TA 2980 to TA 3017, Gollum lives in the mountains—or is in Sauron's custody—placing him outside of the reach of most heroes. From that point on, Gollum makes his way up to Moria and is trapped there until the Fellowship comes though.

GWAIHIR

'Gwaihir the Windlord, swiftest of the Great Eagles, came unlooked-for to Orthanc; and... he bore me away, before Saruman was aware.'

— Gandalf, *The Fellowship of the Ring*

ATTRIBUTES: Bearing 14 (+4), Nimbleness 14 (+4), Perception 14 (+4), Strength 10 (+2), Vitality 10 (+2), Wits 11 (+2)

REACTIONS: Stamina +3, Swiftess +5, Willpower +3, Wisdom +3

HEALTH: 12

SKILLS: Armed Combat: Natural Weapons +8, Inspire +10, Intimidate (Majesty) +12, Language: Sindarin +3, Language: Westron (Common) +3, Lore: Eagle-lore +9, Observe (Spot) +15, Survival (Mountains) +12

SPECIAL ABILITIES:

BEAK: Gwaihir can strike with his beak, inflicting 2d6+3 damage.

FLIGHT: Gwaihir can fly at a pace of 70 yards per action.

TALONS: Gwaihir can strike with his talons, inflicting 2d6+5 damage.

IN THE NOVEL

The Lord of the Eagles, Gwaihir, is old friends with Gandalf. Long before even the events even in *The*

Hobbit, Gandalf helped the Windlord heal a wound from a poison arrow that would have otherwise laid him low. Then, in TA 2941, When Gandalf, Bilbo, and Thorin's company escaped from the Misty Mountains, they were surrounded by Orcs and wolves. They climbed up trees to escape, but the Orcs set the trees on fire. Just then, the Great Eagles, who had heard the commotion, swooped in and rescued Gandalf and his friends, carrying them off to safety.

Later, the Great Eagles came to the aid of the Free Peoples during the course of the Battle of Five Armies. Because of this, they became friends with the Men of Dale thereafter. Sometime later, Gwaihir became the King of All Birds. At home, he wore a golden crown, and his fifteen chiefs wore collars of gold as well. All this, and more, is told in *The Hobbit*.

Many years later, in TA 3018, Radagast told Gandalf that Saruman was looking for him. Before riding off to Isengard, Gandalf asked Radagast to ask all the birds and beasts—with which Radagast had an affinity—to report back to Orthanc about the wanderings of the Nazgûl. Gwaihir heard this request, and when he had news he went to deliver it personally.

When Gwaihir reached Orthanc, he found Gandalf imprisoned atop the tower and rescued him. As they flew, Gwaihir told Gandalf of the news in the land, including the fact that Gollum had escaped from the King Thranduil's realm in Northern Mirkwood. The Windlord bore

Gandalf to Edoras, the capital of Rohan, before returning to his own people once again, promising to return to help later.

Gwaihir is the swiftest of all birds, even the Great Eagles. He and his people have their nesting grounds in the high northern mountains, from where they can range far and wide. His own home is known as the Great Shelf, from which he rules over the Great Eagles and all other birds. He is large enough to carry off a sheep in his mighty talons—or bear a Man on his back.

The Great Eagles can be cruel enemies, but they are dedicated and loyal to their friends. They care little for the affairs of Elves, Dwarves, and Men, and think even more rarely of Hobbits. However, they are willing to come to the aid of the Free Peoples when the Shadow lengthens over the land once again.

IN THE FILM

Gwaihir has only a small appearance in the film, although it is an important one. Since Radagast the Brown does not appear in the film, Gandalf must contact Gwaihir directly while trapped atop Orthanc. To that end, he captures a moth and orders it to fetch Gwaihir for him.

Later, Saruman visits Gandalf atop Orthanc once again. He offers Gandalf another chance to join him in his betrayal. Gandalf spurns him and leaps from the roof of the great tower. Before he falls far, Gwaihir catches him in midair, and they fly off.

IN THE GAME

Gwaihir spends most of his days on the Great Shelf in the northern part of the Misty Mountains. However, he has been known to stretch his wings to carry himself far and wide, even as far south as Gondor if need be. The birds of the land bring

their news to him, although it is not always as timely as he might wish, as it often has to pass through several different birds before it reaches him.

Gwaihir rarely cares to interfere in the affairs of the Free Peoples unless they are in conflict with the forces of Sauron. In such cases, Gwaihir is happy to offer what help he and his people can provide. Even as lofty as their eyries may be, they know they would not be able to escape the Shadow should Sauron manage to conquer the lands below then.

If the heroes find themselves in a bind while outdoors and fighting against Orcs or worse, any Great Eagle in the area would probably fly to their aid. Most of the time, there is really only a chance of this when the heroes are on the east side of the northern part of the Misty Mountains, but it could theoretically happen further away as well.

Gwaihir and his Great Eagles may help others, but they do not expect to have to rescue foolish people regularly and should never be relied upon to do so. When they do lend a talon, they often do so brusquely, unconcerned with the niceties of the situation, unless one of the heroes happens to be versed in their ways.

ISILDUR

'[A]nd Isildur Elendil's son cut the Ring from Sauron's hand and took it for his own.'

— Gandalf, *The Fellowship of the Ring*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 14 (+4), Nimbleness 12 (+3), Perception 10 (+2), Strength 11 (+2)*, Vitality 12 (+3)*, Wits 10 (+2)

REACTIONS: Stamina +8*, Swiftiness +6, Willpower +6, Wisdom +6

ORDERS: Captain, noble, warrior

ORDER ABILITIES: Air of Command, Battle-Hardened, Deference, Domain (Gondor), Evasion, Fires of Devotion, Hardy, Healing Hands, Hero's Strength, Leadership, Noble Mien, Swift Strike 2, Tactics, Warrior Born

ADVANCEMENTS: 92

SKILLS: Appraise (Weapons) +5, Armed Combat: Blades +12, Debate (Bargain, Negotiate, Parley) +12, Healing (Herbal Remedies, Treat Illness, Treat Wounds) +10, Inquire (Interrogate) +10, Insight +8, Inspire +12, Intimidate (Power) +10, Jump +3, Language: Sindarin +6, Language: Westron (Common) +3, Lore: History (Men) +4, Lore: Race (Men) +4, Lore: Realm (Arnor, Gondor) +4, Observe (Spot) +8, Perform: Tell Stories +10, Persuade (Oratory) +12, Ranged Combat (Bows, Spears) +12, Ride (Horse) +10, Run +6, Sea-craft +3, Search +8, Siegecraft (Unit Leadership) +10, Stealth (Surveill) +8, Survival (Forests) +4, Swim +3, Track (Orcs) +6, Unarmed Combat (Brawling) +10, Weather-sense +4

EDGES: Allies 10 (Elendil, Gil-galad, Anárion, and other rulers in Middle-earth), Armour of Heroes, Bold, Charmed Life, Command 4, Dodge, Eloquent, Faithful (Arnor and Gondor) 5, Favour of Fortune 5, Fell-handed 2 (Orcs), Hoard 10 (Gondor and all its treasures), Indomitable 4, Keen-eyed, Lion-hearted, Night-eyed 1, Quick-draw, Rank 3 (co-ruler of Gondor), Strong-willed, Travel-sense, Valiant, Valour 4, Warrior's Heart 4, Warwise 3, Wary, Weapon Mastery (longsword), Wise 1

FLAWS: Duty (to rule Arnor and Gondor properly), Enemy (Sauron)

HEALTH: 14

COURAGE: 25

RENOUN: 40

GEAR: Arnor and Gondor and all

they hold, chain mail armour, shield, and helm, longsword, longbow, clothes
*: Favoured attribute or reaction

IN THE NOVEL

Isildur does not appear in the novel as a character. Instead, he is a historical figure of great importance.

Isildur was born in Númenor, the elder son of Elendil, a kinsman of the king. When Númenor fell, Isildur and his brother Anárion escaped with their father to Middle-earth. In his youth, Isildur had stolen a fruit of the Nimloth of Númenor, and after he reached Middle-earth, he planted it in what would one day be Gondor, preventing the extinction of the species. The fate of the White Trees and the line of Isildur have been bound together ever since.

Along with his sons, Elendil founded Arnor and Gondor. Isildur and Anárion ruled over Gondor together, in their father's stead, Elendil spending most of his time in Arnor to the north. In time, Elendil was forced to make war against Sauron, alerted to the threat of Mordor by his son. Together they made a pact with the Elves, forming the Last Alliance. Their forces battled those of Sauron in the shadow of the Black Gate and carried the day. Thereafter, they lay siege to Mordor for seven years.

When that time had passed, Sauron opened the gates of Barad-dûr and challenged the forces of Gil-galad and Elendil on the slopes of Mount Doom. Sauron slew the kings of both Men and Elves, but not before they brought him down. While Sauron still lay there, Isildur picked up his father's shattered blade—Narsil—and used the hilt-shard to chop the One Ring from Sauron's hand. The Dark Lord's spirit immediately fled.

At this point, Isildur had the chance to take the One Ring the rest of the way up the side of Mount Doom and cast it in, destroying it and

its foul lord forever. The temptation to wield the Ring's power himself proved too strong for Isildur, however, and he returned to his lands with the Ring in his possession.

Isildur likely would have ridden off to take control of Arnor right away, leaving his brother to rule over Gondor in his stead. But Anárion had been slain in the War of the Last Alliance, so Isildur took two years to teach Anárion's son Meneldil the skills he would need to be able to rule over Gondor in his uncle's stead, just as Isildur and Anárion had governed for Elendil.

On his way to take over the rule of Arnor, Isildur and his party were ambushed by Orcs near the Gladden Fields. The travellers were quickly overwhelmed, and Isildur tried to escape by putting on the Ring and swimming across the River Anduin to safety. As Isildur swam, however, the Ring—which could resize itself at will—

slipped from his finger, and the Orcs on the shore spotted him. They filled him with arrows, and he slipped beneath the river's surface forever.

The Ring itself was lost, whether by accident or its own design, for many centuries, until it was found by an unfortunate Hobbit by the name of Déagol. Déagol's cousin Sméagol murdered him soon after and took the Ring for himself. Eventually Sméagol, who was later known as Gollum, took refuge from the sun's rays far beneath the Misty Mountains. It was many years later that Bilbo Baggins found the Ring near Gollum's lair.

Elendil's direct line still ruled over Arnor for many centuries, however. This lasted until TA 1974, when Angmar and Rhudaur attacked what was left of Arnor and won. The line survived even this defeat, however, and its scions became the

Chieftains of the

Dúnedain, while the remnant of Arthedain's nobility became the Rangers of the North.

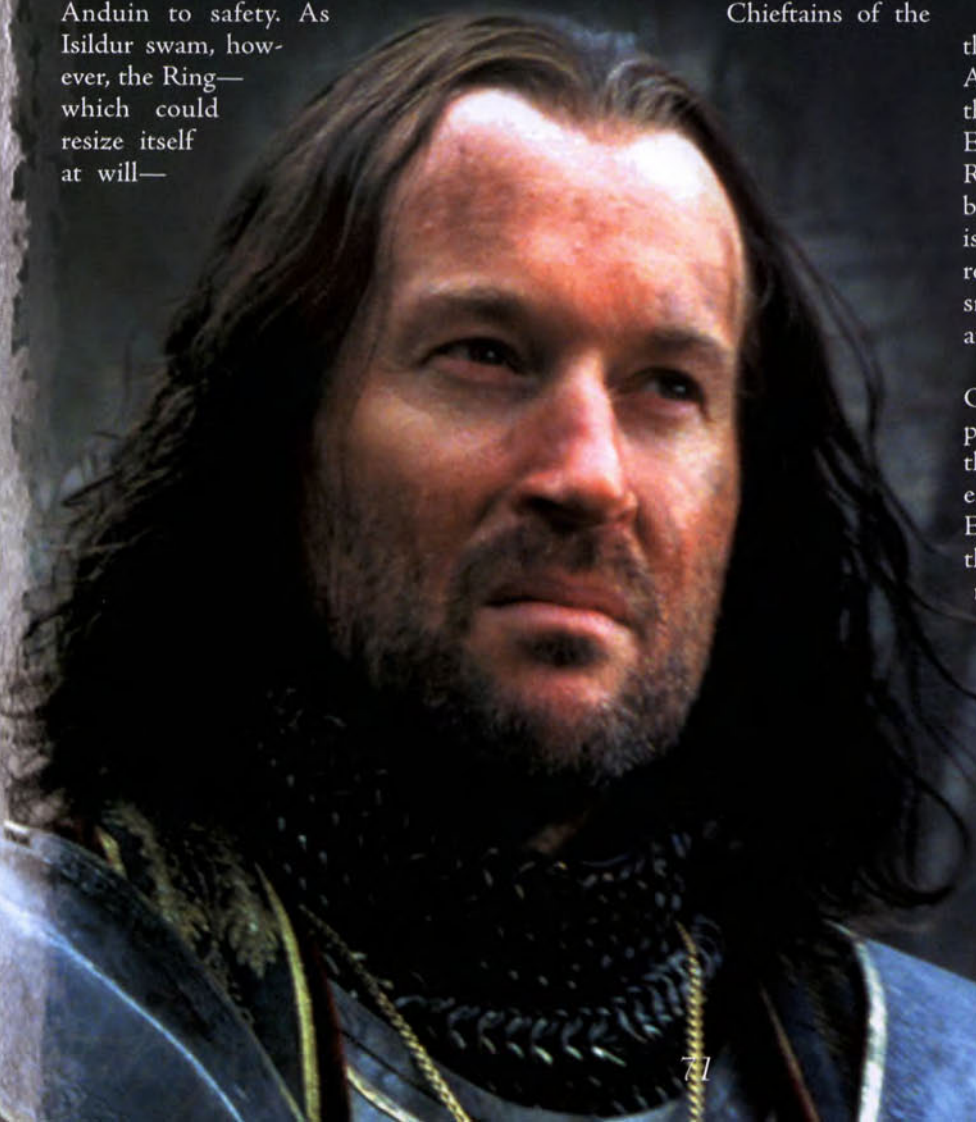
At the time of the War of the Ring, the Chieftain of the Dúnedain is none other than Aragorn, the direct descendant of Elendil and Isildur. It is supposedly Aragorn's destiny to reforge his ancestor's blade—which he has done—and claim his birthright, the kingship of both of Elendil's realms, Arnor and Gondor.

IN THE FILM

Isildur plays a key role in the film. In the prologue, he takes up the hilt-shard of his father's sword—Narsil—after Sauron has slain Elendil and shattered the blade. With a single, desperate blow, Isildur chops the One Ring from Sauron's hand.

Narsil is handed down throughout the ages to the direct heirs of Elendil. At the time of the War of the Ring, the current heir is Aragorn himself. Elendil's blade, however, is kept in Rivendell for safekeeping instead of being carried around by Aragorn, as it is in the novel. There it awaits its reforging at the hands of the Elf-smiths, a deed which remains undone at the end of the film.

Isildur has a chance to destroy the One Ring. Later in the film, Elrond pressures Isildur to do just that, but the heir of Arnor and Gondor refuses, taking the Ring for his own. Elrond is thereafter bitter about it to the present day, assuming that if the ruler of Men at that time could not resist the temptation of the Ring, then all Men must be weak. In this he is later proved right by Boromir's attempt to steal the Ring from Frodo. However, Aragorn proves Elrond wrong by refusing to even consider the Ring when Frodo offers it to him, just before the breaking of the Fellowship. Not all Men, it appears, are so weak—or naïve.





IN THE GAME

Unless your chronicle is set in the late Second Age, there is no chance for your heroes to meet Isildur. However, they can certainly interact with his descendants and hear tales or read accounts of him and his deeds. Isildur's Bane—the One Ring—and the Man's descendants play a large role in the events of the War of the Ring.

While the fate of the One Ring is set down in both the novel and the film, that does not mean that it cannot cause a great furor without even being involved in a situation. From time to time, rumours crop up that the Ring has been found in one place or another. The Wise often need help in tracking the sources of these tales down and verifying their accuracy. With Sauron on the rise in the late Third Age, and with the Nazgûl abroad searching for the Ring, the Wise are in a desperate race with the Dark Lord to see who can discover the Ring's true resting place first. As shown in *The Fellowship of the Ring*, this is a truly vital issue.

The most likely person to hire or ask the heroes to look for the Ring in any particular place is Saruman. Before Saruman reveals his treachery to Gandalf in TA 3018, nearly everyone believes that the leader of the Order of Wizards is one of Sauron's staunchest foes, so there should be no reason for the heroes to believe otherwise. If they find something they erroneously believe to be the One Ring, however, it may not be long before Saruman the White reveals his true colours.



LEGOLAS

'There was also a strange Elf clad in green and brown, Legolas, a messenger from his father, Thranduil, the King of the Elves of Northern Mirkwood.'

— *The Fellowship of the Ring*

RACE: Elf (Sinda)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 9 (+1), Nimbleness 14 (+4)*, Perception 14 (+4), Strength 8 (+1)*, Vitality 12 (+3), Wits 12 (+3)

REACTIONS: Stamina +4*, Swiftiness +7, Willpower +5, Wisdom +4

ORDERS: Warrior, archer

ORDER ABILITIES: Deadly Shot, Far Shot, Favoured Weapon (Longbow, Shortbow), Mighty Shot, Swift Shot, Swift Strike

ADVANCEMENTS: 23

SKILLS: Acrobatics (Balance) +8, Armed Combat: Blades +6, Climb

+8, Insight +6, Jump +7, Language: Quenya +4, Language: Silvan +4, Language: Sindarin +6, Language: Westron (Common) +4, Lore: History (Elves) +5, Lore: Realm (Mirkwood) +6, Observe (Spot) +10, Perform: Sing +4, Ranged Combat: Bows +12, Ride (Horse) +4, Run +7, Search +3, Stealth (Sneak) +10, Survival (Forest) +8

EDGES: Accurate, Armour of Heroes, Dodge, Fair, Keen-eyed, Swift Recovery

FLAWS: Enemy (Orcs)

HEALTH: 13

COURAGE: 5

RENOUN: 5

GEAR: Dagger (long knife), short-bow, arrows, Elf-bow of Lórien (Galadriel gives this to Legolas when he leaves Lórien), clothes

*: Favoured attribute or reaction

IN THE NOVEL

Legolas (Silvan for 'Green-leaf') is the son and heir of Thranduil, the King of the Woodland Realm in Northern Mirkwood. He was presumably part of his father's court when Thorin and Company were captured in Northern Mirkwood and held in Thranduil's dungeons for so long, and he likely fought at the Battle of Five Armies, but he is not mentioned in *The Hobbit*.

When Orcs attacked the Woodland Realm and freed Gollum in TA 3018, Thranduil sent Legolas to bear the news to Elrond and Gandalf. At the Council of Elrond, he told of Gollum's escape, explaining how the creature had tricked his guards into waiting in a dangerous part of the forest until after dark, when the Orcs could attack.

Later, Legolas was selected to represent the Elves in the Company of the Ring. He accepted the honour gladly.

On the Quest of Mount Doom, Legolas was wary of going into Moria, but when the Redhorn Gate proved too hazardous, he went along with the

others. In the early part of the journey, Legolas and Gimli traded jabs with each other constantly, and there was a great deal of tension between the two, reminiscent of the distrust that had formed between their two peoples over the ages. As the two fought by each other's side through Moria, they gained a great deal of mutual respect. When they reached Lórien, their respect grew into admiration and would eventually turn to a deep and lasting friendship.

In Lórien, Legolas was as much a stranger as any in the Fellowship, never having set foot in the wood before. His people had not had contact with the Elves of Lórien for many years. Aragorn, however, had visited there in the past. When they reached Caras Galadon, Legolas spent a great deal of time with the Elves there, and he was so delighted that he insisted on bringing along Gimli to share the experience with him.

Legolas was an accomplished archer. As the Company made for the falls of Rauros, he spotted and felled a flying beast from the sky, perhaps a Hell-hawk bearing a Nazgûl rider. He did this with a single shot.

Legolas wears green and brown clothing, unadorned with jewels, all the better to blend into the wooded lands of his father's kingdom. He carries a bow and quiver, and he keeps a long, white knife tucked into his belt.

Legolas is a proud representative of the Elves, but he is not terribly wise in the ways of the world outside of Mirkwood. There are times when he says something that could be construed as arrogant without actually meaning it. He has a good heart, however, and he is willing and ready to learn. His friendship with Gimli teaches him much, opening his eyes in a way that centuries in Mirkwood never could.

IN THE FILM

Legolas takes part in the Council of Elrond, and he seems to have been called there by Elrond for just that purpose. When Boromir questions Strider's wisdom, Legolas leaps to his aid, revealing Strider to be Aragorn, the heir of Isildur. This implies that the two knew each other before this event and were friends.

Legolas has several chances to

show off his sharpened senses. As the Fellowship struggles through the Redhorn Gate, Legolas actually hears the words of Saruman's weather spell whispered on the wind. Later, when Saruman's Uruk-hai approach, he can feel it.

Legolas is an amazing archer. It is he who fells the Cave-troll in Moria with a hail of arrows. In the battle near the falls of Rauros, he nocks and fires arrows more quickly than the Orcs can swing their swords.

IN THE GAME

Until the War of the Ring, Legolas sees no need to ever leave the Woodland Realm of his father. In his youth,

ELF-BOW OF LÓRIEN

'To Legolas, [Galadriel] gave a bow such as the Galadhrim used, longer and stouter than the bows of Mirkwood, and strung with a string of elf-hair.'

— *The Fellowship of the Ring*

When the Fellowship left Lórien, Galadriel gave to Legolas a better bow than the one he had carried with him from Mirkwood. This heroic longbow grants Legolas a +2 test result bonus to Ranged Combat.

before the death of Smaug, the woods of Mirkwood were dangerous enough that he spent most of his time helping patrol the lands, keeping the borders of the Elven realm safe from the Orcs and other minions of Sauron.

From TA 2491 to TA 3018, Northern Mirkwood was relatively safe and wonderful. Then the Shadow stretched north out of Mordor again, calling the Orcs of the Misty Mountains down through the forest to join the Dark Lord's armies. Mirkwood grew troubled once again, forcing the Elves to step up their patrols of the region.

In the time between, Legolas may have roamed a bit farther and wider than usual, but it's unlikely that he ever strayed from beneath the canopy of Mirkwood itself. Any heroes who find themselves in that region, though, could conceivably encounter Legolas on patrol or simply wandering through the untamed areas. Those that do are sure to find him suspicious of strangers. While the Elves are at peace with the Dwarves and Men in the area since the Battle of Five Armies, there are still plenty of good reasons to be cautious. Should one of the heroes be an Elf, Legolas is far more likely to trust him and the rest of the party, no matter from which part of Middle-earth the Elf might hail.

LURTZ

'Do you know how the orcs first came into being? They were elves once, taken by the dark powers, tortured, and mutilated. A ruined and terrible form of life, now perfected: my fighting Uruk-hai.'

— Saruman,

The Fellowship of the Ring film

RACE: Uruk

RACIAL ABILITIES: Claws (Uruks can do 1 point of damage with their claw-like nails), Tough Skin (counts as 1 point of armour; this adds together with any other armour worn)

ATTRIBUTES: Bearing 8 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 10 (+2)*, Vitality 10 (+2)*, Wits 7 (±0)

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

ORDER: Warrior

ORDER ABILITIES: Evasion, Swift Strike, Warrior Born

ADVANCEMENTS: 5

SKILLS: Armed Combat: Blades +7, Intimidate (Fear) +4, Language: Black Speech +4, Language: Common +2, Language: Orkish (dialect) +5, Lore: Race (Orcs) +4, Observe (Spot) +6, Ranged Combat:

Bows +7, Run +5, Siegecraft (Unit Leadership) +5, Stealth (Sneak) +2, Track (Scent) +1

EDGES: Command, Night-eyed 2, Warrior's Heart

FLAWS: Battle-fury, Fealty (to Sauron, Saruman, or other master), Hatred (Dwarves, Elves)

HEALTH: 12 **COURAGE:** 0

RENOWN: 0

GEAR: Leather armour, shield, Orc-longsword, longbow, Orc-arrows
*: Favoured attributes or reaction

IN THE NOVEL

Lurtz does not appear in the novel at all.

IN THE FILM

Lurtz is the Uruk that Saruman first raises from the breeding pits beneath Isengard. He stands over 7 feet tall and bears a savage demeanour, with reddish-black skin, long, black hair and brownish, fanged teeth. He wears a white handprint across his face, the mark of his master: Saruman.

Once Lurtz is ready, Saruman orders him and the other Uruk-hai to hunt down the Fellowship. They are to capture the Hobbits and kill the rest. They should then bring the Hobbits back to Isengard.

Lurtz and the Uruks with him catch up with the Fellowship just after Boromir tries to take the Ring from Frodo. While Frodo and Sam escape across the River, the Uruk-hai battle the others. Lurtz personally kills Boromir while

the other Uruks carry off Merry and Pippin.

Responding to Boromir's sounding of the Horn of Gondor, Aragorn finds Lurtz and attacks. The two have a vicious battle, but Aragorn eventually kills Lurtz.

Lurtz is large and brutal, even for an Uruk. He rules over his fellows by cruelty and force. He respects Saruman, however, and does not even consider moving against the Wizard. He is content to boss around those under him, which gives him great pleasure.

Lurtz is a savage warrior, and few can stand against him. He favours the bow when possible, as he is smart enough to want to shoot a sword-wielder before the foe can even reach him. At need, however, he is comfortable using a blade in closer quarters, or whatever other weapon might be at hand.

IN THE GAME

Chances that the heroes might encounter Lurtz himself are pretty slim. They would have to be passing between Isengard and the falls of Rauros at the same time as Lurtz and his fellow Uruks.

However, there are certainly many other similar Uruk-hai in Saruman's army. He is breeding them in Isengard as quickly as he can. Use the above statistics for Lurtz whenever the situation calls for a leader of the Uruk-hai.

SARUMAN THE WHITE

'He is the chief of my order and the head of the Council. His knowledge is deep, but his pride has grown with it, and he takes ill any meddling.'

— Gandalf, *The Fellowship of the Ring*

RACE: From across the Sea.

RACIAL ABILITIES: Agelessness (He suffers no effects from illness or aging, though he appears to age at a very slow rate.)

ATTRIBUTES: Bearing 16 (+5), Nimbleness 12 (+3)*, Perception 14 (+4), Strength 8 (+1), Vitality 10 (+2), Wits 16 (+5)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +8*, Wisdom +5

ORDERS: Magician, wizard

ORDER ABILITIES: Spellcasting 10, Cross-order Skill (Smithcraft), Final Strike, Imposing, Mastery of Magic, Sanctum (Isengard), Sense Power, Staff, Wizard's Heart

ADVANCEMENTS: 41

SPELLS: *Animal Messenger, Bane-spell, Beast Speech, Beast Summoning, Blade Preservation, Break Binding, Command, Crafting-spell, Create Light (2 picks), Display of Power, Enslave Beast, Evoke Awe, Farspeaking, Guarding-spell, Imitation-spell, Kindle Fire, Lightning, Mind-speech (ability), Opening-spell, Quench Fire, Resist Fear, Shadows and Phantoms, Shatter, Shutting-spell, Slumber, Spellbinding, Spoken Thoughts (ability), Sundering, Veil, Victory-spell, Voice of Suasion (ability), Voice of Command, Wizard's Guise, Wizard's Hand, Word of Command*

SKILLS: Appraise (Gems) +3, Conceal (Hide Weapon) +2, Craft: Jewellerymaking +6, Craft: Wheels and Gears +6, Debate (Negotiate, Parley) +12, Guise +4, Healing (Treat Wounds) +3, Inquire (Interrogate) +4, Insight +8, Intimidate (Power) +10, Language: Easterling +3, Language: Southron +2, Language: Quenya +8, Language: Sindarin +8, Language: Westron (Common) +8, Lore: History (Elves, Men) +10, Lore: Magic +10, Lore: Rings of Power +10, Observe (Spot) +8, Persuade (Charm, Fast Talk, Oratory) +12, Search +6, Siegecraft (Blasting-fire) +1, Smithcraft (Weaponsmith) +10, Stonecraft (Building) +3

EDGES: Craftmaster, Fair, Foresighted, Friends (his network of spies), Hoard 5, Honey-tongued, Strong-willed, Wise

FLAWS: Arrogant, Grasping, Hatred (Gandalf), Oath (to perform his mission for the Valar; foresworn), Proud

HEALTH: 12

COURAGE: 6

RENOWN: 23

*: Favoured attribute or reaction

IN THE NOVEL

Chief of the Order of Wizards—and said by many to be its most powerful member—Saruman the White was the first of the Five Wizards to arrive in Middle-earth, around TA 1000. During his early years in Middle-earth, he travelled extensively, even into the wide East, and earned the friendship of the Lords of Gondor, whose lore he studied. In those days, the Elves called him 'Curunir' (Sindarin for 'Man of Skill').

So great was his power and wisdom and the respect in which he was held that he was made the head of the White Council when it formed in TA 2463. In return for Saruman's efforts on behalf of the Free Peoples, Steward Beren of Gondor granted him control of Isengard in TA 2759. From that time Saruman dwelt there exclusively, ceasing most of his travels.

Throughout his travels and his studies, Saruman hunted for the one thing he prized most: the One Ring. He never did find it, but he had managed to track down its last-known location to the site of Isildur's death, in the Anduin near the Gladden Fields. He told the others of the White Council that the Ring had been swept downriver and into the Sea, but this was a lie. He knew—or at least hoped—otherwise, and he searched there for it often.

THE FELLOWSHIP OF THE RING SOURCEBOOK

However, Saruman's pleasant speech and seemingly wise counsels concealed the fact that he lusted for power and wished to make himself a lord over Middle-earth. In this, he was driven in part by a rivalry with Gandalf, whom he perceived as having more respect than himself, and in part by his own grasping, arrogant nature. He requested permission to settle in Isengard not to help Gondor, but to avail himself of its *palantír*, and his policy within the White Council was secretly designed to hinder its aims and support his own. He long counselled against moving to oppose Sauron, only reluctantly agreeing to do so when there seemed to be no other choice.

Saruman studied sorcery, ostensibly so that he could learn more of the Dark Lord's ways that the White Council could be better prepared against him. Instead, Saruman was preparing to use these dark powers for his own evil ends, while disguising his intent from his fellows.

In 2941, Saruman, who had long delayed and argued against such an action, agreed that the White Council should mount an attack on Dol Guldur. He did so to prevent Sauron's forces from searching the Anduin for the Ring, neither of them realizing the Ring was long since gone.

In TA 2953, Saruman began fortifying Isengard and quietly called to himself a great force of Orcs, Uruks, and Dunlendings. These forces bore the stamp of the White Hand, Saruman's notorious emblem. With these soldiers he hoped, when the time came, to defeat Rohan—whose king he was weakening through his agent Grima—and make himself a rival or ally of Sauron. At the same time, he began spying on Gandalf and discovered his interest in the Shire. Because of that, he starts keeping agents in Bree and the Southfarthing of the Shire.

Around TA 3000, the Dark Lord trapped Saruman while he made use of the *palantír*. From that moment on,

Saruman was Sauron's declared ally, although he kept this secret from the Free Peoples as long as he could. Even so, Saruman strove harder than ever to find the One Ring, in the hopes that he could use it to overthrow his purported master.

Saruman's greatest power was his voice. The very sound of his speaking was enough to delight even his enemies. Only the most wise and powerful could resist the spell of Saruman's words, and even they would give pause before his melodious voice.

Like all of the Five Wizards, Saruman resembles a Man, though he is in fact from across the Sea. He has a long face with a high forehead and deep, dark eyes that quickly reflect his anger, scorn, or supposed benevolence and tolerance. He has white hair and a white beard, though with strands of black about the lips and ears. Until he revealed himself openly to Gandalf in TA 3019, he wore robes of white, and so was known as Saruman the White. Thereafter he wore robes that changed colour as he moved, and he had a ring on his hand, one of his own making. He then called himself Saruman of Many Colours.

After revealing his true nature to Gandalf, Saruman offered the Wizard a chance to join him in an alliance with Sauron. When Gandalf refuses, Saruman imprisons him atop Orthanc. Later, Gwaihir the Windlord rescues Gandalf, bearing him away from Isengard—for now.

IN THE FILM

Saruman plays a much more active role in the film. When Gandalf goes to Isengard for advice early in the tale, he tells the Wizard that the Ring is in the Shire, something he never actually admits in the book, being more than a bit suspicious of Saruman.

After this, Saruman reveals that he has been using the *palantír* and knows that the Black Riders are abroad and have entered the Shire. Gandalf

makes to leave to rescue Frodo, but Saruman stops him and offers him a chance to join him as an ally of Sauron. Gandalf refuses, and the two use their staffs to hurl each other about the room. Eventually Saruman carries the day and imprisons Gandalf atop Orthanc.

Later, Saruman contacts Sauron with the *palantír*. He is ordered to build Sauron an army, which he begins work on immediately. From his vantage atop Orthanc, Gandalf witnesses the destruction of the gardens of Isengard as the place is turned into a factory of arms and armour and even a breeding ground for the Uruk-hai.

Even later, Saruman visits Gandalf atop Orthanc and offers him a second chance to join him. Gandalf refuses and leaps off of the roof. Gwaihir catches him and bears him away.

Saruman sends out *crebain*, flocks of evil crows, to hunt for the Fellowship. When the dark-hearted birds spot the Fellowship trying to cross the Misty Mountains by way of the Redhorn Gate, Saruman sends a winter storm to bury them and block the pass. Gandalf tries to counter the spell but cannot.

When the Fellowship finally emerges from Lórien, Saruman sends his freshly made Uruks after them. The Uruks have orders to capture the Hobbits in the group and kill the rest.

In the film, Gandalf trusts Saruman far more than he does in the novel. Worse yet, Saruman takes a far more active role in keeping the Fellowship from getting to Mordor. This makes him even more villainous than ever.

IN THE GAME

While Saruman spends most of his time sequestered in Orthanc, his influences are felt far and wide, both for good and for ill. It's possible that the heroes may encounter either him or his minions if they wander anywhere near the Gap of Rohan.

SARUMAN'S RING

'But I rode to the foot of Orthanc, and came to the stair of Saruman and there he met me and led me up to his high chamber. He wore a ring on his finger.'
— Gandalf, *The Fellowship of the Ring*

Saruman wears a minor ring that he has fashioned himself. All such rings have a similar hold on their bearer to the one exerted by the One Ring. Any mortal bearing such a ring must make a TN 20 Willpower test to be rid of it or subject it to harm. He must make a TN 5 Willpower test to avoid striking or fleeing from anyone who asks to see it or hold it.

If a minor ring is taken from a mortal by force, he must make a TN 15 Willpower test or be driven mad by desire for it. Immortal creatures—such as Elves and members of the Order of Wizards—ignore these effects. Saruman's ring is made of white gold, encrusted with diamond dust that glitters with many colours. He who wears it is granted the edge Command 3. However, the edge only applies to Orcs and Uruks. Such creatures instantly recognize anyone wearing Saruman's ring as a leader of their kind, no matter what their race may be. It does not help the wearer to command such minions well, but they are certain to listen to his words and treat him with some measure of respect.

SARUMAN'S STAFF

'But Saruman for a while was beside himself with wrath. He leaned over the rail as if he would smite the King with his staff.'
— *The Two Towers*

Like each of the Wizards, Saruman has fashioned a staff to act as a focus of his power. His is made of a thick length of hardwood stained a solid black. Each staff is uniquely attuned to the Wizard who made it, and it can only be fully wielded by that individual.

Saruman's staff during the course of *The Fellowship of the Ring* has the following powers:

DEFENCE: In combat, Saruman's staff counts as a large shield. In addition, he can make one free parry attempt per round with it.

SMITING: When Saruman strikes a foe with his staff, he ignores two points of armour and deals 2d6+4 damage.

STRENGTH OF THE STAFF: When recovering Weariness Levels, Saruman reduces the time needed by half. He can use his staff to recover a total of three Weariness Levels in this manner per day.

WIZARD'S ENDURANCE: Once per day, Saruman may lean on his staff and ignore the effects of his Weariness Levels for one action. Any additional levels he incurs due to his action immediately add to his current level of fatigue after he completes his action.

Unwary heroes that venture near to Isengard may find themselves pursued by patrols of Orcs or even Uruks. Before the War of the Ring, these creatures pretend to be working on their own, and Saruman denies knowing much of them, clucking his tongue at how dangerous it has become to be abroad in these dark days. However, after Saruman's treachery is finally revealed, these openly wear the mark of the White Hand, an icon designed to terrify all who see it, for it represents the greatest betrayal of the age.

Before Saruman is unmasked, however, most people consider him to be one of the greatest friends of the Free Peoples in Middle-earth. He would certainly use this to his advantage at every turn. Those heroes who petition for his help or simply stop by to visit would find him a welcoming host, but he always begs a small task from them in exchange for his wisdom and hospitality. This is often something related to his search for the Ring, although the heroes would be hard pressed to realize this, as Saruman is subtle in his machinations.

Some heroes may find that they have been tricked into performing some great evil in Saruman's name. If they confront the Wizard, he apologizes and offers soothing words to balm their battered consciences. He assures them that he had no idea that events would turn so badly, and they can hardly blame him or themselves for that. Then, if they permit him to do so, he turns around and sets another task before them, one that would theoretically allow them to redeem themselves but which is more likely to end in either more misery for the heroes, or in their death.

SAURON, THE DARK LORD

'The Enemy still lacks one thing to give him strength and knowledge to beat down all resistance. . . and cover all the lands in a second darkness. He lacks the One Ring.'

— Gandalf, *The Fellowship of the Ring*

IN THE NOVEL

The self-styled Lord of the Rings, Sauron is evil given form. He plans to not only conquer all of Middle-earth but conceivably has the power to do so.

During the First Age, Sauron was a servant of Morgoth, the Great Enemy, and he was defeated along with his master at the end of that era. In the Second Age, Sauron returned to Middle-earth and found refuge in Mordor, where he built his stronghold, Barad-dûr. During this time, he corrupted many Men and Elves with his deceit.



About SA 1500, Sauron—in disguise—worked with Celebrimbor to forge many of the Rings of Power. He then created the One Ring to control them all, pouring a large portion of his own power into the Ring as he did so. The Three were unstained by his efforts, but the Seven and the Nine fell under his sway.

Frustrated by his lack of power over the Elves, Sauron sought to subjugate them by force. The War of the Elves and Sauron went badly for the Dark Lord, and he was defeated and

driven back into Mordor by Gil-galad and a Númenórean navy allied with the Elf-lord.

Sauron then began to gather Orcs and other fell beasts into his service. He declared himself King of Men, but Ar-Pharazôn sailed to Middle-earth from Númenor and laid that claim to rest. The Númenórean leader brought Sauron back home with him. Once there, Sauron corrupted Ar-Pharazôn with his evil words, leading to the destruction of Númenor. Sauron's body was destroyed in the downfall of Westernesse, and forever after he was unable to assume a fair form. His spirit returned to Mordor, where he adopted the terrifying shape of a man with burning, blackened skin.

At about the same time, Elendil and his sons escaped from Númenor to Middle-earth and established the kingdoms of Arnor and Gondor. In SA 3429, Sauron attacked Gondor and captured Minas Ithil, which later became Minas Morgul. Isildur fled to Arnor to join with Elendil, while his brother Anárion defended Minas Anor (later Minis Tirith) and Osgiliath. In SA 3434, the Last Alliance of Men and Elves defeated Sauron's forces in the Battle of

Dagorlad, directly outside of Mordor, and laid siege to the place. In SA 3441, Gil-galad and Elendil

defeated Sauron but were slain in the process. Isildur cut the One Ring from Sauron's hand, but refused to destroy the Ring, allowing the Dark Lord's spirit to escape once again.

In TA 1000 or so, Sauron resurfaced in disguise once again, this time as the Necromancer of Dol Guldur. Through his servants, particularly the Nazgûl, he established Angmar and stirred up the Easterlings and Haradrim against Gondor. Over the long course of years, his policies succeeded. Arnor was destroyed, and Gondor weakened.

When the White Council drove Sauron from Dol Guldur in TA 2941, he returned to Mordor, and began actively preparing for war. Though he still lacked the One Ring, as long as it existed he remained powerful enough to subjugate the West. With it, his power would be absolute, and he and his minions hunted for it tirelessly.

The Wise in attendance at the Council of Elrond realized that the only way to defeat Sauron would be to destroy the One Ring in the fires of Mount Doom, in which it was forged. Frodo Baggins led the Company of the Ring out of Rivendell with just that objective in mind.

Sauron never interacts directly with the heroes in the novel. Elrond's account of the end of the Second Age features the only real glimpses of the Dark Lord. Otherwise, Sauron is only depicted as a great, lidless eye that Frodo sees in the Mirror of Galadriel and when sitting on the Seat of Seeing atop Amon Hen, just before the breaking of the Fellowship.

IN THE FILM

In the prologue, Sauron actually stands against the Last Alliance of Men and Elves in mortal combat on the slopes of Mount Doom. He kills both Gil-galad and Elendil, and he shatters the blade Narsil beneath his booted heel. However, he is undone by Isildur, who manages to cut the

One Ring from Sauron's hand. Once this happens, Sauron's spirit flees, and his body is consumed by light and crumbles to ash.

Throughout the rest of the film, Sauron is a distant, mysterious figure, moving his minions about like pieces on a chessboard. He is never seen as a body—only as a lidless eye. This eye watches Frodo whenever he is foolish enough to put on the Ring, and it appears before Saruman when he uses the *palantír*.

IN THE GAME

No statistics are given for Sauron, as there are none who can stand before him. At the time of the War of the Ring, he may not even have a body to be attacked, and if he did he would

certainly not risk exposing it to harm.

Sauron is a foe not even the greatest heroes can hope to battle. If the heroes oppose him directly or are captured and brought before him, they are lost. Sauron can kill them with a wave of his hands, or lay bare their minds to his probing Eye, and they cannot stop him. Only indirectly—through defeating and destroying his servants, or destroying the Ring—can anyone in Middle-earth hope to cast Sauron down.

Sauron represents the corrupting influence of unbridled power. He is what all others who wield power fear they might become. This is the reason that every one of the Wise whom Frodo meets refuses to take the Ring from him. If they were to take it, they could certainly destroy Sauron, but in doing so they would take his place, much in the way that he replaced Morgoth in ancient days.

While the heroes may never meet Sauron, they can certainly feel his influence, both directly and indirectly. The corrupting influence of sorcery has become almost synonymous with Sauron, for instance, and his minions can be found roaming the lands of Middle-earth with impunity these days.

Sauron's corruption has none of the subtlety of that of Saruman. Whereas Saruman treads carefully, poisoning stalwart minds with his words, the Dark Lord simply crushes his foes and takes what he wishes. There are none who can stand against his direct might.

PEREGRIN 'PIPPIN' TOOK

'Fool of a Took! ... Throw yourself in next time, and then you will be no further nuisance. Now be quiet!'

— Gandalf, *The Fellowship of the Ring*

RACE: Hobbit (Fallohide)

RACIAL ABILITIES: Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-roots

ATTRIBUTES: Bearing 5 (+0), Nimbleness 6 (+0)*, Perception 5 (+0), Strength 5 (+0)*, Vitality 6 (+0), Wits 5 (+0)

REACTIONS: Stamina +1*, Swiftmess +0, Willpower +0, Wisdom +0

ORDER: Warrior

ORDER ABILITIES: Evasion

ADVANCEMENTS: 1

SKILLS: Armed Combat: Blades +2, Craft: Cooking +4, Games (Wrestling) +4, Intimidate (Majesty) +1, Language: Westron (Common, Hobbit dialect) +5, Lore: History (Hobbits) +4, Observe (Spot) +4, Ranged Combat: Thrown Weapons +4, Ride (Pony) +2, Stealth (Sneak) +3

FLAWS: Curious

FLAWS: Enemies (servants of Sauron)

HEALTH: 6

COURAGE: 5

RENOUN: 2

GEAR: Dagger, clothes, pipe, and pipeweed.

*: Favoured attribute or reaction

IN THE NOVEL

Peregrin 'Pippin' Took was born in TA 2990 to Paladin Took and Eglantine Banks. As the son of the Thain, Pippin was heir to the rulership of the Shire.

As a child, Pippin enjoyed listening to stories of the lands beyond the Shire, told by his cousin Bilbo. (Bilbo's mother was sister to Pippin's great-grandfather Hildigrim Took. Hildigrim's wife was also first cousin to Bilbo's father Bungo Baggins. This makes Bilbo and Pippin both first cousins twice removed and second cousins twice removed.)

Puttering around Bag End, Pippin became great friends with his older cousin Frodo Baggins, who had lived there with Bilbo since the year before Pippin was born. (Frodo is Pippin's second cousin once removed on Frodo's mother's side.)



Pippin was a nearly inseparable friend of his first cousin, Merry Brandybuck. Although Merry was eight years older than Pippin, the two spent a great deal of time together from their childhood on. While the pair were full of the exuberance and incaution of youth (and their Fallohide heritage), Pippin was far and away the more reckless of the two. He was merely 28 years old when they set out with Frodo for Rivendell. Despite the fact that Pippin was in line to become the Thain of the Shire, he was squarely in his irresponsible tweens during the War of the Ring, as Hobbits do not come of age until they reach 33 years of age.

When Frodo was ready to leave Bag End and move to Crickhollow, Pippin was happy to lend a hand. While Merry and Fatty Bolger went on ahead to unpack though, Pippin stayed behind to hike the distance alongside Frodo and Sam Gamgee.

Of the four Hobbits that left the Shire for Rivendell, Pippin was the least mature, and this haunted him several times throughout the War of

the Ring. While in Moria, for instance, he was unable to resist the temptation to toss a pebble down a well, and in doing so he may have alerted the Orcs of Moria that there were intruders moving through the darkness. This so angered Gandalf that he told Pippin to throw himself down the well next time and save the rest of them the trouble he seemed to carry around with him.

While he could certainly have turned home from Rivendell, Pippin (along with Merry) insisted on going along with Frodo to destroy the Ring. This was an act of great bravery and friendship at which many in Rivendell marvelled. It was earnestly made, and Pippin stuck by Frodo right up until Frodo stole away from the Company to make the journey into Mordor alone.

While still on the road to Mordor, Merry and Pippin both struck up a friendship with Boromir, who favoured them as he would cheerful boys.

When Pippin discovered that Frodo had disappeared near the falls of Rauros, he and Merry charged off into the woods to look for him, heedless of the danger to themselves, as Saruman's Uruk-hai were about to attack. Boromir chased after them to protect them— to his own doom.

IN THE FILM

Merry and Pippin are inseparable companions, both of them rascals who are forever getting into trouble. At Bilbo's eleventh birthday party, they steal some of his fireworks and light them off inside a tent, obviously not thinking much about what the results might be. They happen across Frodo leaving the Shire by sheer happenstance, racing away from Farmer Maggot, who is chasing after them for stealing from his fields.

Despite this, Pippin is still a stalwart friend to Frodo, and he refuses to abandon him at any point. He and

Merry spy on the Council of Elrond, and when they hear that Frodo is taking the Ring to Mordor they leap up and insist on coming along.

Pippin often plays the reckless fool throughout the film. When in the Tomb of Balin in Moria, he picks at the corpse of a dead Dwarf, accidentally knocking it down a well. The noise this makes alerts the Orcs of Moria to the presence of the Fellowship, and the Orcs, a Cave-troll, and even the Balrog attack soon after. It's possible that the heroes would have been discovered eventually either way, but Pippin practically sounded the alarm.

At the end of the film, the Uruks capture Merry and Pippin after slaying Boromir. The foul creatures leave to haul their prisoners back to Saruman, and the viewer must wait to learn of their fate.

IN THE GAME

Pippin is the one Hobbit member of the Fellowship who is most likely to take up any dare put before him. While he appears to be a full-grown Hobbit, he has not the years to go with his looks. The folly of his youth is apparent in many of the things he does.

Pippin is willing to trust just about anyone whose looks he likes. He is a stalwart friend, literally willing to go to Mount Doom to help out a boon companion in need. There is little that could deter him from doing what he thinks is the right thing.

Despite this, Pippin often finds himself doing the wrong thing, although never out of malice and even more rarely with forethought. His curiosity simply gets the better of him more often than not. Often, he finds Merry alongside him as he leads the two of them into trouble, but the resourceful and clever pair always seem to find a way out.

Pippin loves to hear of the world outside the Shire, and he is happy to

bring visitors back to the Great Smials, his family home in Tookland, a hilly part of the Shire named for his family. He makes sure they are treated like royalty there, and there are few better hosts.

Pippin takes great relish in the long-standing reputation that Took have for being brave and outlandish. In his opinion, there's no better way to be,





'The world is indeed full of peril, and in it there are many dark places; but still there is much that is fair. . . .'

— *Haldir, The Fellowship of the Ring*



While the heroes of *The Fellowship of the Ring* may be among the most memorable in film or literature, the very landscape of Middle-earth plays a large and vital role in the story as well. The flight to Rivendell would be dull if it was simply a chase down a straight road. The Quest of Mount Doom would be nothing without the challenges of the Redhorn Gate and the fateful decision to try the path through Moria instead.

This chapter features descriptions of the most vital of these locations featured in *The Fellowship of the Ring*, from Bag End all the way to Amon Hen. Each section gives details about a particular place and the people or creatures who live there. It also provides a number of adventure seeds for use in your chronicle. The Narrator should pick and choose from them as she wishes, applying them to the chronicle as best suits its needs.

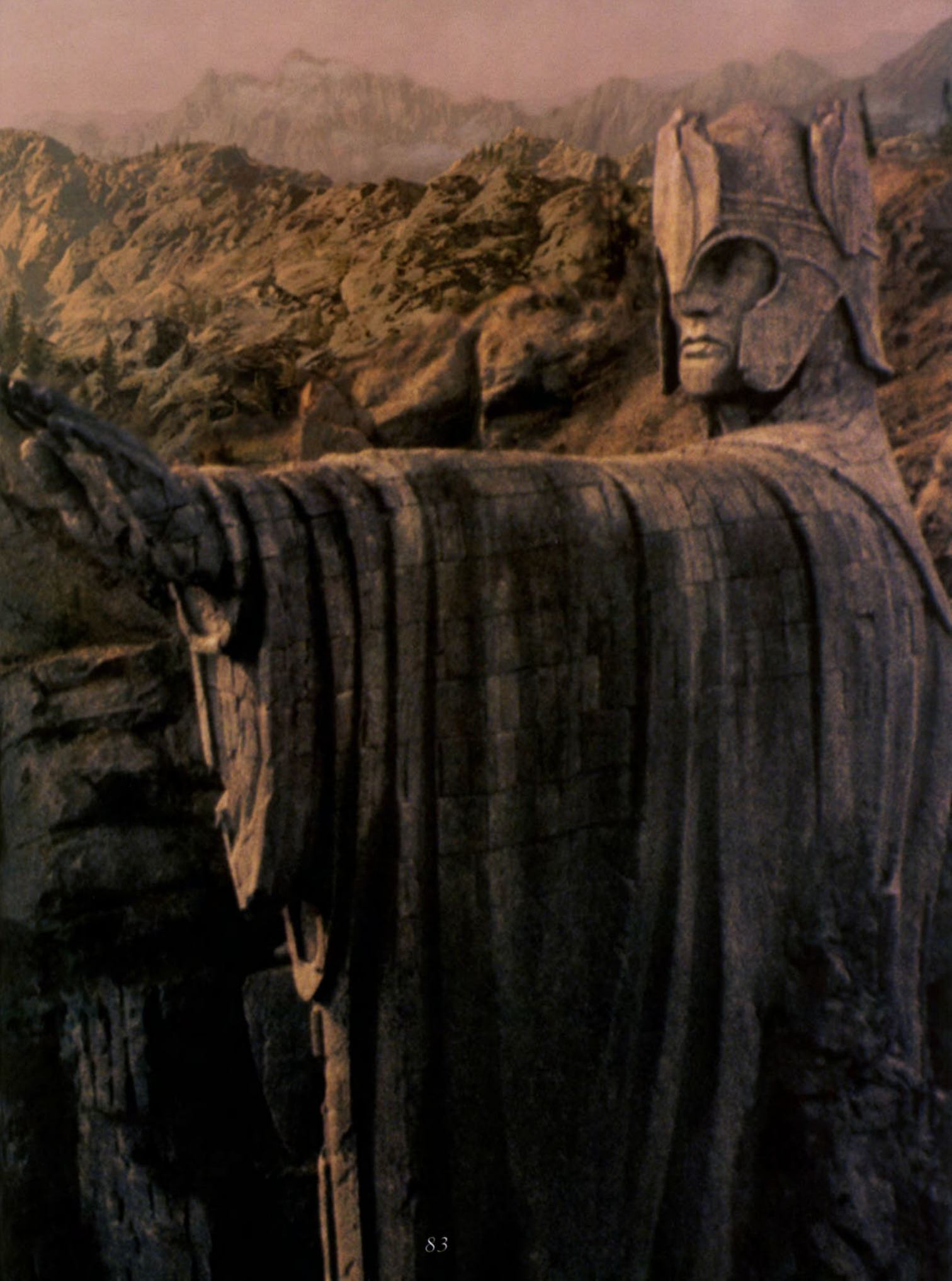


THE ARGONATH AND THE FALLS OF RAUROS

*'Behold the Argonath,
the Pillars of the Kings!'*

— *Aragorn, The Fellowship of the Ring*

The breaking of the Fellowship took place in a spot at which its members of the Company were going to have to decide which direction they would travel. Some, especially Boromir, wished to follow the River Anduin south past the falls of Rauros, straight to Minas Tirith, the capital of Gondor. Others, notably Frodo, were determined to head directly for Mordor by crossing Emyn Muil on foot.



ARGONATH



OVERVIEW

This part of the Company's journey really began at Sarn Gebir (Sindarin for 'Stone Spikes'), the rapids on the Anduin around which the heroes had to portage. A path had been built around the rapids on the river's west bank, specifically to give such travellers a means of traversing this dangerous spot.

From there, the heroes managed to paddle downriver to the Argonath (Sindarin for 'Stones of the Kings'), the walls of the land around the river rising to form a chasm through which the waters flowed. The Argonath are two massive statues that frame the mouth of the Anduin as it spills out of the chasm and into the long, wide waters of Nen Hithoel (Sindarin for 'Lake Mistmere'), in the heart of Eryn Muil.

The two statues are of Isildur and Anárion, the two sons of Elendil who ruled over Gondor in his stead. They were carved out of the cliff-faces of the chasm in TA 1250 or so to mark Gondor's northern borders. When Aragorn sees them while paddling down the river, he is gazing upon the images of his direct ancestor (Isildur) and his brother (Anárion). The statues are as tall as the cliff faces themselves, likely 200 feet or more. In each, the left hand is extended, palm open, to ward off invaders. In their right hands, each of the statues holds a massive axe, just the tool to enforce such a warning with.

THE HILLS OF NEN HITHOEL

Once a traveller passes between the two massive statues, the waters open up, the walls of the chasm fall away, and the lake of Nen Hithoel forms. The far end of the lake is defined by three hills that frame the Anduin as it begins again, just before it tumbles over Rauros, another 100 feet into the river below.

The western hill is known as Amon Hen (Sindarin for 'Hill of the Eye'). The king of Gondor built a throne atop this hill many years ago, a place known as the Seat of Seeing. Any who sit in the throne suddenly find they have the ability of *Farseeing* with a range of 750 miles. This is similar to the power granted by a *palantír*, but it is rooted to the spot and cannot be moved. Also, it provides the watcher only with images. No sound is included.

The eastern hill is nearly the mirror image of its western cousin. Atop Amon Lhaw (Sindarin for 'Hill of Ears'), the kings of Gondor built a second throne: the Seat of Hearing. Any who sit here are granted the power of *Farhearing* with a range of 750 miles. This works just like the *Farseeing* power of Amon Hen, but it only allows the user to hear things far away rather than seeing them.

The third hill is Tol Brandir (Sindarin for 'Isle of the Lofty Spire'), a sheer-faced island set directly in the end of the Nen Hithoel, right before the Anduin tumbles over the Rauros. Legend has it that this particular island has never played host to folk or beast, mostly because few are foolish enough to brave getting so close to the falls of Rauros.

The land around Nen Hithoel is known as Eryn Muil. It is a rough and wooded region, filled with hills, clefts, and valleys. When Frodo goes off to think before the breaking of the Fellowship, he wanders alone in these woods. It is here that Boromir finds

him, as well, and where his friends hunt for him thereafter.

At the time, the Company is worried about the Orcs of Sauron that have been harassing them from the eastern banks of the Anduin. They are unaware that Saruman's Uruks are charging through Eryn Muil to attack them on the west bank too.

THE FALLS OF RAUROS

Rauros (Sindarin for 'Roaring Foam') is a wide, tall waterfall that the Anduin cascades over soon after leaving Nen Hithoel. The cataract stands around 100 feet tall, making it too perilous to traverse by any means. However, the kings of Gondor long ago built the North Stair into the face of the cliff over which the falls of Rauros spill.

The North Stair is a narrow but stable path down which hardy travellers can portage with their boats. Cut into the wall on the western side of Rauros, it is often slick from the mist that rises up from the falls, requiring an Acrobatics (Balance) check (TN 10) whenever a character wishes to do anything requiring sudden movements, such as those involved in combat.

The North Stair lets out near the foot of Rauros and continues on a few dozen yards past. This allows travellers to put in their boats once again without fear of being swamped by the violence of the falls.



A dark, atmospheric photograph of a small boat on a body of water at night. The boat is positioned in the lower left, with a person visible inside. The background is dominated by a large, craggy rock formation that rises steeply from the water. The water is dark and reflects some light, while the sky is black. The overall mood is mysterious and ominous.

ADVENTURE HOOKS

While Nen Hithoel is not well travelled in these dark days, it is a natural spot for those travelling down the Anduin to stop and rest for a bit. The lure of Amon Hen and Amon Lhaw alone is often enough for curious folk to pause a bit. Here are three adventure seeds for the location that might fuel your imagination. The suggested length of the adventure is shown in

parentheses after its title.

THE DANGER IN THE LAKE: (short) In preparation for his assault on Gondor, Sauron has placed a kraken in the lake. For this, use the statistics for the Watcher in the Water given in the Moria section. This beast only rouses itself rarely, but when it does it can be a lethal foe.

Anytime there is a disturbance in the lake—which would include arrows or people falling into it,

although not a boat crossing it—there is a 1 in 6 chance that the kraken hears it and is curious enough to investigate. It attacks with its tentacles, hoping to drag victims down into the depths where it can drown them and then devour them.

A LITTLE KNOWLEDGE: (medium) A trip to Amon Lhaw would only seem to involve crossing the lake, a simple enough task, but the eastern shore is patrolled by Sauron's forces.

ELVEN-BOATS

'These boats are light-built, and they are crafty and unlike the boats of other folk. They will not sink, lade them as you will; but they are wayward if mishandled.'

— Elves of Lórien, The Fellowship of the Ring

To speed the Company on its way, Celeborn gives its members three boats made by his people. These are small craft fashioned of a greyish wood. They can carry twice the weight of any other boat of like size without foundering, yet are so light that two Hobbits can easily carry one across level ground. They could each hold up to three Men or Elves, giving the eight surviving members of the Fellowship plenty of room for themselves and their cargo.

The boats come with 'short-handled paddles that had broad leaf-shaped blades.' The craft are so easy to handle that they provide a +1 bonus to Sea-craft (Boating) tests. However, they can be tricky and dangerous in the hands of unskilled pilots. Anytime a character in one fails a Sea-craft (Boating) test, he automatically suffers one extra degree of failure.

They often like to come up to Amon Lhaw and listen to the words of the wider world, although they understand them not. To get to this place, the heroes are sure to have to fight off a number of Orcs, perhaps enough that they might only have a short time in the Seat of Hearing before they have to leave.

RETAKE THE LAKE: (long) Denethor of Gondor is troubled by reports of Orcs and other fell beasts

running rampant around Nen Hithoel. He is concerned that Sauron might decide to launch a ferry to transport troops across the Anduin via the relatively placid waters of the lake. The creatures could then run back down the west side of the river and invade Minas Tirith from the north.

While this theory is a bit of a stretch, Denethor is a paranoid man, and it holds weight in his mind. He

asks the heroes to investigate for him and either send back for help to repel such an invasion or to handle any smaller threats as best they can. This involves the heroes making the trek up the Anduin, climbing the North Stair, and working to keep the west shore clear of Orcs, a project that could take weeks to accomplish, especially if the Orcs have set up a camp in a cleft in the lands west of the lake.

THE BARROW-DOWNS

'Even in the Shire the rumour of the Barrow-wights of the Barrow-downs beyond the Forest had been heard.'
— *The Fellowship of the Ring*

Long before the Shire was even a dream in the heads of the Fallohide brothers, the people of Eriador buried their noble dead in great mounds. Notably, they did this in region known as Tyrn Gorthad, that is now north and west of where the Old Forest currently stands, south of the Great East Road and west of the Greenway. The kings of the ancestors of the Edain—an ancient race of Men—were buried here, along with the leaders of their descendants, who became the Dúnedain in later years.

The dead rested here peacefully for many centuries, until the Great Plague in the 1600s of the Third Age. At that time, the Witch-king of Angmar—the leader of the Nine Nazgûl—sent evil wights to take over the mounds and live within them. They did so, transforming the land into a terrifying place into which few dared venture.

OVERVIEW

The Barrow-downs are a series of grassy, treeless lands punctuated by rolling hills dotted with many ancient burial mounds. Although the mounds are reputed to be filled with the golden treasures with which these ancient rulers were buried, there are few foolhardy enough to brave the barrow-mounds to rob these graves. The barrows are filled with wights: evil, undead creatures who chill their

victims with their touch and who wish only to gather others to join them in death.

Although the barrow-wights are evil spirits, they possess physical remains and can cast a number of different spells. They hide within their barrows during the day, only venturing forth at night, as the light of the sun burns their flesh. They like to catch their prey unawares, binding him with spells. They then drag their victim back to their barrows where they place him upon biers and dress him in burial clothes. They then slay the victim with a Dúnadan blade and

consume his life-force.

For full statistics for Barrow-wights, see either *The Lord of the Rings Roleplaying Game* or *Fell Beasts & Wondrous Magic*.

The ruins in the Barrow-downs came in a number of different shapes. Besides just the barrows themselves—hollow mounds in which the remains of nobles and some of the treasures of their houses lay buried—there are also a number of ring-shaped depressions atop the hills. Frodo and his friends lunched in one of these after leaving the house of Tom Bombadil. There are also a num-





DÚNADAN BLADES

'For each of the hobbits [Tom Bombadil] chose a dagger, long, leaf-shaped, and keen, of marvelous workmanship, damasked with serpent-forms in red and gold. They gleamed as he drew them from their black sheaths, wrought of some strange metal, light and strong, and set with many fiery stones.'

— *The Fellowship of the Ring*

After freeing Frodo and his friends from the Barrow-wight that had captured them, Tom Bombadil drew out the treasures of the mound and laid them in the sunlight for any to find. This broke the curse the Witch-king had placed upon that mound, ensuring that no new wight could move back into it later.

Tom also gave each of the hobbits a dagger that would be as a sword to them. Dúnadan smiths had crafted these blades centuries ago, but they were still sharp and bore no rust. They contain a minor bane-enchantment that provides a +2 test result bonus to Armed Combat when used to attack all who serve Sauron or Mordor. The bonus increases to +3 when fighting supernatural foes such as Nazgûl.



ber of tall standing stones scattered about the place. The reasons these ancient markers were once erected is long since lost to time—perhaps the Elves may know—but they now stand as silent monuments to the civilization that once thrived here.

During the war between Arthedain and Angmar, Arvedui—the last of the Kings of Arthedain—and his Dúnadan warriors sometimes hid in the barrows. This is likely why the Witch-king sent his wights into the barrows: to ferret out those of his enemies who may still have been hiding there. The technique was certainly effective, for no living souls have dared to live in the region since.

It is thought that the barrow that

Frodo and his friends found themselves imprisoned within was actually the grave of the last prince of Cardolan. That would have made it one of the newest barrows, perhaps the least likely to have been looted, since that ruler died in the war of TA 1409.

ADVENTURE HOOKS

CROSSING THE BARROW-DOWNS: (short) The heroes must cross the Barrow-downs for one reason or another. Perhaps they have just come from the house of Tom Bombadil, or maybe they need to reach him quickly from Bree. In any case, they must somehow manage to avoid becoming lost and captured, just as Frodo and

THE FELLOWSHIP OF THE RING SOURCEBOOK

his friends were.

INTO THE BARROWS: (medium) A Ranger approaches the heroes for help. Through careful research he has located the barrow of one of his forefathers. He seeks to drive out the wight that haunts his great-grandfather's resting place and recover a magic brooch from his ancestor's barrow. Wights are exceptionally nasty, and one Ranger alone could not hope to face one and survive. With the help of the heroes, however, he has a chance.

GRAVE ROBBERS: (long) Some of Saruman's spies living in Bree have taken it upon themselves to break into the Barrow-downs and loot them for

the treasures therein. In doing so, they have awakened the wrath of the Barrow-wights. They are becoming brave enough that they occasionally venture even into Bree at night to find their stolen treasures.

To correct the situation, the heroes have two options. First, they could simply find and kill any Barrow-wight they find in Bree. Any slain Barrow-wight is sure to be quickly replaced though.

The second and best option is to locate the treasure and leave it atop the mound with the same kind of blessing that Tom Bombadil used after rescuing the Hobbits from the Barrow-wight. Unless any Barrow-

wight living in the mound is also destroyed, though, the creature is sure to simply recover the material and haul it back into the mound. This stops the creature from going into Bree again, but it does not free the mound of the wight's curse.

THE BUCKLEBURY FERRY

'In a hundred yards or so it brought them to the river-bank, where there was a broad wooden landing-stage. A large flat ferry-boat was moored beside it.'

— *The Fellowship of the Ring*

The eastern border of the Shire was once the mighty River Brandywine. This runs north-south along the edge of the region that Argeleb II, the then-king of Fornost, granted to Marcho and Blanco Fallohide to settle back in TA 1601. To repay the king at Fornost, which the Hobbits also called Norbury, they had only to keep the Bridge of Stonebows (also known as the Brandywine Bridge) in good repair, maintain any roads within their domain, lend any requested aid to the king's messengers, and recognize the king's authority.

For many years, the Hobbits of the newly settled Shire were happy to remain to the west of the river, as it provided a natural defence against threats from the East, including Orcs and wolves. However, the lands between the Brandywine and the Old Forest, on the eastern shore, were fertile and hilly—perfect for Hobbits. It was inevitable that some brave Hobbits would eventually settle there, but it was many years before this would happen.

After the Witch-king of Angmar destroyed Fornost in TA 1974, the



Hobbits still kept up their end of the bargain, installing a Hobbit known as the Thain to rule in the king's place. The Oldbucks family held this hereditary position until TA 2340, when they handed it over to the Tooks. In that same year, the Oldbucks moved across the Brandywine to establish their own realm: Buckland.

The Oldbucks soon after became known as the Brandybucks. They created a massive *smial* (Hobbit-hole) in a hill separating the Brandywine from the Old Forest, a place called Brandy Hall. The head of the Brandybuck family is the Master of Brandy Hall, and the ruler of all of Buckland. The Hobbits of the Marish, the part of the Shire that runs south of the Great East Road and along the Brandywine, also acknowledge the Master's authority, which the Thain doesn't particularly mind, as the Tooks and Brandybucks have gotten on famously for centuries.

Soon after ground was broken on Brandy Hall, the new settlers of the land planted a long hedge around all of Buckland. Known as the High Hay, this tall, thick, and impenetrable barrier keeps the creatures of the Old Forest out of Buckland, giving the Hobbits therein a measure of security. Many folk of the Shire proper feel that the Bucklanders are unwise to live so close to such a dangerous place—not to mention the river itself—but most Bucklanders do not give the issue a second thought.

The High Hay starts at the Buckland Gate in the north, right next to where the Great East Road crosses over the river atop the Brandywine Bridge. It curves out east and south, meeting the Brandywine once again just north of where the River Withywindle empties into the Brandywine. Gated tunnels run beneath the High Hay in a few spots, but these are rarely used, and only the Brandybucks have the keys.

OVERVIEW

There are only two ways to get across the River Brandywine from the Shire. The first and easiest is to simply walk or ride over the Brandywine Bridge. However, this is part of the Great East Road, and those who wish to not be seen on the road—as did Frodo and his companions—would do best to avoid it.

The other means of crossing the river is by boat. Most Hobbits, though, are deathly afraid of water. The folk who live in Buckland and the Marish are notable exceptions.

These fears are not unfounded. The Brandywine is wide, deep, and fast where it runs through the region. Those who fall in can easily be pulled under and swept away. Frodo himself was orphaned when his parents capsize their boat while out frolicking on the river.

Those caught in the Brandywine's current suffer a -5 penalty to all Swim tests. The river is about 1,000 yards wide throughout the Shire, making it extremely difficult to cross without some sort of help.

THE FERRY

Many Hobbits on their way to Brandy Hall would rather not have to hike all the way up to the Brandywine Bridge, cross over, and then have to make their way 20 miles back down the Buckland Road. However, few Hobbits have their own boats. Those that do can make the crossing at any point on the river that they wish. Still, few if any of these boats are large enough to carry over a fully laden waggon, not to mention a team of ponies.

Long ago, the Master of Brandy Hall established the Bucklebury Ferry to meet this demand. He ordered landing points to be built on either side of the Brandywine. The one in Buckland is nearly due east of Brandy Hall—overlooking the town of

Bucklebury, as well as the river—with its match directly across the river. Short lanes connect the nearby roads to the landings on either side.

Each landing consists of a wide, wooden dock with a gangway set up at the far end. When the ferry is docked at a landing, the gangway permits passengers to simply walk or ride onto the craft. When the passengers are ready to go, all they have to do is push off with the ferry's poles.

The ferry is self-operated, and it is supposed to be kept on the east shore whenever possible. In theory, it belongs to Buckland, not the Shire proper. Most times, a Bucklander uses it to cross over on some errand and then comes back shortly enough. If he plans on being gone for a longer period of time, he is to cross over with a friend who can then bring the ferry back across.

Some Bucklanders travelling through the Shire are clever enough to arrange to meet the ferry on the western shore at an appointed time. Alternatively, they can signal to a friend waiting on the eastern shore or hopefully flag down a friendly Bucklander passing by who has the time to make the trip across and back.

Lanterns perched atop bollards at the end of each landing light the area throughout the night. In this way, those using the ferry can find their way across at even the darkest times.

The ferry itself consists of smooth planks lashed to the top of several large logs, forming a wide and stable craft. It is 15 feet wide and 20 feet long, and it has low railings—about two feet high—along the longer edges. Several poles are kept stacked along the railings, and the passengers use these to push themselves across the river.

ADVENTURE HOOKS

Bucklebury Ferry is one of the key points of transit in the Shire. Here are three adventure seeds that might fuel your imagination. The suggested

FIREWORKS

The fireworks were by Gandalf: they were not only brought by him, but designed and made by him; and the special effects, set pieces, and flights of rockets were let off by him.

— *The Fellowship of the Ring*

A master of many magics, Gandalf is also a crafter of fireworks. He is wise in the ways of the gunpowder used to create such things, but most importantly, he uses his magic to enchant them to explode in beautiful patterns and displays that would otherwise be impossible.

To be able to make fireworks of any kind, a hero must have the Craft: Fireworks skill. This allows the hero to fashion standard fireworks that rocket up into the sky and explode with a shower of light. The use of fireworks in an appropriate setting can add to a hero's Bearing, Intimidate, or Inspire tests, depending on the quality of the devices. A superior success with the Craft test grants a +1 bonus to those tests, while an extraordinary success earns a +2 bonus.

Fireworks are not built to be offensive weapons, as they are wildly inaccurate. It's often impossible to tell where one would go off after being fired. Those who try suffer a -10 penalty to any Ranged Combat tests.

Someone who is struck by an exploding firework suffers 2d6 points of damage. Also, he must pass a Swifttest test (TN 15) to cover his ears or be deafened for 1d6 rounds. A disastrous failure on this roll causes the hero to pick up the Dull-eared flaw.

Gandalf creates his amazing displays by using the *Fireshaping* spell during the creation of the firework. The spell's effects last until the device is launched and are triggered when the firework detonates. Such enchanted fireworks automatically grant a +1 bonus to Bearing, Intimidate, or Inspire tests when used appropriately.





length of the adventure is shown in parentheses after its title.

TOLL, PLEASE: (short) An enterprising Hobbit by the name of Grundo Sackville (Male, Hobbit, Rogue: 2 Adv, Debate (Bargain) +4, Persuade (Fast Talk) +5, Stealth (Sneak) +6) has decided to take advantage of the naiveté of some of the local Hobbits by posing as the official operator of the Bucklebury Ferry. Whenever a newcomer approaches the ferry landing, Grundo welcomes them aboard and announces that the Master of Buckland has instituted a small toll for the privilege of using the ferry. This comes to 50 cp each, or a full 1 sp for each pony or waggon.

Grundo knows most of the folks Buckland and the Marish on sight, and he is smart enough to let them pass without demanding payment or even trying to pretend that Scattergold Brandybuck would install such an unscrupulous fellow in this fictional post. For others, though, he insists they pay. He is never violent about refusals, although he storms off promising to call on the local Shirriffs.

HOBBIT IN A HURRY: (medium) A young Hobbit-lady on the other side of the river spies the heroes as they pass near the ferry and begins to holler for help, jumping up and down and waving frantically. The Hobbit is desperate to get across the river quickly. If the heroes lend a hand, they have her undying gratitude.

What the heroes don't know is that the young lady is on the run from her father, who is angry with her for refusing to marry his best friend's son. Arranged marriages aren't common in the Shire, but this father is really hoping to set this up to improve his family's fortunes.

RUNAWAY FERRY: (long) While crossing with his pony and family, a Hobbit of some repute winds up in the river when the ferry capsizes. The heroes, nearby, see this, and must try

to save whomever they can. If they can rescue the pony as well, its owner—assuming he survives too—is eternally grateful.

While the Hobbits in the water are being rescued, the ferry itself drifts downstream and needs to be captured. If the heroes succeed, they earn the admiration of Scattergold Brandybuck, the Master of Brandy Hall.

HOBBITON AND BAG END

'You are the master of Bag End now. And also, I fancy, you'll find a golden ring.'

— Gandalf to Frodo,
The Fellowship of the Ring

Hobbiton is the starting point of both *The Hobbit* and *The Lord of the Rings*, so it figures large in the most popular tales of Middle-earth. It is a small town situated on both sides of the Water, the most important waterway to run though the Shire proper.

OVERVIEW

The bulk of Hobbiton squats on the south side of the Water on either side of Bywater Road, which runs parallel to the Water and straight through town. The houses here are comfortable Hobbit-homes: low, with round doors and windows. They are not the traditional *smials* (Hobbit-holes) however. They are built of wood, although most feature thatched or sod roofs that blend in nicely with the surrounding landscape.

There are no inns in Hobbiton itself, just homes on the south side of the river and the Mill—run by Sandyman—and a farm and grange to the north. The closest public houses are *The Ivy Bush* (to the east, on the

Bywater Road) and *The Green Dragon Inn* (in Bywater itself). A small bridge crosses the Water here, which is roughly 20 feet wide at this point. Grain farmers from around the region take their produce through here to the Grange. From there, much of it goes to Sandyman's Mill to be ground into flour or meal.

Hill Road, which runs north across the Hobbiton Bridge and past the Mill and Grange, quickly winds up the Hill, a solitary elevation that overlooks the town. At the foot of the hill, Bagshot Row peels off to the left, leading to three sets of modest *smials*. One of these is the home of Samwise and Gaffer Gamgee.

Just above Bagshot Row sits the Party Field where Bilbo had his eleventy-first birthday party. The Party Tree stands tall and proud at the south end of the field, and there's a gate off of the Hill Road that allows people entrance through the bank shielding the field from the road. The lane from Hobbiton winds further up the Hill and then over on its way to Overhill, a small village in the plains off the north side of the Hill. Just as it reaches its highest point, a path wanders off to the left and terminates at the front door of Bag End.

BAG END

Bag End is the home of the Bagginses, with the official address of Bag-End, Underhill, Hobbiton. It was built by Bungo Baggins, Bilbo's father, as a home for himself and his new wife, Belladonna Took, right around TA 2880. Bilbo lived there by himself after his parents died. (His mother passed away in TA 2934.) At Bilbo's request, Frodo moved into the place in TA 2989.

Bilbo left the place to Frodo when he left the Shire in TA 3001. Frodo sold Bag End to Lobelia Sackville-Baggins in TA 3018, when he left the Shire himself, something which galled him but helped to keep up the pretence that he was moving to Crickhollow

instead of leaving the Shire.

Bag End was meant to be—and is—the most luxurious Hobbit-hole in the Shire. While there are certainly larger *smials*—like Brandy Hall in Buckland or the Great Smials in Tookland—these are filled with dozens of Hobbits, sometimes living nearly on top of each other. They are also old and have been added on to many times, causing them to suffer from a lack of central planning and a paucity of privacy. These rambling places have their own charms, but none are as wonderful a place to live for a single Hobbit or Hobbit-family as Bag End.

The rooms in Bag End are large, especially for a *smial*. The place has deep-set windows that face toward the west and south, allowing in plenty of sunlight and making for spectacular views of sunsets over the Westfarthing. There are several hearths throughout the place to provide heat on the coldest Shire nights, and these each have a chimney that vents out through the top of the Hill. On chilly days, the Hill can almost seem like it is on fire for the amount of smoke pouring out of it.

Among the rooms, there are a number of guest rooms, a master bedroom—which was once Bilbo's but was Frodo's after the elder Hobbit left—a kitchen, a parlour, a study, a drawing room, a dining room, a sitting room, and several cellars and pantries, all well-stocked with food and beer. The front hall features hooks for over a dozen coats, jackets, cloaks, or hoods. Every one of the rooms is well-appointed with quality furniture and the like. Bilbo's father was wealthy, and the treasures that Bilbo himself brought back from the Lonely Mountain have allowed him to live very well here too.

There is a back door near the master bedroom that both Bilbo and Frodo were known to use when they wished to avoid someone at the front door. This lets out near a well-tended

kitchen garden that provides many of the vegetables eaten at Bag End.

Hamfast Gamgee—better known as 'the Gaffer'—tended the grounds for the Bagginses for years. As he grew older, he brought his son Sam into the job. By the time of the War of the Ring, the Gaffer had all but retired, giving most of the work over to Sam.

After Frodo left the Shire, Bilbo's hateful cousin-in-law Lobelia Sackville-Baggins moved in, along with her son Lotho. Her husband Otho, the son of Bilbo's uncle Longo, died before he could ever live in the place he sought for so many years.

PIPEWEED

'[A] good supply of pipe-weed (but not near enough, I'll warrant). . .'

— *Part of Sam's list of necessary provisions before leaving Rivendell on the Quest of Mount Doom, The Fellowship of the Ring*

One of the great pleasures of a Hobbit's life is that of a well-packed pipe. The practice of cultivating tobacco plants to be smoked in a pipe actually began with the Hobbits, and it is still most popular there, although it has made some inroads in other parts of Middle-earth as well.

Pipeweed, leaf, or Nicotiana, as the plant to be smoked is variously known, originally came to Westergesse by way of Gondor, where it was valued for the scent of its blooms. (There it is called *sweet gale-nas*). However, it was Tobold Hornblower, Old Toby himself, who first cultivated it in the Shire and introduced it as pipeweed. Before that, Hobbits had long smoked various sorts of herbs, but most of these were failed experiments, all consid-

ered far inferior to the real stuff that Old Toby struck upon.

The people of Bree claim to have been the first smokers of the true leaf, and it's likely that this is where Old Toby managed to find his first seeds for the plant. He was not much of a traveller himself, but he found his way to Bree from time to time, as did many others ranging from far and wide, including those from Gondor.

The centre of the art of smoking is to this day considered to be *The Prancing Pony* at Bree, which has been in the Butterbur family for untold generations. However, those passing through there have long since carried the practice far and wide, and it is now enjoyed by Dwarves, Rangers, wizards, and other wanderers—when they can find the proper leaf. In any case, Hobbits were the first to put this plant into their pipes and smoke it, much to the delight of many who have sampled it since.

Hobbits generally smoke their leaf in long, wooden pipes. Bilbo's favourite nearly reached to his toes. Of course, travellers normally keep much smaller pipes on them, sheerly for the sake of convenience. Gandalf's pipe, for instance, is short and made of clay. This makes it perfect for keeping in the same waterproof pouch as the precious pipeweed he carried with him from his visits to the Shire.

The pipeweed from Bree, known as Southlinch, is likely the most common to be found outside of the Shire. Still, the best stuff comes from the Southfarthing, where the best varieties are Old Toby, Longbottom Leaf, and Southern Star (named after the Southfarthing itself).

PERSONALITIES

Besides Bilbo, Frodo, and Sam, there are a number of important personalities who spend much time in or around Bag End. They are described here.

All of the personalities below are

BAG END



described using the following shorthand notation: **Name:** (Sex, Race, Order: Advancements, Skills). Only the highest-ranked or most pertinent skills are noted. Each character may have many unlisted skills with a rank of 1 or 2.

HAMFAST 'THE GAFFER' GAMGEE: (Male, Hobbit (Fallohide), Craftsman: 5 Adv, Craft: Gardening (Root Vegetables) +5, Inquire (Converse) +3, Lore: Gardening (Root Vegetables) +4.) The Gaffer was the second gardener of Bag End, taking over from his cousin Holman Greenhand sometime after Bilbo's parents died. He is a good, solid hobbit who is renowned for his ability to spin a tale and hold forth on the best manners in which to grow root vegetables. He married Bell Goodchild, who bore him six children. As he grew older, the Gaffer trained his youngest son Sam (the fifth of the six offspring) to help him at Bag End and eventually take over the job himself.

LOBELIA SACKVILLE-BAGGINS: (Female, Hobbit (Fallohide), Noble: 1 Adv, Craft: Appraise (Silver) +4, Craft: Cooking +3, Intimidate (Fear) +3.) Originally Lobelia Bracegirdle, this matriarch of the Sackville-Bagginses, was Bilbo and Frodo's least favourite relative, with the possible exception of her husband. She long desired to make Bag End her own, and she was foiled twice before it finally became hers. The first time was when Bilbo rudely turned out to not be dead after returning from the Lonely Mountain. The second was when Bilbo willed the place to Frodo, as Otho Sackville-Baggins—Lobelia's husband—would have otherwise inherited the place. She is a mean-spirited, old hobbit who is willing to steal a spoon or two from Bag End when the opportunity presents itself and she feels she deserves it, but she is far from evil.

LOTHO SACKVILLE-BAGGINS: (Male, Hobbit (Fallohide), Noble: 0 Adv, Appraise (Gold) +2, Inquire (Interrogate) +2, Intimidate (Fear

+2.) The only son of Otho and Lobelia Sackville-Baggins, Lotho is third cousins with Frodo. He is a hateful bully who is thrilled that he is finally next in line to become the master of Bag End. Lotho has been running the family business—farming pipeweed—since his father's death in TA 3012. For the past few years, he has even been selling leaf to Saruman at an inflated price, something of which few in the Shire are aware.



ADVENTURE HOOKS

Bag End is one of the most famous locations in the Shire. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

ROBBED! (short) Someone has stolen something from Bag End, and the Gaffer is steaming mad about it. His prize carrots are disappearing, and he wants to know why. He accuses every stranger that comes through the area of being complicit, no matter how much of a stretch it might seem. It turns out that a child from Hobbiton is the culprit, although there is talk of

great creatures wandering through in the dark, providing the heroes with a red herring or two. The 'great creatures' are Rangers passing through the region at night. They wish to get from one end of the Shire to the other without disturbing anyone, but are seen anyhow, mistakenly adding to the legend of the truly tiny thief.

THE GHOST OF BAG END: (medium) Legend has it that Bilbo's father Bungo died with unfinished business. The Gaffer has seen some strange things about the place over the years, and they've only gotten stranger in recent times. He swears that doors are opening and closing on their own, plates are being moved, and all sorts of other strange things are happening.

Of course, the Gaffer is simply spotting Bilbo, who has gotten a bit careless about wearing the Ring. If the heroes investigate, they find that Bilbo is a pleasant enough host, although a bit nervous, even defensive when pressed. He goes to great ends to prove that there are no ghosts in Bag End, keeping the secret of the Ring to himself the whole time.

BAGGINS, PLEASE: (long) While in the Shire or beyond, the heroes encounter a young dwarf who is willing to pay for an armed escort to the door of Bag End. The dwarf is Fori, son of Dori, one of the members of Thorin and Company from *The Hobbit*. He is on his way to the Blue Mountains to visit some relatives, but his father encouraged him to pay a visit to Bilbo. Never having met any Hobbits before, Fori has the idea that they are all legendary burglars, like Bilbo is back in Fori's home: the Lonely Mountain. He's concerned that he may be robbed.

This is a good chance for the heroes to wander through the Shire a bit and perhaps get a laugh from the differences between what Fori expects and the reality that greets him. It's also an opportunity for them to meet either Frodo or Bilbo, depending in which year the adventure is set.

ISENGARD

'But Isengard is a circle of sheer rocks that enclose a valley as with a wall, and in the midst of that valley is a tower of stone called Orthanc.'

— Gandalf, *The Fellowship of the Ring*

In the beginning of the realm of Gondor, Isildur and Arárior built Angrenost (Sindarin for 'Iron Fortress'). It was located in Calenardhon—the portion of the country between the Rivers Anduin and Angern (Isen). The Great Plague struck this region hard in TA 1636, killing most of its people. The final straw for the place was when the Balchoth—an Easterling tribe allied with Sauron—invaded Calenardhon in TA 2510, slaughtering most of the people still left there.

The Eorlingas—Men of the North—came to Gondor's aid in this troubled time. For their troubles, Gondor ceded all of Calenardhon to them, renaming it Rohan. The Rohirrim named the then-deserted ring of Angrenost in their own tongue 'Isengard.'

In TA 2759, Beren of Gondor gave Saruman the White permission to live in Isengard, and the Rohirrim had no objections. In TA 2963, Saruman declared himself the owner of the place and began fortifying it even further. He secretly began to stock it with Orcs, wolves, and evil Men who ripped up the place's grassy fields and trees, replacing them with forges and machines.

OVERVIEW

Situated at the southern end of the Misty Mountains, Isengard lies amid the Wizard's Vale or Nan Curunír (Sindarin for 'Valley of Saruman'). This is just north of the Gap of

Rohan, which is why Gandalf refuses to take the Fellowship through this easily traversable region. At one time, this was a lush and fertile valley, but it did not fare well under Saruman's care. By the time of the War of the Ring, most of the valley outside of Isengard is a wasteland, and the land inside of Isengard is even worse.

The region is named for the River Isen, which flows down from the Misty Mountains, out through the Gap of Rohan, and to the Sea. This river runs along Rohan's western border, providing a natural defence against the Dunlendings beyond. No bridges cross it, but the shallow waters of the Fords of Isen, which lie about 30 miles south of Isengard, can be easily traversed.

Isengard itself is ringed by an almost perfectly circular curtain wall nearly 100 feet tall, encompassing a region about a mile wide. The relative-

ly featureless land slopes away from the wall toward the centre, forming a shallow bowl. Orthanc (Sindarin for 'Mount Fang'), a massive tower of black stone, stands in the exact centre of the circle formed by the rim wall.

The northern part of the rim wall abuts on Methedras (Sindarin for 'Last-peak'), the southernmost peak in the Misty Mountains range, which also borders Fangorn Forest to the east. There is only one entrance through the curtain wall, through a set of gates in the southern perimeter of the wall. These let onto an arched tunnel that runs through the wall before reaching a second set of gates. The tunnel itself has access to a guardroom, which is always staffed. From here, lookouts can climb an inner stair to a spot atop the gates, thereby being able to alert their fellows when visitors are on their way.



THE PALANTÍR

'A palantír is a dangerous tool.'— Gandalf, *The Fellowship of the Ring* film

The great treasure of Orthanc—the reason that Saruman wanted to live in the tower in the first place—is the *palantír* that was kept there. When the seeing-stones were fashioned, one was placed in Orthanc. Amazingly, the stone seems to have been forgotten over the years, until Saruman discovered it in his researches.

In his hubris, Saruman believed that he could use the stone of Orthanc safely without attracting the attention of Sauron. Instead, he found himself ensnared by the Dark Lord, which was the beginning of the wizard's fully realized treason.

Like the others, the Orthanc-stone is a perfect sphere of dark, black crystal. It cannot be damaged by normal means, although catastrophic heat or force might be able to harm it. This one in particular is about a foot wide.

The *palantír* grants the power of *Farseeing*, with a range of 500 miles. Regardless of range, each stone can link with any other stone and see what is around it. If two stones are already speaking to each other, any other stone's attempt to contact one of them simply shows blankness. If two people gaze into stones linked in this fashion, they can communicate as if using Mind-speech. However, there is peril here, in that if one of the users possesses the power of Command, he can use it through the stones to force the other user to keep looking at his stone and to answer questions put to him.

Activating a *palantír* requires one minute and a TN 15 Willpower test. Reduce the TN to 10 for the Heirs of Elendil (such as Aragorn) or their designates. If the test Completely or Disastrously fails, the stone remains blank. If it simply fails, the stone shows a scene, but not what the user wished to see. He may try again after a minute has passed. If the test succeeds, the user sees what he wishes to see. Two characters looking into or through a stone may engage in opposed Willpower tests to control what it shows.

After using a *palantír*, a character must make a Stamina test to resist weariness. The TN is 10, +1 for every five minutes spent using the stone. If the character had to engage in a contest of wills to retain control of the stone, increase the TN for the Stamina test by +5 or more. If the character fails the test, he loses one Weariness Level. Complete and disastrous failures cost him two and three Weariness Levels respectively.

SARUMAN'S ISENGARD

When Saruman took over Isengard, it was a fertile place. Wide paths wandered among grassy fields, around trees, and past a pool of water collected from a stream running down from Methedras.

Once Saruman decided to amass an army here, though, he transformed it into an entirely different place. The trees were all torn down, and eight roads were built, radiating out from Orthanc like spokes on a wheel. The southern road ran directly between Orthanc and the Gates of Isengard and was lined with tall pillars.

Saruman's forces delved into the Ring of Isengard, creating homes for themselves in the thick rock. Many of these had windows that looked out toward Orthanc, but the outer wall was left unholed.

The plain of Isengard was dotted with chimneys and shafts leading to a vast, underground complex that Saruman's forces had carved out of the land. These subterranean chambers consisted of armouries, forges, furnaces, and storehouses of all kinds. The pool itself was drained, its waters used in the foul depths of the place. In short, Isengard concealed the development of a massive war machine that belched smoke and filth into the sky and fouled the air for miles around.

ORTHANC

The central structure of Isengard is Orthanc, a tower formed of four pillars of black rock stabbing skyward out of the plain that surrounds it. The building has a single entrance, which faces to the east. A flight of 27 steps leads up to it.

The tower is pierced with windows all about it. All of these are set above ground level and are well protected. There is a single balcony that hangs out over the entrance. From here, Saruman can come forth and speak to those standing on the stairs below.

At the top of the tower, the tips of the four pillars of black rock are carved into vicious horns reaching toward the sky. This is where Gandalf was imprisoned at the start of the War of the Ring, when he should have been getting back to the Shire to warn Frodo of the Ringwraiths hunting for him. The only access to the tower's top is by a narrow stairway literally thousands of steps high, which runs through the interior of the tower.

Saruman himself lives in the tower, along with

perhaps a few of his most trusted servants. Many chambers in the place are dedicated to housing his plans for war.

RESIDENTS OF ISENGARD

At the time of *The Fellowship of the Ring*, Saruman is the only major character to live in Isengard, although he has arranged for the company of a vast army of Orcs, Uruks, wolves, wargs, and evil Men. In the film, Saruman creates Lurtz here, among many other Uruks.

ADVENTURE HOOKS

Isengard is a location that can be the centre of all sorts of drama. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

A SPY IN ISENGARD: (short) One of the other members of the Wise has grown suspicious of Saruman of late. He or she requests that the heroes travel to Isengard to determine just what the wizard is up to. This is easier said than done, as Saruman goes to great pains to conceal his plans until he is prepared to execute them.

Saruman keeps the obviously evil creatures—Orcs, wargs, and the like—that are in Isengard hidden away in the subterranean system beneath the place's plain. The only people who can be seen roaming around the place are the evil Men that Saruman has allied himself with, plus perhaps the occasional Half-orc.

If Saruman learns that the heroes are spying on him, he takes great pains to prove to them that he is doing nothing wrong. He does not wish to harm them, only fool them, since he knows that a good report back to the heroes' patron would go a great deal farther than the silence that would reign should the heroes simply

disappear. If pushed, though, he is happy to attack the prisoners. Those who are killed may be better off, since those who are captured are enslaved and put to work in Saruman's underground factories.

MITHRIL QUEST: (medium) Saruman has need of a pound of mithril with which he hopes to attempt to fashion an enchanted ring of his own. To this end, he is willing to hire a party of eager heroes to locate the rare metal for him and bring it back to him by any means necessary. He has the wealth to pay for it if need be. It's more important that the heroes find it for him first.

Assuming this happens before Saruman is revealed as a traitor, the heroes should have few reasons not to work with him. After all, as the head of the White Council, Saruman is one of the most respected individuals in all of Middle-earth.

This adventure can put the heroes on many different paths, from the ports of Gondor to the mines of Moria. It's up to them to find the mithril and their way to it.

RING HUNT: (long) Still posing as a friend of the Free Peoples, Saruman wishes to engage a group of stalwart heroes to find something for him: an enchanted ring lost in the Anduin near the Gladden Fields many years ago. This is, in fact, the One Ring for which he has long been searching, but he is not about to let anyone else know this.

Since the Ring is no longer resting at the bottom of the Anduin, this mission is doomed to failure from the start. However, there are sure to be plenty of kinds of trouble the heroes can get into on their quest. They could be harassed by the Elves of Lórien, pursued by the Orcs of Sauron, and stumped by the impossibility of their assignment.

LOTHLÓRIEN

There lie the woods of Lothlórien! said
Legolas. *'That is the fairest of all the*
dwellings of my people.'
— *The Fellowship of the Ring*

Long ago, the Dwarves of Moria and the Elves of Lórien were strong allies. The Dimrill Dale that lay between their two kingdoms was well travelled by friendly souls of either race. But with the awakening of the Balrog, the relationship soured. Today, Moria has been overwhelmed by the forces of the Dark Lord, while Lórien still stands proud in the shadows of the mountains that tower over that once-vibrant realm.

OVERVIEW

Lothlórien (Sindarin for 'Land of the Dreamflower') was first settled by the Silvan elves. Later, the Elf-lords Celeborn and Galadriel came to the place. They established themselves as the rulers of the land, and it fell under their protection. Without their help, Lórien would long ago have been lost to Sauron, close as it is to Dol Guldur. Instead, the Elves of Lórien have thrived for centuries, their homeland free of the taint of the Shadow.

Galadriel first called the region Laureindórinan (Quena for 'Land of the Valley of the Singing Gold'). Likely this was because the place reminded her of Laurelin, one of the Two Trees of the land across the Sea. This is because Galadriel oversaw the planting of the *mellryn* (singular: *mal-lorn*) here, trees of surpassing beauty.

Over the years, the land became known as Lothlórien instead, or simply Lórien. Those Men and Dwarves who knew of the place regarded it as mysterious and dangerous, a realm protected by the deadly magic of the

Lady of the Wood. In truth, Galadriel did protect Lórien from the Shadow by the power of her ring, Nenya, the Ring of Water. By means of this, Sauron was unable to detect the presence of Galadriel and all who fell under her protection within the borders of Lórien.

However, the Elf-lords of Lórien also protected its boundaries by more traditional means. Patrols of warriors watch the edges of the land constantly for any incursions by Orcs or other fell beasts. Evil creatures are shot on sight, while others are given a chance to leave voluntarily first. Elves of all sorts are welcomed gladly, and any who are called Elf-friends are taken in as well. The only exceptions are Dwarves, whom the Elves of Lórien no longer trust at all. While Dwarves certainly do not fall into the same class of intruder as Orcs, they are not permitted to set foot in Lórien at all. Only the direst of circumstances and the most reputable of friends willing to vouch their lives could possibly cause an alteration to this policy, as happened when Aragorn led the Company—including Gimli—into Lórien.

Lórien is a large forest that lies between the Misty Mountains and the River Anduin, also called the Great River. It sits in the shadow of Moria, just below the Dimrill Dale. The River Celebrant runs through its southern edge before it empties into the Anduin. The region between Celebrant and the Anduin is known as the Naith. Closer in toward where the two rivers meet, the land is called Elgadil, wherein lies Caras Galadon, the capital of Lórien. In Westron, this region is called the Angle, not to be confused with the Angle near Rivendell.

The lands of Lórien are lushly wooded, with tall, healthy trees that

are often in bloom. It is a happy place, even as close as it is to Mordor, and most of those that reside here do so with little worry of the outside world. The exceptions are those who rule the land and patrol its borders.

NIMRODEL AND CELEBRANT

There are two main waterways that run through Lórien. The first is Nimrodel, a shallow stream running down into Lórien from the Misty Mountains. Its renown is due to an Elf-lady (named Nimrodel, after the stream) who lived by its banks, near its largest waterfall. The lover of Amroth, the great Elven ship-builder, Nimrodel fled Lórien soon after the Dwarves of Moria

THE MIRROR OF GALADRIEL

'With water from the stream Galadriel filled the basin to the brim, and breathed on it, and when the water was still again she spoke. "Here is the Mirror of Galadriel," she said.'

— *The Fellowship of the Ring*

Located in the very heart of Lórien, the Mirror of Galadriel allows the Golden Lady to see far and wide, should the need arise. It functions like the spell *Farseeing*, with a range of 800 miles. However, Galadriel need make no weariness test to use it, and unlike the spell, her Mirror can focus on a specific person if she so desires. She can also allow others to gaze into the Mirror as well, to see whatever she commands, or whatever the subtle magic of Middle-earth wishes to show them. Furthermore, the Mirror sometimes shows not what is occurring, but what may come to pass—though the events it depicts (often dreadful ones) are not necessarily fore-ordained; the viewer who sees them can sometimes prevent them, though as Galadriel says, 'The Mirror is dangerous as a guide of deeds.'

Those who gaze into the Mirror must take care not to touch the water. If they do, the magic dissipates for a time; Galadriel must wait 1d6+1 hours before she can use it again.

awakened the Balrog under Caradhras. She was forever lost in the White Mountains as she went to join Amroth in Dol Amroth, a port city located on the coast of Belfalas, a region of southern Gondor, from which the ships of Lórien once sailed.

The stream flows out of the Misty Mountains far to the south of Moria until it reaches Celebrant inside Lórien. Those who bathe even just their feet in the stream's waters immediately regain one lost Weariness Level. If they take the time to bathe fully, they regain two lost Weariness Levels instead. Each character can take advantage of these powers once per day.

The Celebrant (Sindarin for 'Silverlode') starts in a well on the road between Moria and Lórien, and it quickly grows wide and deep from

there. Its water is icy cold. It runs through all of Lórien until it empties into the Anduin.

The Celebrant grows as it tumbles through Lórien. At its headwaters, it is easy to walk across it. By the time it meets Nimrodel, it is about 100 feet across. Just before it flows into the Anduin, it is closer to 200 feet broad.

The Elves of Lórien cross the river by simply stringing a single rope across it. They are nimble enough to dash across it without concern. This task, however, is beyond those who do not have Elven blood in their veins. For such guests, the Elves simply string up a few more ropes, creating a temporary rope bridge.

Crossing over a single rope is an Acrobatics (Balance) test (TN 25). Using a rope bridge such as the Elves would build is a similar test, but the TN is only 15. Those who fall in had better know how to swim, though, as the water is deep enough to drown anyone caught in it.

CERIN AMROTH

Cerin Amroth is a hill in Lórien upon which once sat the house of Amroth, an Elf-lord who built the port of Dol Amroth. Amroth loved Nimrodel of Lórien dearly, and after she was lost in the White Mountains, he vowed to wait for her until she came back to him. When a ship he was on was swept out into the Sea, he leapt overboard and tried to swim back to shore so that he would not be taken from her. He drowned in the attempt.

By the time of the War of the Ring, Amroth's house is no longer on the hill, but a *talan* or flet (an open platform built into a tree—usually a *mallorn*—on which Elves live) stands in its place. There are two concentric rings of trees on the hill. The outer

ring appears to be of white birch, while the inner ring is composed of *mellryn*.

The hill is covered with two types of flowers too. *Elanor* have small, yellow bloom shaped like stars. *Niphredil* are taller, with blossoms of white and pale green. They bloom all year long among the grass on the hill, which is always green.

From the top of Cerin Amroth, an observer can see Caras Galadon, as well as the rest of the Naith and beyond. In fact, the view extends all the way to Southern Mirkwood, which lies in darkness during the time of the War of the Ring.

It was on Cerin Amroth that Aragorn and Arwen betrothed themselves to each other in TA 2980, about 38 years before the War of the Ring. However, Elrond refused to give his blessing to the union, forbidding

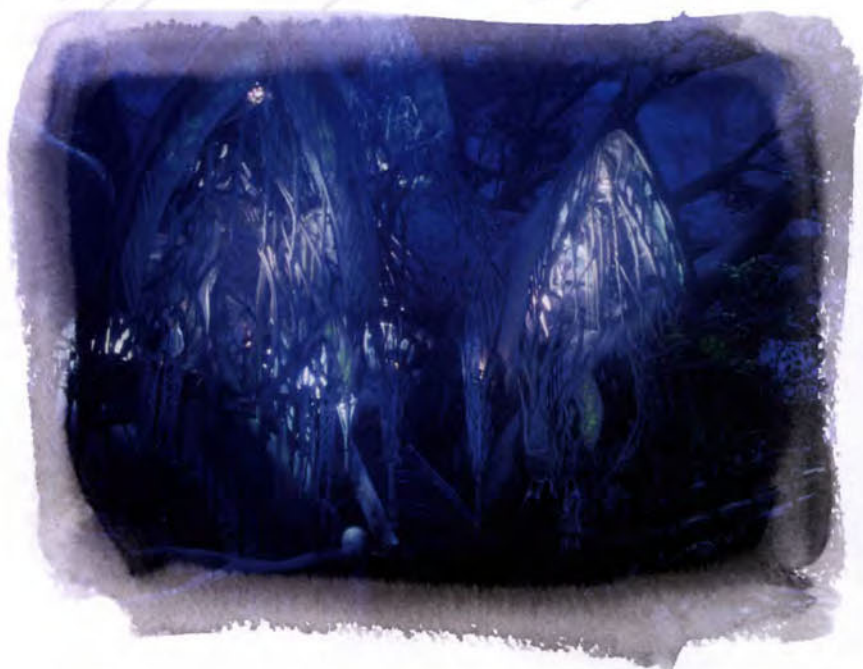
his daughter to marry any Man who was less than the King of Arnor and Gondor. With those ranks as his birthright, Aragorn has hope that he may someday be wed to Arwen, but the wait is long.

CARAS GALADON

Celeborn and Galadriel founded Caras Galadon (Silvan for 'Moated Fortress of Trees') soon after they came to Lórien. The capital of the realm, it was where Celeborn and Galadriel lived and spent most of their days. They resided on a series of massive *flets* built into the tallest *mallorn* in the city, which grew in the centre of the crest of the hill on which the city was based.

The city is circular. A tall, green wall surrounds it, overlooking a wide, empty fosse (a moat) that prevents





invaders from ever entering the place. A road runs along its perimeter, leading from Cerin Amroth to the north to the Great Gates, which face toward the southwest. There, a bridge crosses the moat, allowing in those permitted to enter.

There are no buildings in the city, only trees. The elves live and work upon *flets* built under the ever-sheltering canopies of these trees. Paths wander throughout the place, but the largest and most important runs eventually to the base of the *mallorn* in which Celeborn and Galadriel reside. This tree and those around it are truly massive, capable of housing large halls. They stand up to 400 feet tall or more, and their boles can reach up to 300 feet in diameter.

The *flet* in these trees are connected to each other by white ladders. Those ascending into a tree climb from *flet* to *flet*, eventually reaching the most important *flet*, which is inevitably set within the highest branches. In the city's central tree, the top *flet* is the Chamber of Celeborn. This is where he lives with Galadriel and where they hold court.

There is a beautiful fountain at the base of the central tree. The water

from this flows down the hill to the southeast until it reaches Galadriel's private garden, located just inside the city's wall. It is here that the Mirror of Galadriel sits, and Galadriel brings Frodo and Sam down here one night to gaze into it.

While staying in Lórien, the members of the Fellowship sleep in a pavilion the Elves put up for them near the fountain at the base of the central tree. They treat other guests similarly. Elves are given a spare *flet* on which to sleep, but most others are housed in pavilions. This is mostly to their liking, since the *flets* have no sides or railings, and many folk fear to fall off of them in the night.

THE HYTHE

At the confluence of Celebrant and the Anduin, there is a bare tongue of land that is treeless and grassy. It is separated from the rest of Lórien by a green wall, although it is still considered to be part of that fair land. There, on the eastern bank of Celebrant, there is a *hythe*, a small port at which the Elves of Lórien moor their boats and barges. It is a beautiful place, fashioned from stones

and wood of a shining white.

Most Elf-boats are either white or grey or some combination of both, but others are more lavishly decorated in silver and gold and even green. Celeborn and Galadriel keep their personal boat here as well. It is made in the form of a giant, white swan with a golden beak and white, half-lifted wings.

The Elves of Lórien patrol this bit of land constantly. The river is their main means of moving up and down through Lórien quickly, and they know that the forces of Sauron are already massing on the far side of the Anduin, although they are mostly to the South, toward Gondor. Still, the Elves are ever vigilant against any incursion by the Shadow.

THE RESIDENTS OF LÓRIEN

Throughout the years, many important people have called Lórien home. Celeborn and Galadriel have dwelt or sojourned here for many centuries, and they raised their daughter Celebrían here as well.

Celebrían lived here until she wed Elrond and moved to Rivendell to be with him in TA 100. She and her family travelled back and forth between the two Elf-realms often, although Elrond often needed to stay behind to attend to Rivendell. In TA 2509, Celebrían was captured by Orcs while going back home to through the Misty Mountains to Lórien. Her sons Elladan and Elrohir rescued her, but she never fully recovered and went over the Sea the following year.

Arwen, Celebrían's youngest child, came and stayed with her grandparents in Lórien from time to time. In fact, she was there the entire time Aragorn was raised in Rivendell, only meeting him for the first time in TA 2951, when he was just 20 years old. They did not meet again until TA 2980, when Aragorn entered Lórien and found Arwen there. He stayed there for a while that year, leaving only after he pledged his love to the fair Elf-lady.

LEMBAS

'But we call it lembas or waybread, and it is more strengthening than any food made by Men, and it is more pleasant than cram, by all accounts.'

— *The Elves of Lórien, The Fellowship of the Ring*

When the Fellowship leaves Lórien, they are given many gifts to speed them on their way. One of these is a kind of nutritious bread that is far more filling than any made by Hobbit, Dwarf, or Man. *Lembas* is baked in small, thin cakes and then wrapped in leaves to keep it fresh. They are light brown on the outside and cream coloured within. Provided such a cake is not removed from its leaf-wrappings, it can remain fresh for many days.

A single *lembas* cake provides enough

sustenance for a Man to march for a day. Moreover, *lembas* strengthens both limb and will, making it possible for travellers to keep going when hope has failed or the road seems too dark to continue. It grants a +2 bonus to Stamina tests to resist weariness, and a +1 bonus to Willpower tests. Both effects last for one day, though they may end sooner or be less strong if the character does not consume an entire cake.

ELVEN-ROPE

'Never travel far without a rope! And one that is long and strong and light.'

'Such are these. They may be a help in many needs.'

— *An Elf of Lórien, The Fellowship of the Ring*

The Elves of Lórien also give the Company three coils of a rope that is slender but strong. They are made of a grey substance known as *hithlain* (Sindarin for 'mist-thread'). Despite being relatively thin, they are as strong as any thick rope the heroes might find elsewhere, and they are far easier to handle.

Elven-ropes provide a +1 bonus to Climb tests while using them. More incredibly, when the holder commands a knotted Elven-rope to do so, it loosens its own knots and falls straight and free.

Some evil creatures, like Gollum, cannot stand the touch of Elven-ropes. The mere contact slowly burns their skin. When bound with such a rope, these creatures suffer 1 point of damage each minute.

ELVEN-CLOAKS

'"Are these magic cloaks?" asked Pippin, looking at them with wonder.'

— *The Fellowship of the Ring*

The Elves of Lórien also gave each of the eight surviving members of the Company a cloak of their own make. These cloaks are fastened at the neck with a brooch that resembles a green leaf shot through with silver. They seem to take on the colours of the natural world around them, providing the wearers with some amount of camouflage in the wilderness. They grant a +8 bonus to Stealth (Hide) tests if the character remains still, or a +4 bonus if the character moves. These bonuses apply regardless of terrain, but not against Elves who try to see the wearer. They are familiar enough with the fabric of their own make that their eyes are not fooled.

PERSONALITIES

Besides Galadriel and Celeborn there are a number of important personalities who spend much time in Rivendell, like Arwen and Aragorn. While the members of the Company meet many Elves in Lórien, only three others are actually named.

All of the personalities below are described using the following shorthand notation: **Name:** (Sex, Race, Order: Advancements, Skills). Only the highest-ranked skills or most pertinent are noted. Each character may have many unlisted skills with a rank of 1 or 2.

HALDIR: (Male, Elf (Silvan), Warrior: 30 Adv, Armed Combat: Blades +10, Language: Westron (Common) +7, Ranged Combat: Bows +10.) Haldir is the eldest of three Silvan brothers who patrol the woods of western Lórien, always on the lookout for Orcs and other strangers. Haldir meets the surviving members of the Fellowship as they enter Lórien and he acts as their guide throughout their stay, for he can speak Westron better than many of the other guides in the region, including his brothers: Orophin and Rúmil.

OROPHIN: (Male, Elf (Silvan), Warrior: 30 Adv, Armed Combat: Blades +10, Ranged Combat: Bows +10.) The youngest brother of Haldir, Orophin is one of the three Elves who discover the surviving members of the Fellowship as they enter Lórien. He does not speak to any of them besides Legolas and Aragorn, though, as his command of Westron is not good enough.

RÚMIL: (Male, Elf (Silvan), Warrior: 30 Adv, Armed Combat: Blades +10, Ranged Combat: Bows +10.) The elder of Haldir's two younger brothers, Rúmil is one of the three Elves who discover the surviving members of the Fellowship as they enter Lórien. He does not speak to any of them besides Legolas and Aragorn, though, as his command of Westron is not good enough.

ADVENTURE HOOKS

Lórien is one of the most important Elf-havens in Middle-earth. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

FIND LÓRIEN: (short) If the heroes have never set foot in Lórien yet, they may encounter someone who desperately needs to do so. This may be some traveller from a far-off land who needs the help of Galadriel and Celeborn, but who does not know the way. Even if the heroes are unsure of the way themselves, the traveller knows enough to at least reach the edges of Lórien, even if he would be lost from there. In any case, the traveller needs an escort to help him get to Caras Galadon safely.

A MESSAGE FROM LÓRIEN: (medium) Celeborn and Galadriel have heard news of Balin's attempt to re-establish a Dwarven kingdom in Moria. While they fear that such an effort might only stir up the scourge of the Balrog once again, they wish to learn more of Balin's efforts and to tentatively offer their help. As the Elves of Lórien are not welcome in Moria and fear to step within its doors, Celeborn and Galadriel wish to find some friends of their realm who could undertake such a task for them.

The results of such a mission depend greatly on when it is embarked upon. If the heroes reach Moria while Balin is alive, they may find themselves pressed into service at the peril of their lives. Or they could be sent back to Lórien to beg for help. If Balin's people are already destroyed, though, the heroes may find themselves fighting desperately against the forces of Moria as they try to escape and bring the news back to Lórien.

SCOUT THE LANDS ABROAD: (long) As the Shadow stretches farther across Middle-earth, the lands between Lórien and Southern Mirkwood become ever more perilous. Celeborn and Galadriel need

some stalwart allies to scout this region and report back the movement of any Orc-tribes, as well as any other strange tidings.

As Sauron grows in power, he draws more and more Orcs to his armies from the Misty Mountains and beyond. There is much to report, and unwary scouts may find themselves fleeing from such tribes or—worse yet—captured. Of course, other scouts may arrive to rescue them, or the heroes may have to do the same for any scouts that came before them.

MORIA

'The road may lead to Moria, but how can we hope that it will lead through Moria?' said Aragorn darkly.
— The Fellowship of the Ring

At the time of the War of the Ring, the name of Moria (Sindarin for 'Black Pit') conjures up images of the long-abandoned halls of the greatest of the Dwarven kingdoms, a place now overrun with Orcs, Trolls, and worse. But it was not always this way.

OVERVIEW

Originally, this place was known as Khazad-dûm (Dwarvish for 'Dwarf-mansion'), and it was the pride of Dwarves throughout all of Middle-earth. In the First Age, Durin I—one of the Seven Fathers and the primary ancestor of Durin's Folk—came to the Misty Mountains and founded Khazad-dûm. He and his kin delved deep under the three mountains that tower over Moria.

The Dwarves thrived in this place for many centuries. This lasted until one day, in their greed, they awakened a Balrog, a demon that had once fought for Morgoth in the Great Battle

at the end of the First Age. Thereafter, the Dwarves fled their home, and it was thence known as Moria.

THE MOUNTAINS

The first of the three mountains over Khazad-dûm the Dwarves call Barazinbar, but it is also known as Caradhras or the Redhorn. It is the most northwest of the three, and the Dwarves discovered the only vein of *mithril* in all of Middle-earth beneath it as they mined there in the Second Age. In TA 1980, over a thousand years before the War of the Ring, the Dwarves delved too deeply in their search for *mithril* beneath Barazinbar, and they accidentally awakened and released the Balrog who lay trapped there.

The second mountain is Zirakzigil, known to the Elves as Celebdil the White. Men call it Silvertine. Most of Moria proper is carved out of the heart of this mountain. The West-gate is set in its western slope, and the Great Gates stand near the foot of its steeper eastern side, overlooking the Dimrill Dale ('Azanulbizar' in Dwarvish) and the lake known as Mirrormere ('Kheled-zâram' in Dwarvish) below. The central part of the mountain, from its highest peak to its lowest dungeon,

features a spiral staircase known as the Endless Stair.

The third mountain is Bundushathûr, which Elves call Fanuidhol the Grey and Men name Cloudyhead. The base of this mountain is riddled with mines. The easternmost of the mountains, it provides a spectacular view of Lórien below, the silver ribbon of the Anduin beyond that, and the reaches of Southern Mirkwood in the distance.

Each of the mountains towers at heights of over 15,000 feet. Redhorn, the tallest, actually tops 16,000 feet, with Silvertine standing in stature between that mountain and mighty Cloudyhead. Their crests are forever capped with snow.

A pass known as the Redhorn Gate crosses between Redhorn and Silvertine, skirting to the south of Cloudyhead. In the dark days of the War of the Ring, using this path often seems safer than attempting to pass through Orc-infested Moria. For more details see The Redhorn Gate on page 124.

THE CREATURES OF MORIA

In TA 1980, the miners of Khazad-dûm dug too deep and unleashed a Balrog (Sindarin for 'Demon of Might') sleeping under

Redhorn. This demon of fire and shadow, a remnant of Morgoth's forces from the First Age, was terrible in its wrath. It slew Durin VI, then the King of Khazad-dûm, and the following year it killed his heir, Náin I.

Known as the Balrog of Moria—or simply 'the Balrog,' as no others were known in this age—the creature laid waste to Khazad-dûm. The Dwarves fled, and many of the Elves of Lórien decided to make the journey across the Sea rather than face this horrible threat. Despite this, the Balrog seems content to have stayed within Moria, as it did not venture forth from its confines.

Around TA 2480, five hundred years after the Balrog was first aroused, Sauron sent Orcs and Trolls from his forces to live in Moria, ensuring that the Dwarves would never be able to retake the place. The Balrog ruled over these creatures, but it was a distant king, caring only about the actions of its subjects when they affected it directly. Most of the time, the Balrog could not be bothered to deal with these lesser creatures.

In TA 2799, most of the Orcs of the Misty Mountains gathered in Moria in an effort to make a stand against the fury of the Dwarves, who

THE WATCHER IN THE WATER

*'Out from the water a long sinuous tentacle had crawled;
it was pale-green and luminous and wet.'*

— *The Fellowship of the Ring*

ATTRIBUTES: Bearing 8 (+1), Nimbleness 8 (+1), Perception 9 (+1), Strength 18 (+6), Vitality 14 (+4), Wits 7 (+0)

REACTIONS: Stamina +6, Swiftiness +1, Willpower +0, Wisdom +1

SIZE: Huge (4 levels Healthy)

HEALTH: 20

SKILLS: Armed Combat: Natural Weapons (Tentacles, Beak) +8, Observe (Spot) +6, Stealth (Hide) +6

SPECIAL ABILITIES:

BEAK: The Watcher's beak inflicts 2d6+6 points of damage.

EYES OF THE DEEP: The Watcher can see through even the cloudiest or inkiest of water and the darkest of nights with ease, even up to where the West-gate sits above its watery home. However, the Watcher's eyes may be attacked (−5 test penalty to hit) and if struck the creature suffers normal damage, plus a −2 penalty to all tests for the next 1d6 rounds.

GRASPING ATTACK: When using the grab attack action, the Watcher may pull its victim towards its beak, giving it a +5 test bonus to its beak attack. It can also dangle its victim 30 feet in the air, either dropping him or holding him helpless.

If the Watcher scores an extraordinary success when trying to grab a victim, its victim's arms are pinned. He cannot attack while grabbed and suffers a −2 Strength test penalty to break free.

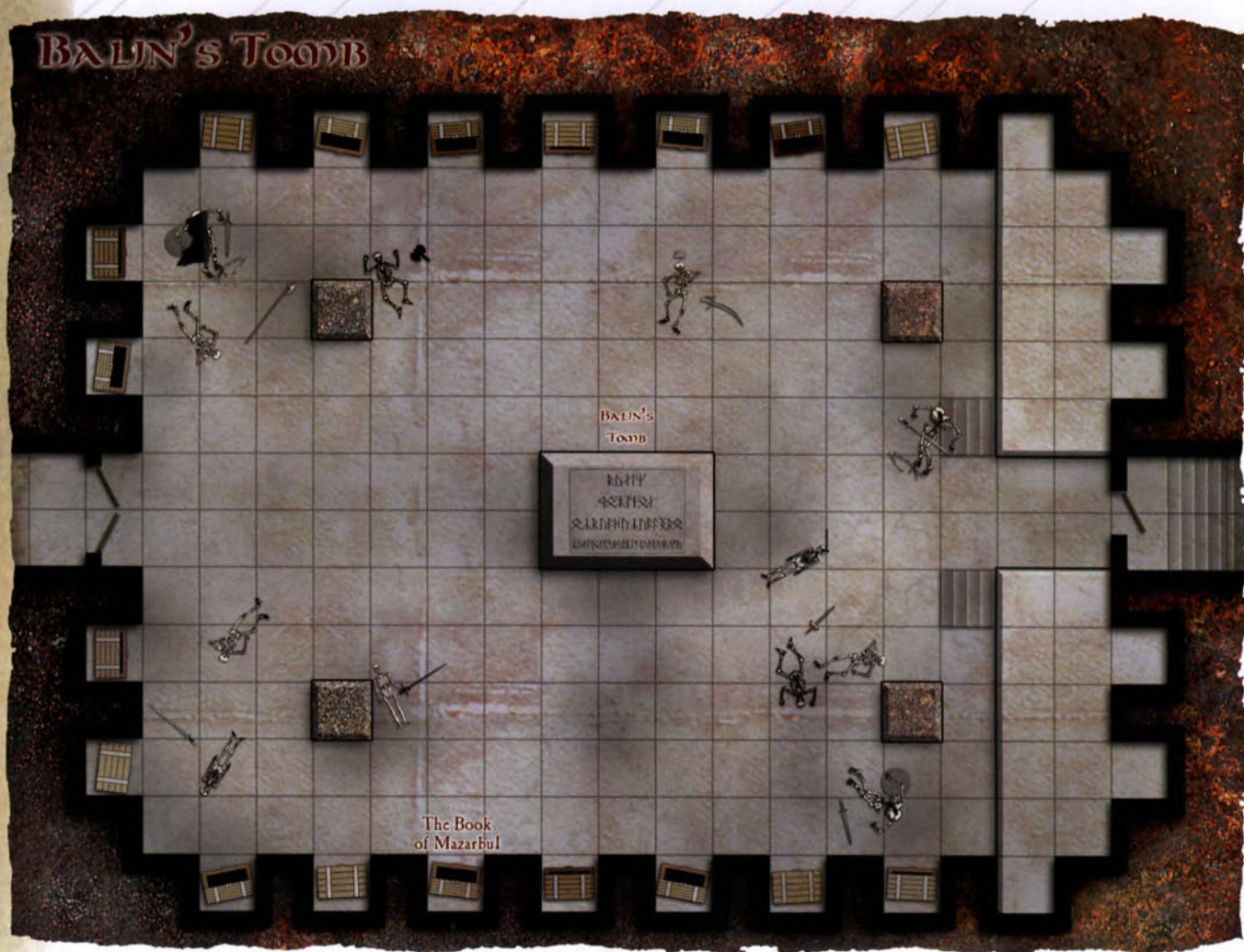
The Watcher likes to lurk in its pool until the moment to strike is right. If the Watcher makes a grab attack on a surprised opponent, it gains a +4 test bonus to its grab attack.

INK: Once per hour, the Watcher can produce great clouds of ink that turn water black as night in a 10-yard radius from it.

TENTACLES: The Watcher may make five attacks with a standard action, but no more than two of these may be directed at the same target. Small creatures may only be struck by one tentacle, while those larger than a Man may be battered by three or more. Each tentacle can attack targets up to 30 feet from the Watcher's body. The Watcher cannot use defensive attacks or power attacks with its tentacles.

Each tentacle has but 1 Wound Level and is severed after it sustains that much damage from an edged weapon. The Watcher counts a quarter of the damage taken in this manner against its total Wound Points. It has a total of 24 tentacles, though it can only attack with up to five at once. It retreats to the depths after losing half or more of its tentacles.

TOUGH HIDE: The Watcher's central body is covered with a thick, slimy skin that gives it 2 points of armour there. Its tentacles are too slender and flexible to gain the benefit of this protection.



had been warring against them for the past six years. The leader of the Orcs was Azog, father of Bolg, the leader of the Orcs who captured Thorin and Company, as told in *The Hobbit*. Thráin II, father of Thorin Oakenshield, led the Dwarves.

The two forces met in the Dimrill Dale, and the Dwarves carried the day, nearly exterminating the Orc-army. In the course of the battle, Azog killed Náin, son of Grór, but the Orc was in turn slain by Náin's son, Dáin Ironfoot, who would later become the King under the Mountain after the Battle of Five Armies.

In this entire affair, the Balrog remained within Moria. Victorious over the Orcs, the Dwarves considered entering Moria to retake it, but they thought better of confronting the

Balrog in their weakened state.

The Balrog, it seems, only cared about those foes who might enter his realm. For this reason, he became involved when Balin, one of the surviving members of Thorin and Company, entered Moria in TA 2989, with the aim of re-establishing Khazad-dûm. Balin's efforts were not entirely unsuccessful, but he and his forces were not able to hold out forever against the Balrog and his minions. In TA 2994, five years after Balin and his kin re-entered Moria, the Balrog destroyed the last of them.

Moria lay mostly undisturbed until the Company of the Ring entered it in TA 3019, about 25 years after Balin's death. When the Balrog learned of the presence of these intruders, its wrath was terrible, and it

set out to kill them straight away. In the end, Gandalf cast the creature into the abyss when he destroyed Durin's Bridge. Sadly, the Balrog's whip caught the wizard as it fell, dragging Gandalf down after it.

The Balrog is shaped like a gigantic man with demonic features, like massive, curved horns and batlike wings. It is filled with darkness, and yet fire covers it. It carries two weapons: a great, flaming sword and a many-thonged whip.

Besides the Balrog, Moria is filled with all sorts of fell beasts. The most common are the Orcs of Sauron. Descendants of those who fought alongside Azog, these foul creatures hate all of the Free Peoples, but the Dwarves most of all. They take great pleasure in despoiling the once-beau-

tiful halls of Khazad-dûm, and they are eager to have the chance to slay more Dwarves again, a prospect that the lengthening of the Shadow makes more likely every day.

Besides the Orcs, there are also Trolls of many sorts, including Cave-trolls. These beasts usually work in conjunction with the Orcs, under their command. They sometimes resent their smaller masters, but most Trolls are too dim-witted to see another alternative.

For statistics for these creatures, see *The Lord of the Rings Roleplaying Game* or *Fell Beasts & Wondrous Magic*.



THE WEST-GATE

When the Company of the Ring abandoned the Redhorn Gate for Moria, the travellers worked their way back down the pass and around the foothills of Silvertine to the south. Gandalf then led them back up into the mountains, following along the dry bed of the Sirannon (Sindarin for 'Gate-stream'), which had long been dammed by the Watcher in the

Water, filling the valley before the West-gate, although none of the company knew it at the time.

When the heroes arrived in the valley, they found the road to the gate—once the road to Moria from the Elf-realm of Hollin, to the west—blocked by a pool of water. They skirted it and made for the secret door of the West-gate, which was marked by two holly trees. Gandalf cast a spell (*Ithildin-fire*) that caused the *ithildin* the Elves of yore used to frame the door to glow brightly. The inscription over the door reads: 'The Doors of Durin, Lord of Moria. Speak, friend, and enter.'

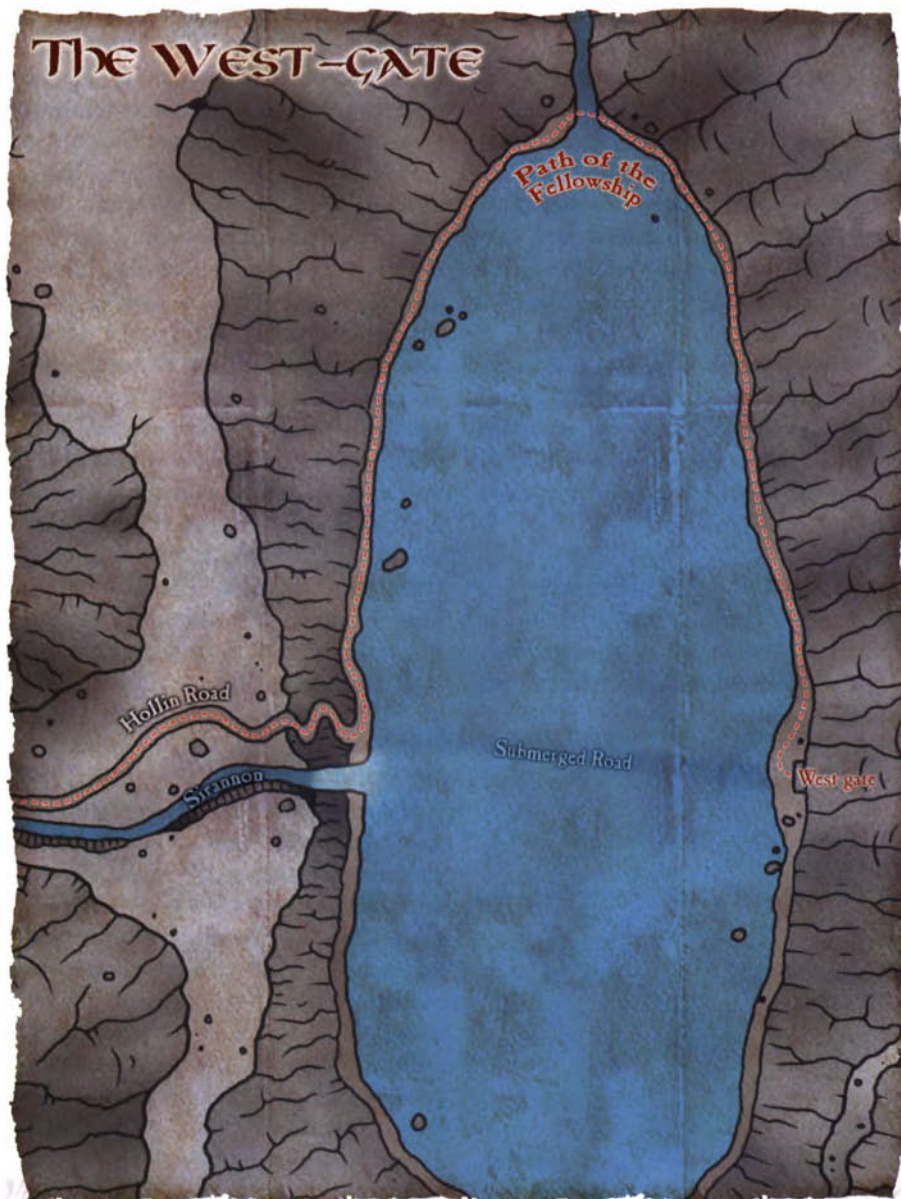
The door confound Gandalf's best efforts to open it by magic, but eventually he realized that the inscription was a riddle. He spoke the Elvish word for 'friend' (*'mellon'*), and the door opened. At that moment, the Watcher in the Water attacked, driving the heroes into Moria and sealing them in.

DWARROWDELF

In the film, Gandalf calls the city of Khazad-dûm proper 'Dwarrowdelf'. In truth, the city and the entire complex share the same name, and Dwarrowdelf is simply another name for Moria.

The bulk of Moria is a vast complex of tunnels, few of which were ever used for anything other than mines. The bulk of the living area was concentrated in the eastern parts of Silvertine, nearer to the Dimrill Gate.

The habitable parts of Moria are divided into seven levels and seven deeps. The First Level is that at which the Great Gates enter the place, as well as where the West-gate lets in. The First Deep is the next down-level below that. It is by these designations that the Dwarves are able to navigate through the place, although each level or deep has dozens of stairwells and shafts that climb up and down among the various areas, making it easy for the uninitiated to become lost.



THE FELLOWSHIP OF THE RING SOURCEBOOK

Moria is carved out of solid rock. The Dwarves worked on it constantly for over 5,000 years before there were forced to flee it. Most of the areas in it are entirely dark, but the chambers nearest to the slopes often feature windows or cunning chimneys that allow in bright shafts of sunlight and enough air for all within to breathe easily, even among the thousands of torches that burned there at the height of the reign of the Dwarves.

Besides the various libraries, forges, armouries, living quarters, and so on, there are a number of tremendous halls that stand dozens of feet high and hundreds of feet wide and long. Great columns of polished rock support these, forming grids of massive, stone poles throughout.

Most of this place is empty of all but dust, the Orcs having pillaged it of any items of worth long ago. There may be treasures hidden within the place, but if so they are well concealed from the eyes of those who are simply trying to pass through the place as quickly as possible.

Every day a group of heroes spends within Moria, there is a 2 in 6 chance that Orcs discover their presence. Once this happens, the heroes can expect a visit from a well-armed horde of Orcs and perhaps a cave-troll or two. If they prove to be especially resourceful, the Balrog itself is all too eager to destroy them, given a chance.

THE CHAMBER OF MAZARBUL

On their last day in Moria, the heroes stumbled upon the Chamber of Mazarbul (Dwarvish for 'records') on the Seventh Level. Here they found the tomb of Balin and a partially destroyed journal telling of the last days of Balin's reign as the King of Moria, at least partly in the hand of Ori, one of the surviving Dwarves of Thorin and Company who accompanied Balin to Moria. It ended with the words, 'They are coming.'

It was here that the Company

made its first stand against the Orcs of Moria and the cave-troll they brought with them. The troll was too large to fit through the doorway, and the heroes were able to wound it and drive it off. They then battled with and slew many Orcs and Uruks before making a mad dash down to the First Level to try to find the Great Gates and escape.

This chamber has a high, flat ceiling, and its stone door still rests upon its hinges. There is a hole high in the eastern wall that lets in a shaft of light that falls upon Balin's tomb. This is a large block, about two feet high, topped by a slab of white stone, upon which are engraved the following words in both Westron and Dwarvish: 'Balin son of Fundin, Lord of Moria.'

Many niches are cut into the stone of the walls. These once housed iron-bound, wooden chests, but these have been knocked open and looted long ago. The place is littered with the bones, arms, and armour of Dwarves and Orcs alike.

There is a smaller door cut in the wall under the shaft of light. It was through this door that the Company escaped from the chamber, racing down the flight of stairs just beyond.

DURIN'S BRIDGE

Fleeing from the Chamber of Mazarbul, the heroes make their way down the stairs and themselves in the

First Deep. There they entered the Second Hall, another cavernous space much like the one they camped in outside of the Chamber of Marzabul. The air here is hot, and the place glows with the light of a massive fire coming from a large fissure in the floor to the west.

The heroes raced off to the east while their pursuers were caught on the other side of the fissure. At the eastern end of the hall, the floor falls away into an apparently bottomless abyss. The door out of the place lays just beyond it, accessible only by crossing a narrow arch of stone known as Durin's Bridge. Narrow and without railings, this treacherous bridge reaches some 50 feet across the gap. This place was originally part of the Dwarves' defence against invaders coming through the Great Gates.

As the heroes fled, two trolls threw great slabs of stone across the fissure behind them, bridging the gap. Before the Orcs, Trolls, and Uruks could cross, though, the Balrog came up behind them. They fell away in fear as the dread creature leapt the gap and chased after the Company.

The rest of the Company fled over Durin's Bridge, leaving Gandalf to confront the Balrog on that narrow strip of stone. When the Balrog ventured onto the bridge, Gandalf shattered the structure. The Balrog fell into the abyss, but as it did its whip ensnared Gandalf and pulled the wizard down with it.

ADVENTURE HOOKS

Moria is a potentially limitless source of conflict and high drama in a chronicle. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

WATCHING THE WATCHER: (short) Elrond has gotten news that Balin is attempting to re-establish a Dwarven kingdom in Moria. He is



not quite ready to offer the whole help of Rivendell, but on a personal level he wishes to know how the effort is proceeding. As such, he needs an independent band of heroes to travel to the West-gate and see if they can establish contact with Balin.

During the time of Balin, though, the pool in which the Watcher in the Water lurks is much higher, coming right up to the edge of the West-gate. This make it even harder to get to it, other than by boat, and there are none in the area. If the heroes make it to the door and open it, the Watcher attacks. Otherwise, it lets them be.

A MESSAGE FROM MORIA: (medium) If the heroes visit Moria while Balin is still working on re-establishing a kingdom there, they may simply act as emissaries from him. He wishes to open relations with the Elves again, although he realizes that rebuilding the trust between the two peoples is sure to be a long and difficult process.

Of course, no Dwarves would be allowed into Lórien, so it would be up to the non-Dwarf members of the party to take on this task. If they manage to perform it well, they earn the gratitude of the leaders of both peoples, and they help to mend relations between the races for the first time in centuries.

RECLAIMING KHAZAD-DÛM: (long) Balin is in need of stalwart heroes to help him retake Moria. This is a hopeless task, but the heroes may wish to join the struggle in any case. They can fight tooth and nail to regain room after room, hall after hall, and the fight is sure to be a noble and glorious one, however doomed it may be once the Balrog decides to attack.

This adventure could be much more successful in the Fourth Age, once the Balrog is dead and the Ring is destroyed. The Orcs, Uruks, and Trolls who survived the War of the Ring are still here, though, and they are not ready to give up the place without a long and bitter fight.



THE OLD FOREST

'But you won't have any luck in the Old Forest,' objected Fredegear. 'No one ever has luck in there.'

— *The Fellowship of the Ring*

The Old Forest is a large woodland that stands just to the east of the Shire. It is rumoured to be a place filled with dangers of all sorts, and there are few Hobbits willing to travel there during the day, much less at night. Merry and some of his fellow Brandybucks were known to go hunting there from time to time, but they never stayed there long, and certainly never after dark.

OVERVIEW

The Old Forest once stretched across much of Eriador, but it has greatly diminished by the Third Age. By the time of the War of the Ring, it runs only from the eastern border of Buckland—as defined by the High Hay—to the western edge of the Barrow-downs. It stops well shy of the southern side of the Great East

Road, and it reaches not too far to the south as well.

The River Withywindle runs down out of the Barrow-downs and through the length of the Old Forest before it empties into the Brandywine at the south end of the High Hay. This is the major waterway in the Old Forest, and it is personified by the River-woman, a nature spirit that lives in a deep pool in the heart of the Withywindle. The River-woman is the mother of Goldberry, who is also called the River-daughter by her husband, Tom Bombadil.

THE EVIL TREES

The Old Forest is home to all sorts of wild creatures, but the most amazing are the trees. They are ageless, having been part of the forest since time immemorial. They are like the first trees in the first forest, before Elves, Men, or other races ever came to Middle-earth. Age, however, has twisted their hearts as much as it has gnarled their branches. They are angry and bitter about the way their domain has shrunk over the years, impinged upon by those who freely walk the earth, unlike their long-rooted selves.

When possible, these jealous trees trick travellers. By gathering closer together or leaning across good paths and leaving the way clear to bad

courses, they manage to shunt unwary travellers further and further into the heart of the forest, making it nearly impossible for anyone to get out. In game terms, this is due to Old Man Willow casting a *Misdirection* spell upon the heroes, causing the travellers to come ever closer to his home by the banks of the Withywindle.

Once the heroes find themselves under Old Man Willow's canopy, the black-hearted tree casts *Slumber* upon them, hoping to cause them to sleep against his trunk. When the heroes are all asleep—or at least unwary—Old Man Willow attacks. He uses his branches to try to swallow any victims who might be leaning up against him. Those who are a bit farther out, he grabs and tries to drown in the Withywindle instead.

If Old Man Willow manages to swallow a victim into his hollow core, he is loathe to give up his prey. If the victim's fellows try to harm the tree, Old Man Willow uses his *Spoken Thoughts* ability to tell the victim that he will kill his hostage if the tree is not left alone.

Despite his bitterness, Old Man Willow respects the power of Tom Bombadil, which is absolute in the Old Forest. If Tom orders the mean, old tree to release a victim, Old Man Willow complies, although grudgingly.

THE HOUSE OF TOM BOMBADIL

Tom Bombadil and his wife Goldberry live in a stone house situated high up near the headwaters of the River Withywindle. Still inside the Old Forest, it offers spectacular views of the rest of the forest, as it faces west, looking out over the leafy canopy beyond. A path that runs upstream along the northern bank of the Withywindle leads right to the place's front door.

Tom and Goldberry live here alone, rarely disturbed by visitors of any kind, for there are few foolhardy enough to brave the Old Forest these

OLD MAN WILLOW

"Poor old Willow-man, you tuck your roots away!"
— Tom Bombadil, The Fellowship of the Ring

ATTRIBUTES: Bearing 12 (+3), Nimbleness 4 (+0), Perception 8 (+1), Strength 15 (+4), Vitality 12 (+3), Wits 7 (+0)

REACTIONS: Stamina +3, Swiftsness +1, Willpower +3, Wisdom +3

SIZE: Mammoth (3 levels Healthy)

HEALTH: 15

SKILLS: Intimidate (Fear) +8, Observe (Spot) +5, Stealth (Hide) +8, Unarmed Combat: Wrestling +6,

EDGES: Hardy, Woodcrafty

FLAWS: Hatred (two-legged creatures), Proud

SPECIAL ABILITIES:

Barkskin: Old Man Willow's bark is tough and absorbs 2 points of damage per attack.

Spells: Old Man Willow can cast the spells *Bladeshattering*, *Dumbness*, *Fog-weaving*, *Misdirection*, *Slumber*, and *Spellbinding*, all without words or movements. He also has *Spoken Thoughts* and *Mind-Speech* as abilities.

Swallow: If Old Man Willow manages to get an extraordinary success on a grab attack, he swallows the target whole within his hollow core. Any victims therein are trapped tight and cannot move. They suffer a -10 penalty to any attempts to break free, and he can squeeze them for damage normally. Old Man Willow can hold up to one Man- or Elf-sized victim or two Hobbit- or Dwarf-sized victims this way. Anyone trapped within Old Man Willow's core can communicate with him by way of his ability, whether they have this power themselves or not.

Old Man Willow is technically a Huorn, an intelligent and animate tree. As old as he is, there is little chance that he would ever wish to move from his spot by the River Withywindle. Should that someday happen, he would find that his roots by the river run too deep for him to uproot himself. He is trapped there for all time.

How Old Man Willow came to be is impossible to know, but it's possible that Tom Bombadil himself awakened the creature, as well as the rest of the trees of the Old Forest. Or it could have been the Elves when the first arrived in the land in ages past. In any case, the trees of the Old Forest are not a happy group, and most of them have thrown in their lot with the bitter Old Man Willow.

days. Despite this, the two make excellent hosts. They offer visitors plenty of food and drink, as well as a place to wash up before meals and to lay their heads at night.

Goldberry is happy to entertain any guests, but she is not terribly

interested in the world beyond the borders of the Old Forest. Tom, on the other hand, is ready and willing to chat about many different matters into the wee hours of the night.

The house itself is two stories tall. The bulk of the first floor is occupied

by a large main room, which includes a dining table, a hearth, and plenty of chairs for sitting and talking. There is a large kitchen as well. The kitchen features a back door that lets out into a flat area that looks up at the downs above. There is a kitchen garden out here, as well as a stable that has room for several mounts, including Tom's pony, Fatty Lumpkin.

The bedchamber of Tom and Goldberry takes up most of the top floor. Tom also has a small workshop here, in which he spends many hours puttering away at one project or another. There's also a cosy, private sitting room good for smoking a pipe and having a think.

There is a penthouse attached to the northern side of the house. This

was added on after the rest of the house was built, as a guest room. There are four beds here, and a bench along the opposite wall. The room's western windows look out over a beautiful flower garden and a spectacular view of the Old Forest beyond.

ADVENTURE HOOKS

For chronicles that start out in the Shire or somehow find their way there, the Old Forest is the perfect place for an adventure or two. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

THE HUNT: (short) Scattergold Brandybuck has somehow gotten it

into his head that the Old Forest might well be a great place to hunt. To that end, he encourages all visitors to the Shire to try their hand at landing some game in the Old Forest. Any who manage bring back a stag from this dark woods are promised a fee of 1 gold piece, a handsome sum for most any pelt.

The Brandybucks are happy to let prospective hunters into the forest through the private gate through which Merry brought Frodo and the others as they fled from the Black Riders. However, they are always careful to lock the door behind all hunters. During the day, a guard is posted at the gate to let such hunters back into Buckland, but at night there are few if any who are willing to stand





at such a post.

THE MISSING CHILD: (medium) A young Brandybuck child by the name of Isabella is missing. She was last seen vacationing with her family in Haysend, near the mouth of the Withywindle. Her family fears that she may have wandered into the Old Forest and become lost. They are desperate for anyone to help them, and much of Buckland turns out to do so. If a few outlanders were to lend a hand, this would surely increase their standing in the eyes of the local Hobbits, including the Master of Brandy Hall.

THE ENCROACHING FOREST: (long) Over the years, the trees of the Old Forest have occasionally grown close to the edges of the High Hay. At first, the Brandybucks were willing to let this go, but there were many problems from it. Eventually, it was decided to clear the area around the High Hay for at least 100 feet. The trees

resent this further encroachment on their lands. They take every opportunity they can find to get themselves closer to the High Hay.

The Brandybucks have neglected clearing away the trees for some years now, and the situation has become dire. They are in need of help in pushing the forest back away from their borders. This could take a great deal of time, and it is sure to involve the heroes in a number of different encounters as the denizens of the Old Forest—including the trees and Old Man Willow—struggle with them over this thin strip of hotly contested land.

THE PRANCING PONY

'Over the door was painted in white letters: THE PRANCING PONY by BARLIMAN BUTTERBUR.'
— *The Fellowship of the Ring*

The Prancing Pony is the central inn of Bree. Because of its long, storied history, the small, unassuming town of Bree is one of the most diverse locations in all of Middle-earth. The men of Bree reckon themselves descendants of the first Men to ever settle the West. Hobbits live in Bree as well and similarly consider themselves descendants of the first Hobbits to live in the West. Because

THE INN OF THE PRANCING PONY

FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



1. Archway
2. Inn-Yard
3. Stables
4. Common Room
5. Kitchen
6. Parlor
7. Sleeping Room
8. Private Dining
9. Hobbit Room
10. Butterbur's Room
11. Storage Room
12. Bathroom

1 Square = 5 feet

THE FELLOWSHIP OF THE RING SOURCEBOOK

of Bree-land's central location, *The Prancing Pony* is frequented by Men from Dunland, as well as Elves from Forlindon and Harlindon and Dwarves from as far away as the Blue Mountains.

Though the Shire is only 80 miles west of Bree, *The Prancing Pony* sees few visitors from there. The Shire-folk tended to keep themselves, and visitors from Gondor or Rohan are more common than Hobbits from the Westfarthing.

OVERVIEW

Built into the side of the central hill of Bree, *The Prancing Pony* is a large, five-story inn catering primarily to the Men and Hobbits of Bree. A large sign hanging over the door reads 'THE PRANCING PONY by BARLIMAN BUTTERBUR' and depicts a white pony rearing up.

The inn is open most days from just before noon to well after midnight, usually 1:00 AM. Strangers are not only welcome here—they're expected. A great deal of *The Prancing Pony's* success is due to frequent visitors from those using both the Great East Road and the Greenway for trade. Even the Rangers of the North, distrusted by most—including the people of Bree—are frequent visitors here.

During the years leading up to the War of the Ring, strangers became less trustworthy here, and the locals were quick to cast a suspicious eye on anyone who acted strangely. The Nine were abroad then, and people spoke of Men clad in black who scoured the area. The activities of Trolls, Orcs, and other fell creatures from the remnants of the northern realm of Angmar became more frequent. Men were distrusted more than Elves and Dwarves, because Men were quick to fall prey to the influences of the Shadow. The Dunlendings to the south, though distantly related to the Bree-folk, are distrusted at the end of the Third Age.

Very little violence occurs in *The Prancing Pony*. The Men and Hobbits of Bree are quick to throw out any strangers with a mind to violence, and Barliman views the odd quarrel that breaks out among the regulars as little more than entertainment. The food and drink at *The Prancing Pony* are good and plentiful, and few who spend time here have much to worry about.

GOODS & SERVICES

Visitors to *The Prancing Pony* are assured of a good meal and a warm place to sleep. The menu caters to Men and Hobbits alike, and full-size rooms are available, as well as half-size Hobbit-rooms.

In general, goods and services in Bree cost three to five times more than the base prices listed in *The Lord*

of the Rings Roleplaying Game. See the accompanying table for particulars.

An ordinary meal consists of soup, slices of roast beef, a loaf of black bread, butter, a chunk of ripe cheese, and a berry tart. A fine meal includes hot meat, usually roast mutton, taters and gravy and white bread with honey butter.

Barliman's ostler, Bob, can find and procure any of the listed travel options for customers of *The Prancing Pony*.

Also, Barliman is willing to buy game animals from those who've recently been hunting, although he frowns upon people dragging dead animals into his establishment. Deer and boar are the only wild game native to the area. Barliman pays 3 sp for a freshly killed boar carcass and 4 sp for a freshly killed deer.

Barliman can be impressed upon to keep anything the customer feels

3.1: PRICES AT *THE PRANCING PONY*

FOOD AND DRINK	COST
Ale, mug	10 cp
Food, fine, 1 week	1 sp
Food, ordinary, 1 week	40 cp
Food, travel rations, 1 week	20 cp
Meal, fine	1 sp, 20 cp
Meal, ordinary	60 cp
Pipeweed, one pouch	50 cp
Wine, Dorwinion, per glass	80 cp
Wine, ordinary, per glass	20 cp
Wine, Dorwinion, per skin	1 SP
Wine, ordinary, per skin	1 sp
SERVICES	COST
Inn, ordinary, one night's stay	50 cp
Hot bath	50 cp
Clothes washed	5 sp
BEASTS AND VEHICLES	COST
Boat	2 sp
Cart	2 GP
Horse, riding	2 SP
Horse, war	4 SP
Pony	1 SP
Saddle and tack	1 sp
Waggon	4 GP

too valuable to store in his room's lock-box. However, he is wary of helping those who act suspiciously.

GROUND FLOOR

ENTRYWAY: The entryway is covered by a stone arch that provides welcome solace for visitors from the rain and snow. The ground here is packed dirt.

YARD: The yard is open to the sky. When a patron wishes to leave, he notifies Barliman, and Bob brings the customer's horse or pony out to the yard, saddled and bridled. The ground here is also packed dirt.

THE COMMON ROOM: Eight round tables and two long tables seat a total of 44 people (four at each round table, six at each long table.) The bar seats six and is where Barliman can usually be found serving drinks when he's not delivering food. The open space near the fireplace is the traditional area for minstrels to tell stories, sing songs, and otherwise entertain the patrons for some coin. Most guests, once they've had their fill of drink, are called upon to regale the locals with a song or a tale. The locals judge most strangers by the way they respond to this request. Those who are truly entertaining are always welcome at *The Prancing Pony*. Those who keep to themselves, like Strider and many of the other Rangers that frequent the place, are simply tolerated by the regulars.

PARLOUR: Like the common room, the parlour has a fireplace as well as chairs and tables. A couch is provided for relaxation. The parlour is primarily used by guests who are waiting for Barliman and his employees to get a room ready or clear a table. Guests who wish to speak privately with each other, far from the noise of the common room, find that this room makes the perfect meeting place.

HOBBIT-ROOMS: All the rooms at *The Prancing Pony* are similarly furnished, no matter what their size. Each room comes complete with a bed, a chest of drawers for storing

clothes, a lock box—usually at the foot of the bed—for storing valuables, and a ceramic basin for washing up. Water in the basin is changed every morning and evening by Nob. The only significant difference between the Hobbit-rooms and the Mannish rooms is their size. Because *The Prancing Pony* is built into the hill of Bree, the floor to the east is on a slope. Toward the back of the inn, the floors of the half-size Hobbit-rooms are higher than the floor of the common areas, giving the smaller chambers a cosy feel, perfect for a Hobbit, although a Man would find them horribly cramped.

KITCHEN: Barliman's wife Gwendolyn runs the kitchen and cooks the food. Her two female apprentices assist her. Lunch is usually cold meats, and the fireplace isn't lit until 3:00 in the afternoon. From that point on, there is always something cooking, and the smell of roast meat and baked bread is nearly overwhelming. On warm days, the heat of the kitchen can be oppressive enough too. The pantries contain dry foods, vegetables, spices, and pots and pans. Heroes looking for some spare coin can usually find work repairing the old, worn-out metalware.

BARLIMAN'S PRIVATE ROOM: Barliman and his wife live here. The rooms are nicely furnished. There's a large bed, a table and a chair, and a bookcase that contains the Butterburs' ledger. A lock-box under the bed contains the Butterburs' life savings: 300 SP.

STABLES: The domain of Bob the ostler, the stables have stalls to hold 12 horses or ponies. There is also one larger area for keeping any waggons that may stop at the inn.

UPPER STORIES

These U-shaped floors all have essentially the same floorplan. Several private rooms of varying size are available on every level, each with the same furnishings as the Hobbit-rooms

described above, although larger in scale. The chimney for the large fireplace shared by the kitchen and Barliman's private room runs up through all the floors. The heat it provides is used to keep the place warm, and each floor has a large room with a bath and a cistern of water warming next to the brick of the chimney.

PERSONALITIES

Besides Barliman Butterbur, there are a number of important personalities who spend much time in *The Prancing Pony*. They are described here.

All of the personalities below are described using the following shorthand notation: **Name:** (Sex, Race, Order: Advancements, Skills). Only the highest-ranked skills or most pertinent are noted. Each character may have many unlisted skills with a rank of 1 or 2.

GWENDOLYN BUTTERBUR: (Female, Bree-lander (Middle People), Craftsman: 1 Adv, Craft: Brewing +3, Craft: Cooking +3.) Gwendolyn is as stout and red-faced as her husband, particularly because she literally spends most of her days slaving over a hot stove. She is in charge of the kitchen of *The Prancing Pony*, but she is a bit shy, preferring to let her husband deal with the customers while she works behind the scenes.

NOB: (Male, Hobbit, Craftsman: 0 Adv, Observe (Spot) +3.) Nob is a young Hobbit from Bree, earning his living as a gopher for Barliman. He serves drinks, cleans tables, and tends to the rooms for the guests. His entire family lives in Bree and is well thought of by the locals. He has aspirations for a greater position in the inn, but he hasn't worked out what that will be yet.

BOB: (Male, Bree-lander (Middle People), Craftsman: 1 Adv, Teamster (Carts) +3.) Bob is *The Prancing Pony's* stablemaster. He's an experienced man with bit and bridle and

knows well the value of horse and pony. If the players want to buy horses, Bob's the man to see.

BILL FERNY: (Male, Bree-lander (Middle People) Rogue: 3 Adv, Intimidate (Fear) +5, Observe (Spot) +4, Search +3, Inquire (Converse) +4.) A citizen of Bree and a regular at *The Prancing Pony*, Bill Ferny is a Man with a secret. He is in the pay of Saruman the Wise, who has ordered him to deliver any news of activity in and around Bree, especially news related to the Shire.

ADVENTURE HOOKS

The Prancing Pony is the canonical launching point for any adventure, large or small. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

A THIEF IN THEIR MIDST: (short) One of the heroes, enjoying herself at *The Prancing Pony's* bar, is approached by a dirty, unkempt man. He asks if a discerning lady of battle such as herself would be interested in purchasing a fine weapon. Pulling aside his dirty cloak, he shows her a very fine sword indeed. Presumably the honourable PC would decline (or not—the adventure becomes decidedly more interesting if she accepts his offer). After failing to sell the sword to some other patrons, the Dunlending takes a room for the night and heads upstairs.

Not long afterward, the town guard arrives with a Ranger in tow. The Ranger's sword—an heirloom—was stolen from him as he slept in the nearby town of Combe. He has tracked the thief to *The Prancing Pony*. The heroes must now decide to help or ignore the Ranger. If they ignore him, the thief—who, while dirty and unkempt, is still highly proficient—leaves the Ranger with a deep wound and escapes. Only if the heroes lend aid does the Ranger have a chance to recover his heirloom.

MISSING SHEEP: (medium) Derry

Broadleaf, a prominent Hobbit farmer from nearby Staddle, rushes into *The Prancing Pony* one evening, looking for any off-duty members of the town guard. Of course, there are no guardsmen present—otherwise the guardsmen would have the adventure instead of the heroes. Derry speaks in a fervent rush about a huge, hulking creature that broke into his barn and stole some of his sheep. Derry is very excited and fears for the lives of his wife and children.

The folks in the inn laugh and jeer with calls of 'Was probably one of your daft sons who left the door open!' Derry explains that the door was pulled clean off the hinges. Things become more serious at this point, and the heroes must come to the Broadleaf family's aid, as no one else seems willing to take him seriously. The hulking beast in question is a Troll that was looking for an easy meal. How many Trolls are involved depends on how many advancements your PCs have.

BREE UNDER SIEGE: (long) From time to time, the Orcs of the North ride down on their wolves to raid Bree-land. They are often thwarted in their attempts by the Rangers who have placed this land under their protection. However, the Rangers are busy with other tasks at the moment, and a small force of Orcs has won through to Bree and is literally knocking on the town's gates. It is up to the heroes to organize and lead the resistance against these foul creatures.



RIVENDELL

'That house was, as Bilbo had long ago reported, "a perfect house, whether you like food or sleep, or story-telling or singing, or just sitting and thinking best..."'

— *The Fellowship of the Ring*

Lying amid the foothills of the western slopes of the Misty Mountains, the fair, rambling estate of Imladris (Sindarin for 'Rivendell') is hidden from the forces of evil, making it one of the most treasured havens of the Free Peoples.

OVERVIEW

In SA 1697, Elrond led a large number of Noldorin fugitives from the destruction of Eregion at the hands of the forces of Sauron. Scouting about for a place for them to resettle, he found a secluded dell in the lower slopes of the western side of the Misty Mountains, a place through which a tributary of the River Bruinen (Sindarin for 'Loudwater') ran fast and cold. He established a refuge for them here, a place known as the Last Homely House.

A hidden path was later established, connecting Rivendell with the Grey Havens via the Great East Road, cutting directly across Eriador. The Elves of Rivendell who wished to travel over the Sea took this route west to the lands beyond, but many stayed in Rivendell for centuries or more.

There are few structures in all of Rivendell, which is little more than a flat shelf of rock overlooking the Bruinen as it cascades out of the mountains. The largest is the Last Homely House, but there is also a stable and a forge nestled up closer to the valley's steep face. Another small shed houses the still in which the Elves

MIRUVOR

'It is very precious. It is miruvor, the cordial of Imladris.'

— Gandalf, *The Fellowship of the Ring*

The Elves of Rivendell prize their drink, and they fashion the most marvellous of cordials for themselves and their friends. *Miruvor* is their name for this wonderful drink. It is sweet and fragrant, and those who partake of it find that the warmth it imparts quickly finds its way to the very tips of their fingers and toes.

A character who drinks even just a mouthful of *miruvor* gains a +4 bonus on Stamina tests to resist weariness, the effects of exposure, sleepiness, and the like. This lasts for one hour. He also regains one lost Weariness Level automatically.

make *miruvor*, the cordial of Rivendell famed for its healing powers.

The entire valley is filled with well-tended trees, flowers, and other plants. The architecture of the place almost seems to flow directly from the trees, as if the Elves took the time to shape the living wood into the patterns they desired before harvesting it to put it into place.

The location of Rivendell is no secret to the Elves and their friends, but the servants of the Shadow are

not able to even conceive of the path to the place. This is due to Elrond's ownership of Vilya, the greatest of the Three Rings. If Sauron were to get his hands on the One Ring, Elrond's mind would instantly be laid bare to him, but until that happens, the Dark Lord finds it impossible to locate the place, try as he might.

THE LAST HOMELY HOUSE

Elrond's house is a place of surpassing beauty and comfort. Most importantly, it is a haven from the troubles of the outside world. Despite this, the Elves who live here are hardly ignorant of those troubles. From Elrond on down, they are all deeply concerned with the stretching of the Shadow across the land. If nothing else, Elves are farsighted, and they know that if all the rest of Middle-earth were to fall, then Rivendell could not long stand alone.

The Last Homely House is a rambling place, of which there always seems to be more. On the ground floor, there are two large halls that figure prominently in *The Fellowship of the Ring*.

THE FELLOWSHIP OF THE RING SOURCEBOOK

The first of these is the main dining hall, a place at which all the residents of Rivendell have space to dine at once. Traditionally, Elrond sits at the head of the main table, which is elevated upon a dais. Glorfindel is positioned at one hand and some other important personage at the other. As hostess, Arwen sits at the mid-point of the table—in a canopied chair—able to speak with many of the others at the table as she dines. There are often other tables scattered about the place. It is a great honour to share Elrond's table, and most guests of Rivendell are granted this privilege.

The other large room is the Hall of Fire. It is to here that the diners adjourn after a meal in the dining hall. At one end of the hall towers a massive fireplace in which a blazing fire is kept lit at every hour of the day. The place features no other lights but the fire, and it is normally empty, except on days of special importance. Those who come here on standard days are

often simply looking for a quiet place to rest and contemplate. On high days, however, the room rings with the enchanting tunes of Elven musicians, and friends and family are called upon to recite poems or lays both old and new, for the entertainment of all.

The rest of the house is filled with rooms for those who live there, as well as baths, kitchens, and the like. It is three stories tall, and stairs and passageways wind throughout it. There is a bell tower atop the structure, which is often used to call people to dinner, meetings, or whatever else they may be needed for.

There is a porch on the east side of the building that looks up at the towering slopes of the Misty Mountains, not so far away from here. It is set within a garden of surpassing beauty. The porch is a common meeting place for those wandering about Rivendell, and chairs and benches can be found throughout it. It was here that Elrond

called his council to determine the fate of the One Ring, and in that sense it was from here that the Quest of Mount Doom was launched.

Rivendell also had a number of vast and extensive libraries filled with many books and scrolls that cannot be found anywhere else in Middle-earth. Those who have access to its libraries gain a +2 bonus to all Academic skills while therein and for a full day after they leave, as long as they spend at least an hour studying there first.

THE RESIDENTS OF RIVENDELL

At the time of the War of the Ring, many important people called Rivendell their home. Besides Elrond himself, his twin sons Elladan and Elrohir lived there, as did Erethor, Elrond's chief counsellor. Arwen had returned from Lórien to live in Rivendell once again too, as she had in her youth.



Once he left Bag End after his eleventy-first birthday party in TA 3001, Bilbo went to stay in Rivendell for a while before proceeding on to Dale and the Lonely Mountain. Eventually, though, he returned to Rivendell to stay, as without the Ring to keep him young, age quickly caught up with him. When Frodo and his friends reach Rivendell, they find Bilbo staying there as Elrond's permanent guest.

Aragorn was raised in Rivendell, as have all the heirs of Elendil since the fall of the North-kingdom. There these young men are safe from the ravages of the Wild until they reach adulthood, after which they join the Rangers and begin their work as either chieftains or chieftains-to-be. Aragorn returns here many times over the years, having come to think of it as being as much of a home as a wanderer like himself may ever know.

PERSONALITIES

Besides Aragorn, Arwen, Elrond, and Bilbo, there are a number of important personalities who spend much time in Rivendell. They are described here.

All of the personalities below are described using the following shorthand notation: **Name:** (Sex, Race, Order: Advancements, Skills). Only the highest-ranked skills or most pertinent are noted. Each character may have many unlisted skills with a rank of 1 or 2.

ELROHIR: (Male, Elf (Halfelven—part Sinda, part Noldo, and part Dúnadan), Warrior: 40 Adv, Armed Combat: Blades +10, Ride +10.) Elrohir is the son of Elrond and Celebrian, brother of Arwen, and twin to Elladan. He is one of the greatest warriors of Rivendell, and he has his father's utmost trust. He is tall and graceful, with dark hair and grey eyes.

ELLADAN: (Male, Elf (Halfelven—part Sinda, part Noldo, and part Dúnadan), Warrior: 40 Adv,

Armed Combat: Blades +10, Ride +10.) Elladan is twin to Elrohir, and the two are nearly inseparable. Together, they are in charge of the security of the lands surrounding Rivendell. While the valley itself may be safe from the Shadow, there are always threats nearby, and these two brothers make it their business to account for them.

ERESTOR: (Male, Elf (Sinda), Loremaster: 50 Adv, Lore: Race (Elves)+12, Lore: Realms (Eriador, Rivendell) +12.) The most trusted of Elrond's advisors, Erestor was with Elrond when he founded Rivendell, and he has never left its borders since. It is Erestor that maintains the vast libraries of Rivendell. There is little on the shelves of this place that he has not read. He is tall and fair with long, blond hair.

ADVENTURE HOOKS

Rivendell is one of the most important havens in Middle-earth. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

FIND RIVENDELL: (short) If the heroes have never set foot in Rivendell yet, they may encounter someone who desperately needs to do so. This may be some traveller from a far-off land who wishes to seek counsel with Elrond but who does not know the way. Even if the heroes are unsure of the way themselves, the traveller has enough information to get them pointed in the right direction. In any case, the traveller needs an escort to help him get to Rivendell safely.

If the heroes manage to get this lone traveller safely to Rivendell, they earn Elrond's undying gratitude. They are forevermore welcome in the Last Homely House.

FIND FRODO: (medium) If your chronicle is set around the time of the War of the Ring, you have an interesting opportunity for the heroes to

play an important part in the tale. When it's clear that Frodo is on the run from the Nazgûl, Elrond sends out all who are willing or ready to stand against the Black Riders to find the Hobbit and his friends. If the heroes are in Rivendell at the time, they would surely be asked to do so.

While Glorfindel rides west along the Great East Road, Elrond also sends out searchers to the north and south, hoping to find the travellers if they have had to circle wide around the road to reach Rivendell. There are many opportunities for adventure here, including an encounter with a Nazgûl who has had the same thought as Elrond, at least until Frodo is wounded atop Weathertop. Even if the heroes don't find Frodo, they can still distract the Ringwraiths, particularly if there is a Hobbit within their ranks. This is a risky venture, to be sure, but the stakes are literally the fate of the Ring.

INTO THE TROLLSHAW: (long) With the rise of Sauron, the trolls and the Ettenmoors have been stirred to action and are attempting to occupy the forested hills of Rhudaur, now colloquially referred to as the 'Trollshaws.' Some have left to join Sauron's army, while those who remain close to home are bent on causing as much trouble for the Free Peoples as possible.

Elrond asks the heroes to help his sons Elladan and Elrohir to force the trolls back into their caves or at least keep the Great East Road free of their kind. Otherwise, he fears, Rivendell may be cut off from the world outside. This kind of action could take several weeks to accomplish, as the trolls are entrenched in their land and are not inclined to listen to reason.

THE REDHORN GATE

'If we climb the pass that is called the Redhorn Gate, under the far side of Caradhras, we shall come down by the Dimrill Stair into the deep vale of the Dwarves.'

— Gandalf, *The Fellowship of the Ring*

The Misty Mountains are one of the largest obstacles to travel between Eriador and points east. At the time of the War of the Ring, the pass near the River Gladden is threatened by

the Orcs of the mountains, although the Beornings keep open the High Pass, which leads over the mountains from the east to Rivendell. However, the activity of the servants of the Shadow throughout Mirkwood, and the pass and the lands between the forest and the mountains are plagued with still more Orcs. The underground road that goes through Goblin-town, for instance—as shown in *The Hobbit*—is far too perilous for any to wish to attempt on purpose.

It is possible to go around the mountains to the south by passing through the Gap of Rohan, a narrow plains that stretches between the Misty Mountains to the north and the White Mountains to the south. However, once Saruman reveals his

alliance with the Dark Lord, this way is no longer safe.

This leaves only two other ways across the Misty Mountains, the only two available to the Company of the Ring as they embarked on the Quest of Mount Doom. The most dangerous—or so it seem at first—was to try the underground route through the lost Dwarven kingdom of Moria. The other is the Redhorn Gate

OVERVIEW

The Redhorn Gate is a natural pass through the Misty Mountains that runs just south of Caradhras (Sindarin for 'Redhorn'), one of the three mountains that top Moria. Called Barazinbar by the Dwarves, this mountain's peak was forever



ATHELAS

*When the black breath blows and death's shadow grows
and all lights pass, come athelas! come athelas!*

Life to the dying In the king's hand lying!

— *The Return of the King*

Athelas is a special plant with long, green leaves. It was originally found in Númenor, but the Dúnedain brought it to Middle-earth with them when they fled the destruction of their land. At the time of the War of the Ring, the plant—also known as kingsfoil—is only found in places in which the Dúnedain once lived or camped—places like Weathertop.

While some like Strider know the herb to be especially powerful in aiding healing, this knowledge is not widespread, and there are many who think it useless. In the film, when Strider asks Sam to go look for *athelas*, Sam knows what the Ranger is referring to, but he does not understand the plant's value. As educated a gardener as he is, he believes the stuff to be a weed. In *The Return of the King*, the herb-master of the Houses of Healing in Minas Tirith is ignorant of its powers as well. Apparently it is not terribly pretty and has no blooms that any passer-by would appreciate.

Properly prepared, *athelas* leaves have strong healing powers. The leaves smell sweet and strong when crushed. When this is done—or when the leaves are made into a tea—the scent grants a +3 bonus to all Healing tests performed on those who smell it, as well as to any rolls to resist weariness they may make. If the hero using the *athelas* has the Healing Hands edge, this bonus doubles to +6. Those who smell *athelas* so recover lost Weariness Levels twice as quickly as normal.

topped with snow. While its top may be snow-capped, the sheer sides of Caradhras are dull red, an indication perhaps of the great amount of iron to be found in its heart. It is this colour and the mountain's sharply defined shape that give it the name Redhorn. The only vein of *mithril* found in Middle-earth was located under Caradhras, which explains its rarity and why the Dwarves prized it so. It was while delving under Redhorn that the miners of Moria awakened the Balrog of Moria too, so the mountain's name tastes bitter-sweet on the tongues of Dwarves.

Despite the Redhorn Gate being one of the few ways across the Misty Mountains, it was renowned for its cruel weather. It was this very weather that turned the Company back as they tried to cross over the pass in the heart of winter. Eventually the snows proved too much, and they decided to try Moria instead.

In the film, it is Saruman who causes the weather that prevents the progress of the Fellowship. However, in the novel, this is not so clear. While it may in fact be Saruman's handiwork, the members of the Fellowship ascribe the poor luck with the weather alternately to be the work Sauron or even the spirit of the mountain itself.

In warmer days, it should be much easier to make the journey

through the Redhorn Gate. It is only about 40 miles as the crow flies, although it is a steep path with many switchbacks, greatly increasing its length. On the eastern end, however, it connects with the Dimrill Stair, a much easier path that follows a stream that cascades down the pass and into the Mirrormere in the heart of Dimrill Dale.

From December to February, however, it is likely that the pass could be blocked with snow. There is a 2 in 6 chance of this being the case already at the start of any journey at this time of year.

As the heroes trudge up into the Redhorn Gate from either direction at any time of year, roll 1d6 at the start of each day. On a 1 or 2, poor weather rises up to stop their progress.

Depending on the time of year, this can transform the journey into something either miserable or fatal. In the winter, the heroes have to deal with exposure to cold, as well as the fact that their path may be blocked both forward and backward. In the other seasons, the storms that lash the Redhorn Gate make travel nearly impossible. Those who attempt it risk being blown from the face of the mountain or slipping to their death. To prevent falling to his death, each hero would have to make an Acrobatics (Balance) test (TN 20) for every four hours of travel. Most travellers are content to simply hunker down in a camp and wait out the storm. This delays travel seriously, of course, but it is better than the alternative.

ADVENTURE HOOKS

The Redhorn Gate is a vital route over the Misty Moutaines. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

OVER THE PASS: (short) The heroes need to get from one side of the Misty Mountains to the other, fast. To that end, they decide to brave

the Redhorn Gate, along with all the travails that choice entails. While it may seem that this is a simple decision, no journey through the Redhorn Gate is routine, and the heroes are sure to encounter many difficulties as they trudge along.

RESCUE ATTEMPT: (medium) Word comes to the heroes that several Dwarven travellers are trapped in the Redhorn Gate. One of their number is seriously injured, and the others are too weakened to haul him out. It is up to the heroes to come to their rescue.

Once the heroes find the victims, they discover that they were not quite told the entire story. The real reason the victims haven't been willing to leave the pass is that one of them has discovered a chest filled with *mithril* bars that is simply too heavy to be carried out. The dwarf who begged for their help to get his friends down off the mountain hopes the heroes can either help the other Dwarves listen to reason or at least help them cart the treasure down off the mountain.

BE THERE DRAGONS? (long) Rumour has it that a dragon has



taken up residence in the Redhorn's peak. It's up to the heroes to verify this and determine what may be done. It's up to the Narrator to determine the veracity of the claim. If there is a dragon here, what is it that the creature is after? Is it hoping to make a pact with the Balrog of Moria, or is a battle between the two creatures in the offing?

If there is no dragon atop the Redhorn, then what is the source of the rumours? Has the Balrog decided to take up residence in Redhorn's peak? Or is it simply a force of Orcs who like to set large fires atop the peak to watch the mountain seem to burn?

WEATHERTOP

'But long before, in the first days of the North Kingdom, they built a great watch-tower on Weathertop, Amon Sûl they called it...'

— Strider, *The Fellowship of the Ring*

The Weather Hills run north of the Great East Road between Bree and the Trollshaws. They run roughly north-south, and the southernmost of these is known as Weathertop. The Dúnedain once called this place Amon Sûl (Sindarin for 'Hill of the Wind').

Long ago, the Weather Hills formed part of the border between Arthedain and Rhudaur, two parts of the fractured kingdom of Arnor. Angmar took the hills from Arthedain in TA 1409, but they were later recovered.

OVERVIEW

Weathertop is a tall hill that sits at the southern end of the Weather Hills, offering a wide view of the lands all around, including a large section of the Great East Road. This makes it a perfect place for those travelling through the area to spy upon those on the road.

Long ago, Weathertop was the site of a large watchtower that King Elendil of Arnor had built to help guard his land. In the days of the Last Alliance of Elves and Men, Elendil waited here for Gil-galad to arrive with his forces. Thereafter, the two armies marched down to confront the forces of Sauron in their very home: Mordor itself.

A *palantír* was kept here from that time, later making the tower a point of constant contention among the three realms that sprang from Arnor's demise: Arthedain, Rhudaur, and Cardolan. In TA 1409, the allied



forces of Rhudaur and Angmar captured Weathertop and destroyed the tower thereon.

On the road from Bree to Rivendell, Strider took Frodo and his friends to Weathertop on the theory that they might meet Gandalf there or find some sign of him. Barring that, they hoped to be able to look down upon the Great East Road and possibly spot the Black Riders from that vantage. The risk, of course, was that the Black Riders might also be headed for Weathertop for the same reason, or that they might simply spot anyone

else standing atop the hill.

When the travellers arrived, they found naught of the legendary Tower of Amon Sûl but a ring of crumbling stone. The place has been torn down to the base of its foundation, and even this has long fallen into ruin.

In the novel, the travellers made camp in a small hollow on Weathertop's western flank. Only Frodo, Merry, and Strider actually climbed to the top of the hill to get a look at the surrounding landscape. Sam and Pippin stayed behind to look for firewood and get the camp set up.

Atop the hill, Strider found a stone with what looked to be Gandalf's mark scratched upon it. They also spotted some of the Black Riders on the road and skulked back to the safety of their camp.

The Black Riders detected the travellers and attacked them that night, right in their camp. Frodo was wounded with a Morgul-knife, which the Nazgûl hoped would be enough to lay him low.

In the film, the heroes made camp in a hollow below the hill's summit. The campfire that Merry, Pippin, and

THE FELLOWSHIP OF THE RING SOURCEBOOK

Sam lit to cook a meal gave them away before Frodo could stamp it out. The travellers then make their way to the ruins atop the hill to make a stand against the Black Riders.

Although the sides of Weathertop are steep enough—standing roughly 1,000 feet higher than the surrounding countryside, a switchback trail runs up its northern slope, shielded from the sight of the Great East Road to the south. The top of the hill itself is relatively flat, and the ruins of the old tower sit in a crumbling circle atop the crest, looking something like a crumbling crown on a grassy head.

ADVENTURE HOOKS

Weathertop is one of the best-known landmarks to travellers along the Great East Road. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

JUST FOR THE VIEW: (short) If the heroes are travelling through the area, they may wish to climb Weathertop simply to get a look around. If they do, they unknowingly expose themselves to being seen by every person or creature in the region. While this may not cause them a great deal of direct harm,

the decision may come back to haunt them in the end.

LEGEND OF THE HILL: (medium) There are those in Bree and beyond who speak of Weathertop only in hushed whispers. It is said that the ruins atop the flattened hill are haunted by the ghost of King Argeleb I, the former ruler of Arthedain, who lost his life in a battle over this stretch of land. Why the ghost would still be there is unclear, but it's possible that he needs to be laid to rest in some fashion. Perhaps his bones are still there, lying unburied and bleached in the sun. Or mayhap the jewels of his crown could still be there, perhaps in the hands of a wandering troll from the nearby Trollshaws.

As it turns out, there are no jewels or ghosts here, but there are plenty of bones. A troll has decided to set up shop here, and he gleefully feasts upon any unwise enough to tread all the way up the hill for a look at the surrounding landscape.

WE SHALL REBUILD: (long) The Rangers—under Aragorn—have decided that it would be a good idea to build a shelter of some sort atop Weathertop. The eventual aim is to reconstruct the tower that once stood here, helping the Rangers keep the lands safe for many leagues around. However, the place seems to be cursed, and there are many obstacles that must be surmounted for such a plan to work.

The Rangers are too busy with their work to concentrate much on rebuilding Weathertop at the moment. The doubling of the guard on the Shire had taxed their limited resources. However, those who would take on the challenge themselves would find the Rangers eternally grateful. This would involve a long-term commitment to run off the bandits and ruffians that sometimes make the place their base of operations, as well as protecting any shelter built there from those who might wish to destroy it.

This adventure would be even more suitable for the early Fourth Age, as King Elessar would likely be eager to fortify such a strategically important locale.





GLADDEN RIVER

GLADDEN
FIELDS

CARADHRAS

FANUIDHOL

LOTHLORIENT

DIMRILL
DALE

MIRROR
MERE

REDHORN
PASS

DIMRILL
STAIR

LOTHLORIENT

CERIN
AMROTH

the
naith

CARAS
GALADHON

SILVERLODE

EGGLADIL
RIVER

NIMRODEL

Anduin

THE LORD OF THE RINGS ROLEPLAYING GAME

'The Company of the Ring shall be Nine; and the Nine Walkers shall be set against the Nine Riders that are evil.'

—Elrond, *The Fellowship of the Ring*

The Journey Begins...

Join the Company of the Ring at the beginning of the greatest quest of all, and follow the paths of its members as they journey ever farther into shadow and peril. Enter Middle-earth and re-live the adventures of the Fellowship in this exhaustive guide to the people, places, and events of *The Fellowship of the Ring*. From the pastoral hills of the Shire to the majesty of the Argonath and the Falls of Rauros, this book gives players and Tolkien fans alike a comprehensive overview of this beloved tale and its unforgettable characters.

The Fellowship of the Ring Sourcebook includes:

- ✦ A detailed timeline and guide to the events of the story, including discussions about how the novel and the film diverge.
- ✦ In-depth write-ups of all the important characters from the story, including Aragorn, Gandalf, Arwen, Galadriel, Boromir, and Tom Bombadil.
- ✦ Game statistics for numerous enchanted items and artifacts, including Gandalf's staff, Glamdring, the Phial of Galadriel, Andúril, and the One Ring.
- ✦ Extensive coverage of all of the places visited by the Fellowship in their travels, including Hobbiton, Rivendell, and Khazad-dûm, illustrated by over 15 maps.

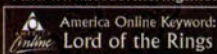


DECIPHER®
The Art of Great Games™
www.decipher.com

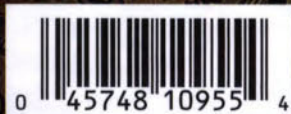


NEW LINE CINEMA
An AOL Time Warner Company

Visit: www.lordoftherings.net



UPC



ISBN 1-58236-955-0



No. 103521



© 2003 New Line Productions, Inc. All Rights Reserved. TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Decipher Inc. Authorized User. TM, ® & © 2003 Decipher Inc., P.O. Box 56, Norfolk, Virginia U.S.A. 23501. All rights reserved.