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## A SPY IN ISENGARD™

A GAMEBOOK BY  
Terry K. Amthor





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The world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls and Wizards both good and evil lives on in this series of ***Middle-earth Quest* gamebooks**. You too can now become entwined in the world's richest tapestry of high fantasy.

*Three Rings for the Elven-kings under the sky,*

*Seven for the Dwarf-lords in their halls of stone,*

*Nine for Mortal Men doomed to die,*

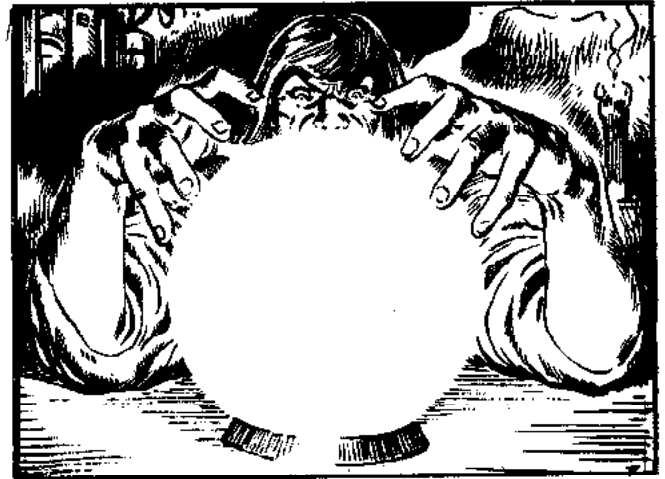
*One for the Dark Lord on his dark throne*

*In the Land of Mordor where the Shadows lie,*

*One Ring to rule them all, One Ring to find them,*

*One Ring to bring them all and in the darkness bind them*

*In the Land of Mordor where the Shadows lie.*



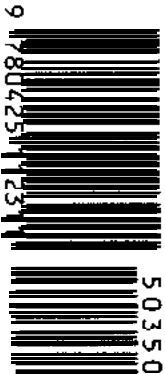
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by **Terry K. Amthor**

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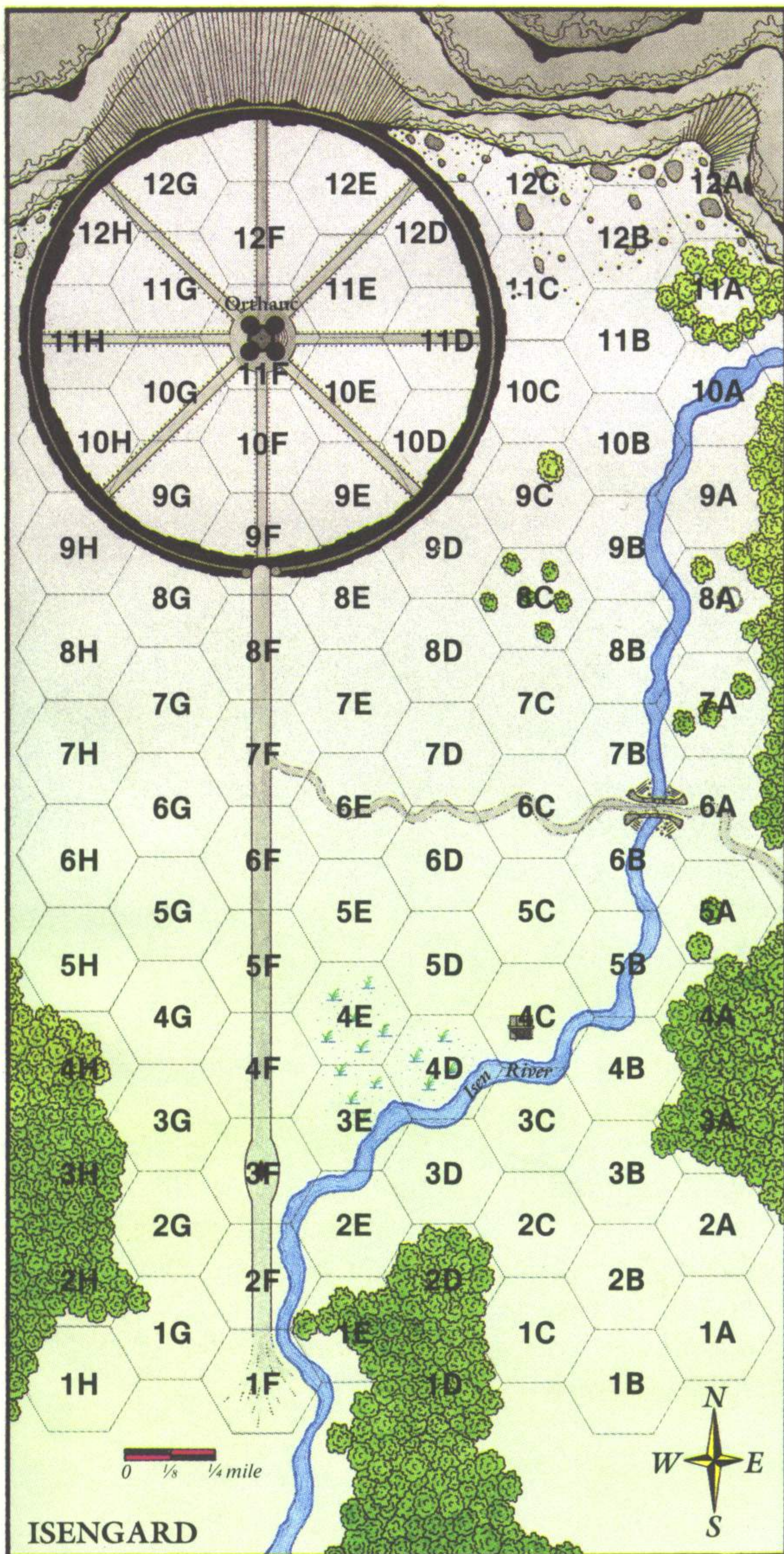
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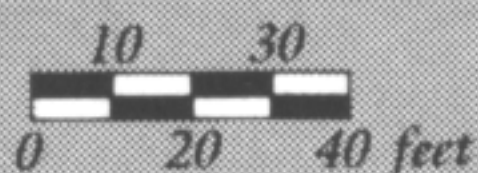
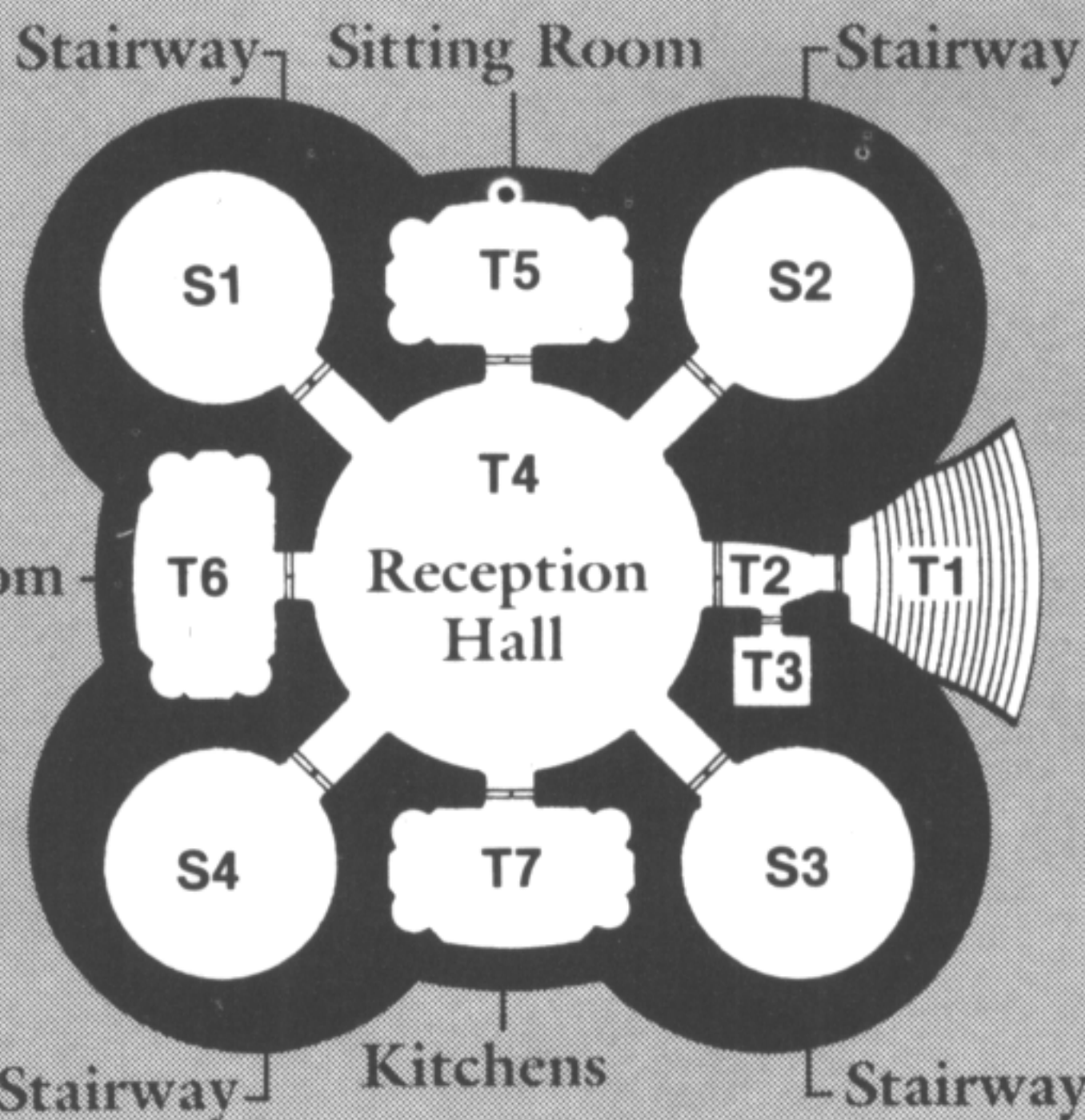
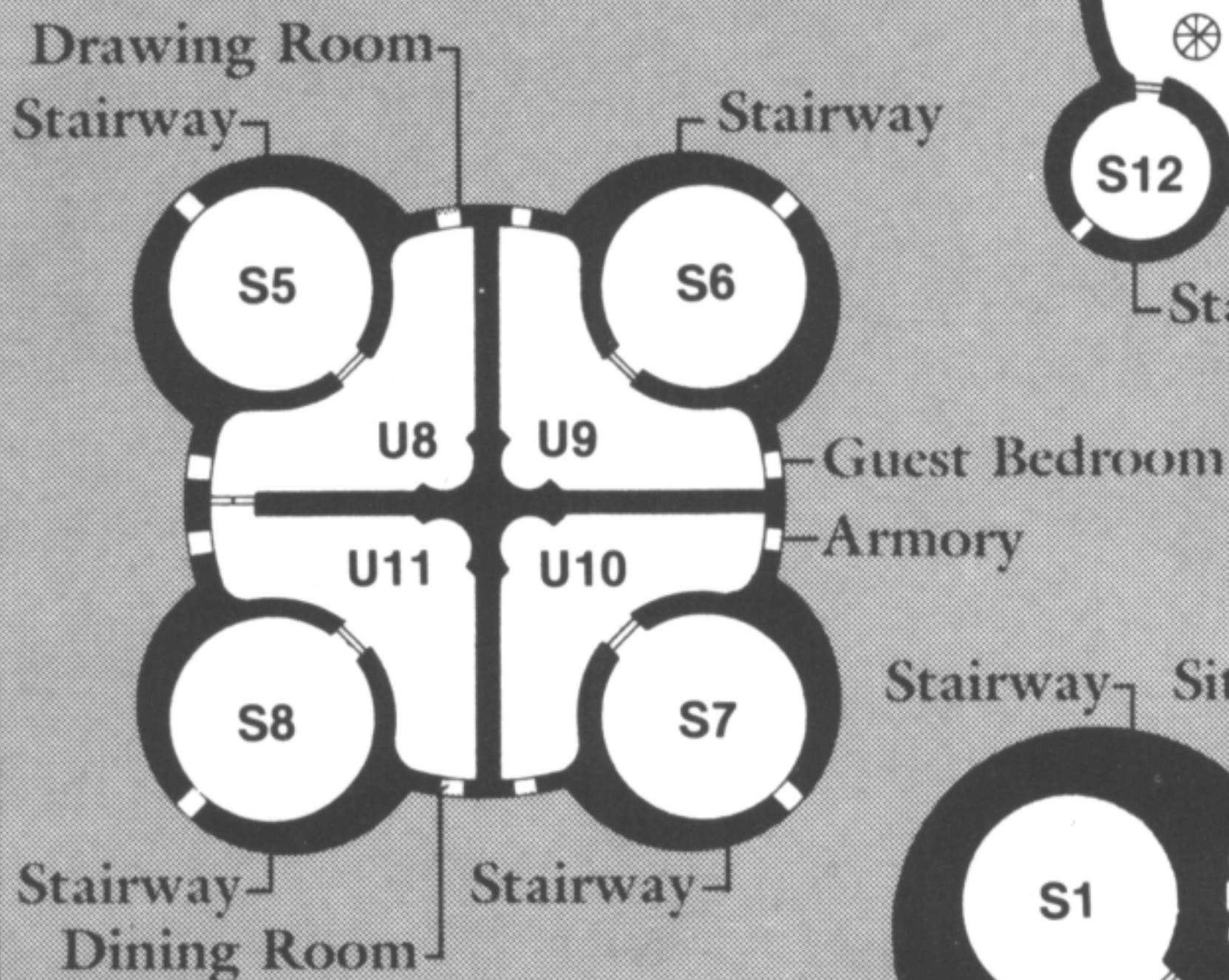
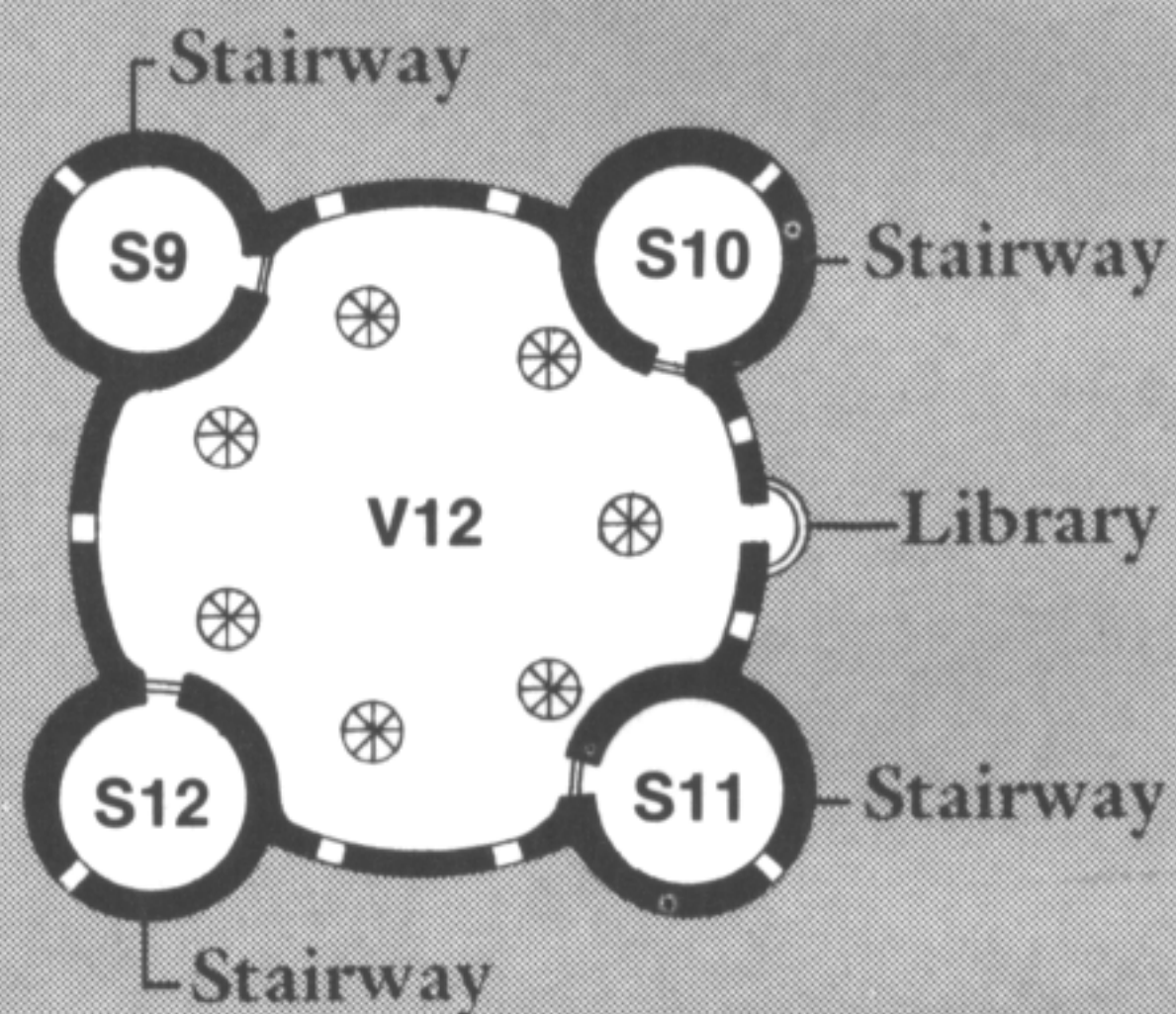
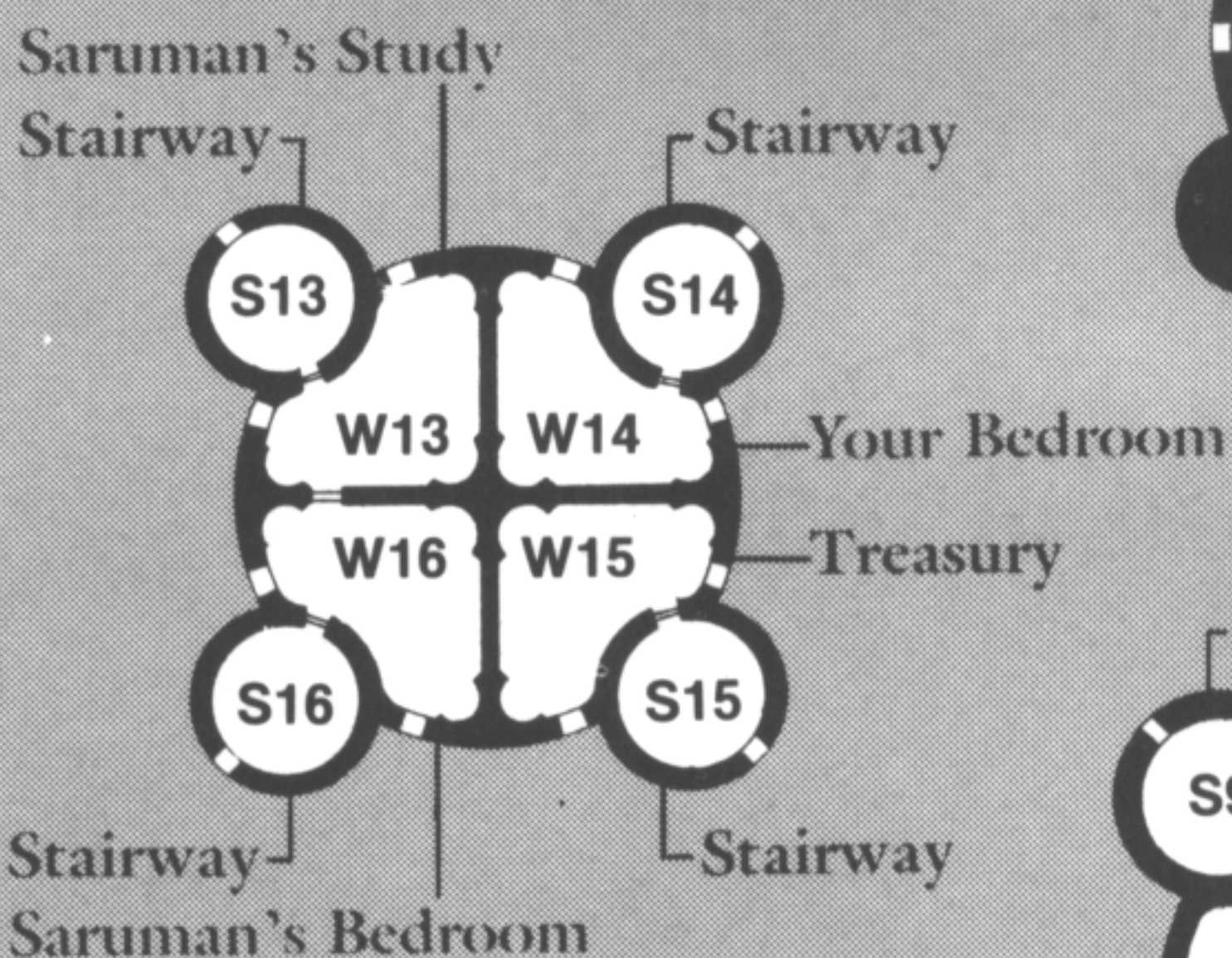
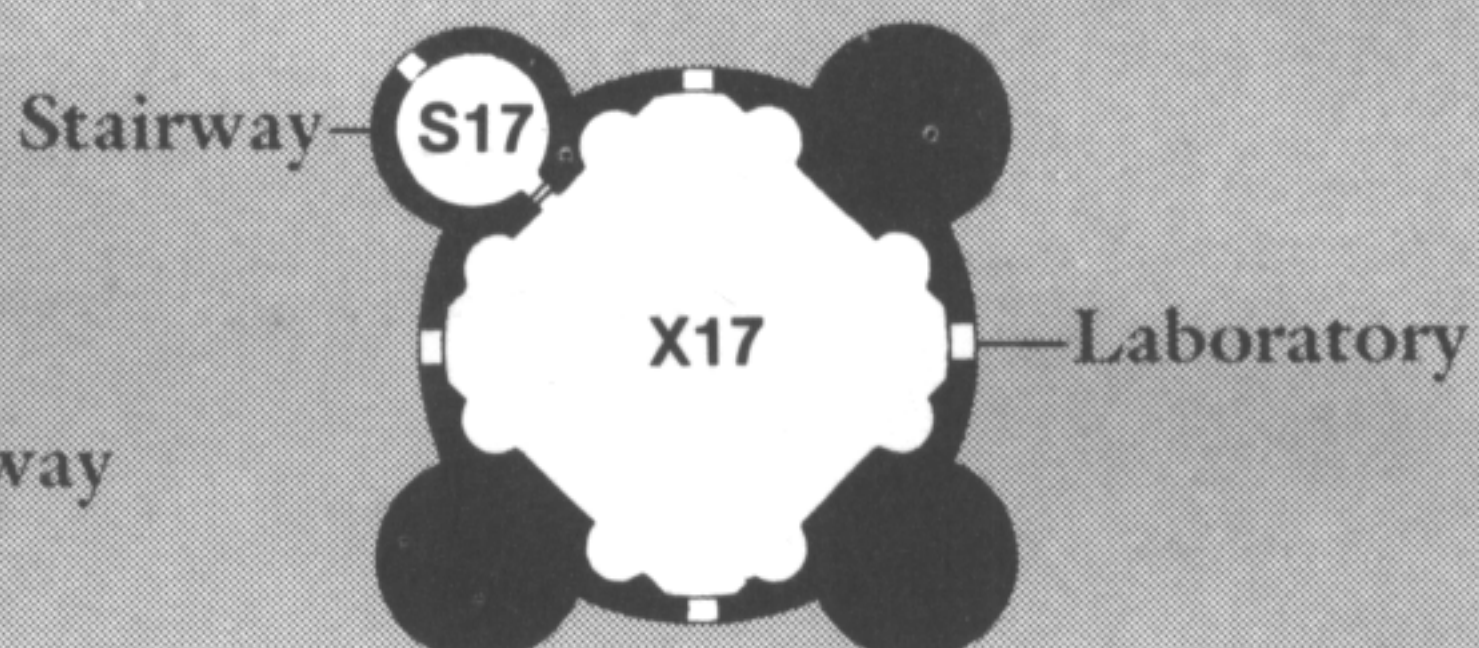
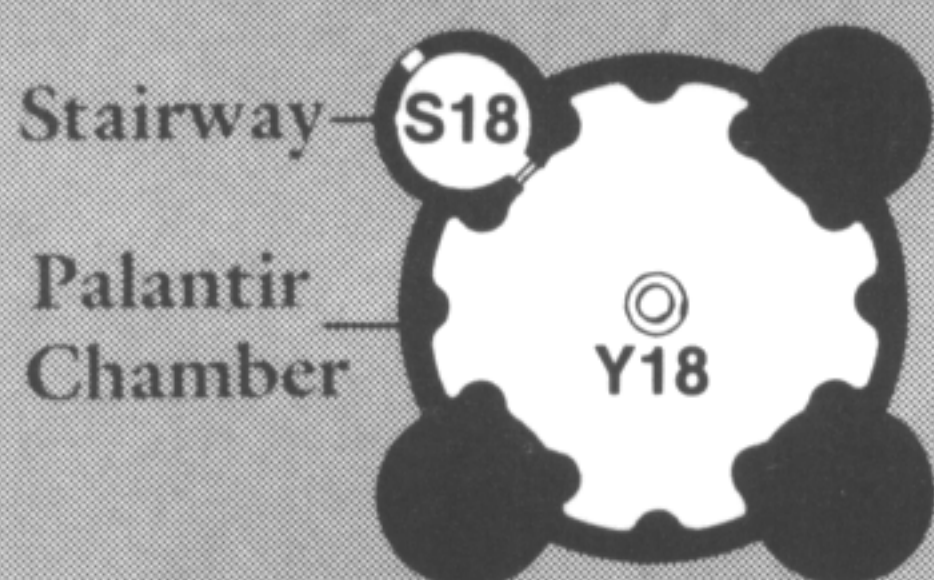
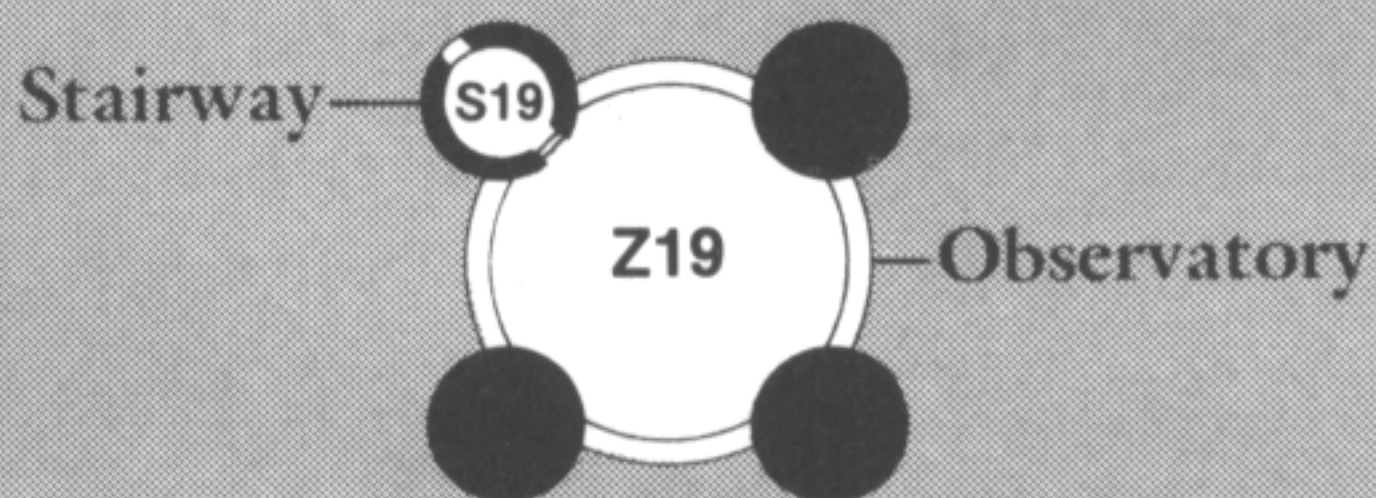








# ORTHANC





# INTRODUCTION

Based on the works of the greatest fantasy writer of all time, *Middle-earth* Quest gamebooks invite the reader into the world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls, and Wizards both good and evil. The continent of Middle-earth, rich in adventure and conflict, provides the perfect background for solo adventures. Welcome to the fantasy and thrills of **J.R.R. Tolkien's** Middle-earth!

## THE MAPBOARD

The mapboard gives an overview of part of the area in which your adventures take place. This map shows what you know about the area, but it does not tell you everything that may happen.

Each space on the mapboard is labeled with a number and a letter (i.e., 1A, 1B, . . . , 2B, 2C, . . . , etc.). Each of these labels refers to a section of the text, with the same number and letter, near the beginning of the book. This ***"Location Text"*** tells you what you find and directs you to further ***"Encounter Text"*** that gives you choices and detailed information to guide you in your adventures.

Keep track of your location on the mapboard during play. This is done by remembering the label of your location, by using any small playing piece (i.e., a coin) to mark your location, or by tracing your path with a crayon **or grease pencil**.

## THE GAMEBOOK

The gamebook describes hazards, situations, and locations that may be encountered during your

adventures. As you read the text sections, choices will be given as to what actions to take. The text section you read will depend on the space you move to on the mapboard, the directions in the text, and whether the actions you attempt succeed or fail.

*Location Text* sections are in the beginning of the gamebook and are matched to the spaces on the mapboard. These sections are labeled with a number followed by a letter. *Encounter Text* sections are found towards the back of the gamebook and are listed by three-digit numbers only (e.g., "365"). Read the Location Text as you move into the matching space on the mapboard, and read the Encounter Text when told to do so by the text.

Often Encounter Text will direct your "movement" in areas that are not represented on your mapboard. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should make notes and map your path of travel).

## CLUES

During this gamebook, you may gain information or items called "clues" which may be important later on. The text will sometimes instruct you to do the following:

**Check Clue xx** ("xx" is a letter)

When this occurs, check the appropriate box on the "Clue Record Sheet" found just before the prologue (also at the end of the book). You should also record the information gained and note the text section number on the line next to the box. You may copy or photocopy these sheets for your own use.

## PICKING A NUMBER

Many times during your adventures you will need to ***pick a number*** (between 2 and 12). There are several ways to do this:

- 1) Turn to the Random Number Table at the end of this gamebook, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the ***number*** which you have picked. If your pencil falls on a line, ***just*** repeat the process.
- 2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the ***number*** which ***you*** have ***picked***.
- 3) If you have two six-sided dice, roll them. The result is the ***number*** which ***you*** have ***picked***. (You can also roll one six-sided die twice and add the results.)

When you are instructed to ***pick a number*** and add a "*bonus*", treat results of 12 or greater as "12" and treat results of 2 or less as "2"

## CHOOSING A SYSTEM

Before starting to play, you must decide whether you want to use the *QuestGame Basic System* (following this section) or the *QuestGame Advanced System* (at the end of this gamebook). If you have never read a solo adventure and have never played role playing games, we suggest that you use the Basic System and the *pre-created character* provided ***just*** before the prologue. After you have mastered that, use the Advanced System and create your own character.

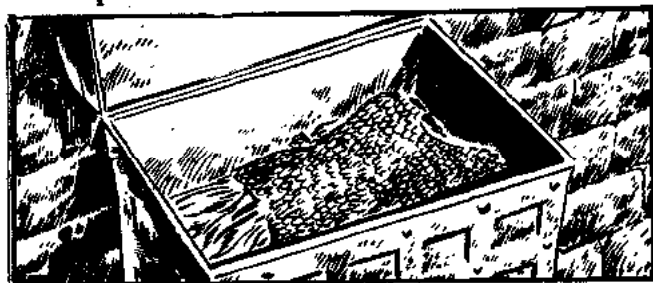
## CHOOSING A CHARACTER

There are three ways to choose a character:

- 1) You *can* use the *pre-created character* provided just before the prologue.
- 2) You can create your own character using the simple *Creating a Character* section at the end of this gamebook.
- 3) You can create your own character using MERP, the ***Middle-earth Role Playing*** system (an ICE product not included in this gamebook). When using ***MERP***, ignore the Action Table and Combat Table provided at the end of this gamebook. Instead, use the guide-lines and tables provided in ***MERP*** to resolve "actions" and "combat" (see *Optional Rules* at the end of this gamebook).

## STARTING TO PLAY

After choosing a character to play and a system to use, start your adventures by reading the *Prologue* found after the rules section. From this point on read sections as indicated by the text. When told to move ***on***, read text sections corresponding to spaces on the mapboard.



# THE BASIC, QUESTGAME SYSTEM

## MOVING ON

When the text tells you to *move on*, you may choose to move into any one of the spaces on the mapboard next to the space you are in; then read the matching *Location Text*. This text can of course lead to more detailed adventures by directing you to a section of *Encounter Text*. When the text tells you to *move on in a random direction*, proceed as if the text just says *move on*.

## TIME

When using the Basic System, **do not keep track of time**. When the text indicates a choice of encounters based upon time, read the text associated with the earliest time.

## EQUIPMENT

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Silver pieces are "money" and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities. If you wish, refer to the Advanced System for the effects of armour and weapons.

## DAMAGE AND HEALING

As you adventure, you will take damage from fights, traps, falls, etc. You must keep track of this damage in terms of a total amount of *Damage Taken*. (Record the total in the *Damage Taken* space on your Character Record.) Only your *Damage Taken* total changes during play; your *Endurance* does not change.

If your *Damage Taken* exceeds your *Endurance*. (see your Character Record), you are unconscious. If this occurred during a fight, you are defeated and must proceed as the text indicates. Otherwise, your adventure is over and you may begin again from the start. If the text indicates that you "wake up", change your *Damage Taken* so that it equals your *Endurance*.

Each time you read a section of text that you have not read before and that does not require you to **pick a number** or fight or **take an action**, you may "rest" and reduce your *Damage Taken* by one.

## "BONUSES"

When you are instructed to **pick a number** and add a "bonus", the bonus that you should add is the appropriate "Total Bonus" in the "SKILL" section of your Character Record. Keep in mind that these "bonuses" can be negative as well as positive.

During play, you may acquire equipment or abilities that may affect your bonuses. The *Special Bonus* spaces may be used to record these bonuses: of course, some of the *Total Bonuses* will have to be recalculated if this occurs.



## TAKING AN ACTION

When the text directs you to *take an action*, refer to the **Action Table** at the end of this gamebook. Choose one of the actions listed and follow the directions given. Sometimes these directions will require *you to pick a number* and use the “Total Bonuses” listed on your Character Record.

## FIGHTING

Fighting consists of a series of “rounds.” During each “round,” you attack your opponent or you attempt to flee **and** your opponent attacks you. Missile attacks and your Missile OB are **not** used in the Basic System.

After a fight, the text will indicate-what you are to do next.

If you choose to fight an opponent **or** the text indicates that you must fight, the combat is resolved in the following fashion:

- 1) You attack (see below) your opponent and then he attacks you. This is one round of the fight (two attacks, two numbers picked). If you are surprised, reverse the order of the attacks for the entire combat.
- 2) Repeat step 1, one round of the fight, until one of the following conditions occur:
  - a) One of you is **killed** (a “K” result on the Combat Table).
  - b) One of you has more **Damage Taken** than **Endurance**. That combatant is **unconscious** and is defeated. (This can also occur due to a “U” result on the Combat Table.)

- c) You successfully **disengage**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may *pick a number and add your- Running bonus*:

- If the result is 9 or greater, you successfully **Run Away**.
- Otherwise, you are still engaged and must begin another round of the fight at step 4. (However, you may attempt to **disengage** again).

### How to RESOLVE AN “ATTACK”

- 1) Subtract the defender’s Defensive Bonus (DB) from the attacker’s Melee Offensive Bonus (Melee OB) **and pick a number**.
- 2) Using the Combat Table at the end of this gamebook, cross-index the number picked (in the vertical column on the left side of the table) and the difference between the OB and the DB (in the horizontal row at the top of the table).
- 3) The result is the amount of damage that the defender takes (increase his **Damage Taken** by that amount). The special results “U” and “K” end the combat immediately with the defender being knocked out (U, Unconscious) or more rarely, killed (K).

### FIGHTING MORE THAN ONE OPPONENT

If the text indicates that you must fight more than one opponent in a given situation, just “fight” them one at a time as indicated above.



# PRE-CREATED CHARACTER RECORD

NAME: <u>RANA</u>		
STATS	Stat Value	Stat Bonus
Strength (St)	<u>8</u>	<u>0</u>
Agility (Ag)	<u>4</u>	<u>-1</u>
Intelligence (In)	<u>13</u>	<u>+2</u>
Endurance = <u>36</u> = 20 + (2 x St Stat)		

DAMAGE TAKEN

SKILLS	Total Bonus	=	Skill Bonus	+	Stat Bonus	+	Special Bonuses
Melee OB	<u>+1</u>	=	<u>+1</u>	+	<u>0</u>	St +	
Missile OB	<u>-3</u>	=	<u>-2</u>	+	<u>-1</u>	Ag +	
DB	<u>-1</u>	=	<u>0</u>	+	<u>-1</u>	Ag +	
Running	<u>-1</u>	=	<u>0</u>	+	<u>-1</u>	Ag +	
General	<u>0</u>	=	<u>+1</u>	+	<u>-1</u>	Ag +	
Trickery	<u>+3</u>	=	<u>+1</u>	+	<u>+2</u>	In +	
Perception	<u>+3</u>	=	<u>+1</u>	+	<u>+2</u>	In +	
Magical	<u>+4</u>	=	<u>+2</u>	+	<u>+2</u>	In +	

EQUIPMENT

## CLUE RECORD SHEET

- ☐ A \_\_\_\_\_
- ☐ B \_\_\_\_\_
- ☐ C \_\_\_\_\_
- ☐ D \_\_\_\_\_
- ☐ E \_\_\_\_\_
- ☐ F \_\_\_\_\_
- ☐ G \_\_\_\_\_
- ☐ H \_\_\_\_\_
- ☐ I \_\_\_\_\_
- ☐ J \_\_\_\_\_
- ☐ K \_\_\_\_\_
- ☐ L \_\_\_\_\_
- ☐ M \_\_\_\_\_
- ☐ N \_\_\_\_\_

## A SPY IN ISENGARD

by  
TERRY K. ANTHON

### PROLOGUE

You are the trusted apprentice to one of the greatest Wizards in all Middle-earth: Saruman the White!

Saruman, one of the Five Istari, powerful Wizards and conjurers said to have come from the West where live the Valar, the undying Guardians of the World. Saruman, a tall man with long beard and flowing hair, white broken only by a few strands of dark grey. Saruman, leader of the Order of Wizards, who wears a hood and long flowing robes pure as new snow, symbol of his colour and place. Saruman, the head of the White Council, a group including not only the Wizards, but the Elven Queen Galadriel, the lore-master Elrond, and others of the Wise. Saruman, who has gone by many names, who is accounted by all a magician unmatched except by the Dark Lord of Mordor.

Your home for most of your short life has been the citadel of Isengard, a mighty fortress at the northern end of a sheltered valley called the Nan Curunir — the "Wizard's Vale". The Vale lies at the southern tip of the Misty Mountains, on the border of Rohan, the land of the Horse-Lords. Protected by a circular wall a mile in diameter, Isengard is also guarded by a large army. Perhaps the most wondrous (and mysterious) part of the fortress is the tower in the centre, Orthanc, which means "Cunning Mind" in one language and "Mount Fang" in another. Indeed, both are true, for Orthanc is a pinnacle of indestructible glassy black stone five hundred feet tall, opening into four needle-sharp spikes at the top. Within is a maze of rooms, corridors and stairwells designed to confuse all but the most knowledgeable inhabitants. You are lucky enough to be one such.



An orphaned child, you were brought to Isengard when you were very young, along with several others your age. Unlike most of your fellow servant/apprentices, you have grown tall and dark-haired. A few of the others matured into the stocky build of the Rohirrim, with flaxen hair and pale complexions; virtually all of the rest (most of them boys) grew only to a lesser stature with brown hair and swarthy skin of Dunlendings. These you have not seen for years.

Saruman has seen great promise in your skills (more than in the others, apparently), and allows you access to several of the myriad levels within the mighty tower of Orthanc. One outstanding exception: you are forbidden to enter the chamber of the Palantir, the room where the ancient Seeing-stone from lost Númenor is kept. You are not even permitted to speak of it to outsiders. In fact, Saruman himself rarely ventured into that room... until recently.

Saruman has given you a set of keys to Orthanc, and allows you to aid him in many of his experiments. At first he was a wonderful and kind tutor, but in the last few years you have noticed a change in the old Wizard. He speaks less to you, stays shut up in his laboratory or, more frighteningly, in the chamber of the Seeing-stone. He appears world-weary and is quick to anger, his eyes flashing dark lightning. Vast armories and pits have been excavated under the once-beautiful groves of Isengard, dens designed to hold and supply a vast army. Worse, Orcs and creatures even more horrible appear within the walls of Isengard, as if welcomed by the Wizard. Can it be true? Is Saruman less than true to the White Council? Could he be allied with the Dark Lord?

You are faced with a terrible question: has Saruman betrayed the White Council and turned to an evil path? You must find out! And if he has, what can you do? Perhaps your only hope lies with getting a message to Galadriel, the Lady of Lórien. Saruman has mentioned her frequently in the past as one of the High Noldor, very proud and wise. He rarely has a kind word to say about her though, and it is clear that he considers her somewhat of a rival. As one of the White Council, she would be someone to tell of Saruman's actions.

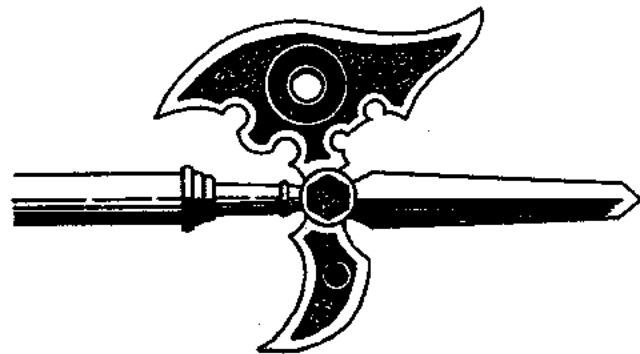
There are intelligent messenger-birds kept on the high roof of Orthanc, once used frequently by Saruman to send messages to other leaders in Middle-earth. One of those could be sent to the Elven Lady, who might be persuaded to send a messenger to meet you. Thus, you might convey the dark news of treachery — should it prove to be so — too sensitive to send by carrier bird.

Unless you are playing a previously experienced character, choose any two items from the following list and enter your choices under EQUIPMENT on your Character Record sheet:

- Dagger
- 3 doses of healing herbs in a pouch (every time you use one, pick a number and reduce your Damage Taken by that amount.)
- Leather armour
- Shortsword
- Back Pack

You begin your examination at the pinnacle of Orthanc.  
**Turn to Z19.**

*Note: inside the tower of Orthanc, "Move on" indicates that you may enter adjoining rooms or take a stairway up or down. Consult the Orthanc map in the middle of the book.*





## LOCATION TEXT: Orthanc Interior

### STAIRWELLS

S1

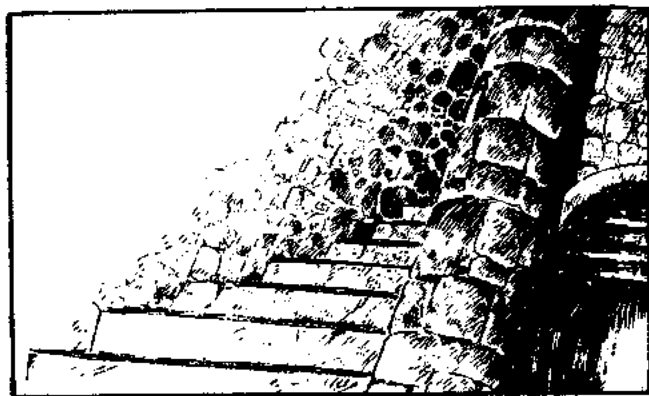
Time: 5

On this First Level stairwell, the base of one of Orthanc's four huge spiral staircases looms above you. The solid stone helix fills the chamber so that only the next turn is visible. You pause, and fancy that you can hear distant, echoing steps! Only silence greets your straining ears, however. The ancient tower is haunted by the memory of long-dead Lords and Mystics. From here you can either climb up (to S5) or enter the Entrance Hall (T4). *Move on.*

S2

Time: 5

This stairwell, one of the four which twist up through the centre of Orthanc's mighty black stone piers, exposes the wide roots of the stair which begin here. The steps are wide and smooth, the stairway a solid mass of stone spiraling up and away into the dimness. Long banners, faded with age, hang from the outer wall. Neither they nor the evenly spaced lamps are very successful in combating the looming darkness of the chamber. You can either climb up (to S6) or enter the Entrance Hall (T4). *Move on.*



S3

Time: 5

Here on the first floor stairwell begins one of the four spiraling stairways hewn out of the ebony rock of Orthanc. The stairwell faces you, its gleaming silver rail twisting skyward into the gloom above. From here you can either climb up (to S7) or enter the Entrance Hall (T4). *Move on.*

S4

Time: 5

One of four matching stone staircases twists upward within the slender pillars of Orthanc. The steps and walls alike are of the same glass-smooth stone, gleaming black and seemingly indestructible. Small lamps of silver and crystal are hung from the walls at regular intervals, casting a dim, glimmering light on the shining surfaces. The spiraling mass of the stair opens before you; either climb (to S8) or enter the Entrance Hall (T4). *Move on.*

S5

Time: 5

You arrive on the Second Level landing, where large double doors lead into the Drawing Room (U8). Away from you the stair twists away out of sight. You can enter the Drawing Room or can either climb (to S9) or go down (to S1). *Move on.*

S6

Time: 5

On this Second Level landing, a tall, polished oak door stands closed next to you. From here you can either climb up (to S10), down (to S2) or enter the Guest Bedroom (U9). As far as you know, no guests have stayed in Orthanc for several years. *Move on.*

S7

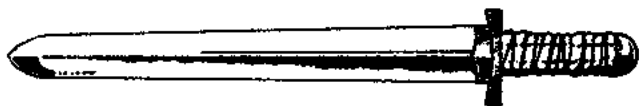
Time: 5

The stairwell leads both up and down, and from this landing you can enter the Armory. A deeply recessed, reinforced iron door guards the Armory of Orthanc, which is kept locked. To your knowledge only the Captain of the Guard and Saruman himself have keys. However, your keyring has many keys on it whose purpose even you do not know. One might open the door.

*•If you try to enter the Armory, turn to 167;*

*•Otherwise, move on to S11 or S3.*





S8

Time: 5

You stand on the second level landing of this massive, echoing stairwell. A set of large wooden sliding doors face you; they lead into the Dining Room. From here you can either climb up (to S12), down (to S4) or enter the Dining Room (U11). *Move on.*

S9

Time: 5

The great hollow core of this pinnacle begins to narrow as you reach the third level, yet still the steps are many feet wide. Deeply-set into the black rock of the wall is a large door with a pointed arch. Finely made with carved panels of dark cherry wood, the heavy door leads into the Library of Orthanc — one of the finest collections of manuscripts in all Middle-earth. From here you can either climb up (to S13), down (to S5) or enter the Library (V12). *Move on.*

S10

Time: 5

You arrive at the landing on the third level. A large door of dark, glossy wood with a pointed arch is set far into a niche in the inner wall. This massive door leads into the extraordinary Library of Orthanc. From here you can climb up (to S14), down (to S6) or enter the Library (V12). *Move on.*

S11

Time: 5

Here, at the third level landing lies the entrance to the Library of Orthanc — one of the most extensive gatherings of knowledge east of the Sea. The library door is tall and narrow, set deep in a shadowy niche in the inner curving wall of the tower. Finely made of carved panels of dark cherry, the heavy door leads into the Library of Orthanc — one of the finest collections in all Middle-earth. From here you can either climb up (to S15), down (to S7) or enter the Library (V12). *Move on.*

S12

Time: 5

Deeply-set into the black rock of the wall is a large, pointed-arch door. Finely made of carved panels of dark cherry, the heavy door leads into the Library of Orthanc — one of the finest manuscript collections in all Middle-earth. From here you can either climb up (to S16), down (to S8) or enter the Library (V12). *Move on.*

S13

Time: 5

The steps spiral away in both directions, and a tall door with a pointed arch stands before you. It leads to Saruman's Study.

- If you try to enter Saruman's Study (W13), turn to 488.
- Otherwise, move on by climbing up (to S17) or down (to S9).

S14

Time: 5

At the fourth level of this stairwell the steps spiral to an end, facing the door to your bedroom. Although not as grand as some of the doors on the lower levels, this one is of solid hardwood, elaborately carved with runes and delicate designs. A brass and crystal lamp hangs next to the door in the small portico, casting a warm light on the landing as you ponder what to do next. From here you can either climb down (to S10) or enter your bedroom (W14). *Move on.*

S15

Time: 5

At the fourth level this stairwell ends in a narrow landing. Straight ahead the cold iron door of the Treasury bars your way, while on either side stand iron statues of tall men in full plate armour. You have come here few times, but on every occasion the looming presence of the twin statues has sent chills through your body. Saruman has assured you that the guards are no more than sculpture, but his words somehow fail to convince you.

- If you move on climb down to S11.
- If you try to enter the Treasury (W15), turn to 338.



**S16****Time: 5**

This is the end of one stairwell, and at this landing two windows appear, looking South and West across the plain of Isengard. The view is dim and grey, the valley seemingly locked in perpetual gloom. There is also one door, of polished grey wood bound with silver, leading to Saruman's Bedchamber. As you stand and consider your options, a sudden cold breeze wafts up the stairwell; your body shudders with a chill.

- If you try to enter Saruman's Bedchamber (W16), turn to 479.
- Otherwise, move on by climbing down (to S12).

**S17****Time: 5**

You arrive at the Fifth level landing of this stairwell. Set in the wall next to you is a large metal door of unusual design. Instead of opening on hinges like most doors, it slides up and out of the way on a track. Saruman has explained that it makes a more secure seal, should some dangerous gas be released in the Laboratory beyond. From here you can either climb up (to S18), down (to S13) or enter the Laboratory (X17). *Move on.*

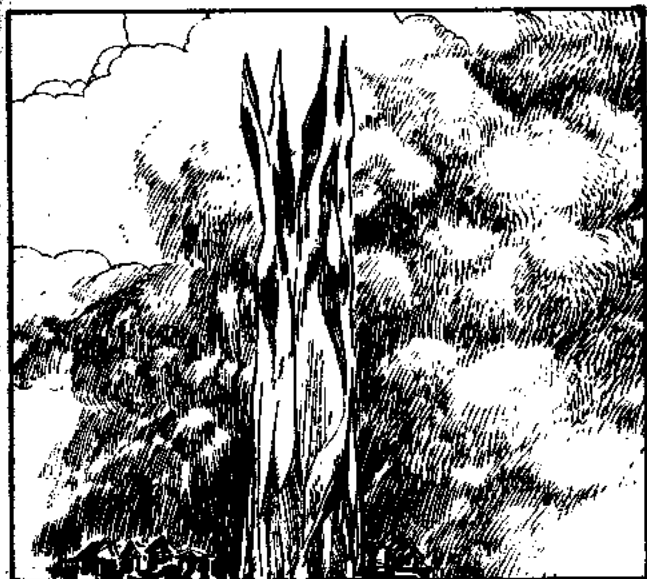
**S18****Time: 5**

Like a huge serpent the stairs twist away into the gloom. At this dimly-lit, small landing looms the narrow black stone door to the Palantir Chamber. You stand immobile in the shadowed portalway, blood pounding in your ears. Will you try to enter the secret room, wherein rests one of the oldest and most powerful artefacts in the world? Fear and anticipation war in you.

- If you try to enter the Palantir Chamber (Y18), turn to 123.
- Otherwise, move on by climbing up (to S19) or down (to S17).

**S19****Time: 5**

You are at the top landing of the highest stairway. Two tiny windows look out to the North and West. To the southwest is a small, narrow door, which leads out to the roof of Orthanc. You can either climb down (to S18) or go through the door out onto the roof (Z19). *Move on.*



## CHAMBERS

**T1****Time: 5**

Blackier than night, the mighty form of Orthanc stabs skyward directly above you. Despite the shelter of the recessed doorway, a chill Autumn wind pulls at your tunic and makes you shiver. The sky is overcast with low, threatening clouds. Down from the east-facing doorway stretches a wide staircase of twenty-seven steps. Circling the base of the tower on their patrol are Orcish guards; more are stationed in the small room just inside. Note: you are now in hex 11F.

- If you try to slip by the Orcs outside, pick a number and add your Trickery bonus:
  - If 2-6 turn to 146.
  - If 7-12, turn to 349.
- If you try to bluff your way past the guards, pick a number and add your Perception bonus:
  - If 2-5, turn to 432.
  - If 6-12, turn to 379.



**T2****Time: 5**

This corridor leads between the great black stone door which guards Orthanc and an inner door of fine polished oak leading into the Entrance Hall. The inner door normally stands open; the outer door is controlled from either side by inserting a key in the wall nearby and turning. The key activates a counterbalance which lifts the massive slab of indestructible stone up and into a slot in the wall above. Along one side of the foyer is a doorway — always open — where two men stand guard. You might get past by using one of the passwords you know (you are Saruman's apprentice, after all!). Note: you cannot "run away", as the slow-opening main door would take too long before the guards caught you. You might "sneak away" however.

- If you try to bluff your way past the guards, pick a number and add your Perception bonus:
  - If 2-4, turn to 405.
  - If 5-12, turn to 128.
- If you attack the guards or unsuccessfully sneak away, turn to 287.
- If you successfully sneak away, move on to T1, T2 or T4.

**T3****Time: 5**

This chamber is always manned by two of Saruman's human soldiers, guardians of the front door of Orthanc. It is a small room with a stove, table and chairs, and a cot.

- If you burst inside to attack the guards, turn to 274.
- Otherwise, move on to T2.

**T4****Time: 5**

The beautiful Entrance Hall has a domed roof covered with a carved ceiling of fine oak panels. The floor is of polished black marble, and many artefacts and works of art stand in niches around the perimeter. Your footsteps echo hollowly across the expansive room. From here you may enter any of the stairwells at the First Level, (S1, S2, S3, S4), or enter the Kitchen (T7), Sitting Room (T5), or Storeroom (T6), or proceed to leave Orthanc (T2). *Move on.*

**T5****Time: 5**

The door to the Sitting Room is always unlocked, though you could lock it with one of your keys (and only Saruman and a few of the other apprentices could get in). Although this chamber has no windows, it is a cheery room, with thick rugs and bright tapestries — and many comfortable chairs. One of your favourite places to read, the Common Room is your haven. The Wizard rarely comes here, preferring to spend time in his laboratory, or, lately, staring into the Palantir. Not surprisingly, the room is empty.

- If you search the room, turn to 141.
- Otherwise, move on.

**T6****Time: 5**

The storeroom is very dark as you close the heavy wood door behind you.

- If you have been in the Storeroom before, turn to 245.
- Otherwise, read on:

Although you have seen the servants go in and out of this room many times, you have never bothered to explore it before. It is quite dark inside.

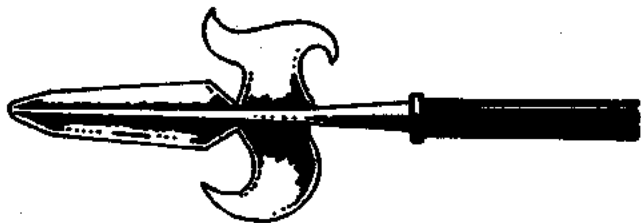
- If you know the Light Spell and wish to cast it, turn to 462.
- If you have the Pendant of Light, turn to 468.
- Otherwise, turn to 223.

**T7****Time: 5**

The Kitchens are not only where food for the tower occupants is prepared, but the living space for the cooks and maids. At least two of the five servants are always here. You know all of them, but they tend to keep their distance. The servants consider you to be, like Saruman himself, enchanted and therefore an object of some apprehension. *Move on.*







**U8**

**Time: 5**

You enter the rarely-used Drawing Room. Narrow windows, framed by faded, heavy blue velvet curtains, look out to the west and north. The original crystal lamps placed by the Dúnedain builders illuminate the walls paneled in oak. The ornate furnishings have begun to show the signs of age. *Pick a number:*

- If 2-4 turn to 380.
- If 5-12, turn to 392.

**U9**

**Time: 5**

The Guest bedroom is dominated by a huge canopied bed, surrounded by thick velvet curtains, which are pulled back and tied at the four posts. A couch and chairs rest near one of the two high windows, and behind a screen is the changing area. Walls paneled in dark wood or covered by tapestries make the room seem warm and inviting, though the large black fireplace is unlit.

- If you leave, move on.
- If you explore the Guest Bedroom further, pick a number:
  - If 2-10, turn to 312.
  - If 11-12, turn to 375.

**U10**

**Time: 5**

Dim light, filtering in through very narrow, barred windows, reflects from hundreds of metallic surfaces. Racks and racks of swords and maces, helms and shields, gauntlets and hauberks, march the length of the room. You walk silently between rows of weapons, knowing that all collected here are the finest of Saruman's hoard, a small part of the dozens of storehouses set into the outer Ring of Isengard. These weapons and armour are reserved for the captains and other officers of the Wizard's army. *Pick a number and add your Perception bonus:*

- If 2-10, turn to 103.
- If 11-12, turn to 127.

**U11**

**Time: 5**

Through the doors is the elegant Dining Room, almost never used any more. This chamber holds many fine antiques, including an elaborately carved oval table and high-backed chairs, as well as two large cabinets filled with strange and ancient artefacts which the old Wizard has collected in his travels. A crystal chandelier set with a hundred candles hangs from the high ceiling, and two pairs of tall, narrow windows provide views south and west. As usual, the room is empty and silent.

- If you wish to leave, move on to either S8 or U8.
- If you explore the Dining Room further, pick a number:
  - If 2-10, turn to 301.
  - If 11-12, turn to 334.





The vastness of the Library engulfs you. No matter how many times you come here, you are awed by the immense domed chamber one hundred feet across and nearly seventy-five feet at the apex. Five levels of iron walkways circle the perimeter, joined by spiral stairways. These seven narrow, open-mesh iron helixes are spaced evenly about the hall, rising sixty feet up to the base of the iron-trussed dome. The complexity and ornamentation of the twisting black ironwork in this room is a treasure to be appreciated, and that is merely the structure which surrounds the priceless volumes and documents held here. Indeed, the entire circumference of the great chamber is covered with carved wooden shelves and racks, holding thousands upon thousands of scrolls, bound manuscripts, and books. Most of the documents are of course loose manuscripts bound together; a few are actually books, filled with Saruman's flowing script. Much of the upper wall area is consumed with myriad pigeon-holes, each holding a parchment scroll, numbered and labeled.

To the east, a small, narrow door of black stone breaks the pattern of racks and shelves. Past that door is a short hallway, and beyond stands a small, iron-railed balcony, directly above the front door.

The huge room is lighted primarily by seven tall windows running from floor to dome, set next to each of the stairwells. At night, the domed ceiling gives off a warm yellow illumination. You once asked the Wizard how the magic of the ceiling was accomplished, but he just shook his head and said: "Some trickery of the Númenoreans, I suppose; they wasted their skills on foolish trifles like that." You secretly find the ceiling fascinating, though, and often come to the Library just as the natural light dims to watch the dome come to life.

Many curving desks occupy the floor of the chamber, reminders of a time when this was a citadel occupied by not only soldiers of Gondor, but by Mystics, Historians and Astrologers.

In the centre, on a raised pedestal, is the main librarian's desk and the catalogue, holding references to every manuscript, book and scroll in the room. Since only you, the other apprentices and Saruman use the library now, there is no need for a librarian; the desk has been untended for hundreds of years. *Pick a number:*

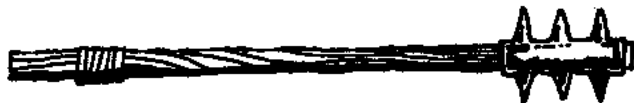
• If 2-5, turn to 475.

• If 6-12, turn to 322.



Although you have been in Saruman's Study before, it was always at the Wizard's invitation, and his piercing gaze had held you in such thrall that you hardly had the opportunity to give the room more than a cursory examination. Now, however, you are able to examine things carefully. The walls are all lined with shelves, which are in turn stuffed with not only volumes of Saruman's notebooks, but a vast array of strange artefacts as well. *Turn to 467.*



**W14****Time: Special**

This familiar chamber is of course your bedroom, your home for the last few years. Your windows look east and north. Often you have sat in the deep embrasure and stared out, over the wall of Isengard, thinking of the coast, and the sea beyond... and what is beyond that?

Your room is large and comfortable, and though simply furnished in comparison with the rest of Orthanc, most would consider it palatial. You have explored every niche and stone of your bedchamber long ago, and found nothing mysterious or particularly interesting. *You may spend any number of hours or days here that you wish, as long as you are not being searched for. Otherwise the time spent here is 5. Move on.*

**W15****Time: 15**

The heavy door swings inward on its gleaming alloy hinges, revealing a chamber dimly illuminated only by narrow shafts near the ceiling. You slip inside and carefully close the door behind you, leaning against it as your eyes adjust to the sparse light.

Seven niches are delved in a row in the curving wall (corresponding to the outer wall of Orthanc), and above each niche is one of the slanting shafts which bring in light. The seven beams of illumination all focus on one spot in the room: a pedestal about seven feet in diameter and rising three feet above the floor. You have the feeling that at one time this strange room had some mystical purpose, but that purpose was forgotten long ago.

Now the pedestal is stacked with boxes and small chests, and as you move further into the room, you see that a small wooden chest is set into each of the niches.

- If you leave the Treasury, move on to S15.
- If you investigate the items on the pedestal, turn to 202.
- If you examine the chests in the niches, turn to 436.

**W16****Time: 5**

The moment you step into Saruman's Bedchamber, you feel that this decision was a foolish one. Despite the fact that it is obviously empty, you are seized by a feeling of fear and dread.

*Pick a number and add your Magical bonus:*

- If 2-9, turn to 236.
- If 10-12, turn to 283.

**X17****Time: 10**

As you twist the small, iron knob next to the laboratory door, the wall is filled with the sounds of well-oiled machinery. With smooth elegance, the large door of reinforced metal glides along its track, rising into the wall above the portalway.

The great laboratory, filling an entire level of Orthanc, is actually many laboratories, including sections devoted to chemistry, metals, biology, botany, and other, more arcane arts. Although there are four windows, they are usually covered with steel shutters, and the only light in the room is from several ever-burning lamps and hearths. Saruman has been spending considerable time here lately, apparently casting something in the small forge. He has been very secretive about his work, impatiently telling you to study your chemistry whenever you display curiosity. *Pick a number:*

- If 2-5, turn to 234.
- If 6-12, turn to 424.

**Y18****Time: 5**

Slowly you open the large door, hoping that the hinges are well-oiled and silent. Before you looms the Palantír Chamber, resting place of one of the Seeing-Stones. The domed ceiling is vaulted with twelve ribs of slender stone which create heavy shadows about the perimeter. In the centre of the room is a circular table of black stone perhaps six feet in diameter, and in the centre of the table, resting in a shallow depression, is the Palantír! Before the table is a massive, throne-like chair with a high back and large, deeply carved arms.

- If you saw a light under the door before opening it, turn to 368.
- If there was no light under the door, turn to 429.





**Z19**

**Time: 5**

High above the plain of Isengard looms the Seventh Level of Orthanc: the rooftop observatory. Although it is called the Seventh Level, you know that there are actually many other floors in between the main 'levels', all with locked chambers and secret vaults. Saruman admits that even he might not have found them all yet. As one of the White Wizard's apprentices, you are allowed access only to the main levels; Saruman reserves access to the "inner chambers" (as he is fond of calling them) to himself.

This narrow space, open to the sky, lies cradled between the tips of the four mighty piers of black stone, 500 feet above the ground. A wall (which you must stand on your toes to look over) joins the horns, and beyond, far below, stretches the plain of Isengard. You strain to see across the plain, but all is wreathed in thick fog. Far off you fancy that you can see a few towers of the rim wall jutting above the mists. This must be what it would be like to be resting on a cloud, you think, peering into the gloom. A cool breeze ruffles your hair as you turn from the wall. Before you, etched upon the floor lie many astrological signs. Within a hollowed niche of one of the piers is the roost for several messenger birds.

• If you are just starting the game, pick a number:

• If 2-5, turn to 346.

• If 6-12, turn to 452.

• Otherwise, move on.

*Note: After you leave here you may spend as much time as you wish in your bedroom (W14).*

## **LOCATION TEXT: Isengard Exterior**

(each space = 1/4 mile)

**1A**

**Time: 15**

You stand at the southeast edge of the inner Wizard's Vale, tall grass coming up to your knees, and realize that the planned meeting point is far behind you. Ahead lie the rolling hills of Rohan, land of the horsemen. *I'm really all alone now*, you think to yourself, feeling more than a little frightened. But your mission drives you. *Move on.*

**2A**

**Time: 5**

The grasslands of Rohan have just about given way to trees and rockier soil. To the north stand clumps of elms and poplars; you can make out deeper forest further on. Open land stretches eastward. *Move on.*

**3A**

**Time: 15**

Tall, dark trees close in. Poplars give over to ancient oaks and firs. The only sound is the quiet crunch-crunch of dead leaves beneath your feet. You begin to get the feeling that you are being watched. Suddenly, you see a flicker of movement behind a tree nearby.

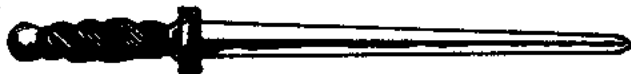
• If you investigate, turn to 393.

• Otherwise, move on.

**4A**

**Time: 5**

Oaks, elms and pines seem to close in all around you. Even though it is late fall, the trees refuse to yield most of their dry foliage. A chilling wind blows through the dense wood, and you fancy the trees are whispering to each other as their papery leaves scrape. "A sssspy...there is a ssspy in Issengard...warn the massster." Breaking into a trot, you hurry through the ominous forest. *Move on.*



5A

Time: 5

The river Isen is not far to the east, running almost due north-south. You stand at the fringes of the wood which borders the western edge of the Wizard's Vale. Small stands of poplars and an isolated oak or two dot the uneven ground.

*Pick a number and add your Perception bonus:*

- If 2 - 6, turn to 109.
- If 7 - 12, turn to 435.

6A

Time: 15

Although the Isen is not deep or very wide — averaging twenty feet from bank to bank — it is cold and swift, and here the banks are steep. The bridge is a fine old structure of dark grey stone springing in a long, low arch across the stream. A wide path heads west to intersect the road from Isengard, and over the bridge it winds east into the dark wood.

- If this was your chosen meeting-place, turn to 348.
- Otherwise, turn to 265.

7A

Time: 5

The Isen lies to the west, cold and swift, yet easily fordable. Dark, impenetrable woods lurk to the east. You are in a strip of uneven land littered with trees and burned stumps; there seems no pattern to the fearsome destruction. Pulling your cloak more tightly about your neck, you step up your pace. This is no place to be caught in the open. *Move on.*

8A

Time: 5

The land is flatter than further north, yet still slopes considerably from forest-edge to the riverbank. Small clusters of poplars and maples offer cover. The Isen river splashes and gurgles loudly, but though it is turbulent, you see many exposed rocks which would make it easy to cross.

As you slip through a group of trees, you come upon a stone ruin. Not large enough to be a house, you guess that it might be a small tomb of the barbaric Hillmen. Its low, domed form is somehow eerie and forbidding.

- If you explore the ruin, turn to 220.
- Otherwise, move on, crossing the Isen if you wish.

9A

Time: 15

The land slopes steeply down to the river, the forest breaking into less dense, smaller trees which clutch at the sides of gullies and ravines. Briars tug at your clothes and scratch your hands as you force your way through the dense undergrowth. Even the plant life seems to be against you.

Crashing and churning, the Isen's cacophony masks the sounds of your travel. It is swift but narrow and not very deep here, and you could ford its chilly waters without danger. Suddenly, you hear the sound you have been dreading: harsh Orcish voices! *Pick a number and add your Trickery bonus:*

- If 2-5, turn to 191.
- If 6-12, turn to 195.

10A

Time: 20

You find your route hard going, winding your way between clumps of boulders, cruel thorny brush, and treacherous footing. This area seems to be filled with ravines choked with underbrush and tree roots. Elms and sickly firs war with each other for sun, and in the process have left a battlefield of fallen, rotting trunks and broken land. Your only guide is the roaring sound of the Isen echoing in your ears. You break into a sweat despite the cold, and your body, softened by life in Orthanc, demands a rest. After a few minutes, though, your mission drives you. *Move on.*

11A

Time: 15

Atop a rocky knoll, you can see over the tops of surrounding trees to the barren lands of the Nan Curunir ("Wizard's Vale") below. Just over a mile to the mist-shrouded west, the four ebony needles of Orthanc stab skyward from the centre of the crater-like Ring of Isengard. Plumes of smoke rise from within the circle and wreath about the black citadel, giving it an especially sinister appearance. To the north the sheer flanks of Methedras rise steeply, offering no purchase. *Move on.*

12A

Time: 15

You have reached the very edge of the Wizard's Vale, and the feet of the Misty Mountains rise forbiddingly to the north and east. There is no escape here. *Move on.*



**1B****Time: 5**

Southward the grassy hills of Rohan tumble like waves on the distant sea. North lies the Wizard's Vale and the domain of your former master. You stand on the threshold between the two realms, torn by your conscience and your loyalty to the Wizard. *Move on.*

**2B****Time: 15**

Rocky, uneven land stretches all around you, and you are uncertain of your position. The darker green of forest looms on the horizon in two directions. Rising panic makes your heart pound, realizing that you may have lost your way.

- *If you have Clue D, move on.*
- *Otherwise, pick a number and add your Perception bonus:*
  - *If 2-8, you are lost. Move on in a random direction.*
  - *If 9-12, move on.*

**3B****Time: 15**

Northeast is the edge of a forest which covers most of the eastern portion of the Wizard's Vale. All else is short brown grass and rocks. Not a creature stirs in this barren wilderness. *Move on.*

**4B****Time: 15**

The Isen rushes loudly in the North; dark firs loom to the East, their needles whispering in the fickle breezes. You feel cold and very alone. You may cross the Isen river if you wish. *Move on.*

**5B****Time: 10**

The blue, glistening curve of the Isen River swings around you to the East and South. The river is shallow, and so easily fordable, but cold and swift. Beyond the river lies a dark wood. *Move on.*

**6B****Time: 20**

You stop to rest and recover a sense of direction. Northward lies the path leading from the front gate of Isengard. You can hear the Isen River gurgling away to the east, and off to the northeast is the bridge. Taking a deep breath, you forge onward. *Move on.*

[8]

**7B****Time: 10**

North of the path lies only uneven, rolling ground, dotted with clumps of trees and underbrush. You know that the Isen bridge is just off to the southeast. Cover is sparse, but available. *Pick a number and add your Perception bonus:*

- *If 2 - 5, move on.*
- *If 6 - 12, turn to 102.*

**8B****Time: 10**

At the edge of your sight through the haze, you can see the sweeping wall of Isengard to the Northwest. There is no sign of pursuit. You may cross the Isen river if you wish. *Move on.*

**9B****Time: 20**

The hills are steep and the way through the thickening underbrush is rough going. Brambles tug at your tunic and cloak, as if Saruman controls even them, and has ordered the very flora of the Wizard's Vale to impede your escape. *Turn to 145.*

**10B****Time: 10**

Isengard looms in the distance. Foul vapours rise from the plain within, illuminated from below by the forge-fires. A large group of poplars stands sentinel ahead. As you draw nearer, you fancy that you can see pairs of eyes watching you from within the woods!

- *If you draw nearer to investigate, turn to 138.*
- *Otherwise, move on, crossing the Isen if you wish.*

**11B****Time: 10**

The ground tumbles down from the knees of Methedras; huge rocks like drunken monoliths jut from the uneven earth. An uneasy feeling of being trapped comes over you. *Move on.*

**12B****Time: 15**

Methedras, the Last Peak in the long chain of the Misty Mountains, looks down on you from a great height. Sheer and white, it presents an awesome, insurmountable barrier. There is no going north. All around you are broken rocks and a few stunted trees. To the southeast stands a wood, and to the west, the wall of Isengard. *Move on.*

[9]

1C

The vast expanse of Rohan opens before you to the south. Behind is the Wizard's Vale and your pursuers, and you must go back in order to meet the messenger. Your only alternative is to take your chances in Rohan, though the nearest town is many leagues away.

- If you flee into Rohan, turn to 434.
- Otherwise, move on.

2C

Time: 15

You can see the edge of a forest but are uncertain of the direction, confused and dazed in your flight.

- If you have Clue D, move on.
- Otherwise, you are lost. Move on in a random direction.

3C

Time: 10

To the north and northwest the rushing waters of the Isen River roll and tumble, the water chill and swift as it cascades down from the Misty Mountains. Fortunately, though you can ford it easily, the Orcs dislike it and few patrols normally cross the river — but who knows what Saruman will drive them to? Move on.

4C

Time: 15

You come upon a very dilapidated stone farmhouse, resting on the northern bank of the Isen. It was probably once inhabited by Hillmen but is now clearly abandoned. Little remains of the roof, and few of the thick walls stand intact.

- If this is your chosen meeting-place, turn to 182.
- Otherwise, move on.

5C

Time: 15

Nothing can be seen in any direction except brambles, rocky, overgrown farmland, and burned, black stumps. You fight back panic, realizing that you have lost all sense of direction.

- If you have Clue D, pick a number and add your Perception bonus:
  - If 2-5, turn to 395.
  - If 6-12, move on.
- Otherwise, turn to 306.

6C

Time: 10

An east-west path winds away in both directions through the bleak, rocky land.

- If you walk on the path, turn to 418.
- If you keep the path in sight but try to use cover along the side, turn to 151.
- If you strike out across the countryside, turn to 356.

7C

Time: 15

The broken land, covered with thorny bushes and stunted undergrowth, seems to go on forever. What a depressing place! You press onward, trying to avoid the most tiring obstacles. Move on.



8C

Time: 20

The gnarled, stunted remnants of an apple orchard surround you. After some hunting, you find an unmarred apple and eat it as you continue on your way. Move on.

9C

Time: 15

The ground is rougher towards the north, and all around the grassland is broken only by an occasional cluster of elms. This area, too rocky to be tilled, was originally an orchard or pastureland. The high wall of Isengard sweeps in a wide arc to the northwest. Move on.

10C

Time: 15

Westward, one hundred feet high, rears the mighty wall of Isengard, formed by nature and refined by men. In every other direction only desolate, barren land stretches as far as the eye can see. You wonder if this is what Mordor is like. With a shudder, you continue on your way. Move on.



11C

Time: 15

You stumble on, your feet catching on stones and roots jutting from the uneven earth. The steep face of the Isengard ringwall swings away westward, the rock your only guide in this lifeless, depressing land. To the south in the distance you hear howling. Wolves! Or worse, Wargs! Ridden by Orcs, the huge, intelligent wolflike beasts may already be on your trail.

- If you run, turn to 271.
- If you cover your tracks to elude pursuit, turn to 105.

12C

Time: 15

The cliffs of Methedras, like a grim, hulking monster, appear through wreathing mists to the north. Southwest lies the rim-wall of Isengard. Angrenost it was also called, you remember; the "Iron Fortress", built many centuries ago by master architects and engineers of the Dúnedain. Once it was beautiful, the plain of Isengard filled with gardens and orchards. Will it ever be so again? Now it is Saruman's domain, and he has altered it to suit his own dark needs. *Move on.*

1D

Time: 10

The woods are more sparse than the forest further north, and southward you catch glimpses of the grasslands of Rohan. You stand at the edge of Saruman's domain. *Move on.*

2D

Time: 15

You are deep within the wood, treading silently on mosses, when you glimpse movement ahead — it looks like a grey-clad figure darting from one tree to another. He is too quiet and agile to be an Orc. Could it be the Elf from Lórien? Or Saruman? He could make his robes appear any colour he chose. Or — your heart beats more swiftly — might it be Gandalf the Grey? You have never met the Grey Wanderer, but despite (or perhaps because of) Saruman's sneering dismissal of him, you have always hoped to see Gandalf.

- If you call out to the person, turn to 131.
- If you follow the figure, pick a number and add your Trickery bonus:
  - If 2-9, turn to 314.
  - If 10-12, turn to 385.
  - Otherwise, move on.

3D

Time: 10

The shadowy forest lies to the South, almost invisible through layers of dank mist. The bubbling Isen River swings to the west and north, cold but crossable. You are trudging through the moist soil, staring glumly at the ground, when you come upon several sets of prints in the mud. Wargs! Ridden by Orcs, you judge, by the depth of the impressions — and very fresh. Could Saruman's beasts be searching for you? The thought of being caught out here by Orcs makes your blood run cold. They would show no mercy. You hurry towards your destination. *Move on.*

4D

Time: 15

Southward the river flows, slower and winding, somewhere to the west lies the road from Isengard. The ground is very wet, and many dark pools covered with an oily scum dot the landscape. It is impossible to avoid them all in the fog, and soon your soft boots are soaked through. Shivering, you curse your stupidity for not wearing better shoes. *Move on.*

5D

Time: 5

All around you brown grass rustles in the cold autumn wind, seeming to whisper hypnotically. You are plagued by the thought that someone is following you, lurking in the growing mists. *Move on.*

6D

Time: 5

Just to the north you glimpse the small path leading from Isengard to the Isen bridge. Fog is rising from the river, mingling with the unclean vapours flowing from Isengard and making visibility difficult. It is eerily quiet. *Move on.*

7D

Time: 10

The grass north of the path gives way to hills, gnarled trees and rocky outcrops as the land rises to meet Methedras, the Last Peak. A sudden wind tugs at your clothes and whips through your hair, making the tree branches clatter and creak. Tattered smokes and dry leaves swirl around you, then all is quiet again. *Move on.*

8D

The uneven ground slows your progress in this especially treacherous area. *Pick a number and add your General bonus:*

- If 2 - 4, turn to 302.
- If 5 - 12, move on.

9D

Out of the foul-smelling mists, the dark form of the Isengard's ringwall appears, its ridged cliffs rearing one hundred feet above the valley, appear before you. Strange, low clouds hang over the plain of Isengard, lit from below by unearthly orange light. *Move on.*

10D

The eastern interior side of the Isengard ringwall sweeps gracefully up and away from you. Just north stands one of the many steep stairways, climbing up one hundred feet to the walkway above, with many landings leading to Orc-dens along the way. You shiver, hoping for the best. *Move on.*

11D

You pick your way unsteadily between the ominously glowing domes of the subterranean forges and the noisome pools of oily water which dot this unhappy plain. The earth beneath you trembles with the hammer-falls of great metal-works below.

For a moment you are overcome with the immensity of Isengard and the forces over which Saruman holds sway. Who would have the power to defeat the Wizard, even if you could warn the Elves? The Golden Wood seems very fragile and far away. Still, you must try to get away and warn the White Council; better that than if they are taken unawares by Saruman's treachery. *Move on.*

12D

Dark and unyielding is the stone ringwall of Isengard; the many holes delved in its inner side stare at you. There is no escape this way. Suddenly, you hear a wolf-howl terrifyingly close behind you! You whirl to face this threat. *Turn to 252.*

Time: 20

Time: 15

Time: 15

Time: 15

Time: 15

1E

Wandering through the misty wood, you hear the soft rushing sound of the Isen River to the East. You fight the urge to flee blindly into Rohan. *Move on.*

2E

A dark, ominous forest looms to the South. The Isen River splashes along its path to the north and east of you. The ground is muddy and uncertain, forcing you to pick your way carefully. You may cross the Isen if you wish. *Move on.*

3E

You slog your way through the boggy ground, wet grasses seeming to wrap themselves about your ankles, pulling you back. Chilling mists condense in tiny droplets on your skin and clothes. *I am going to catch my death of cold; though I hope that is the worst I must face!* You may cross the Isen if you wish. *Move on.*

4E

The moor-like land of the Wizard's Vale stretches in every direction, as stunted grass and brush mingle with slime-covered pools which give off a foul stench when disturbed. Somewhere westward lies the road from Isengard. *Move on.*

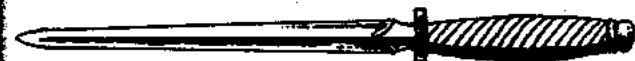
5E

Muddy, uncertain ground stretches out in all directions. Fogs swirl about, driven by fickle breezes, to obscure your vision and confuse your sense of direction. *Pick a number and add your Perception bonus:*

- If 2 - 6, move on in a random direction.
- If 7-12, move on.

6E

The narrow path leading from the Isengard road to the bridge winds between hill and tree. There are many places to hide, and many spots for an ambush. *Move on.*



Time: 20

Time: 20

Time: 20

Time: 5

Time: 5

Time: 5



7E

Staggering through the brambles and overgrown hedges long untended, you hear the hollow clang of the Doors of Isengard. Your worst fears are realized as raucous horns blast the alert. Soon the Orc-riders, astride huge Wargs — giant wolf-steeds — will be out searching for you. *Move on.*

8E

You are picking your way between tumbled boulders, when out of the mists leap two Orcs! *Take an action:*

- If you successfully run away, *move on.*
- If you fight the Orcs, *turn to 185.*

9E

You feel very vulnerable, standing out on the plain of Isengard. Suddenly, a wind tears the fragile cover of mist away, and you can see in the distance the glimmering lights of Orthanc. How much time do you have before the Orc-guards come upon you? Inspired by that terrifying thought, you hurry on your way. *Move on.*

10E

The needle-sharp spires of Orthanc, "Mount Fang", pierce the wreathing mists of Isengard, making it look like an island in a swelling ocean. The air is still, but you can feel the thrum-thrum-thrum of the earth as great machines under the plain forge weapons and armour for Saruman's army. Chimneys belch forth more smoke and steam, lit from beneath in lurid reds and blues.

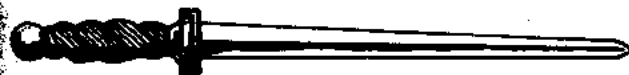
Filled with dread, you turn to continue on your way, when you hear harsh voices nearby. *Pick a number and add your Trickery bonus:*

- If 2-6, *turn to 191.*
- If 7-12, *turn to 195.*

11E

You stand between Orthanc and the ringwall of Isengard, trying not to inhale the foul odours of sulphur and Orc-stench filling the air. There is no exit from the fortress this way; only the south offers escape. To travel further inside the walls of Isengard is to invite an encounter with Orc patrols. *Move on.*

Time: 5



12E

Just north rises the outer wall of Isengard, and above it the face of Methedras, the last peak in the Misty Mountains. You can go no further in that direction. As you ponder your dilemma, out of the swirling fog, stealthy as hideous cats, burst three Orcs! *Take an action:*

- If you successfully run away, *move on.*
- If you fight the Orcs, *turn to 203.*

1F

The wide paved road of the Wizard's Vale ends here, becoming less well maintained. You are past the edge of Saruman's realm, and pursuit cannot be far behind.

- If you flee into Rohan, *turn to 434.*
- Otherwise, *move on*, crossing the Isen River if you wish.

2F

Dark and hard are the stones of the Isengard road. Just north lies the entrance to the Wizard's Vale; the Isen bubbles along nearby. It is slower, wide and shallow here — easily fordable. You may cross the Isen if you wish. *Move on.*

3F

The Isengard road swells into a wide court; in the centre rises a large pillar of black stone. On top of the pedestal is a huge hand, carved of white stone, resting on its side with one finger pointing northward. The fog seems particularly thick at the perimeter of the paved circle, but above the stone flags the air is clear. You stand at the entrance to the Wizard's Vale.

- If this was your designated meeting-place, *turn to 463.*
- Otherwise, *move on.*

4F

Wide and smooth, the Isengard road runs arrow-straight from north to south. All is quiet. *Move on.*

II

Time: 15

Time: 5

Time: 5

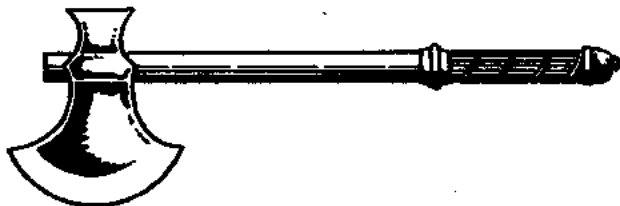
Time: 5

Time: 5

5F

Disappearing into the fog, the paved Isengard road is a dark grey ribbon cutting through the tortured land of the Wizard's Vale. A blast of horns startle you out of your reverie; they are suddenly very close!

- If you hide, pick a number and add your Trickery bonus:
  - If 2-6, turn to 325.
  - If 7-12, turn to 329.
- If you strike out off the road, pick a number:
  - If 2-8, turn to 337.
  - If 9-12, move on.
- If you continue along the road, turn to 331.



6F

Tendrils of mist curl over the surface of the road, leaving an oily sheen and making the surface slick and treacherous. The air is very still, as if the valley itself is waiting for you to give up your fruitless flight. Nervously, you glance over your shoulder. Where is the pursuit? *Move on.*

7F

Here lies a branch from the wide Isengard highway; a narrow path which leads east towards the Isen river and a dark forest of elms and firs. As you stand at the junction, two Orcs spring from the shadows! *Take an action:*

- If you successfully run away, move on.
- If you fight the Orcs, turn to 185.

Time: 5

Time: 10

The gate of Isengard looms above the pitted, scarred valley floor: huge iron doors flanked by mighty stone towers, carved out of the natural rock walls. Many dark windows, like countless eyes, peer out of the towers. Unable to believe your luck at getting through the one exit from Isengard, you hurry away. *Move on.*

8F

Time: 10

The marble paved road ends at the inner doors to the Gate of Isengard. Beyond those steel portals is a long tunnel running beneath the ringwall, and then another set of doors between you and freedom. Two large guards, hulking Half-Orcs, stand sentry at the open inner doors. You have passed this way before (though accompanied by your master) and must bluff or fight your way through this time if you are to win freedom.

- If you try to bluff past the guards, turn to 360.
- If you fight the guards, turn to 367.
- If you successfully run away, turn to 389.

10F

Time: 5

The long road from Orthanc to the Gates in the southern wall stretches before you, lined on either side with black pillars joined by heavy iron chains. Plumes of steam rise all across the plain of Isengard, and stone domes set in the ground glow with unearthly light, evidence of the furious activity below. *Move on.*

11F

Time: 10

Straight up, blacker than night and harder than adamant, the tower of Orthanc stabs at the low clouds above.

Out the door and down 27 wide steps you stand upon the wide paved area which surrounds the glistening black pinnacle. From Orthanc, eight roads radiate like spokes of a wheel towards the great wall which encircles Isengard. The door and stair face east; the only known way out through the ringwall is south. No one is to be seen. *Move on.*



12F

Time: 15

You are directly north of Orthanc, halfway between the black needle and the wall of Isengard. Stagnant pools lie all around, making footing uncertain. You are given almost no warning when out of the mists burst two wolves! They attack! Surprised, you must fight the wolves. *Turn to 390.*

1G

Time: 10

Rolling grassland takes over towards the south, as the rocky land of the Wizard's Vale comes to an end. The tall, green grass of the plains below undulates in the fresh southerly winds.

- If you flee into Rohan, *turn to 434.*
- Otherwise, *move on.*

2G

Time: 10

Occasionally you lose sight of the road to Isengard as you climb among the large rocks in this tumbling land. The forest is almost out of sight to the northwest. You begin to wonder if you have inadvertently passed out of the Wizard's Vale.

- If you have *Clue D*, *move on.*
- Otherwise, *move on in a random direction.*

3G

Time: 5

The woods are dense to the west, sweeping as far as you can see now north and south. Also, further southward, the land begins to fall away towards the lower plains of Rohan. The great obelisk designating the entrance of the Wizard's Vale looms nearby. *Move on.*

4G

Time: 10

Off to the southwest lies the edge of a wood, the only remnant of the large forest which once covered most of this northern area of the Wizard's Vale. Around you amidst the dormant fields stand a few blackened stumps, the pitiful remnants of this section of the wood. Eastward lies the road from Isengard. You cannot see any sign of activity; perhaps you have shaken your pursuers. *Move on.*

5G

Time: 10

Dimly from the north the horns continue to sound. You wearily press on across the desolate empty farmlands, avoiding the road nearby. *Move on.*

6G

Time: 10

Your only landmark is a low, broken stone wall, so ancient that parts of it have vanished beneath the ground. All else is sleeping brown earth, waiting to be sown again in the spring. A few scraggly stalks of corn, their brittle, shriveled leaves twitching in the cold wind, are the only remnant of the harvest. To the east you can barely make out the grey ribbon of the Isengard road. *Pick a number and add your Perception bonus:*

- If 2-6, *move on.*
- If 7-12, *turn to 402.*

7G

Time: 10

The great farmlands, tilled by human servants to support the garrisons of Isengard, stretch away to the east and south as far as you can see. Although you are away from the gate, you feel very vulnerable, for there is no place to hide. *Turn to 407.*

8G

Time: 15

Just east of the mighty gates, you pause along the wall surrounding Isengard. To the south are open fields, deserted now that the harvest is over.

Suddenly, the hills echo with hornblasts from the Ringwall. The alarm sounds! You hear harsh Orcish voices far above you. They will be upon you soon; you must make haste! *Move on.*

9G

Time: 15

Your flight has led out onto the plain of Isengard, away from the stone roads and the tower which has been your home. The only life you see are brambles and thorny weeds. Grey stone domes and strange black iron scaffolds stand where verdant trees once shaded swathes of grass. Such changes have been wreaked upon Isengard within just a few years! *Move on.*

**10G**

Nearby, a huge dome of stone glows with an eerie inner luminescence. An iron chimney spews ash-laden smoke into the air, showering you with flakes like black snow. Isengard was once a garden filled with orchards and flowers; now it is a cauldron of darkness and soot. *Move on.*

**11G**

Southeast gleams the tower of Orthanc, like a huge black splinter of obsidian thrust up from the tortured earth. You fight back the reflex to choke on sulphurous fumes which seem to blanket the silent, eerie vale. *Move on.*

**12G**

North and west, out of the fog grows the form of the ringwall, blocking any movement in that direction. You pause to get your bearings: everywhere lies only a barren wasteland. Chances of escape grow slimmer as time passes. Just as you prepare to move on, two huge Orcs step out of the darkness and draw their weapons.

- *If you successfully run away, move on.*
- *If you fight the Orcs, turn to 413.*
- *If you talk to the Orcs, turn to 408.*

**1H**

You have gone beyond the edge of the Wizard's Vale, and below to the south lies the open pastures of Rohan.

- *If you flee into Rohan, turn to 434.*
- *Otherwise, move on.*

**2H**

The woods surround you, the forest consisting of mostly beech, elm and oak trees. East lies the road. *Move on.*

**Time: 5****Time: 10****Time: 5****Time: 10****Time: 15****3H**

The forest is more dense here than to the north or south, but once inside there is very little undergrowth. Tall oaks and elms, holding on to their brittle leaves even into the late autumn, form a patchy roof far above you. Every time the wind blows, though, the trees creak and groan, and their branches rattle and clatter in the chill night air. Assuring yourself that the wood is not haunted, you hurry on your way. *Move on.*

**4H**

Stands of trees claim the land slowly back from the deserted farmlands, and soon all around you loom slender beeches and graceful maples. Dead leaves swirl about your feet in the wind, and more fall from branches above, tumbling in the fickle gusts. An owl hoots in the distance. *Move on.*

**5H**

At last the monotonous farms, harvested to feed the hordes of Isengard, come to an end: darker green hovers to the south. In the clear chill air you can make out the edge of a forest. *Move on.*

**6H**

Fields and more fields! You grow despondent, trudging along the dirt path between rows and rows of upturned earth, the crops dead, their harvests taken. All is brown and desolate. A chill wind tugs at your hair and cloak. *Move on.*

**7H**

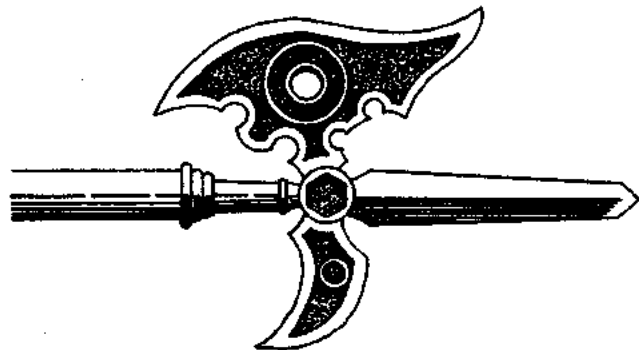
You know the road from Isengard lies somewhere to the east, but the unbroken rows of tilled fields march endlessly everywhere you look, providing no landmarks.

- *If you have Clue D, move on.*
- *Otherwise, turn to 428.*

**8H**

Grim fields, their crops harvested for the year, stand brown and desolate in all directions. *Move on.*

**Time: 15****Time: 10****Time: 10****Time: 15****Time: 15****Time: 10**



9H

Time: 10

Northeast stands the outer wall of Isengard, gracefully sweeping upwards until it rises vertical and sheer at the top. You can see the Orc-sentries on their rounds at the rim, one hundred feet above the plain of the vale where you stand. *Move on.*

10H

Time: 10

Desolate, broken ground extends back towards Orthanc. The sheer wall of the Ring extends in a sweeping curve to the west and south. You hear the howl of a wolf from somewhere in the ring-wall, answered from many places all around. Shivering (from the chill night, you tell yourself) you pull your cloak tighter. *Move on.*

11H

Time: 10

The western road from Orthanc comes to an abrupt end. Directly ahead looms the inner side of the Ring of Isengard, punctured with many dark windows and doors. A shiver takes you as you scan the bleak stone, fancying many pairs of eyes looking out at you. *Move on.*

12H

Time: 10

The Ring of Isengard blocks further movement to the north or west. All around are stone-lined pits belching sulphurous fumes which burn your nose and lungs. *Move on.*

## ENCOUNTER TEXT

101

Time: 10

You try very hard to pretend that you didn't see the girl, and after a few minutes of quiet, you nearly succeed. Then you hear a very quiet 'creak' from the front porch.

Whirling about, you see a cloaked and hooded figure standing in the shadows on the porch behind you. He does not look like a ghost, but nor does he move, even though you watch him for several minutes.

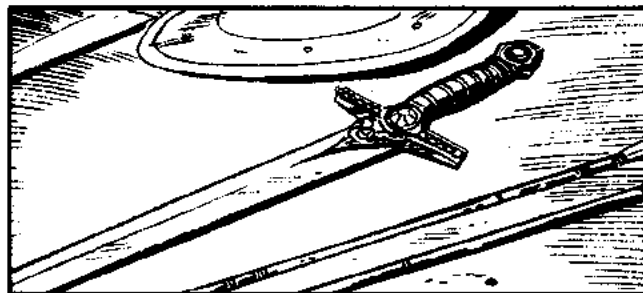
• *If you attack the figure, turn to 137.*

• *If you call out to the figure, turn to 150.*

102

Time: 0

Far off to the northwest you see the orange glimmer of torches. The Orcs are already searching for you! An echoing howl chills your blood. Wargs are on your trail. *At least I know they are out there now, you think. What can I do to confuse the scent?* You must apply all of your knowledge of woodcraft now. Add a bonus of 1 to your next Trickery roll. *Move on.*



103

Time: 10

The weapons attract your eye; in particular, an ornate sword stands out among the others. Gingerly touching the gem-encrusted pommel, you feel a tingling — it is magical!

You must not tarry in the Armory too long; Saruman would be angry if he caught you here.

• *If you take the sword, turn to 164.*

• *Otherwise, move on.*



You cast suspicion aside and take the Elf's hand. "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to the White Council!"

The Elf frowns. "It is even as the Lady suspected — but what you can tell her will be of great value in helping her to be aware of Saruman's tricks. I will escort you out if this cursed vale and to Lórien. Let us go!"

Carnil leads you into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

You begin to carefully cover your tracks, using all the skill you possess. *Pick a number and add your Trickery bonus:*

- If 2-5, *turn to 439.*
- If 6-12, *move on.*

At first carefully, but with growing panic and desperation, you search the area. There is no sign of the Elf! There are, however, Orc and Warg-prints all around. You are too late; he must have fled (or worse: been killed!) when the Orc patrols came through. Your only alternative is to flee the Wizard's Vale and try to make your way through Rohan to the Golden Wood...alone. *Move on.*

Just as he is about to finish you, the Orc's gloating leer suddenly transforms into a look of stunned surprise. The scimitar drops from his clawed hand, and a moment later he falls to the ground, quite dead. Behind him stands Carnil, his knife dripping black Orc-blood, an expression of mild disgust on his handsome face.

"Obviously Saruman has not taught you how to fight," he observes drily. "We must hurry before more come!" He races off again.

Due to Carnil's hiding and tracking skills, you reach the eastern wood of the Wizard's Vale without further interference. *Adjust your Damage Taken to equal your Endurance. Turn to 144.*

As you near the front of the house you check the night sky to make sure that you are on time. Perhaps I am a little early, you realize. If you hide, the messenger might not see you; on the other hand, if you stand out in the open, you might be spotted by Saruman's spies. There is little cover near the house except some underbrush.

- If you hide in the house, *turn to 116.*
- If you hide outside the house, *turn to 117.*
- If you stand on the front steps in plain sight, *turn to 124.*



As you hurry across an open area, a raucous bird-call echoes above. Great crows are circling overhead — spies of Saruman! As you are watching, one swoops low overhead. You have been spotted! Soon the Orc patrols will be combing this area! Subtract 2 from all Sneak Away attempts until you go indoors. *Move on.*

Carefully you make your way back to the location of the fight, using the house and outlying walls for cover. Your heart sinks as you draw near, for you hear the distressing sound of Orc laughter. You see two of the Orcs standing over the body of the Elf, who is lying in a pool of blood on the ground. One of the beasts kicks the youth brutally, and the body rolls limply over, obviously dead. Your cowardice has reaped a bitter reward; your quest has little hope of success now. You can only flee to the border of Rohan, hoping to eventually find Lórien alone. *Turn to 450.*

111

Time: 10

You hunt through the Elf's pack and locate some cloth for a bandage. You see to his wound, and, finding his waterskin, hold the mouth to his lips. The moisture revives him; he takes a sip and his eyes open — to look warily up at you. "First you strike me down and now you bandage my wounds!" he whispers hoarsely. "You are a strange one, apprentice of Saruman!"

You quickly try to explain that it was all a mistake, and that you are very sorry. Carnil, being perceptive and wise (as Elves usually are) realizes that it was just a foolish error on your part. He gets to his feet, his strength apparently returned with amazing speed. "Now let us forget this incident and press on. I will escort you out if this cursed vale and to Lórien. We must go!" He starts off and beckons you to follow.

Carnil the Elf leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. **Turn to 144.**

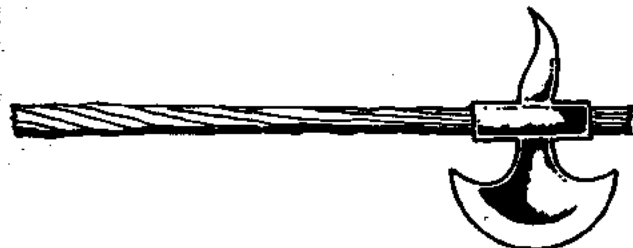
112

Time: 5

The Wizard pauses for a moment, as if considering your fate. Your life hangs in the balance. You lean against the wall, trembling uncontrollably. Finally, Saruman says: "However, I do not think it necessary to end your life quite yet." He turns, pulling his long cloak about him, and leaves the room. The Orcs leer at you, their eyes red in the firelight, before following the Wizard out of the chamber. They slam the iron-bound door and lock it. You are alone in the dungeons of Isengard.

After a few minutes you regain control of yourself, and the trembling subsides. A few tests of your manacles prove that you are securely chained to the wall; however, the rings themselves are large, and you have slender hands. You might be able to slip free! **Pick a number and add your Trickery bonus:**

- If 2-5, **turn to 276.**
- If 6-12, **turn to 363.**



113

Time: 5 Exp Pt: 20

Through luck and skill, you gain the advantage and quickly render your foes ineffective. You may take one of the guard's swords if you wish. **Turn to 120.**

114

Time: 5 Exp Pt: 10

The Elf lies at your feet, unconscious and bleeding. He does not transform into Saruman, and does not disappear. You realize with horror that you might have made a mistake.

- If you want to finish off the Elf, **turn to 115.**
- If you bandage the Elf's wounds, **turn to 111.**

115

Time: 10

You kill the Elf and search his belongings. He has a beautiful longbow, (+1 to OB) and a fine silvery sword (+2 to OB). His cloak also adds +1 to all attempts to Sneak Away. As you search his pack, you find a note, written in *tengwar* with a delicate, flowing script. With trembling hands you begin to read, fearing what the signature confirms: it is from Galadriel! Your heart sinks; you have sabotaged your own quest! There is little hope of success now; you can only flee to the border of Rohan, and hope to somehow find Lórien alone. **Move on.**

116

Time: 20

You carefully hide yourself in a room off the front hall. Barely a minute passes before you hear harsh voices and a racket outside. You move silently to a blasted window and peer out. To the west you see three husky, stunted shapes: Orcs! They are conversing together, one nervously glancing at the house. **Turn to 161.**



117

**Time: 10**

You have barely settled yourself into a small cluster of shrubs before you hear a very faint creaking sound at the house. Looking up, you see a cloaked and hooded figure standing in the shadowy front doorway. You wait, unmoving, for a long moment, but the figure also stands very still, as if waiting. The slightest movement would reveal you, so you cannot manoeuvre closer to get a better look at him.

- *If you attack the figure, turn to 137.*
- *If you call out to the figure, turn to 150.*

118

**Time: 0**

You fight desperately against the Wraith, but it seems tireless, and death has (apparently) not blunted its combat skills. With a swift, twisting stroke, it knocks your weapon away. You turn to run, but the door to the tomb slams shut. You are trapped! The Wraith comes closer, its cruel hands reaching out. There is no place to run; your last memory is of the chilling hands closing around your tender throat. You are dead; your mission and your life are over. **The End.**

119

**Time: 10**

Humming a cheerful tune quietly to yourself you lean casually against one low wall of the bridge. A few minutes pass in which you hear and see nothing of interest.

Suddenly, you are grabbed from behind and a strong hand is clamped over your mouth. A soft voice whispers in your ear "Do not make a sound! Answer my questions by nodding your head. Do you understand?"

As you nod, you feel the grip loosen slightly.

- *If you try to break free, pick a number and add your*

*General bonus:*

- *If 2-8, turn to 232.*
- *If 9-12, turn to 391.*
- *If you do as you are told, turn to 451.*

120

**Time: 10**

Stepping out into the corridor, you find it empty — luck is with you so far! A cold draft blows from the right, so you edge that way quietly down the curving, rough-hewn hall. Then, around a sharp corner you are suddenly confronted with the cave entrance! Far off to the west looms Orthanc, a wicked black needle shrouded in unclean mists. **Move on to 11D.**

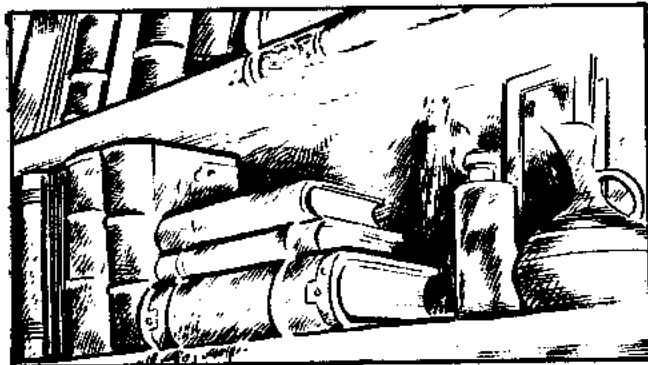
121

**Time: 5**

In preparing to leave, you sensibly decide to close the door. However, the the latch to the door is broken; you can pull it mostly shut, but not all the way as before.

- *If you are hiding, turn to 383.*
- *Otherwise, move on to T4.*





122

Time: 10

None of the keys looks as if it will fit.

- If you want to pick the lock, **pick a number** and add your *Trickery* bonus:
  - If 2-8, **turn to 134**.
  - If 9-12, **turn to 358**.
- If you no longer want to enter the room, **move on**.

123

Time: 10

Standing at the tall, narrow door of polished black wood, your heart quails. Many times you have climbed past the Sixth level — and stood outside the room which holds the Palantir. Now you stand before the door, determined to enter. **Pick a number:**

- If 2-5, **turn to 364**.
- If 6-12, **turn to 338**.

124

Time: 20

Although it is a vulnerable place, you decide to stand at the front of the house to see better and let the messenger know you are here. **Pick a number** and add your *Perception* bonus:

- If 2-5, **turn to 417**.
- If 6-12, **turn to 342**.

125

Time: 30

An exhaustive search of the chamber walls, floor and ceiling yields no concrete results. Apparently the Library has no secrets to reveal.

- If you look for a book, **turn to 187**.
- If you leave (by any door), **move on**.

126

Time: 10

"Why, thank you, Saruman, this is indeed a wondrous gift!" You say, taking the ring. It is surprisingly heavy, and warm to the touch.

"Put it on!" Saruman urges, leaning closer, a fey light in his eyes. You are suddenly very frightened of the old Wizard, and even more certain than ever that he has fallen into darkness. You must make a decision. *Note: in the confines of the Laboratory you cannot run away.*

- If you put the ring on, **turn to 228**.
- If you refuse to put the ring on, **turn to 253**.
- If you attack the Wizard, **turn to 344**.



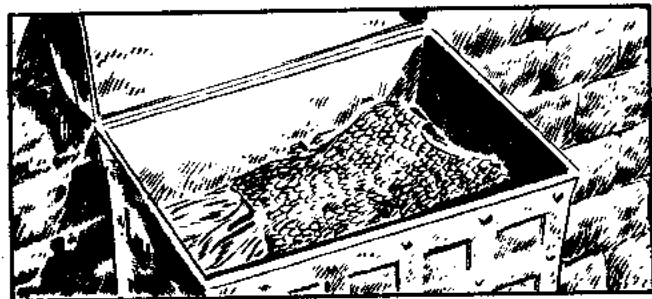
127

Time: 10

You notice a chest in the far corner of the room. You hurry over to it and quietly lift the lid. Inside, folded between fine cloth, lies a suit of silvery mail. It is very light, yet seems strong. I could probably wear this under my tunic and it would not be noticed, you think to yourself.

You should not stay in the Armory; Saruman would be angry if he caught you here.

- If you put the mail shirt on, turn to 372.
- Otherwise, move on.



128

Time: 5 Exp Pt: 5

You brazenly walk up to the open door and turn to the guard on duty inside. He jumps to his feet and salutes you. Another stands nearby. Both wear the fine livery of Orthanc Sentinels, black garments trimmed with silver and emblazoned with the White Hand. "How may I serve you, Apprentice of Saruman?" he asks.

"I have an errand at one of the outlying forges for the Master," you say, staring back at the short, swarthy Dunlending.

"Password?"

"Angrenost," you reply, voicing an alternative name of Isengard which Saruman chose as password for the week.

The guard nods and opens the door for you. The great black slab of stone which protects Orthanc's gate slowly glides upward into its hidden recess. A few steps and you are outside! *Move on to T1.*

4

129

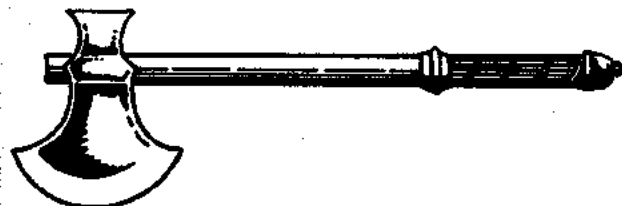
Time: 30 Exp Pt: 10

The lights within grow bright and begin to whirl about, like stars of every colour spinning through the night sky. So sudden is the movement that you gasp aloud. The orb clears and a bright, striking scene is revealed: you are hovering high above Orthanc! All Isengard is revealed beneath you: four roads stretch north, south, east and west. Most of the trees have been uprooted to allow for more paving and the delving of forges. It is clear that Saruman is preparing for war.

"We must be ready to defend ourselves, should things go ill with the fight against the Dark Lord," the Wizard said to you a few months ago. You did not question him further, for of course the Wizard's wisdom exceeds your own, but you feel sad to see the beautiful trees die.

Away you fly, winging Eastward. Rohan is past in a moment (it seems) and the fields of Gondor speed beneath you. The mighty Gondorian capital of Minas Tirith is a tiny white jewel above the Anduin river to the south. Then the river is behind, and ahead rear the grey peaks of the Mountains of Shadow, the western border of Mordor.

All at once you are seized with a deadly chill. Your vision is being drawn into Mordor! Unbidden, your terrified mind pieces together fragments of information from your studies, and hints dropped by Saruman. The Ithil-stone was not destroyed when the Dark Lord's evil Ringwraiths attacked that Gondorian city. The Palantir in Minas Ithil was captured and given to the Dark Lord Himself: Sauron of Mordor!



6

And what would the natural inclination of a Seeing-stone be? To make contact with another stone of its type! Panicked, you try to break free from the vision, even as your view races across the tortured plain of Gorgoroth towards the awful citadel of Barad-dûr, the Dark Tower.

Trembling and sweating, your hands clutch convulsively at the globe as you see the gargantuan fortress loom huge and dark over the ruined earth. Then the Palantír goes completely black, and you are seized by a gut-wrenching pain, like no other you have ever suffered in your short life. A pitiful whimper escapes your trembling lips. He is there. He seems to speak to you, and though you hear no sounds every word stabs you like a cruel, cold dagger.

"You have another report? What have you learned of the deeds of the White Council?"

Unable to reply, or hardly breathe, you gasp in agony. **Pick a number and add your Magical bonus:**

- If 2-4, turn to 172.
- If 5-10, turn to 156.
- If 11-12, turn to 190.

130

Time: 5 Exp Pt: 5

Struck by the odd shape of one key — and unable to remember any other use for it — you insert it in the lock and turn. You have to use both hands to twist the large metal key, as the mechanism seems to be in poor working order. Not surprising, you think, since it probably hasn't been used in hundreds of years. Your efforts are rewarded by a resounding 'thunk' deep within the dome. For a long moment nothing happens. Then, ever so slowly, and with a wrenching sound of grinding stone and protesting counter weights, the heavy stone door begins to slide upward in its slot. As the bottom edge clears the door-frame you grasp it and pull with all your strength, but it makes little difference in the agonizingly ponderous movement of the door. Finally, after what seems an eternity, it is high enough for you to pass through without crawling on your knees. **Turn to 448.**

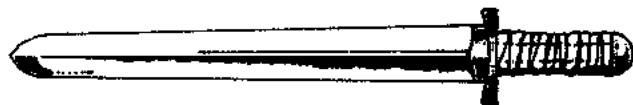
131

Time: 5

You hail the shadowy figure, and your voice echoes across the woods. Suddenly you feel very conspicuous. The cloaked person pauses, and you see his head turn in your direction. A moment later, he is gone.

• If you pursue the figure, pick a number:

- If 2-9, turn to 314.
- If 10-12, turn to 385.
- Otherwise, move on.



132

Time: 5

You search the ground around the house for footprints, or any trace of the messenger, for several minutes with no results. Exasperated, you stand up, just about to give up the search, when suddenly, you are grabbed from behind and a strong hand is clamped over your mouth. A soft voice whispers in your ear "Do not make a sound! Answer my questions by nodding your head. Do you understand?"

As you nod, you feel the grip on you loosen slightly.

- If you try to break free, pick a number and add your General bonus:
- If 2-8, turn to 241.
- If 9-12, turn to 295.

133

Time: 10

Your head begins to ache, and the lights of the Seeing-stone dim. Something is wrong; you cannot call forth any images. Frustrated, you leave the chamber. **Move on.**

134

Time: 10

The lock is beyond your skill to defeat; you give up. Despondent at your failure, yet feeling slightly guilty for trying to break into this forbidden chamber, you leave. **Move on.**



You arrive as the Elf, bleeding from a wound in one arm, is slowly dragging the last of the three Orcs out of sight. He has defeated all three! Embarrassed at your cowardice, you meekly show yourself.

He whirls around, knife drawn. "I am amazed that you had the bravery to send such a message to the Lady, and yet are afraid of a few Orcs! The last one nicked me in the arm." He seems little more than irritated with you, and somehow you wish he would at least be angry so that you could feel less guilty.

The Elf frowns as he hunts in his small pack. He draws from his pack a length of cloth and binds his arm, then stands up gracefully. "Let us go!"

You try to apologize, but Carnil will hear nothing of it. He is courteous to you, but less than friendly. You fear that he has little respect for you because of your cowardly decision to run before the Orcs' attack.

Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

## 136

Time: 5

Several minutes of searching the area around the house reveals nothing. You are just about to give up, when you hear a very faint rustling sound behind you. Whirling about, you see a cloaked and hooded figure standing in the shadowy front doorway.

- If you attack the figure, turn to 137.
- If you call out to the figure, turn to 150.

## 137

Time: 0

You lunge towards the figure, and as he draws his own sword to defend himself, his hood falls back. It is an Elf! It might still be a trick of Saruman's, a part of your mind warns. The Elf says "Don't be a fool! You are Saruman's apprentice, are you not?"

- If you continue your attack, turn to 157.
- If you lower your weapon, turn to 163.

## 138

Time: 10

You creep nearer to the underbrush, but every time you draw near the eyes seem to vanish and reappear farther away. At last you realize that it is some trick of the light on the oval leaves. Feeling foolish, you try to ignore the 'eyes'. *Move on.*

## 139

Time: 5

Stepping out onto the landing, you see the retreating backs of two Orthanc guards. You attack; they are surprised. You may not run away.

(GUARD #1 OB:1 DB:2 EP:19)

(GUARD #2 OB:1 DB:0 EP:12)

- If you win the fight, turn to 449.
- If you lose the fight, turn to 174.

## 140

Time: 5

Sadly, Carnil cannot come to your aid in time. The last thing you see is the flashing blade of the Orc's scimitar slicing toward your neck. Your life and your quest end here. The End.

## 141

Time: 20

You search behind tapestries, under furniture cushions, and in every other conceivable hiding place, finally realizing that the Sitting Room hides nothing of particular interest. *Move on.*

## 142

Time: 10

Panicked, you flee the scene and do not look back until you are far away. *What have I done?* you ask yourself. *What if that was the Elven messenger, and he is unable to beat the Orcs alone?* Cautiously, you sneak back to the bridge to see what has transpired. *Pick a number:*

- If 2-6, turn to 321.
- If 7-12, turn to 168.

## 143

Time: 5

Trembling, you return to the Drawing Room (U8) more than ever resolved to take action and warn the White Council of Saruman's treachery. *Move on.*

Through secret paths you go; with the Elf's wood-craft, your trail is disguised, and pursuit is left far behind. By the morning you are exhausted, but far away from the Wizard's Vale — and safe from Saruman.

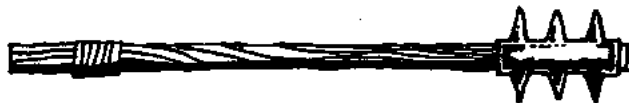
Several days later, you arrive on the borders of the enchanted Golden Wood, realm of the Elf-Queen Galadriel where few mortals have ever passed. As Carnil leads you beneath the silver branches of the mallorn trees still laden with golden leaves, you feel your spirits rise, and though you are weary from the journey, your steps are light and effortless here.

After walking a few miles inside the beautiful wood, Carnil stops, and suddenly two other Elves drop without warning out of the trees. Carnil seems unsurprised, however, and speaks to one of them in lilting Elven speech. Carnil turns back towards you.

"These are Guardians of Lórien; they have been observing us for some time, making sure that there was no trap before they showed themselves. We are not far from the heart of the Golden Wood, and you must be prepared before you can enter."

You are given a chance to bathe and change out of your soiled clothes (the Elves provide you with a tunic of their soft grey cloth)

"At this point," Carnil says, "I must blindfold you. All mortals must be led so as we enter into the Naith of Lórien." A cloth is bound across your eyes and you are led onward for several more miles. **Turn to 472.**



145

Time: 10

As you push onward, you must increase your Damage Taken by 2. Suddenly, you feel something grab one of your ankles: a vine plant is attacking you! Even as you realize this, more of the tendrils begin to slither towards you like snakes. You cannot run away; you must fight the plant. **Turn to 281.**

146

Time: 5

Using the shadows available, you try to sneak past the patrols. Just when you think you are away, though, a harsh cry echoes across the plain: "Who is there?" One of the Half-orcs appears out of the mists.

- If you successfully run away, **move on.**
- If you fight the Half-orc, **turn to 471.**
- If you try talking to the Half-orc, **turn to 222.**

147

Time: 5 Exp Pt: 2

One key seems different from the others, and might actually fit the lock. You deftly try it, turning the black metal key silently. It works! The door is unlocked. **Move on to U10.**

148

Time: 5

Saruman stares, transfixed by the visions within the Palantír. **Move on.**

149

Time: 10

You hurry to a dark corner and conceal yourself as best you can, as you hear the voices of Saruman's Guards draw nearer. After a moment or two, the sounds dim, and at last you hear the door close. They did not find you! After waiting a few minutes until the guards have left, you step out of your concealment. **Move on.**

You hail the dark, hooded person, and for a moment he stands absolutely still; as if he either does not hear you or is undecided whether or not to reply. Then, as you approach, he pulls his hood back with a long-fingered hand. It is an Elf! He smiles at you, his face and hands radiant in the moonlight.

"Are you the Elf from Lórien sent by the Lady?"

"I am indeed," he answers. "I assume you are Saruman's former apprentice?"

You nod in reply. "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to the White Council!"

"It is just as the Lady suspected — but what you can tell her will be of great value in helping her to combat Saruman's tricks. I will escort you out of this cursed vale and to Lórien. Let us flee before the Orc patrols catch us — they are swarming over the entire valley like angry hornets." Without waiting for a reply, he turns and leaves the building. You follow with considerably less grace, and hurry after him, heading east.

The two of you are but a hundred paces from the house, though, when a harsh cry goes up from behind. You turn to see three Goblins racing towards you. The Elf draws his knife.

"I doubt we can outrun them here in the open; we will have to fight!" **Take an action:**

- If you successfully run away, turn to 198.
- If you help the Elf fight the Orcs, turn to 213.

The going is rough in the underbrush beside the path, and several times you consider returning to that easier way. Just as you are about to give in to the notion, you hear sounds on the path to the west. You stop dead in your tracks, and not a moment later three large Orcs astride mighty Wargs lope into view. The huge wolfish steeds blow clouds of hot steam from their nostrils and their eyes glow with an unearthly red light.

The three Orcs stop very nearby and look about, obviously searching. Finally one says in their debased tongue "We've lost the scent! Where could the little squealer have gone?" The Wargs sniff, but seem confused, until the Orcs rein them in, and they continue down the path. *That was close!* Only after they are out of sight do you dare stir again. **Move on.** [8]

You give her your most officious look and say: "I wouldn't trouble Saruman with telling him that I was in here, if I were you!"

She looks at you blankly for a long moment before answering. "No, of course not. What you apprentices do is no concern of mine." Then, she smiles cheerily and proceeds to stock the room with linens. **Move on.**



You fight hard, but the large Orc is too strong. With a brutal swing the Goblin knocks you down and prepares for a final attack with his cruel scimitar. **Pick a number:**

- If 2-4, turn to 140.
- If 5-12, turn to 107.



154

Time: 5

Just as you are about to lose consciousness, you hear a high-pitched 'twang', and a green-feathered arrow shaft appears in the throat of your foe! The beast falls dead instantly. Any other remaining foes receive a similar skilled, deadly attack. Through the fog of your dazed state, you see a tall, cloaked figure leap down out of a nearby tree. He slings a long bow over his shoulder, and pulls a shiny leaf out of a small shoulder bag. You are unable to protest or even move as he stoops over you and forces the leaf into your mouth. Almost immediately you feel better. *Reduce your Damage Taken by 10. Turn to 205.*

155

Time: 5

You thrash and fight, but the plant's grasp seems only to grow tighter and tighter. You can't move, or even breathe! Just when you think that all is lost, the tough vine around your neck loosens. You twist around to see why, and silhouetted against the night sky is a tall figure, cloaked in grey. He holds a glittering dagger, and deftly cuts vine after vine of the plant. For some reason it does not attack him.

"Who are you?" You manage to gasp out, still having trouble catching your breath.

"I am Carnil," says the cloaked stranger in a soft voice, as he helps you to your feet. "And who are you, wandering about in the Wizard's Vale in the middle of the night?"

Your mind races: Carnil is an Elvish name; and he sounds like an Elf. Could he be the messenger sent by the Lady? What luck if he is! These thoughts flash through your head as you stand before the stranger. Should you tell your story, hoping that Carnil is indeed the messenger — or should you be evasive and try to get away? He might even be another of Saruman's servants! *Increase your Damage Taken to equal your Endurance.*

- *If you tell your tale, turn to 476.*
- *If you successfully run away, move on.*
- *If you fight the stranger, turn to 404.*

7

156

Time: 60

Summoning all your strength, you clamp your eyes tight shut and shove yourself back. The chair topples over and you are thrown to the floor. Shaking and drenched in a cold sweat, you slip into unconsciousness.

Slowly you awaken some time later, your clothes still damp with perspiration. With a furtive glance you see that the Palantir is dark. Quickly resetting the chair, you then hurry to the door, and relock it from the outside. *Move on.*

157

Time: 5

The Elf is tall and strong, and a formidable opponent.

(ELF OB: 4 DB: 5 EP: 40)

- *If you win the fight, turn to 114.*
- *If you lose the fight, turn to 171.*

158

Time: 5

Although you fight valiantly, and with desperate strength, there are just too many foes. *Pick a number:*

- *If 2-8, turn to 354.*
- *If 9-12, turn to 154.*

159

Time: 5

You fight with desperate intensity, and today the Valar must be with you, for with a lucky swing you disarm the Wizard. For a moment he stands, trembling with rage and indignation, then says:

"You will pay for this, young fool!" And in a gust of wind he vanishes. At that same instant, the door to the stairway slams shut. You are trapped on the roof! Saruman will be back, and will show no mercy. *Turn to 261.*

160

Time: 5

Sweating and straining, you apply all your strength to the small door. Unfortunately, it seems securely locked, and does not move. *Turn to 188.*

3

You pick up fragments of their guttural speech:

"... the little squeaker went this way, I am sure, Flurg!" The nervous one says to the largest one, apparently the leader.

Flurg squints as he scans the land around. You hold your breath as his luminous red eyes seem to stare right at you for a moment. "Then where is the brat, fool? Surely he is not so stupid as to hide in the ruin?"

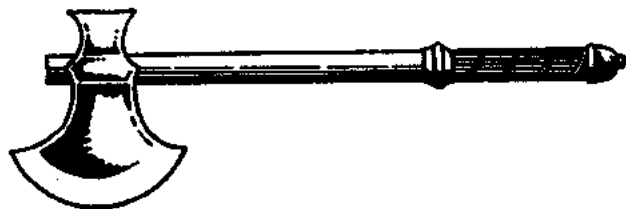
*Why is it stupid to hide here? Is there something I don't know about?* you wonder.

"Wait!" The third Orc, who had been searching the ground, hunches up, and points with a hairy, clawed digit in your general direction. "The sneaker is there — his tracks are clear!"

Your heart in your throat, you are paralysed with fear while the trio looks suspiciously in your general direction.

At last Flurg says "I will not enter there; it is for the Master to decide what to do." The others apparently agree, for no argument is offered. They scuttle off to the north.

What luck! *Turn to 417.*



You chop and hack madly at the clutching, grasping vines, but nothing seems to stop them. First they grab your legs, ensuring that you cannot escape. Then they slip over your arms, restricting your attacks, until finally, a choking tendril wraps itself around your neck and begins to squeeze. *Pick a number:*

- If 2-6, turn to 208.
- If 7-12, turn to 155.

Deciding that you must trust someone, you slowly lower your weapon and nod in reply. "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to the White Council!"

"It is just as the Lady suspected — but what you can tell her will be of great value in helping her to combat Saruman's tricks. I will escort you out if this cursed vale and to Lórien. Let us flee this place before the Orc patrols catch us — they are swarming over the entire valley like angry hornets." Without waiting for a reply, the Elf walks away briskly. You follow with considerably less grace, and hurry after him, heading east.

The two of you are no more than a hundred paces from the house, though, when a harsh cry goes up from behind. You turn to see three Goblins racing towards you. The Elf turns and draws his knife.

"I doubt we can outrun them here in the open; we will have to fight!" *Take an action:*

- If you successfully run away, turn to 198.
- If you help the Elf fight the Orcs, turn to 213.

The sword is enchanted. *(It adds +2 to your OB.)*  
*Move on.*

After a brief struggle, the Elf skillfully disarms you, and knocks you flat on your back. "You fool! What are you doing!?! I am the messenger you sent for! Or perhaps..." his eyes narrow "...Are you some deception of Saruman's?"

You realize that you have made a terrible mistake; this is obviously an Elf from Lórien. Reduce your Damage Taken to equal your Endurance. *Pick a number and add your Perception skill:*

- If 2-4, turn to 370.
- If 5-12, turn to 330.



166

Time: 10

After only a few minutes of searching, you find the maps you are looking for. You carefully roll and pack them in a small leather travel tube. *Check Clue D.*

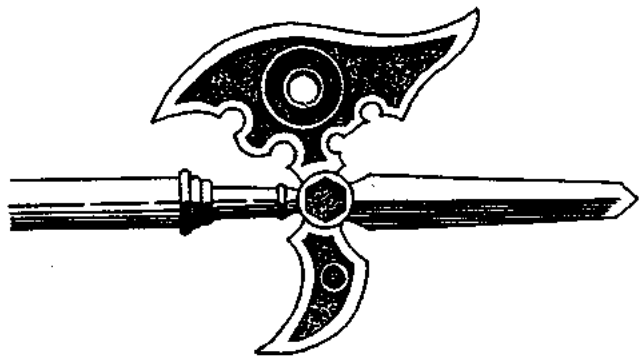
- If you look for a book on "Rings of Power", turn to 206.
- If you look for a book on "Palantíri", turn to 323.
- Otherwise, move on.

167

Time: 5

You carefully examine the keyhole beneath the large iron latch. Surely one of these will work, you think to yourself as you flip through the many intricate keys on your chain. *Pick a number and add your Perception bonus:*

- If 2-7, turn to 410.
- If 8-12, turn to 147.



168

Time: 10

You arrive on the scene as the Elf, bleeding from a wound in one arm, is slowly dragging the last of the three Orcs off the road and out of sight. He has defeated all three! Embarrassed at your cowardice, you step out of the underbrush.

He whirls around, knife drawn. "You! Are you Saruman's apprentice?" You nod in reply. "I am amazed that you had the bravery to send such a message to the Lady, and yet are afraid of a few Orcs! The last one nicked me in the arm." He seems little more than irritated with you, and somehow you wish he would at least be angry so that you could feel less guilty. You begin to blurt out your tale: "Yes, I am the apprentice, and I have much to tell. Saruman is a traitor to the Free Peoples!"

The Elf frowns as he hunts in his small pack. "It is just as the Lady suspected — but what you can tell her will be of great value in helping her to be better aware of Saruman's tricks." He draws from his pack a length of cloth and binds his arm, then stands up gracefully. "I will escort you out if this cursed vale and to Lórien. Let us go!"

Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*



169

Time: 10

Several minutes of loitering about reveal nothing. You are beginning to wonder if you have the right meeting-place, when you hear a very faint rustling sound behind you. Whirling about, you see a cloaked and hooded figure standing in the shadows at the edge of the clearing.

- If you attack the figure, turn to 365.
- If you call out to the figure, turn to 403.

170

Time: 5

Through an open door storms the great wizard Saruman, eyes blazing glittering black fire. In a rage, he raises his staff and disgorges such powerful magics, that the very foundations of Orthanc tremble. *Move on.*



171

Time: 5

After a brief struggle, the Elf skillfully disarms you, and knocks you flat on your back. "You idiot! What are you doing — I am the messenger you sent for! Or perhaps..." his eyes narrow "...are you some deception of Saruman's?"

You realize that you have made a terrible mistake; that this is obviously really an Elf from Lórien. *Pick a number and add your Perception skill:*

- If 2-4, turn to 199.
- If 5-12, turn to 291.

172

Time: 10

After a pause, the Dark Lord speaks again: "Who are you? Does Saruman send a servant to convey his messages?"

A sickening feeling grips you as Sauron probes your mind, your thoughts of treachery against Saruman revealed to him. Then, the swirling lights of the orb return, spinning, sending you into unconsciousness.

You awake some time later, still in the chair. Sauron, Lord of Mordor is your master. You have failed utterly and become a servant of Darkness. Your quest ends here. The End.

173

Time: 10

As you near the house you check the night sky. Hoping that the messenger has not departed, you search the area for any trace of him. *Pick a number and add your Perception bonus:*

- If 2-6, turn to 132.
- If 7-12, turn to 136.

174

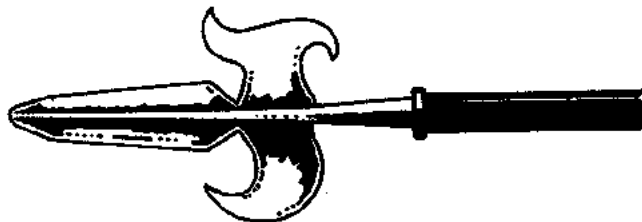
Time: 5

The last thing you remember before losing consciousness is the White Hand emblem emblazoned on the guard's uniform as he leans over you. *Turn to 319.*

175

Time: 0 Exp Pt: 11

The wolf lies in a heap at your feet, his grey fur matted with blood. You catch your breath and look to see that no one is watching. *Move on.*





"I am sorry Carnil, but this place and its ghosts frighten me," you apologize to the Elf, who smiles sadly.

"Ah, yes, you mortals are afraid of the spirits of the dead; I forget. We of the Eldar live in both worlds, and so have nothing to fear from either. I feel only sorrow for this poor Dunlending family." He gestures to the ghostly singers.

"Then you see them, too?" you ask eagerly, glad to learn that you are not losing your mind.

"Indeed I do, and I know why they still haunt this place. Long ago they made their home here when the Wizard's Vale was all but abandoned. Even when Saruman first came he left them alone, but when his mind began to twist, he enslaved or drove away all others in this valley. This family resisted, so he had their house burned to the ground as an example to others. They died here, trapped inside, and so their spirits are still here, tied forever to the house."

For a moment you stand spellbound by the Elf's brief tale. The immortals have that power over men; their fair voices are almost like a hypnotic spell. Then you remember your quest. "Are you the Elf from Lórien sent by the Lady?"

"I am indeed," he answers. "I assume you are Saruman's apprentice?"

You nod in reply. "Yes, I am the apprentice, and I have much to tell. Saruman is a traitor to the White Council!"

"It is just as the Lady suspected," The Elf replies, nodding grimly. "But what you can tell her will be of great value in helping her to combat Saruman's tricks. I will escort you out if this cursed vale and to Lórien. Let us leave this place before the Orc patrols catch us — they are swarming the valley like angry hornets." Without waiting for a reply, he races down the hall and out the front door. You follow with considerably less grace, and hurry after him, heading east.

The two of you are no more than a hundred paces from the house when a harsh cry goes up from behind. You turn to see three Goblins racing towards you. The Elf turns and draws his knife. "If we flee they will follow us wherever we go. We must fight!" **Take an action:**

- If you successfully run away, turn to 198.
- If you help the Elf fight the Orcs, turn to 213.

The wolf is just too large and strong for you; the last thing you remember is his powerful jaws closing on your throat. Your quest and your life both end here. The End.

You fight hard, but the large Orc is too strong. With a brutal swing the Orc knocks you down and prepares for a final attack with his cruel scimitar. **Pick a number:**

- If 2-4, turn to 433.
- If 5-12, turn to 224.

You fight hard, but the large Orc is too strong. With a brutal swing the Goblin knocks you down and prepares for a final attack with his cruel scimitar. **Pick a number:**

- If 2-4, turn to 433.
- If 5-12, turn to 189.

You are alone in your room. Your weapons are gone; the door is locked. It is late; about nine o'clock in the evening by the positions of the stars. You have little time! Discouraged, you ponder what to do next. Note: start keeping careful track of your time now — it is three hours before your meeting-time, (180 minutes).

- If you try to pick the lock on your door, pick a number and add your Trickery bonus:
  - If 2-7, turn to 210.
  - If 8-12, turn to 286.
- If you have checked Clue J, turn to 430.

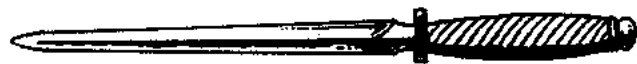
Bursting from the undergrowth, you draw your weapon and attack the Orc.

(ORC: OB: 0 DB: 1 EP: 12)

- If you defeat the Orc, turn to 409.
- If the Orc defeats you, turn to 179.

As you approach the ruin it gains clarity, the ubiquitous mists retreating from the crumbling edifice. It is larger than you remember, seeming to have several rooms spread over an unusual floor-plan. The messenger could be anywhere about in this maze; there could also be Orcs waiting in ambush.

- If the time is less than 830 minutes of Day 10, turn to 108.
- If the time is 830-850 minutes of Day 10, turn to 343.
- If the time is 851-900 minutes of Day 10, turn to 173.
- If the time is greater than 900 minutes of Day 10, turn to 229.



There is something hauntingly familiar about this man who looks like Gandalf. Suddenly, you realize that it must be Saruman in disguise! **Take an action:**

- If you successfully run away, turn to 416.
- If you fight Saruman, turn to 388.
- Otherwise, you may surrender, turn to 305.

The old Wizard turns as you approach, closing the large tome which he has spread across his knees. "Hello, my young friend!" he says amiably. "Have you been studying the texts of Celebrimbor as I asked?"

"Yes, Master," you answer quietly, wondering again to yourself why Saruman has recently asked you to study the texts of the famous Elven Ring-maker. Celebrimbor had died protecting the secret of the Three Elven-rings of Power from the Dark Lord Sauron Himself. But that was long ago, far back in the Second Age of Middle-earth. Surely none of the Rings still exists. Suddenly, you are moved to ask the Wise Saruman that very question, for if anyone would know, he would.

"Have any of the Rings survived?" the Wizard repeats. "An excellent question, youth." His eyes sparkle, and for the first time you notice that Saruman himself is wearing a ring. "Do you know the Ring-verse?" Without waiting for your reply, the Wizard begins to recite a poem; the poem, in fact, which was the deadly spell cast by the Dark Lord to enslave the Free Peoples.

*"Three Rings for the Elven-kings under the sky,  
Seven for the Dwarf-lords in their halls of stone,  
Nine for Mortal Men doomed to die,  
One for the Dark Lord on his dark throne  
In the Land of Mordor where the Shadows lie,  
One Ring to rule them all, One Ring to find them,  
One Ring to bring them all and in the darkness bind them  
In the Land of Mordor where the Shadows lie."*

A dark cloud seems to pass across the windows, and even the lamp appears to dim; you are shaken by a deadly chill. The Wizard is still smiling, however, and his eyes shine with a pale light. In your mind echoes the Ring-verse, the spell with which Sauron intended to bind all the rings and their wearers.

The unsettling feeling passes as quickly as it came. The warm light returns, and your master continues: "To answer your question, young one, the Seven Dwarf-rings are all lost or destroyed, and the Nine were seized by the Dark Lord along with their wearers. The men themselves have become the Ringwraiths, who once terrorized Gondor and Arnor, but have not been seen for centuries. And the Three Elven-rings! Of them little is known. Some say they were lost; others whisper that they are in Middle-earth still, worn and wielded by Eldarin Lords of Power. I suspect the latter, for the texts say that Celebrimbor made them alone, without Sauron's help. In so doing, he might have escaped the bondage of the One. Indeed, the Elven ring-wearers apparently defied Him, and he was so enraged that he destroyed their country of Eregion.

"As for the One Ring, well, my young friend, that is the object of much debate. Where is the One Ring? Was it destroyed in the great battle at the end of the Second Age, when Sauron was overthrown? Or did it fall into the Anduin river and roll into the Sea? Or—" at this point Saruman leans forward eagerly, reaching out with one hand towards you, and closing it, finger by finger as he speaks in a hushed whisper—"is it still in Middle-earth, hiding, waiting; waiting for the right time to return to its master?"

You shy away involuntarily, surprised at Saruman's vehemence. "You speak as if it is alive!"

"It is, in a sense. Remember your readings!" the Wizard replies. "The Great Rings were mighty indeed; their makers had placed much of their own essence into them. Part of the might of Sauron lives in the One Ring — though it is not necessarily evil. Think of it! Whoever possesses the One Ring would have power over all of Middle-earth! If wielded by someone with wisdom and understanding, Order and peace could be restored!"

"Surely it is lost in the depths of the sea..." you suggest uncertainly.

Saruman opens his eyes and looks at you with a strange, quiet intensity. "Of course, of course. It was just an idle thought. We will speak no more of the Rings. Go now to your readings." *Move on.*

185

Time: 10

Both Orcs wield scimitars, and are clad in chain mail. Their shields bear the White Hand.

(ORC #1 OB: 1 DB: 0 EP: 11)

(ORC #2 OB: 0 DB: 1 EP: 10)

• If you win the fight, turn to 186.

• If you lose the fight, turn to 319.

186

Time: 5 Exp Pt: 18

Your long hours of sword practice are rewarded! The Orcs are unprepared for your fierce defense: they lay unconscious and bleeding, their black blood flowing on the ground. You check carefully for any of their comrades before leaving the scene. *Move on.*

187

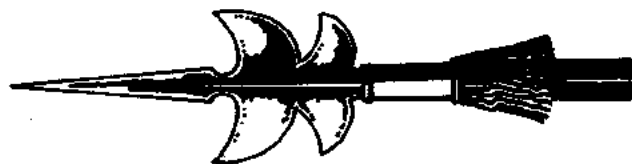
Time: 10

You go to the catalogue: three huge handwritten volumes listing the contents of the Library. Considering your situation, you might want to learn more about the following topics: Rings of Power, Palantiri, or maps of Rohan and the Nan Curunir (the "Wizard's Vale": the area outside of Isengard).

• If you look for "Rings of Power", turn to 206.

• If you look for "Palantiri", turn to 323.

• If you look for maps of the Wizard's Vale and Rohan, turn to 166.



188

Time: 5

Your strength is not up to forcing the door.

• If you look for an opening mechanism, pick a number and add your Trickery bonus:

• If 2-8, turn to 273.

• If 9-12, turn to 227.

• Otherwise, *Move on.*

189

Time: 0

Just as he is about to finish you, the Orc's gloating leer suddenly transforms into a look of shocked surprise. The scimitar drops from his clawed hand, and a moment later he falls to the ground, quite dead.

Behind him stands the Elf, his knife dripping black Orc-blood, an expression of mild disgust on his handsome face. "Obviously Saruman has not taught you how to fight," he observes drily. *Adjust your Damage Taken to equal your Endurance. Turn to 431.*

After a pause, Sauron speaks again: "Who are you?"

An awful chill grips you as the Dark Lord seems to be probing your mind, your thoughts of treachery against Saruman are about to be revealed to him. You fight with all your strength, but you know that you have no hope against the power of the Dark Lord, however distant he may be. Down, down, you slip, like drowning in an icy sea.

Then a white mist rises against darkness, bearing you upwards; you begin to feel warm all over. Somewhere, there is a third presence, shielding your thoughts from the Eye. Who could it be? You dare not even think of who your secret ally is, for fear of revealing him. The Dark Lord's suffocating presence is withdrawn from your mind. You draw a ragged breath as Sauron again 'speaks':

"I command you to give this message to your master: I must know the latest activities of the Council. I know you will obey!"

Then, He is gone. Exhausted, but giddy with relief at having miraculously escaped an encounter with the Dark Lord of Mordor (apparently) unharmed, you stagger from the seat, and hurry out the door, relocking it as you leave. There can be no doubt — Saruman is in the service of the Dark Lord! *Check Clue N. Move on.*

You are unable to evade your pursuers: out of the fog rush two Orc-guards! *Take an action:*

- If you successfully run away, move on.
- If you fight the Orcs, turn to 197.

You take the passage as before, and a short time later find yourself outside. *Move on to 11A.*

After many minutes of cursing and wrestling with your wire, you are rewarded by a series of dull clicks within the mechanism. You have done it! The door is unlocked. *Move on to U10.*

With a sudden jerk you wrench yourself free of your captor and spin around to stand face to face with a very young Elf (though, you correct yourself, even the most ancient Elves appear youthful). He is clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. "Well! You are more agile than I expected!"

You start to reply, when the Elf holds up a hand in a gesture for silence. He cocks his head as if listening, but you hear nothing. Then, just as the Elf begins to speak again, you catch the sounds of Orc-speech. Before either of you can seek cover, three large Orcs appear at the edge of the clearing.

The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, defend yourself!" He snaps. "Surely you are not friendly with these creatures!"

In a flash you realize that this noble Elf is probably the messenger you have been awaiting. *Take an action:*

- If you successfully run away, turn to 264.
- If you stand by the Elf and fight the Orcs, turn to 230.

You manage to elude the Orcs — who trudge by without noticing you. *Move on.*

The old man smiles as you approach, stroking his grey beard. "Greetings! You are Saruman's young apprentice, are you not? What brings you out of Orthanc this cold night?"

You are now standing next to Gandalf, and about to tell your story, when a startling change begins to take place: Gandalf begins to blur before your eyes, and in a moment he is no longer Gandalf. He is Saruman in disguise!

"I have caught you at last, little traitor! Who are you here to meet? Gandalf the Grey? Or perhaps the forest-fool, Radagast? Speak!"

To your surprise, you do not answer the Wizard's command; indeed, you are unable to speak at all. *Take an action:*

- If you successfully run away, turn to 416.
- If you fight Saruman, turn to 388.
- Otherwise, you may surrender; turn to 305.



197

Time: 5

With a clang of drawn scimitars the Orcs charge you, their red eyes glowing with bloodlust!

(ORC #1 OB: 1 DB: 0 EP: 15)

(ORC #2 OB: 0 DB: 2 EP: 10)

- If you win the fight, turn to 186.
- If you lose the fight, turn to 319.

198

Time: 5

Panicked, you flee the scene and do not look back until you are far away and out of sight behind a hillock. *What have I done?* You ask yourself. What if the Elf cannot defeat the Orcs alone? You hurry back to the scene to see what has taken place.

**Pick a number:**

- If 2-5, turn to 110.
- If 6-12, turn to 135.

199

Time: 0

Unfortunately, your mistake proves to be a fatal one. The Elf, fearing that you are actually a treacherous agent of Saruman, slays you on the spot. Your quest — and your life, ironically — end here. The End.

200

Time: 10 Exp Pt: 2

You slip inside, easily finding the lever which closes the wall panel. Through a peephole you can see the entire Drawing room! Quietly you climb the ladder through a narrow opening in the ceiling, up a long shaft. About halfway up (you estimate) there is small alcove in the wall, and inside something glimmers. Without thinking, you reach in, and pull out a small pendant. From a silvery chain hangs a tiny golden lantern, in the centre of which, on a tiny post, is a yellow sapphire. The craftsmanship is very fine, perhaps even Elven, and as you look more closely, you realize that the gem is beginning to glow! Brighter and brighter it becomes, until it illuminates the entire tunnel around you. What a wondrous item! At merely a thought, the Pendant of Light dims again.

You continue upwards, and arrive at a landing. Dim light shines through spy-holes on either side. To the right is your bedroom, and to the left, Saruman's Study! Exulting in your discovery, you wonder if Saruman uses this secret passage. The amount of undisturbed dust on the floor would indicate not. Saruman's Study and your room are both empty, secret panels allow access into both rooms. *Check Clue J.*

- If you go back the way you came, turn to 297.
- If you enter your room, move on to W14.
- If you enter Saruman's Study, turn to 425.



201

Time: 5

The air in the chamber is charged with a strange energy. You are riveted, your eyes fixed upon Saruman as he stares into the luminous orb, his face reflecting a number of different expressions one after the other: concern, anger, then fear. Suddenly, before you can move, the orb goes dark and the Wizard looks up, his dark eyes spying you immediately.

"What are you doing there, young one?" His voice is that of a tired man whose generous trust has been betrayed. You are ashamed of your deed. *How could I spy on my master?* you think.

"I suppose that now I cannot trust even you, my apprentice." The Wizard rises and in a swift movement grips your upper arm in his surprisingly strong hand. His voice is suddenly hard as steel as he says "You will be confined to your room until I decide what to do with you." Suddenly, the room seems to spin and you lose consciousness. *Turn to 345.*



202

Time: 20

The boxes are of all shapes and sizes, some of metal, others of wood with delicately crafted leather bindings. All are very old, however: the leather is brittle and crumbles at your touch. Worst of all, every one appears to be empty. With increasing impatience, you open box after box, until finally reaching the bottom of the pile. One box remains: a small one, large enough only to hold a small piece of jewelry. You cautiously pry open the tiny lid, half expecting it to be empty as well, but no! Within, held in a fold of black velvet is a beautiful gold ring set with three rubies. You slip the ring on your finger: it fits perfectly. There is a delicate inscription:

I am a ring of Fire; he who wears me may cast one Fire Bolt per day, with no harm to himself.

- If you keep the ring, turn to 259.
- If you return the ring, turn to 310.

203

Time: 10 Exp Pt: 5

You draw your weapon and prepare to defend yourself, though the odds do not look good. The Orcs snort, laughing in derision, as they draw their gleaming, wickedly curved scimitars.

(ORC #1 OB: 1 DB: 0 EP: 14)  
 (ORC #2 OB: -1 DB: 0 EP: 10)  
 (ORC #3 OB: 0 DB: -1 EP: 11)

- If you win the fight, turn to 186.
- If you lose the fight, turn to 319.

204

Time: 5

The large hand sculpture seems luminous in the eerie fog as you approach. Your footsteps echo hollowly on the smooth pavement; there are no other sounds at all in this almost unearthly landscape. You can see no place to hide; you must stand out in the open. *Pick a number:*

- If 2-5, turn to 233.
- If 6-12, turn to 237.

205

Time: 5

Your rescuer casts his hood back; he is an Elf — and a very young one, if anyone can judge the age of an Elf. He helps you to your feet and says with a wry smile "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?"

Turn to 476.



Your searching takes you all over the library, partially because several of the volumes you are seeking seem to be missing. They might be locked away in Saruman's Study, you reason. However, you do find some information besides the commonly known Ring Verse (which tells of the Nine Rings made for Men, the Seven for Dwarves, the Three for the Elves, and the One Ring which was to rule them all).

There was apparently considerable confusion after the War of the Last Alliance, the battle which ended the Second Age three thousand years ago. In that great war the Elves and Men joined forces and overthrew Sauron, marching into Mordor and storming the unassailable fortress of Barad-dûr. In the final battle, Isildur, the mortal king of Gondor, cut the One Ring from Sauron's finger, devastating the Dark Lord's power and banishing him into formlessness.

But what became of the Ring? Isildur was slain soon afterwards, ambushed by Orcs at the Anduin River. Was the Ring lost in the river, or was it recovered? The books, of course, do not say. Surely if it were found, the wearer would have shown himself by now. The records indicate that the Ring was awesomely powerful; its bearer would not remain long hidden.

Sitting in the quiet library, pondering the fate of the One Ring, the pieces begin to fall into place in your mind: Saruman has been fascinated with rings and ring-lore for many years, and you have overheard snatches of conversation with a few of his agents. The Anduin river valley was mentioned frequently — as well as the name Isildur. For a long moment you feel as if your heart has stopped. Saruman is seeking the One Ring for himself! But Sauron made the Ring, so would it not be evil? Perhaps Saruman is powerful and wise enough to use the ring for good. Strong as Saruman is, though, could he overcome the ageless hatred of Sauron, the fallen Maia? How could Saruman hope to defeat that? Then a more horrifying thought comes to mind: *Does he even wish to overcome it?* You are even more determined in your quest to find the truth.

- If you look for information on "Palantiri", turn to 323.
- If you look for maps of the Wizard's Vale and Rohan, turn to 166.
- Otherwise, move on.

You cast suspicion aside and take the Elf's hand. "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to the White Council!"

The Elf frowns. "It is even as the Lady suspected — but what you can tell her will be of great value in helping her combat Saruman's tricks. I will escort you out if this cursed vale and to Lórien. Let us go!"

The two of you are no more than a hundred paces from the house when a harsh cry goes up from behind. You turn to see three Goblins racing towards you. The Elf turns and draws his knife. "I doubt we can outrun them here in the open; we will have to fight!" **Take an action:**

- If you successfully run away, turn to 198.
- If you help the Elf fight the Orcs, turn to 213.

Despite your every effort, the strong vines squeeze tighter and tighter, cutting off your wind. You die; your quest sadly ends here. The End.

Although you fight with all of your strength, the Orc is strong and determined. The last thing you remember is the flat of the guard's sword swinging down towards you.

**Turn to 332.**

Despite your best efforts the door lock is stubborn and strong. For over an hour you try different improvised lock-picks and strategies, with increasing desperation. Finally, as you are fumbling with a piece of metal, trembling with anxiety, the door is unlocked from the outside! You leap out of the way as it is flung open.

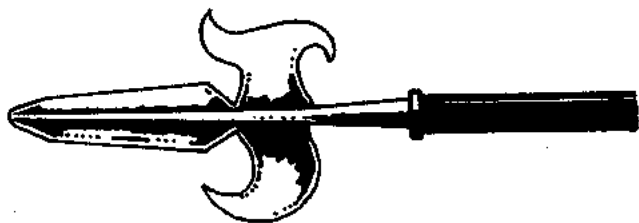
Saruman stands in the entryway, flanked by guards. "Sleep, my apprentice!" He commands, raising his staff. "I am moving you to safer quarters." As you lose consciousness, you realize that hope was foolish; Saruman has no intention of forgiving you. **Turn to 319.**

**211** **Time: 0 Exp Pt: 15**  
The guards lie at your feet, their blood bright red on the floor. But there is no time to revel; more will be after you soon.  
**Move on.**

**212** **Time: 10 Exp Pt: 5**  
A few deft manipulations and a twist of the wrist, and your efforts are rewarded by a resounding 'thunk' deep within the dome. For a long moment nothing happens. Then, ever so slowly, and with a wrenching sound of grinding stone and protesting mechanisms, the heavy door begins to slide upward in its slot. As the bottom edge clears the door-frame you grasp it and pull with all your strength, but it makes little difference in the agonizingly ponderous movement of the door. Finally, after what seems an eternity, it is high enough for you to pass through without crawling on your knees. **Turn to 448.**

**213** **Time: 5 Exp Pt: 2**  
Together you stand and face the three Orcs. The Elf charges the leader, leaving you to fend off the other two:  
(ORC #1 OB: 1 DB: 0 EP: 13)  
(ORC #2 OB: 0 DB: 1 EP: 12)  
• If you defeat one Orc (choose which you would rather fight), **turn to 412.**  
• If an Orc defeats you, **turn to 153.**

**214** **Time: 5**  
It's very quiet in the small portal, but now you can see skillfully carved geometric patterns on the door. There is also a small hole in the side wall to your left, perhaps a keyhole. You cannot find a knob or opening mechanism anywhere; the door is clearly of stone and far too heavy for you to force open.  
• If you try your Orthanc keys in the hole, **pick a number:**  
• If 2-9, **turn to 489.**  
• If 10-12, **turn to 130.**  
• If you try to pick the lock, **pick a number and add your Trickery bonus:**  
• If 2-7, **turn to 289.**  
• If 8-12, **turn to 212.**  
• Otherwise, **move on.**



**215** **Time: 10**  
Moving as quietly as possible, you follow the spectral girl into the house. It is very quiet inside as you tiptoe down the long central hall. Suddenly, the girl disappears! Then as if very far away, but coming rapidly nearer, you hear voices singing! You peer through the gloom into the room next to you and realize that it was once the kitchen, with a large hearth, and table where the family no doubt ate their meals. The singing is coming from inside this room! You know this, even though the voices still have a far away, ethereal sound to them. Even more strange: as you stand in the doorway, you fancy that you see a family sitting around the ruined table, and they are the singers. The room seems to waver; for a moment you see it as it must have looked long ago when the house was inhabited.  
Then, so unexpected as to make you jump, a soft but very real voice behind you says, "It is very sad, isn't it?"  
"What?" You turn, to stand face-to-face with a tall, slender young man clad all in grey. Your hand instinctively goes for your sword. It is only after a second look in the dim light that you realize your fellow visitor is indeed an Elf.  
"Nay, do not attack me, youth!" he says, holding up a hand. "I am Carnil, the one I believe, you are here to meet."  
• If you successfully run away, **move on.**  
• If you accept the Elf as genuine, **turn to 176.**  
• If you attack him, **turn to 359.**



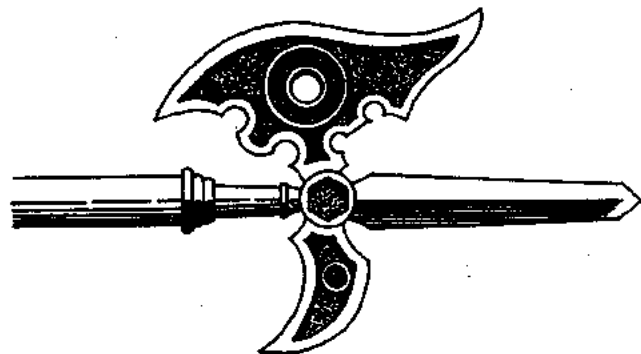
You search through the Elf's pack and locate some cloth for a bandage. You see to his wound, and, finding his waterskin, hold the mouth to his lips. The moisture revives him: he takes a sip and his eyes open — to look warily up at you. "First you strike me down and now you bandage my wounds! You are a strange one, apprentice of Saruman," he whispers hoarsely.

You quickly try to explain that it was all a mistake, and that you are very sorry. Carnil, being perceptive and wise (as Elves so often are) realizes that it was just a foolish error on your part. He gets to his feet, his strength apparently recovered with amazing speed. "Now let us forget this incident and press on. I will escort you from this cursed vale and to Lórien. Let us go!" He starts off and beckons you to follow.

Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. **Turn to 144.**

The large hand sculpture seems luminous in the eerie fog as you approach. Your footsteps echo hollowly on the smooth road; there are no other sounds at all in this foreboding landscape. You can see no place to hide. **Pick a number:**

- If 2-7, **turn to 233.**
- If 8-12, **turn to 237.**



Your heart sinks as you draw nearer the bridge, for you hear the distressing sound of Orc laughter. At the edge of the clearing you peer through the underbrush to see two Orcs standing over the body of the Elf, lying in a pool of blood on the ground. *He must be the one sent by Galadriel!* you wail inwardly. One of the beasts kicks the youth brutally, and the body rolls limply over, obviously dead. Your doting has reaped a bitter reward; the quest has little hope of success now. You can only flee to the border of Rohan. **Turn to 450.**



Out of the swirling mists looms the huge White Hand. Set on a great black pedestal, this obelisk marks the southern edge of the Wizard's Vale. You can tell by the positions of the stars and full moon that you are at least ten minutes late. Hopefully the Messenger is still about. You shuffle about, nervously looking over your shoulder. There is no place to hide here in the middle of the court. Suddenly, a black crow swoops down and lands on one of the extended fingers of the hand. The crow scrutinizes you intently, and you get the unpleasant feeling that it is more than just a stupid bird. Probably one of Saruman's spies. You think, tossing a rock at it. With a raucous cry and a flurry of wings, it disappears into the night. **Pick a number:**

- If 2-7, **turn to 233.**
- If 8-12, **turn to 237.**

Cautiously you approach the ruined structure. The fog, which always clings to the Wizard's Vale at night, seems particularly thick in the clearing. A sudden gust of wind sends dead leaves spinning through the night, and tears ragged holes in the misty curtain. Through the shifting rents you can see that a tomb in a state of severe disrepair looms before you.

A low wall, perhaps thirty feet in diameter, rings the central structure. You can tell from the few intact areas that the wall was originally only two feet tall; it is so badly eroded that sections have completely disappeared. In the middle stands a low, gently curving dome, formed of blocks of stone, about ten feet across.

- If you enter the stone circle, *turn to 401.*
- Otherwise, *move on.*

You hurry to the court, and out of the swirling mists looms the huge White Hand. Set on a great black pedestal, this obelisk marks the southern edge of the Wizard's Vale. *I am very late, but perhaps the Elven messenger is still here*, you think hopefully. Movement sounds behind you. *Turn to 233.*

You stand still as the Goblin marches up to face you.

"I must ask your business outside Orthanc," he says, clearly recognizing you. As you have so many times in the past, you wonder at the parentage of this creature, who is clearly not a man, but neither truly orcish. With a shudder you guess at the truth: could Saruman be breeding Orcs with humankind?

"I, uh, have an errand at the perimeter wall," you reply unconvincingly.

The guard looks down at you, suspicion in his red eyes. "I will have to check this. Wait." He waves over another guard, who has also just appeared. **Take an action:**

- If you successfully run away, *move on.*
- If you fight the half-orcish guards, *turn to 464.*

After waiting a few moments for your eyes to adjust to the dark, you can barely see tall shelves filled with supplies extending ahead and to either side.

- If you leave, *move on.*
- If you explore the Storeroom further, *pick a number and add your Perception bonus:*
  - If 2-10, *turn to 316.*
  - If 11-12, *turn to 357.*

Just as he is about to finish you, the Orc's gloating leer suddenly transforms into a look of surprise. The scimitar drops from his clawed hand, and a moment later he falls to the ground, quite dead. Behind him stands Carnil, his knife dripping black orc-blood, an expression of mild disgust on his handsome face.

"Obviously Saruman has not taught you how to fight well," he observes drily. Adjust your Damage Taken to equal your Endurance. *Turn to 396.*

After several agonizing minutes of twisting, pushing and pulling the wire, it snaps off! You mutter a curse under your breath. Without a tool, you have no hope of getting the door open.

- If you try to open the lock using one of your keys, *turn to 167.* (Note: you cannot try this if you already have checked your keys at this door and failed to find one that will work.)
- Otherwise, *move on.*

You quickly dispatch the poor creature before he even has a chance to blow a note on his horn. After concealing the Orc's body and cleaning your weapon on the brown grass nearby, you continue on your way. *Move on.*

227

Time: 10 Exp Pt: 3

Careful examination of the walls near the door is rewarded: there is a small square depression of stone in the wall behind a shelf, concealed by several small boxes. You press it, there is a 'click', and the door grinds slowly back, until it has swung fully open. A small landing can be seen, and beyond a dark stair stretches down into the gloom.

- If you explore further, turn to 263.
- Otherwise, turn to 121.

228

Time: 15 Exp Pt: 5

Reluctantly, you put the ring on your finger. At first, it seemed much too large for you, but as you slip it on, it seems to actually shrink and so fits perfectly.

"Well? Do you feel anything?" The Wizard bends close, his piercing gaze intent.

At first you feel nothing, then your body begins to grow light, almost as if you could fly. You look down at the ring — and your hand disappears! Your whole body has vanished!

Saruman's eyes narrow. "Ah, yes, you are invisible!" He continues to look right at you.

"But, you can see me."

The old Wizard chuckles. "I can see many things invisible to most, youth."

While Saruman talks, you notice that he begins to look somehow different. He is becoming almost transparent himself, except that he has a soft, many-coloured light about him. Then you begin to feel cold, as if you are in a dank cave. The sensation continues; a sort of numbness flows over your body.

"Speak!" Saruman commands. "What do you see?"

A mist has fallen across your eyes, and everything seems to be in shadow. Then, there is a red light far away. It comes nearer, darting here and there, as if searching... *it is searching for me!* you realize with a jolt. It draws ever nearer, and you can now see that it is a great eye: a lidless red eye, ringed by fire, its pupil slitted like a snake's. "Sauron! Sauron is looking for me!" The eye draws nearer... nearer...

9

"Give me that!" All at once light returns. You are in a heap on the floor, drenched in sweat. Saruman is standing over you, a strange look on his face. Anger? Fear? It is hard to tell. He has pulled the ring from your finger. "What did you see?" He demands, apparently uncaring about your distress.

"I saw — I saw a red eye; it was looking for me!" you stammer.

The Wizard turns on his heel, his robes furling about him. "Curses! Will all the rings be so tied? Does He truly rule all such?"

Saruman stares off into space, apparently ignoring you. Frightened and confused by this episode, you decide to leave while you can. *Check Clue 1. Move on.*

229

Time: 10

As you near the house you check the night sky. You are very late! Hoping that the messenger has not departed, you search the area for any trace of him. *Pick a number:*

- If 2-8, turn to 106.
- If 9-12, turn to 132.

230

Time: 5 Exp Pt: 2

Together you stand and face the three Orcs. The Elf charges the leader, leaving you to deal with the others:

(ORC #1 OB: 1 DB: 0 EP: 13)

(ORC #2 OB: 0 DB: 1 EP: 12)

- If you defeat one of the Orcs (you may choose which one to fight), turn to 336.
- If one of the Orcs defeats you, turn to 178.

231

Time: 5

You step out into the landing just as one of the guards happens to look over his shoulder. "Look, the apprentice has escaped! Get him!" They charge down the steps after you. In the confined interior of Orthanc you cannot run away. *Turn to 414.*

6

232

Time: 10

You struggle wildly, but the grip tightens again, painfully this time. "Do not fight!" the voice hisses in your ear, "You are causing a disturbance, and Orcs will soon be here...it is too late!"

As your captor speaks, three Orcs round a bend in the path. They spot the two of you grappling on the bridge immediately. "There is the traitor!" one cries in the harsh orc-tongue.

"Now you've done it!" snaps your captor, louder now as he releases you. "I suppose I must trust you now." You are free, and as you spin around, you are face to face with a very young-looking Elf (though of course — being an Elf — he could be almost any age!). He wears a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. His long hair is sandy brown, his eyes grey and his skin pure and fair — almost luminous in the dim light. The Elf carries a long bow, but draws a slender knife as the Orcs approach. "Well, don't just stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, **turn to 142.**
- If you stand by the Elf and fight the Orcs, **turn to 447.**

233

Time: 5

Two pairs of glowing red eyes appear, and before you can react, out of the fog leap two huge Wargs! Saruman's war-wolves; they have probably been on your trail for some time. You cannot run or sneak away from the war-wolves; you must fight.

(WARG #1 OB: 1 DB: 2 EP: 15)

(WARG #2 OB: 3 DB: 0 EP: 19)

- If you defeat the Wargs, **turn to 288.**
- If the Wargs defeat you, **turn to 294.**

234

Time: 20

The laboratory is empty. Although you search the area thoroughly for anything of interest, you search goes unrewarded. A good deal of equipment in the metals area is curious, but you have no idea what purpose it might serve. **Move on to S17.**

235

Time: 20

Although your search is hampered by the Wizard's presence, you manage to be reasonably thorough, and find nothing in the way of hidden secrets.

- If you look for a book, **turn to 187.**
- If you leave (by any door), **move on.**

236

Time: 0

You are unable to rid yourself of the compulsion to leave. Hurriedly, you flee Saruman's bedchamber. **Move on to S16.**

237

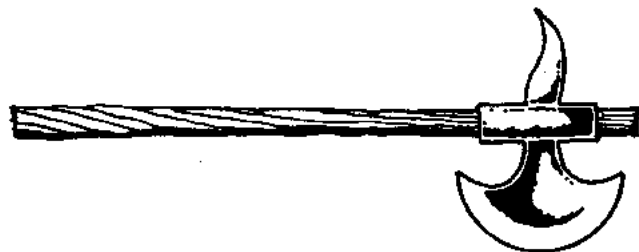
Time: 5

After five minutes of nervously pacing about the obelisk, you begin to worry about your timing. Is this the correct day? You know that it is, of course, but the thought nags you. Could something have happened to the messenger?

Then, without warning you are grabbed from behind and a strong hand is clamped over your mouth. A soft voice whispers in your ear "Do not make a sound! Answer my questions by nodding your head. Do you understand?"

As you nod, you feel the grip on you loosen slightly.

- If you try to break free, **pick a number and add your General bonus:**
  - If 2-8, **turn to 238.**
  - If 9-12, **turn to 242.**
- If you cooperate, **turn to 483.**



238

Time: 5

You struggle wildly, but the grip tightens again, painfully this time. "Do not fight!" the voice hisses in your ear, "You are causing a disturbance, and Orcs will soon be here...it is too late!"

As your captor speaks, three Orcs appear suddenly out of the fog. They spot the two of you immediately. "There is the traitor!" one cries in the harsh orc-tongue.

"Now you've done it!" snaps your captor, louder now as he releases you. "I suppose I must trust you." Freed, you spin around, and are face to face with a very young-looking Elf (though all Elves *look* young, you remind yourself), clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. He has a long bow, but draws a slender knife as the Orcs approach. "Well, don't just stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this Elf is the messenger you have been awaiting. **Take an action:**

- If you successfully run away, **turn to 243.**
- If you stand by the Elf and fight the Orcs, **turn to 244.**

239

Time: 5

You wait poised by the door to slip past the Guards. They stalk past you into the room, complaining to each other about their lot in life. Without a sound you move to the door and out into the Reception Hall (T4). **Move on.**

240

Time: Special

You are thrown, bound and gagged, into your room. Your possessions are gone and you hear the 'click' of the door being locked. It is dark outside. You must escape soon if you are to make the rendezvous! Discouraged, you ponder what to do next. Note: keep careful track of your time now — it is three hours (180 minutes) before your meeting-time. **Check Clue H.**

• If you try to free yourself, **pick a number and add your Tricky bonus:**

- If 2-6, **turn to 444.**
- If 7-12, **turn to 268.**
- If you decide to wait, hoping that Saruman will be merciful, **turn to 399.**

241

Time: 5

You struggle wildly, but the grip tightens again, painfully this time. "Do not fight! You are causing a disturbance, and Orcs are nearby!"

Realizing further resistance to be futile, you stop struggling.

"Much better. Now, are you Saruman's apprentice?" You nod.

"That is all I need to know," he answers, releasing you. You spin around and are face to face with a very young-looking Elf, clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders.

"I am Carnil, messenger for the Lady of the Golden Wood," he smiles and holds out his hand in greeting.

You cannot help but wonder if this is not another of Saruman's deceptions — what if it is the Wizard in disguise? Or another trap to trick you into confessing your plan? The Elf (or whoever he is) could have killed you already, though, when he had you pinned. **Note: You cannot run away.**

- If you accept the Elf as genuine, **turn to 207.**
- If you attack, **turn to 359.**



With a sudden jerk you wrench yourself free of your captor. You spin around, you are face to face with a very youthful Elf (of course, all Elves are fairly young-looking, though they could be older than the very forests they might live in). He is clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. "Well! You are more agile than I would have expected!"

You are about to reply, when the Elf holds up a hand in a gesture to silence you. He cocks his head as if listening. At first you hear nothing, but just as the Elf is about to speak again, you hear the sounds of Orc-speech. Before either of you can seek cover, three large Orcs appear at the edge of the court, materializing like spectres out of the mist.

The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this youthful Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 243.
- If you stand by the Elf and fight the Orcs, turn to 244.

## 243

Time: 10

Panicked, you flee the scene and do not look back until you are far away. *What have I done?* you ask yourself. *What if that was the Elven messenger, and he is unable to beat the Orcs alone?* Cautiously, you sneak back to the mist-shrouded court to see what has transpired. **Pick a number:**

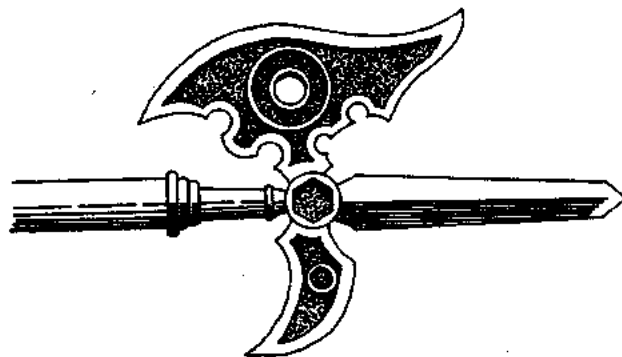
- If 2-5, turn to 270.
- If 6-12, turn to 275.

## 244

Time: 5 Exp Pt: 2

Together you stand and face the three Orcs. The Elf charges the leader, leaving you to take your pick of the other two:  
(ORC #2 OB: 1 DB: 0 EP: 13)  
(ORC #3 OB: 0 DB: 1 EP: 12)

- If you defeat one of the Orcs (you may choose which one you wish to fight), turn to 250.
- If one of the Orcs defeats you, turn to 251.



## 245

Time: 5

As before, the Storeroom is very dark. Rows of tall shelves filled with supplies march into the dimness to the left and right. **NOTE:** you may not explore the Storeroom if you have already done so.

- If you are hiding from Saruman, turn to 383.
- If you have checked Clue K, turn to 284.
- If you explore the Storeroom, pick a number and add your Perception bonus:
  - If 2-10, turn to 316.
  - If 11-12, turn to 357.
- Otherwise, move on.

## 246

Time: 5 Exp Pt: 1

You sneak across the library, unobtrusively trying to use the available cover. At last you arrive at the other door, apparently unnoticed! Move on.

## 247

Time: 5

Although it is a vulnerable place, you decide to stand outside the house in plain sight to see better and let the messenger know you are here. **Pick a number and add your Perception bonus:**

- If 2-5, turn to 417.
- If 6-12, turn to 342.

The lights within grow brighter and begin to whirl about, like bright stars of every colour spinning through the night sky. So sudden is the movement that you gasp aloud. The orb clears and a striking scene is revealed: you are hovering high above Orthanc! All Isengard is revealed beneath you: four roads stretch north, south, east and west. Most of the trees have been uprooted to allow for more paving and the delving of forges. It is clear that Saruman is preparing for war.

"We must be ready to defend ourselves, should things go ill with the fight against the Dark Lord," so the Wizard said to you a few months ago. You did not question him further, for of course the Wizard's wisdom exceeds your own.

Suddenly the great orb goes dark again, but only for a moment. A bright, deeply-cloven valley is revealed, green on a sunny morning. Nestled in the vale is a great house: a mansion of stone and wood. Suddenly, you are inside, in a corridor standing before a set of carved oak doors. They open, and beyond is a richly furnished chamber where are gathered a very noble group of people indeed. Some you know, others you have not seen before, but your mind supplies names for them. Saruman is there, sitting stiffly in a high-backed chair and glaring from under his thick white brows. Also in the room is Gandalf the Grey, whom you recognize from a visit he made here long ago. There is also a beautiful woman, very tall, with hair of luminous gold. She can be none other than Galadriel, the Elven-queen of Lothlórien. The old and wise Elrond is there, showing his immense age only by the depth of wisdom in his eyes, as is true of all Elves. You have no doubt that you are watching a meeting of the White Council, far removed in distance and time. The Palantiri are marvelous devices indeed!

As you watch, Galadriel rises gracefully and speaks, though you hear no sound. Then, Saruman stands abruptly and answers. From his actions it would indicate that he disagrees strongly. All the while Gandalf sits in the corner with one of his long pipes and blows rings of smoke, which seem to drift and hover about Saruman.

The stone goes dark again, then lights with a warm glow. You see, in miniature but very clearly, a cheery sitting room, where an old man with a tall, pointed hat hunches before a fire. It is Gandalf again! He is conversing with a very stout little man, though, as before, you can hear nothing. Suddenly, Gandalf reaches right into the fire and draws forth a small, golden ring!

The scene shifts again, this time it is outdoors and night on a long, winding road. A dread creeps over you as you watch this scene; as if you are waiting for some unknown terror which you know will soon come. Then, over a hill in the distance appear nine riders, all in black on sable horses. They are in a great hurry, and they are searching for something. You have the awful feeling that they are searching for you! *Turn to 156.*

## 249

## Time: 15

The air in the chamber is charged with a strange energy. You are riveted, your eyes fixed upon Saruman as he stares into the luminous orb, his face reflecting a number of different expressions one after the other: concern, anger, then fear. You hear him whisper under his breath "Yes, I understand. Things are proceeding as planned, Lord Sauron."

*My master is an ally of the Dark Lord, you think, horrified. This is more terrible than your worst fears. The White Council must be warned! Check Clue M.*

• *If you remain a while longer and perhaps learn more, turn to 279*

• *If you leave, turn to 420.*

## 250

## Time: 5 Exp Pt: 10

With a skillful move, you finish your slow-moving, black-blooded opponent with only a little trouble. A moment later, the Elf — having already made quick work of the leader — dispatches the remaining Orc. He turns to you with a smile and holds out his hand. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?" *Turn to 282.*

251

Time: 0

You fight with all the skill you can muster, but the Orc is too strong. With a powerful swing he knocks you down, and sends your weapon spinning from your hand. With an evil leer, he raises his scimitar for the final blow. *Pick a number:*

- If 2-5, turn to 256.
- If 6-12, turn to 267.

252

Time: 5

The huge wolf springs; you are caught by surprise! *You cannot run away.*

(WOLF OB: 1 DB: 1 EP: 20)

- If you defeat the wolf, turn to 175.
- If the wolf defeats you, turn to 177.

253

Time: 5

"Truly, Master, I cannot don such an item of power. I am afraid!" You cringe from the Wizard, thinking that there is more than a little truth to your words.

Saruman stares at you for a long moment, then says "Very well. Go to your room and study then. I will remember this!" His eyes seem to burn with an inner fire as he speaks. You turn and flee the laboratory. *Move on.*

254

Time: 0 Exp Pts: 150

You fight like you never have before, with skill you didn't realize you possessed. Still, the Wizard is quick, and a masterful swordsman. Then you see an opening and strike, knocking Saruman's blade from his hand! The old man staggers back, stunned by your attack. His dark eyes flash with rage as his staff begins to glow. "How dare you! I shall not be so merciful next time!"

There is a gust of wind which catches his rainbow-hued robes, and suddenly he is gone. The unbelievable has happened! You have driven off Saruman! *Why did he not finish me?* You waste no more time wondering at your good fortune. Though heady with your victory, you somehow hurry onward in the right direction. *Move on.*

255

Time: 5

Peering through the peephole you can see the Wizard at his desk, busily writing in a large book. *Well, at least I know where he is!* Obviously you cannot go that way.

- If you decide to go on to the Drawing Room, turn to 378.
- If you go back to your room, deciding to await Saruman's mercy, turn to 399.

256

Time: 0

Sadly, the Elf cannot defeat his opponent and come to your aid in time. The last thing you see is the cruel blade of the scimitar slicing towards your neck. Your life and quest end tragically here. The End.

257

Time: 0

"Master, I cannot accept such a valuable gift!" You say, trying to sound sincere. It is more than I deserve."

"Nonsense, child! I insist! Put the ring on!"

It's clear that Saruman cannot be so easily dissuaded. *Note: in the confines of the Laboratory you cannot run away.*

- If you put the ring on, turn to 228.
- If you refuse to put the ring on, turn to 253.
- If you attack the Wizard, turn to 344.

258

Time: 5

Yes! There is a radiance within. You open your hand and a soft blue light springs from your palm.

Rows of tall shelves filled with supplies march into the dimness to the left and right. *Take an action:*

- If you leave, *move on.*
- If you explore the Storeroom further, *pick a number and add your Perception bonus:*
  - If 2-8, turn to 316.
  - If 9-12, turn to 357.

259

Time: 5 Exp Pt: 5

Pleased with yourself and your find, you put the boxes back as close to their original places as possible. *Check Clue C.*

- If you examine the chests in the niches, turn to 436.
- Otherwise, *move on.*

Defly you slip the half-written note into your pocket. An instant later, through the open door the white-hooded head of none other than Saruman appears around the twisting stair. He smiles crookedly when he sees you.

"Well, hello, my young friend!" he says in his soft, soothing voice. "I am surprised to see you on the roof at this hour. Studying your stars, no doubt! Very good." He stands for a moment and looks at the sky.

You manage to control your trembling, but cannot help noticing that Saruman's robes do not look white in the moonlight. In fact, as they ripple in the cool breeze they seem to shift and change through every colour imaginable.

The Wizard speaks again, at first almost to himself: "The viewing is less than ideal with the waxing moon, but one can still see most of the Patterns." He turns to you suddenly, his piercing gaze seeming to stab right through to your pounding heart.

"I believe I will retire for the evening. Good-night!" He turns and with a swirl of robes is gone. You exhale, realizing that you have been holding your breath. After waiting a minute to compose yourself, you pull out the note to finish it. *Turn to 452.*

For the rest of the night and most of the following day you huddle on the windy summit of Orthanc, chilled to the bone, and increasingly hungry. Of course, it makes little difference if you die of starvation; in fact, you realize, it might be preferable to what Saruman will do to you.

Suddenly a shadow passes overhead. You look up as a huge eagle descends, landing on the wall of the rooftop. He stares at you in silence for a long moment, while you wonder now if you are to become eagle-food. At last the great bird speaks: "It must be you, small one, for there are no others about!"

"What do you mean?" You manage to choke out.

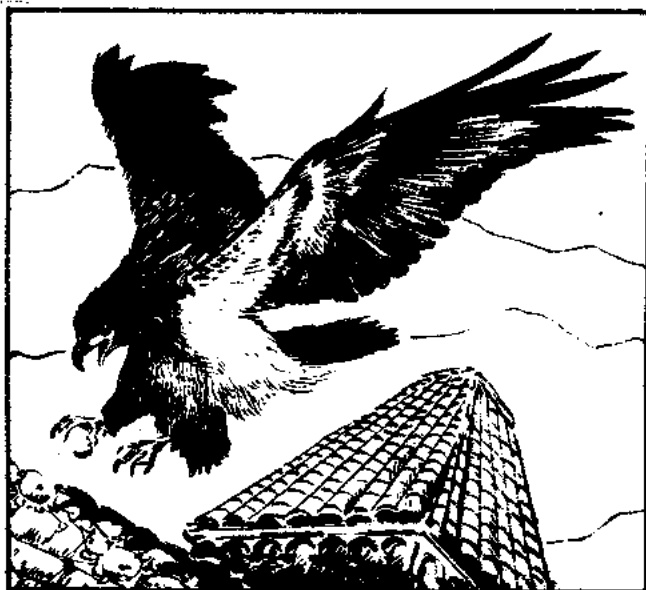
"I am Landroval the Windlord, and the Elven Queen has sent me to find the apprentice of Saruman who defeated him in battle. She sensed the Wizard's departure and believed you to be in great danger. Are you?"

"If Saruman returns, I will be in grave danger for certain, for I did defeat him, no doubt because of an incredible stroke of luck!"

"Indeed, yes." Agrees the lordly bird. "And the Wizard will return shortly, so it is my duty to bear you away to Lothlórien where you may tell your story to the Lady in person." And with that, the eagle rises up with a great flap of his wings, and gently bears you through the air across many leagues. *Turn to 427.*

The spell fails you; the room is still very dark.

- If you are hiding from Saruman, *turn to 383.*
- If you explore the Storeroom further, *turn to 223.*
- If you leave, *move on.*





Upon examination of the door, you see that it has a handle on the inner side with a latch. You close the door behind you. Carefully you start down the stairs, feeling along one wall to keep yourself steady. It is cool here, and damp. Your dim light creates shadows ahead.

Seventy steps down there is a landing, and the stairs double back. Two hundred and ten narrow steps you count before reaching the bottom. I must be far below the Plain of Isengard to the East, you think to yourself, hoping that this tunnel does not meet up with one of the underground forges filled with orcsmiths. This passage looks much older, though, as if built long before Saruman began his 'improvements' to the Iron Citadel.

Straight as an arrow a passage stretches away, vaulted with slender pointed arches every few feet. Torch brackets are set along the walls at regular intervals. It is cold, like a cave, and the floor is dirty. Unable to contain your curiosity, you follow the passage. At one point, you see something glittering on the floor. You pick it up: it is a coin — a gold coin no less, and of Númenorean minting! Pocketing this lucky piece, you continue on your way.

After about a mile (half a mile beyond the ring of Isengard), you come to a stair leading up. Two hundred and eighty more steps take you to a small, round room, the walls of rough-hewn stone. At the other end of the room (facing West) stands a small oval door. It takes some tugging to get it open, but the door comes free all of a sudden — sending you sprawling on the floor.

You are looking outdoors from a small recess in a rocky knoll. The rough ground tumbles steeply down before you enter the Wizard's Vale, and far off you see the wide sweep of the Ring of Isengard. Jutting up from the centre of the Ring, like a great glittering black splinter, stands the slender tower of Orthanc. You are outside the confines of the citadel! (Location: 11A) *Check Clue K.*

- *If you return the way you came, turn to 394.*
- *Otherwise, move on.*



**264**

**Time: 10**

Panicked, you rush from the scene and do not look back until you are far away. *What have I done?* you ask yourself. What if that was the Elven messenger, and he cannot defeat the Orcs alone? Cautiously, you sneak back to the clearing to see what has transpired. ***Pick a number:***

- *If 2-5, turn to 455.*
- *If 6-12, turn to 298.*

**265**

**Time: 0**

The stone bridge appears to be deserted. The only sound is the gurgling of the Isen over rocks as it races under the bridge. Even though you did not arrange to meet the messenger here, you have a feeling that you are being watched. ***Move on.***



**266**

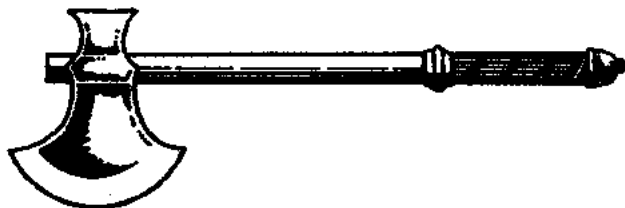
**Time: 5**

You have barely taken a few steps when you hear footsteps on the stairs: the night guard patrol! *They will soon discover that I am not in my room and sound the alarm!* ***Take an action:***

- *If you leap out and attack the guards, turn to 139.*
- *If you wait until they have passed and attempt to slip away, pick a number and add your Trickery bonus:*
  - *If 2-5, turn to 231.*
  - *If 6-12, turn to 419.*

Suddenly, the Goblin's gloating smile changes into a look of stunned surprise. A trickle of dark blood oozes from his fanged mouth, and he collapses in a heap, quite dead.

Behind him stands the Elf, a look of distaste on his fair features. "A Wizard's apprentice you must be, for you certainly have no skill at fighting!" He helps you to your feet. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are indeed Saruman's former apprentice?" *Adjust your Damage Taken to equal your Endurance. Turn to 282.*



You have freed yourself from your bonds! However, you discover to your dismay that the door is locked from the outside.

- If you try to pick the lock on your door, *pick a number and add your Trickery bonus:*
  - If 2-7, turn to 210.
  - If 8-12, turn to 286.
- If you have checked Clue J, Turn to 430.

Things look grim, but you hold tightly to your weapon and attack. *Note: fight each opponent in the order listed.*

- (ORC #1 OB: 2 DB: 1 EP: 12)
- (ORC #2 OB: 1 DB: 0 EP: 10)
- (WARG #1 OB: 0 DB: 1 EP: 15)
- (WARG #2 OB: 0 DB: 1 EP: 13)

- If you win the fight, turn to 290.
- If you lose the fight, turn to 158.

Carefully you make your way back to the court. Your heart sinks as you draw near, for you hear the distressing sound of raucous orc-laughter. At the edge of the pavement you peer through the fog to see two of the Orcs standing over the body of the Elf, who lies in a pool of blood on the white marble. One of the beasts kicks the youth brutally, and the body rolls limply over, obviously dead. Your cowardice has reaped a bitter reward; your quest has little hope of success now; you can only flee to the border of Rohan, hoping to somehow make your way to Lórien. *Move on.*

Seized by panic, you flee from the sounds, rushing into the resistant underbrush. Increase your Damage Taken by 2 from thorns. Soon the sounds fade in the distance. *Move on.*

You know of the secret passage way through the storage room. The easiest escape would be that way. *Move on to T6.*

After extensive searching on and around the small door, you finally give up in despair. There is no way to open it! *Turn to 353.*



The guards leap to their feet as you enter, clearly surprised.

(GUARD #1 OB: 1 DB: 2 EP:18)

(GUARD #2 OB: 1 DB: 3 EP:13)

• If you win the fight, turn to 457.

• If you lose the fight, turn to 345.

You arrive on the scene as the Elf, bleeding from a wound in one arm, is slowly dragging the last of the three Orcs off the road and out of sight. He has defeated all three! Embarrassed at your cowardice, you step out of the underbrush.

He whirls around, knife drawn. "You! Are you Saruman's apprentice?" You nod in reply. "I am amazed that you had the bravery to send such a message to the Lady, and yet are afraid of a few Orcs! The last one nicked me in the arm." He seems little more than irritated with you, and somehow you wish he would at least be angry so that you could feel less guilty. You begin to blurt out your tale: "Yes, I am the apprentice, and I have much to tell. Saruman is a traitor to the White Council!"

The Elf frowns as he hunts in his small pack. "It is just as the Lady suspected — but what you can tell her will be of great value in helping her to be better aware of Saruman's tricks." He draws from his pack a length of cloth and binds his arm, then stands up gracefully. "I will escort you out if this cursed vale and to Lórien. Let us go!"

Using his woodcraft, Camil eludes the Orc patrols, and leads you into the eastern wood, and finally out of the Nan Curunir — the Wizard's Vale. Turn to 144.

You twist and wrench at your bonds, but only succeed in cutting your poor hands. The manacles are too tight.

An hour or so passes, during which you are unable to think of any other way out. Then you hear the door being unlocked. It swings open, and two Orcs enter. The one of the huge creatures draws his curved sword and steps towards you. The last thing you remember is the wicked blade glowing red in the firelight as it swings across your neck. You are dead; your mission comes to a cruel end. The End.



Trembling with fear you crouch huddled under a pile of sacks as you hear the voices of Saruman's Guards draw nearer. Suddenly, the sacks are pulled away! Two soldiers, dressed in the black livery of the Orthanc Guard, stand over you, and one orders you to surrender.

- If you fight, turn to 318.
- If you try to run away, pick a number and add your Running bonus:
  - If 2-9, turn to 318.
  - If 10-12, turn to 441.
- If you surrender, turn to 477.

The Elf is tall and strong, and a formidable opponent. (ELF: OB: 4 DB: 5 EP: 40)

- If you win the fight, turn to 397.
- If you lose the fight, turn to 165.

You remain in the shadows several more minutes, but Saruman says nothing. Suddenly, before you can move, the orb goes dark and the Wizard looks up, his dark eyes spying you immediately.

"What are you doing there, my friend?" His voice is that of a tired man whose generous trust has been betrayed. You are ashamed of your deed. *How could I spy on my master?* you wonder. The power of Saruman's Voice is upon you, even though, in the back of your mind, you are thinking that Saruman has been treating with the Dark Lord!

"I suppose that now I cannot trust even you, my apprentice. I am sure that even if you have just arrived, you have seen too much." He rises, and in a swift movement grips your upper arm in his surprisingly strong hand. His voice is suddenly hard as steel as he says "You will be confined to your room until I decide what to do with you." A moment later, darkness falls over your vision, and you remember no more for awhile. Turn to 345.

Confused, she steps out of your way as you brush by. Will she remain silent? *Move on.*

The plant is very tough and resilient, and its many long tendrils try to crush you like constricting serpents. You may not run away.

(PLANT OB: 0 DB: 2 EP: 20)

- If you win the fight, turn to 387.
- If you lose the fight, turn to 162.

"I am indeed Saruman's apprentice, and have much to tell! Saruman is a traitor to the White Council!"

The young Elf frowns in concern as you tell him of Saruman's treachery. "Yes, it is just as the Lady had feared. She will be grateful to hear all you have to tell her; we must hurry out of this cursed vale!" Using all of his woodcraft, Carnil eludes the Orc patrols, and leads you into the eastern wood, and finally out of the Nan Curunir — the Wizard's Vale. Turn to 144.

After a moment the compulsion to flee leaves you, and you have the distinct feeling that it was magical in nature. After all the effort, though, the room itself is something of a disappointment. A large bed stands in the corner of the room opposite the door, four massive posts of carved wood surrounding it and supporting a canopy and drapes of heavy, blue velvet. There are wardrobes and dressers, but, search as you might, there seems to be nothing mysterious. There is, however, the door into the Wizard's Study!

- If you enter Saruman's Study, move on to W13.
- Otherwise, move on to S16.

You hurry to the back of the room. The secret door looks as if it has not been disturbed since you were last here. Turn to 192.

285

Time: 5

You wait poised by the door to slip past the guards, but suddenly they turn and see you!

"Stop, apprentice!" one orders, drawing his sword. *Take an action:*

- If you successfully run away, turn to 441.
- If you fight, turn to 318.
- Otherwise, you may surrender; turn to 477.

286

Time: 10 Exp Pt: 5

Several minutes of twisting and pulling are rewarded: the iron bolt slides back...you are free! You open the door a crack. There are no guards in the hall. Quickly you pull a cloak from the wardrobe and prepare to flee Orthanc, the place which has been your home for many years. Like a fleeting shadow, you slip down the dimly-lit stairs. *Pick a number:*

- If 2-4, turn to 266.
- If 5-12, turn to 326.

287

Time: 5

Despite their suspicions, the guards are taken by surprise as you attack. You may not run away.

(GUARD #1 OB: 1 DB: 2 EP:12)

(GUARD #2 OB: 1 DB: 3 EP:16)

- If you win the fight, turn to 457.
- If you lose the fight, turn to 345.

288

Time: 5 Exp Pt: 12

The Wargs lie unmoving on the pavement around you. I hope the sound has not attracted more of Saruman's servants, you think hurriedly, catching your breath. *Turn to 237.*

289

Time: 10

Your efforts with the lock are unrewarded; it is either too unusual for you to comprehend, or the parts are hopelessly corroded and jammed by long years of inaction. *If you have already tried your Orthanc keys, that option is not open to you.*

- If you try your Orthanc keys, pick a number:
  - If 2-9, turn to 489.
  - If 10-12, turn to 130.
- Otherwise, move on.

290

Time: 5 Exp Pt: 45

Your foes lie still and bleeding about you. You have defeated Saruman's warriors! Burning blood surging through your body, you continue on your journey. *Move on.*

291

Time: 5

In a stuttering voice you quickly try to explain that it was all a mistake, and that you are very sorry. Carnil being perceptive and wise (as Elves usually are) realizes that it was just a foolish error on your part. "Now let us forget this incident and press on. I will escort you out if this cursed vale and to Lórien. Let us go!" He helps you to your feet and beckons you to follow.

Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

292

Time: 0 Exp Pt: 30

With one swift and surprising stroke, the Wraith lies at your feet, now only a collection of dusty bones and rotting cloth. The spell which held it intact has been shattered. The Valar have been very generous; you might have become a permanent guest of the Wraith, trapped forever in its undead spell. *Move on.*

293

Time: 5

You approach the bridge, uncertain of what to do next. Nervously you check the sky to assure yourself that the time is accurate: by the positions of the stars, you are not more than a few minutes off.

- If you hide and wait to see if the messenger shows, turn to 384.
- If you stand in plain sight, hoping he will more quickly see you, turn to 313.

294

Time: 5

The Wargs are too strong and agile for you. One knocks you on your back and his huge, slaving mouth closes in. *Pick a number:*

- If 2-7, turn to 308.
- If 8-12, turn to 315.



With a sudden jerk you wrench yourself free of your captor. You spin around, and are face to face with a very young Elf clad in a shimmering grey tunic and trousers. A cloak of similar material is thrown back over his shoulders. "Well! You are more agile than I would have expected! I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?"

You cannot help but wonder if this is not another of Saruman's deceptions — what if it is the Wizard in disguise? Or another trap to trick you into confessing your plan? The Elf (or whoever he is) could have killed you already, though, when he had you pinned. *Note: You cannot run away.*

- If you accept the Elf as genuine, turn to 207.
- If you attack, turn to 359.

Since your spell has failed, you have few alternatives. *Note: you may not try any action listed below more than once.*

- If you look for an opening mechanism, pick a number and add your Perception bonus:
  - If 2-7, turn to 273.
  - If 8-12, turn to 227.
- If you try to force the door, pick a number (if you successfully cast a Strength Spell first, give yourself a +3 bonus):
  - If 2-11, turn to 160.
  - If 12, turn to 381.
- Otherwise, move on.

Stealthily you slip down the ladder. The Drawing Room is still empty. You exit the secret passageway the way you entered, carefully reclosing the panel. *Move on.*

You arrive on the scene as the Elf, bleeding from a wound in one arm, is slowly dragging the second Orc off the road and out of sight. He defeated both alone! Embarrassed at your cowardice, you step out of the underbrush.

He whirls around, knife drawn. "You! Are you Saruman's apprentice?" You nod in reply. "I am amazed that you had the bravery to send such a message to the Lady, and yet are afraid of a few Orcs! The last one nicked me in the arm." He seems little more than irritated with you; somehow you wish he would be angry so that you could feel less guilty. You begin to blurt out your tale: "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to the White Council!"

The Elf frowns as he hunts in his small pack. "It is even as the Lady suspected — but what you can tell her will be of value in helping her to be fully aware of Saruman's tricks." He draws from his pack a length of cloth and binds his arm, then stands up gracefully. "I will escort you out if this cursed vale and to Lórien. Let us go!"

Carnil leads you with great stealth and care to the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

The Elf fights bravely, but the two Orcs are too much for him. Before you can act, one stabs the youth in the back, killing him instantly. The other kicks the Elf brutally, and the body rolls limply over, obviously dead. Your cowardice has reaped a bitter reward; your quest has little hope of success now. You can only flee to the border of Rohan. *Move on.*

The last thing you remember is the head of Saruman's great staff descending towards you. Pain erupts in your fragile skull, and then everything goes dark. *Turn to 319.*

The Dining Room is like a gallery. The great glass cases, once used to store tableware and crockery, are now filled with artefacts of stone and metal: tokens and jewelry collected by the Wizard from all over Middle-earth. Some are beautifully made of gold and other precious materials, while others are strange and barbaric. You refrain from an examination of Saruman's collection of relics and restrict your search to the room itself. However, a careful scrutiny of the walls and floor reveals nothing of particular interest. *Move on to S8 or U8.*

302

You stumble and fall, a sharp stabbing pain in your left ankle. It is sprained! Luck is apparently not with you. Double all movement times from now on; you may no longer run away. *Move on.*

303

Time: 60

The last thing you remember is the head of a Goblin-mace striking. Everything goes dark for a long time. *Turn to 319.*

304

Time: 10 Exp Pt: 3

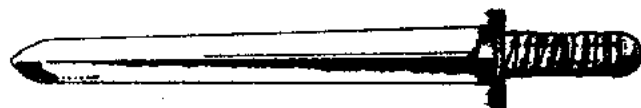
Using a small piece of bent metal you saved from the Laboratory, you work diligently for several minutes. Perspiration wets your brow as you concentrate on your task while straining to listen for any sound on the stair. Finally, with a very quiet 'click', the lock is undone! *Move on into W15.*

305

Time: 10

Realizing that it is hopeless to fight the mighty sorcerer, you decide that surrender is the best course. Perhaps Saruman will spare you, and the opportunity to escape will come again. With an effort, you manage to blurt out "I was dazed and confused by a frightening dream, master! I ran out of the fortress, knowing not what I did."

Saruman stares back at you for a long moment before answering. "Poor child, the victim of nightmares. I think that I can cure that!" He holds up his large black staff, and the head glows with bright blue light. Suddenly, your legs are numb and you feel yourself losing consciousness. The last thing you hear is Saruman crying out in orc-speech, "Take my apprentice to the dungeons! I will see to him later." A moment later huge clawed hands seize your unresisting limbs and all goes black. *Turn to 319.*



306

Time: 30

Without a map, and the fog getting thicker all the time, you realize that your prospects for finding a quick route through the rough land are not good. After walking some distance in what you thought was a straight line, you come upon rock formations which look disturbingly familiar. Finally, you manage to escape from this depression which seems to harbour the mists, but you are still uncertain of your way. *Move on in a random direction.*

307

Time: 5

Fists clenched in concentration, you stare at the barely-visible door, willing it to open. Minutes pass, and nothing happens. The spell has failed you. *Move on.*

308

Time: 0

With no one to stop the Wargs, they finish their grisly job. Your quest, and your life, end here. The End.

309

Time: 5

You step back and lower your weapon. "I am sorry. I was afraid you were one of Saruman's agents," you say slowly, still watching the Elf.

He sighs, and sheathes his weapon. "I am glad that you realize I am not!" He laughs. The Elf holds out his hand with a smile. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?" *Turn to 476.*

310

Time: 5

Fearful that Saruman might see the ring (and also mindful that it is not your property) you carefully put it back in its case, and all the other boxes back as close to their original places as possible.

- If you examine the chests in the niches, turn to 436.
- Otherwise, move on.

311

Time: 0

You discover that Saruman is an excellent swordsman as well as magician. Although he appears to be an old man, his agility is almost superhuman. He disarms you handily, and the last thing you ever know is the cruel wound inflicted by his blade. The End

312

Time: 10

After a brief, fruitless search through drawers, under the bed and behind the tapestries, you find nothing of interest here. *Move on.*

313

Time: 5

Although it is a vulnerable place, you decide to stand on the bridge to see better and let the messenger know you are here. *Pick a number and add your Perception bonus:*

- If 2-5, turn to 119.
- If 6-12, turn to 169.

314

Time: 10

You rush after the figure, trying to move quietly, but he (or she) is obviously more skilled at woodcraft than you. In a matter of minutes you have lost sight of the cloak entirely. There are no signs of tracks, either. *Move on.*

315

Time: 0

Just as you are certain to become a Warg-meal, there is a whistling sound, and the animal on top of you collapses in a heap. Amazed, you manage to climb out from under the body. The other Warg is dead, and on the edge of the court stands a tall young Elf, a grey cloak thrown back over his shoulders and holding a longbow.

"A Wizard's apprentice you must be, for you certainly have no skill at fighting!" He crosses the pavement and helps you to your feet. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are indeed Saruman's former apprentice?" *Adjust your Damage Taken to equal your Endurance. Turn to 282.*

316

Time: 30

You wander through the room for some time, finding only shelves and cupboards packed with dry goods, sacks of grain and potatoes, and many casks of wine and ale.

- *If you are hiding, you cover yourself as best you can, and turn to 383.*
- *Otherwise, move on.*

317

Time: 5

Standing near your empty manacles, you cry out, begging the guard to come in. "I have information of great urgency! I must be taken to Saruman!"

At first your cries are met only with silence, then you hear a muffled conversation through the door: "You go see what he wants, Borgthaur, I am busy!"

"Busy sleeping."

"I am Guard Captain. You are nothing. See what squeaker wants."

You hear heavy footfalls receding, then a grumbling curse. The key turns, and the door opens. A short, hunched Orc enters the room. You spring upon him, taking him by surprise. *You have no weapon so you must fight Bare-handed.*

(ORC GUARD #1 OB:-2 DB:-1 EP:10)

- *If you win the fight, turn to 469.*
- *If you lose the fight, turn to 209.*

318

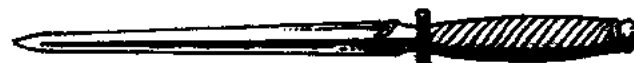
Time: 5

No chance of running away now! You ready your weapon to try to fight off the guards.

(GUARD #1 OB: 1 DB: 1 EP: 15)

(GUARD #2 OB: 1 DB: 0 EP: 11)

- *If you defeat the guards, turn to 211.*
- *If you lose to the guards, turn to 351.*



You slowly and painfully awaken, bloody and battered. Chained to a cold, wet stone wall, you cannot move. It is dark, the only light coming from a dim, sputtering torch nearby. Your fine clothes are torn and dirty, and a bitter draft chills your skin. This is like no room in Orthanc. With a terrible sinking feeling you realize that you are in one of the dungeons in the outer Isengard barracks.

Suddenly, there is light as a heavy door across the chamber is thrown open. Two Orcs bearing torches enter, the flickering fire casting their horrific faces in macabre relief. Your fears are realized: Orcs are not permitted in the Tower, so this must be the barracks. Saruman glides into the room, his pure white robes looking out of place in this filthy hole. The Wizard speaks, each word a knife stabbing you to the heart.

"You have proven very troublesome to me, and I am afraid that you are too dangerous. I cannot allow you to live any longer." *Pick a number:*

- If 2-5, turn to 486.
- If 6-12, turn to 112.

After having sent the message, you elect to wait as long as possible before attempting to gather clues and leave Isengard. That will leave Saruman little time to discover your treachery.

The days pass with infinite slowness, despite the fact that you are busy with chores and studies. Whenever you are near Saruman you grow nervous, but he does not seem to notice your discomfort. He is obviously focused on other things.

You awaken on the morning of the tenth day. While finishing your breakfast in your room (W14), you begin to plan ways to get more specific proof of Saruman's misdeeds. You must find examples of the Wizard's treachery. It is ten o'clock in the morning. You should leave the tower in twelve hours to be certain to have time enough to reach the meeting-place by midnight (840 minutes from now). It would be wise to spend this time gathering information about your master's dealings.

*Note: It is now Time 0 minutes of Day 10. Enter this on your Character Record. You may spend more time here if you wish, then you must move on.*



Carefully you make your way back to the bridge. Your heart sinks as you draw near, for you hear the distressing sound of raucous orc-laughter. At the edge of the clearing you peer through the underbrush to see two of the Orcs standing over the body of the Elf, who lies in a pool of blood on the ground. One of the beasts kicks the youth brutally, and the body rolls limply over, obviously dead. Your cowardice has reaped a bitter reward. You can only flee to the border of Rohan. *Turn to 450.*

The Library is empty, the tall pillars stretching upwards to the dim roof. It is so quiet as to be almost oppressive.

- If you look for a book, turn to 187.
- If you search the Library for anything unusual, turn to 125.
- If you leave (by any door), move on.



At first you despair at finding any pertinent material on the Seeing-stones, until by chance you come upon several volumes and scrolls stacked on a side table: the very manuscripts you seek! Apparently Saruman is using them as well. *Not a very good sign, you think grimly.*

The Palantiri were made by Fëanor, the greatest smith of all time (it was Fëanor who made the Silmarils). They were originally used in the Undying Lands, but were later given to Mortal Men in gratitude for their help in the Wars against Morgoth in the dimness of the First Age. After so long, their resting places have come at last to Middle-earth. Some have been lost: two of Arnor's stones are said to be at the bottom of the great ice-bay; another is in the Grey Havens, its powers of sight locked onto the distant Undying Lands. In Gondor, the Palantir of Minas Ithil is now in the clutches of Sauron, along with the city itself. There was once a Seeing-stone in Osgiliath, the former capital of Gondor, but it fell into the Anduin when the city was razed.

Only Minas Tirith and Orthanc house the remaining free Palantiri. They can see far, and into any illuminated place, but are linked to each other and naturally drawn so. It also requires a great will to command a Stone, or it will reveal only shifting, unclear images.

All of these things you learn, along with many pages of specific instructions on their use. As you ponder the information, ideas run through your mind: Could the Dark Lord have taken possession of the Ithil-stone? If so, he could use it to watch everywhere! You fight down panic at the thought of Sauron spying on you at this moment. *If my master used the Orthanc stone, he might be drawn into contact with Sauron...* The idea of the two sorcerers locked in mental combat makes your blood run cold. You have read enough of this; you close the book and stand up.

- If you look for information on "Rings of Power", turn to 206.
- If you look for maps of the Wizard's Vale and Rohan, turn to 166.
- Otherwise, move on.

Several minutes of searching the area around the bridge reveal nothing. You are just about to give up, when you hear a very faint rustling sound behind you. Whirling about, you see a cloaked and hooded figure standing in the shadows at the edge of the clearing.

- If you attack the figure, turn to 365.
- If you call out to the figure, turn to 403.

You are just about to leap behind the only cover, a sparse cluster of shrubs next to the road, when out of the swirling mists appear three armed and hostile-looking men on horseback. *Take an action:*

- If you successfully run away, move on.
- If you fight the men, turn to 446.

Miraculously you make it to the Entrance Hall (T4) without incident. However, to exit the main door you must pass the guards on duty there. It is possible that they do not know of your imprisonment; you will have to take the chance!

- If you have checked Clue K, turn to 272.
- Otherwise, move on to T2.

After some searching in your dank cell, you find a scrap of metal which might work. After several minutes of twisting, cursing, and sweating the rusty wire snaps off in the lock with a loud "crack". There is a scraping and rustling sound on the other side of the door, and you hear the key in the lock. The heavy door swings open, and two Orcs cautiously enter. They see you trying to hide behind the door. You must fight them. *You have no weapon so you must fight Bare-handed. You may not run away.*

(ORC GUARD #1 OB:0 DB:-1 EP:13)

(ORC GUARD #2 OB:1 DB:0 EP:15)

- If you win the fight, turn to 113.
- If you lose the fight, turn to 347.



328

Time: 5

There you find Saruman asleep; almost dead, you would say. As you approach with your knife raised, his eyelids snap open. It is as if he knew you were there the entire time. His soft flesh melts away, revealing a white, laughing skull. Frozen, you watch helplessly as he rises out of the bed and, without mercy, cuts you down. The End.

329

Time: 5 Exp Pt: 5

You dodge into the underbrush flanking the road just in time: you have barely settled behind the tenuous screen of foliage when out of the swirling mists appear three men on horseback. All are armed with swords, and bear shields with the emblem of the White Hand: Saruman's guard! No doubt they are searching for you. Luckily, they pass you by and disappear once again into the fog. *Move on.*

330

Time: 5

In a stuttering voice you quickly try to explain that it was all a mistake, and that you are very sorry. Carnil, perceptive and wise (as Elves usually are), realizes that it was just a foolish error on your part. "Now let us forget this incident and press on. I will escort you out if this cursed vale and to Lórien. Let us go!" He helps you to your feet and beckons you to follow.

Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

331

Time: 5

Despite the hoofbeats growing ever closer, you (foolishly, you begin to realize) remain on the road. Moments later, out of the swirling mists appear three men on horseback. They see you immediately, and one calls out: "Surrender, traitorous spy, or we will take you by force!" *Take an action:*

- If you successfully run away, *move on.*
- If you fight the men, *turn to 446.*

332

Time: 60

You wake up, once again chained to the wall, but this time with tighter manacles. The door swings open, and two Orcs enter. The leader, a huge creature, draws his curved sword and steps towards you, leering. In his debased tongue he says, "The Master has informed me that he no longer has need of your services, Apprentice. It is therefore my privilege to follow his orders." The hideous Orc salivates as he draws the claws of his free hand over your chest. You shudder as he whispers, his hot, foul breath on your face, "Your blood will taste sweet."

The last thing you see is his wicked blade glowing red in the firelight as it swings across your neck.

You are dead; your mission has come to a bitter finish. The End.

333

Time: 10

After carefully bending a piece of wire saved from Saruman's laboratory, you go to work on the lock. *Pick a number and add your Trickery bonus:*

- If 2-9, *turn to 225.*
- If 10-12, *turn to 193.*

334

Time: 10

You are looking through the silver drawers when you hear footsteps on the stairs. The only choice (other than getting caught with your hands in the silverware drawer) is to hurry into the Drawing Room. *Move on to U8.*

335

Time: 5

In response to your call the Wizard spins about, his white robes swirling. The furled cloth catches reflections from the lamps and reflects shimmering rainbows. A trick of the light, no doubt. Saruman leans over the railing, nods, saying "Good day, my young friend," and returns to his search.

- If you look for a book, *turn to 187.*
- If you search the Library for anything unusual, *turn to 235.*
- If you leave (by any door), *move on.*

336

Time: 5 Exp Pt: 10

A skillful thrust, and you finish your opponent with only a little trouble. A moment later, the Elf dispatches the second Orc, having made quick work of the leader. He turns to you with a smile and holds out his hand.

"I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?" *Turn to 104.*

337

Time: 0

Rather than hide and perhaps lose valuable time, you leave the road hoping the riders will not venture from the paved way. However, the hoofbeats grow ever closer, and it sounds now as if they are galloping towards you! Moments later, out of the swirling mists appear three men on horseback. One spies you immediately, and calls out: "Surrender, traitorous spy, or we will take you by force!" *Take an action:*

- If you successfully run away, *move on.*
- If you fight the men, *turn to 446.*

338

Time: 5

You carefully examine the keyhole beneath the large knob of faceted black glass. *Surely one of these will work*, you think to yourself as you flip through the many intricate keys on your chain. *Pick a number and add your Perception bonus:*

- If 2-7, *turn to 122.*
- If 8-12, *turn to 376.*

339

Time: 10

As you near the bridge you check the night sky. *Perhaps I am a little late*, you realize. Hoping that the messenger from Lórien has not departed, you search the area for any trace of him. *Pick a number and add your Perception bonus:*

- If 2-6, *turn to 458.*
- If 7-12, *turn to 324.*

340

Time: 0 Exp Pt: 45

You stand amidst the bodies of your foes, frankly amazed. Alone you have defeated three horsemen! Two of their mounts ran off, but a third stands nearby. *A pity the ground is so treacherous and uneven, otherwise I would make better time on horseback*, you think. Reluctantly, you continue on foot. *Move on.*

[9]

341

Time: 5

You begin to sneak up behind the Orc, when you hear several others approaching from off in the middle-distance. Your plot has no chance of succeeding now. *Move on.*

342

Time: 10

Several minutes of standing outside the house reveal nothing, until suddenly you see movement at the well, a hundred paces from the house. You freeze in the shadows, wondering if it is friend or foe. Then out from behind the well comes a very unexpected sight: carrying a bucket of water is a little girl! She moves in absolute silence, and has a certain odd look about her. All at once you realize that she is slightly transparent! She seems to be heading for the back door of the house.

- If you follow the girl, *turn to 215*
- If you try to ignore her and stay where you are, *turn to 101.*

343

Time: 5

Nervously you check the sky to assure yourself that the time is accurate: you can't be more than a few minutes off. You enter through the smashed front door. The roof is mostly intact in the front section of the house, making the shadows there all the deeper.

- If you hide and wait to see if the messenger shows, *turn to 116.*
- If you stand in plain sight, hoping he will more quickly see you, *turn to 247.*

344

Time: 5

Although it is probably hopeless, you decide that it would be better to fight the Wizard than put on the ring. (SARUMAN OB:15 DB:15 EP:80)

- If you win the fight, *check your math and turn to 411.*
- If you lose the fight, *turn to 319.*

[7]

345

Time: 30

You awake, alone in your room (W14). All your possessions are gone; the door is locked from the outside. Discouraged, you ponder what to do next. *Check Clue H.*

- If you try to pick the lock on your door, *pick a number and add your Trickery bonus:*
  - If 2-7, *turn to 210.*
  - If 8-12, *turn to 286.*
- If you have checked Clue J, *turn to 430.*

346

Time: 10

You begin carefully lettering a note to the Elf-Queen Galadriel, for her realm is closest and the Lady of the Golden Wood would surely help you. You wish you could contact Gandalf the Grey, for he is wise, and also one of the Istari, but the Grey Wizard is always traveling, and difficult to locate. Just as you are finishing the note, a scraping sound announces footsteps on the stairs. *Turn to 260.*

347

Time: 5

Although you fight with all of your strength, the Orcs are strong and determined. The last thing you remember is one of the guards bringing a heavy weapon down upon your head. *Turn to 332.*

348

Time: 0

- The stone bridge appears to be deserted as you approach.
- If the time is less than 830 minutes of Day 10, *turn to 371.*
  - If the time is 830-850 minutes of Day 10, *turn to 293.*
  - If the time is 851-900 minutes of Day 10, *turn to 339.*
  - If the time is greater than 900 minutes of Day 10, *turn to 218.*

349

Time: 10 Exp Pt: 5

Using stealth, you dart from shadow to shadow and elude the guard patrols. At last they are out of sight, and you can breathe easier. *Move on.*

350

Time: 5

You gingerly slide the amulet from around the body's neck and place it around your own. As you do, you perceive the power of the item: it is an amulet of Luck! It allows you to cast the spell of Luck three times before being exhausted.

Unfortunately, however, the lucky powers of the amulet cannot protect you from the wrath of the former owner. While you are contemplating the wondrous artefact, the dead Durlending rises from his repose. Brandishing a sword, he attacks. *Take an action:*

- If you successfully run away, *turn to 415.*
- If you fight the undead, *turn to 442.*

351

Time: 10

You awake, dazed and beaten, your wrists tied with rough, cutting rope. Just as come to your senses, you realize that you are being shoved through the doorway to Saruman's Study. *Turn to 459.*

352

Time: 5

Your search reveals nothing. *Move on.*

353

Time: 5

Unable to find any sort of opening mechanism, you have two alternatives.

- If you try to force the door, *pick a number (if you successfully cast a Strength Spell first, give yourself a +3 bonus):*
  - If 2-11 *turn to 160.*
  - If 12, *turn to 381.*
- Otherwise, *move on.*

354

Time: 5

Despite your valiant defense, a brutal blow sends you spinning into unconsciousness. *Turn to 319.*

355

Time: 5

You see no sign of the traitorous Saruman here. *Move on.*

356

Time: 10

The land is very rough, and the clammy fog clings to your skin and clothes, leaving an oily film. *I will be glad to get out of this evil place forever!* you think to yourself as you stumble through the silent darkness. **Move on.**



357

Time: 15 Exp Pt: 2

After rooting about for a while, you notice a small section of wall towards the back which seems slightly askew. Clearing away a few piles of empty burlap sacks (you fight the urge to sneeze in the clouds of dust) you discover the outline of a small door! **Check Clue B.**

- If you look for an opening mechanism, **pick a number** and add your Perception bonus:
  - If 2-8, **turn to 273.**
  - If 9-12, **turn to 227.**
- If you try to force the door, **pick a number** (if you successfully cast a Strength Spell first, give yourself a +3 bonus):
  - If 2-11 **turn to 160.**
  - If 12, **turn to 381.**
- Otherwise, **move on.**

358

Time: 10 Exp Pt: 2

Working with a small piece of bent metal you saved from the Laboratory last week, you work diligently and silently for several minutes. Perspiration wets your brow as you concentrate on your task while straining to listen for any sound of patrolling guards on the stair. Finally, with a very quiet 'click', the lock is undone! **Move on.**

359

Time: 5

You draw your sword and attack the Elf, who is surprised. (CARNIL OB: 4 DB: 5 EP: 40)

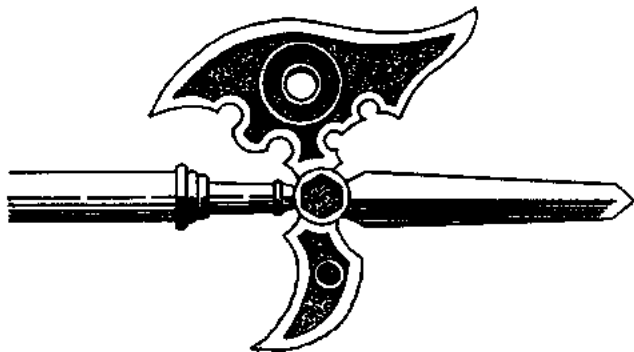
- If you win the fight, **turn to 114.**
- If you lose the fight, **turn to 460.**

360

Time: 10

Your only hope of getting past lies in the chance that the guards have not yet been told of your treachery, and would let you by as a trusted lieutenant of Saruman.

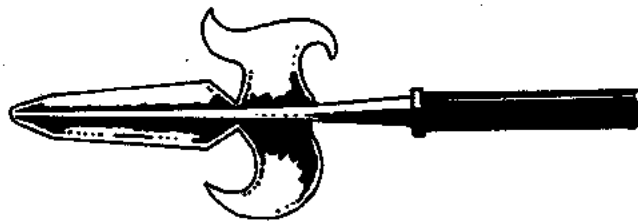
- If you have heard no alarms, you have not checked Clue H, and have no reason to believe that your plan has been discovered, **turn to 386.**
- If the alarm has been sounded, you have checked Clue H, or you know you are being pursued, **pick a number:**
  - If 2-10, **turn to 382.**
  - If 11-12, **turn to 386.**



361

Time: 20

You search in every drawer, behind the drapes, even under the furniture. You tap the walls, and peer into shadowy corners, but to no avail. You fall into a couch, exhausted and frustrated. There is nothing mysterious or unusual about this room that you can tell. You decide to leave. **Move on.**



362

Time: 10

The Elf proves to be a capable warrior, skillfully manoeuvring between the Orcs and pressing every advantage. With a lightning stroke he severs the weapon hand of one, and the creature collapses with a howl of pain. The other swings in a rage and cuts the young Elf across the arm. He has left himself open to attacks, though, for the agile Elf lunges forward, burying his slender knife to the hilt in the Orc's chest. The Goblin dies noisily in a heap. Embarrassed at your cowardice, you step out of the underbrush.

He whirls around, knife drawn. "You! Are you Saruman's apprentice?" You nod in reply. "I am amazed that you had the bravery to send such a message to the Lady, and yet are afraid of a few Orcs! The last one nicked me in the arm." He seems little more than irritated with you, and somehow you wish he would at least be angry so that you could feel less guilty. You begin to blurt out your tale: "Yes, I am the apprentice, and I have much to tell — Saruman is a traitor to all Free Peoples! He is allied with the Dark Lord!"

The Elf frowns as he hunts in his small pack. "Your charges are very serious, young one, but it is not my place to judge the value of your words. The Lady herself wishes to speak with you, and it is my charge to bring you safely to the Golden Wood." He draws from his pack a length of cloth and binds his arm, then stands up gracefully. "I will escort you out if this cursed vale and to Lórien. Let us go!"

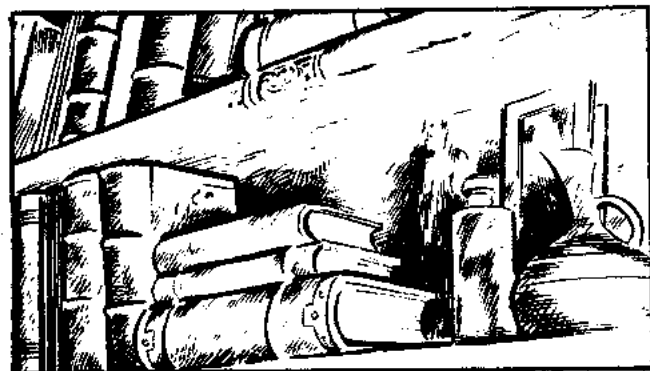
Carnil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. *Turn to 144.*

363

Time: 10 Exp Pt: 5

Slowly, painfully, you twist and wrench at your hand, enduring the pain, until suddenly it pulls free! The other hand is relatively easy to free. *Increase your Damage Taken by 2.* Your next challenge is the door. You realize that you have two alternatives: to trick the guard into coming inside and then deal with him; or to try to pick the lock and surprise your captors in the hall beyond.

- *If you try to trick the guard, pick a number and add your Perception bonus:*
  - *If 2-5, turn to 443.*
  - *If 6-12, turn to 317.*
- *If you try to pick the lock, pick a number and add your Trickery bonus:*
  - *If 2-6, turn to 327.*
  - *If 7-12, turn to 437.*



364

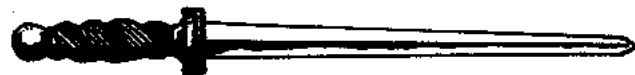
Time: 5

- Just as you are examining your keys, hoping to find one which might work in the lock, you notice a flickering light under the door. Saruman must be inside using the Stone now!
- *If you decide to try to enter anyway, turn to 338.*
  - *Otherwise, move on.*



You lunge towards the figure, and as he draws his own sword to defend himself, his hood falls back. An Elf! It might still be a trick of Saruman's—a part of your mind warns. The Elf says "Don't be a fool! You are Saruman's apprentice, are you not?"

- If you continue your attack, turn to 278.
- If you lower your weapon, turn to 309.



You go to the catalogue, three huge books listing the contents of the Library. Considering your situation, you might want to look up the following topics: Rings of Power, or perhaps Palantiri, or maps of Rohan and the Nan Curunir (the "Wizard's Vale", the area outside of Isengard). Just as you are considering which topic to look for, you hear a soft, but amazingly penetrating voice from above.

"Ah! My young friend, here to work on your studies, no doubt?"

You look up, feigning confusion. The White Wizard stands above you, long hands clutching the twisted iron rail as he leans far out over the balcony.

"Oh! Master! I was not aware that you were up there!" A foolish lie, and you curse yourself for uttering it. Saruman will surely see through it. "I was just doing some research."

The old Wizard smiles and says "Good, good! I am happy to hear that you are doing some work." He turns back to his reading and ignores you for the rest of your stay in the Library.

- If you look for "Rings of Power", turn to 206.
- If you look for "Palantiri", turn to 323.
- If you look for maps of the Wizard's Vale and Rohan, turn to 166.

Casting aside any pretence, you charge the guards.

(HALF-ORC #1 OB: 1 DB: 2 EP: 18)

(HALF-ORC #2 OB: 2 DB: 1 EP: 15)

- If you win the fight, turn to 377.
- If you lose the fight, turn to 319.



368

Time: 5 Exp Pt: 10

Sitting in the Chair is Saruman himself, peering intently into the large sphere of crystal. Dark eyes bright, he hunches over the sphere, hands claw-like as they clutch at its smooth, glassy surface. The Palantir glows and pulses with an inner fire; obviously the old Wizard is able to see things within. **Pick a number and add your Trickery bonus:**

- If 2-9, turn to 201.
- If 10-12, turn to 249.

369

Time: 5 Exp Pt: 28

You stand over the crumpled bodies of your foes. They won't be fighting anyone for awhile! But there is no time to revel in your victory — you must make haste away! **Move on.**

370

Time: 0

Unfortunately, your mistake proves to be a fatal one. The Elf, fearing that you are actually a treacherous agent of Saruman, slays you on the spot. Your quest, and your life, ironically, end here. The End.

371

Time: 10

As you near the bridge you check the night sky to make sure that you are on time. *I am early*, you realize. If you hide, the messenger might not see you. On the other hand, if you stand out in the open, you might be spotted by Saruman's spies.

- If you hide near the bridge, turn to 456.
- If you move away from the bridge into the woods, turn to 453.
- If you stand on the bridge in plain sight, turn to 422.

372

Time: 5 Exp Pt: 2

The mail shirt is made of mithril! (It protects as Plate Armour (+3 to DB) yet there is no minus to your Trickery, Running or Magical bonuses normally incurred when wearing plate.) You eagerly put it on and cover it with your tunic. **Move on.**

373

Time: 5

You reach the Entrance Hall (T4) without further trouble. However, to exit the main door you must pass the guards on duty there. It is possible that they do not know of your imprisonment; you will have to take the chance!

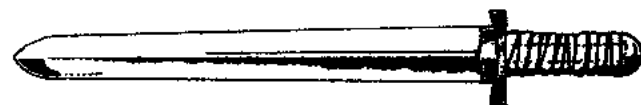
- If you have checked Clue K, turn to 272.
- Otherwise, move on to T2.

374

Time: 10 Exp Pt: 5

After some searching behind furniture and gently tapping on walls, you find a hollow-sounding section! Further investigation reveals that the nearby wall-mounted lampholder tilts. When you grab it and pull, a hollow section of wall slides to one side. Inside is a closet-sized space, with an iron ladder set in the left side, leading up.

- If you climb the ladder, turn to 200.
- If you close the door and leave, move on.



375

Time: 10

Several minutes into your investigation of the Guest Bedroom, you hear a sound at the door. Whirling about, you see one of the scullery-girls standing in the entryway. You wonder what she is doing here, but more importantly, you must keep her from telling Saruman that you were sneaking about!

- If you simply brush past her and out the door, turn to 280.
- If you warn her not to tell Saruman, turn to 152.

376

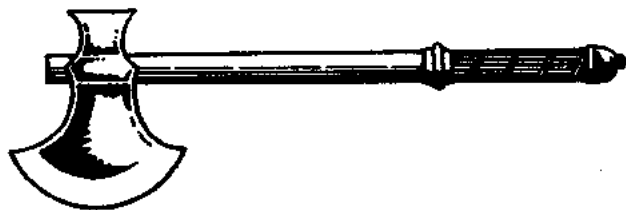
Time: 5 Exp Pt: 1

One key seems different from the others, and might actually fit the lock. You deftly try it, turning the black metal key silently. It works! The door is unlocked. *Move on.*

377

Time: 10 Exp Pt: 30

The Orcs lie unconscious (or dead), the white marble of the roadway steams with their poisonous blood. You check for witnesses, see none, and hurry away. *Move on.*



378

Time: 10

Through the spy-hole you can see that the Drawing Room is empty. All the lamps are out, the only light coming from a dying fire in the fireplace. Having no other reasonable options, you silently open the panel and step into the room. All is quiet. The door to the stairway is ajar, and you can tell that no one is immediately outside. Like a shadow in your dark cloak you pass out of the Drawing Room and start down the stairs. You must flee Orthanc immediately! *Pick a number:*

- If 2-4, turn to 266.
- If 5-12, turn to 326.



379

Time: 10 Exp Pt: 2

You boldly stride down the steps, and one of the half-orcish guards marches up to face you. "I must ask what your business is outside Orthanc," he says, barely able to master the common speech. You feel his hot, foul breath, and wonder why Saruman would have such minions, even outside of Orthanc.

"I need to check the working of the forges in the southern district," you manage to say with authority.

He pauses for a moment, then steps aside. "Very well," he says gruffly. Relieved, you hurry past. *Move on.*

380

Time: 5

Saruman sits in the Drawing Room reading a book. His back is to you, facing a window. All of the lamps in the room are very dim except for one, which rests on a table near the Wizard. Beyond the globe of warm light around Saruman, most of the tall, wood-vaulted room is in deep shadow. He appears not to have noticed you.

- If you leave, *move on.*
- If you stay and talk to Saruman, turn to 184.

381

Time: 5 Exp Pt: 2

Sweating and straining, you apply all your strength to the small door. Finally, with one great shove you heave yourself against the unresisting stone. There is a sharp 'crack', and the stone barrier opens slightly. Under further pressure, the door grinds slowly back, until it has swung fully open. A small landing can be seen, and beyond a dark stair stretches down into the gloom. *Turn to 263.*

You approach the gate boldly, and both Half-orcs come to attention as you draw near. They squint through the fog to get a better look at you. You are about twenty feet away when one cries out "Halt! Who is there?"

"It is I, the apprentice of Saruman! Let me pass!" you reply, in the harsh orc-tongue, trying to sound commanding.

"Ah, apprentice, we have been waiting for you! Surrender or we will be forced to cut you down!"

The Half-orc sounds like he would not hesitate to 'cut you down', given half a chance. **Take an action:**

- If you successfully run away, turn to 389.
- If you fight the guards, turn to 367.

Over an hour passes, during which you hear nothing. Then, there are muffled voices in the Entrance Hall beyond, and you hear the latch of the Storeroom door being lifted.

- If you hide deep in the storeroom, hoping to not be detected, pick a number and add your Trickery bonus:
  - If 2-8, turn to 277.
  - If 9-12, turn to 149.
- If you sneak towards the door, pick a number and add your Trickery bonus:
  - If 2-8, turn to 285.
  - If 9-12, turn to 239.



Moving with as much stealth as you can muster, you hide in a clump of underbrush near the bridge. Several minutes pass in which nothing happens, then you hear harsh voices on the path to the west, and a moment later into your sight appear three large Orcs. They are conversing together, interrupted occasionally when one sniffs the ground like a dog. You pick up fragments of their guttural speech:

"...the little squeaker went this way, I am sure, Gurbash!" One says to the largest, apparently the leader.

Gurbash squints as he scans the area. You hold your breath as his luminous red eyes pass over your hiding place. "Then where is the brat, fool? You say you smell, but I say your nose is full with the stink of the Dwarf we caught last night!"

"Wait!" The third Orc, who had been sniffing, hunches up, and points with a hairy, clawed digit in your general direction. "The spy is there!"

Your heart in your throat, you prepare to run, when suddenly out of the shadows behind Gurbash appears an Elf, clad in grey. He stabs the unsuspecting Orc, who falls dead. The other two turn to face the Elf, drawing their weapons. **Take an action:**

- If you attack one of the Orcs, turn to 181.
- If you remain hidden, turn to 445.
- If you successfully run away, turn to 142.

385

Time: 15

You hurry after the figure, every once in awhile glimpsing the flicker of a grey-green cloak then losing sight of it again. At last, though, it seems that you have lost your quarry for sure. You stop to catch your breath in a small clearing, and check the ground for tracks. *I am sure he passed through here, but there is no sign!* You marvel at his skill. Suddenly, you are grabbed from behind, and a strong hand is clamped over your mouth. A soft voice whispers in your ear. "Do not make a sound! Answer my questions by nodding your head. Do you understand?"

As you nod, you feel the grip loosen slightly.

- If you try to break free, pick a number and add your General bonus:
  - If 2-8, turn to 485.
  - If 9-12, turn to 194.
- If you cooperate with your captor, turn to 481.



386

Time: 5 Exp Pt: 10

You boldly approach the gate, and both Orcs come to attention as you draw near. They squint through the fog to get a better look at you. You are about twenty feet away when one cries out: "Stop! Who comes to the gate of Isengard?"

"It is I, an apprentice of Saruman from Orthanc! Let me pass!" you reply, in the harsh orc-tongue, trying to sound commanding.

Both hold up their weapons in salute as you pass. You cannot believe your good fortune! As soon as you are out of sight and earshot of the Goblins, you break into a run. An alarm could come at any time! *Move on.*



387

Time: 5 Exp Pt: 15

You hack at the vines for what seems an eternity, the green juices running down your weapon like blood, while the vines still clutch and writhe. Finally, however, they slow, and then stop their attack, falling limply away. You are very tired, but realize that you must get away from this area. *Move on.*

388

Time: 5

You draw your weapon and attack, but the old Wizard is amazingly quick and draws a long black knife. No doubt he will use spells to aid his fighting abilities, you think bleakly. (SARUMAN: OB: 15 DB: 15 EP: 80)

- If you win the fight, check your math and turn to 254.
- If you lose, turn to 300.

389

Time: 5 Exp Pt: 5

You rush down the long corridor towards the outer doors. It is quiet behind you as you reach the massive iron gates and hurriedly throw back the latch from the inside. It is fortunate indeed that these doors are so easily opened from the inside, you think to yourself.

The guardroom nearby is silent; the Orcs inside either asleep or (as usual) inattentive. With a mighty thrust you push the door back, and bolt through. The guards, taken by surprise, are left far behind. *Move on to 8F.*

390

Time: 5

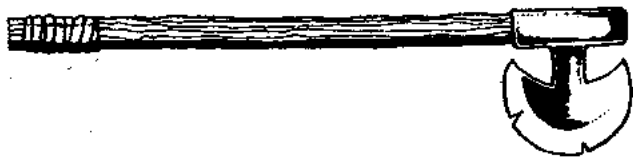
The huge creatures spring, their mighty jaws ready to tear at you!

(WOLF #1 OB: 1 DB: 0 EP: 20)

(WOLF #2 OB: 1 DB: -1 EP: 12)

- If you win the fight, turn to 398.
- If you lose the fight, turn to 400.





391

Time: 5 Exp Pt: 2

With a sudden jerk you wrench yourself free of your captor. You spin around and are face to face with a handsome youth who can only be an Elf, clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. He has long, sandy-brown hair and bright grey eyes which seem at once young and wise. "Well! You are more agile than I would have expected!"

You are about to reply, when the Elf holds up a hand in a gesture to silence you. He cocks his head as if listening. At first you hear nothing, but just as the Elf is about to speak again, you hear the sounds of Orc-speech. Before either of you can seek cover, three large Orcs appear at the edge of the clearing.

The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this youthful Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 142.
- If you stand by the Elf and fight the Orcs, turn to 447.

392

Time: 5

The room is empty. The heavy velvet draperies have been pulled across the windows, and a small fire flickers on the hearth, casting many shifting shadows across the room.

- If you leave, move on to S5 or U11.
- If you explore the Drawing Room further, pick a number and add your Perception bonus:
  - If 2-10, turn to 361.
  - If 11-12, turn to 374.

393

Time: 10

Darting from tree to tree, you pursue a shadowy figure in grey robes. He is surprisingly quick, and, despite your best efforts, is soon out of sight. You turn to start on your way again, and there he is, right behind you! An old man, tall but stooped, clutching a staff. Saruman! you gasp at first, then realize that this man is clad in gray raiments, and wears a wide brimmed hat. Could it be Gandalf? **Pick a number and add your Perception bonus:**

- If 2-5, turn to 196.
- If 6-12, turn to 183.

394

Time: 30

After carefully reclosing the door, you return the way you came along the underground passage. **Turn to 121.**

395

Time: 20

Although you have a map, you have difficulty finding reference points in the shifting mists. You are forced to wander aimlessly for what seems an eternity before you see something familiar (an unusual round boulder). Finally though, you get your bearings. With a sigh of relief, you hurry towards your destination. **Move on.**

396

Time: 5

He helps you to your feet, and cleans his blade in the grass, saying, "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?" **Turn to 104.**

397

Time: 5 Exp Pt: 20

Carnil the Elf lies at your feet, unconscious and bleeding. He does not transform into Saruman, and does not disappear. You might have made a mistake.

- If you want to finish off the Elf, turn to 461.
- If you bandage the Elf's wounds, turn to 216.

The wolves lie dead, their fur matted with blood, on the hard ground. You wipe perspiration from your forehead and clean your weapon on the hide of one of your downed foes. Fortunately, no one seems to have witnessed the battle. *Move on.*

You wait helplessly for over an hour before the door is unlocked and opened. Saruman stands in the entryway, flanked by guards.

"Sleep, my apprentice!" he commands, raising his staff. "I am moving you to safer quarters." As you lose consciousness, you realize that hope was foolish; Saruman has no intention of forgiving you. *Turn to 319.*

The wolves together are more than a match for you. The last thing you will ever see is the luminous eyes and gaping maw of one of the beasts as it leaps upon you. Your life and quest end here. The End.

Passing through the circle of the wall, you feel a strange tingling sensation go through your body. The dome beyond is chipped and cracked. Slowly circling the structure, you see that it is etched with strange symbols and runes, none of which you can read. Then you come to the door: a simple post-and-lintel portalway guards a shadowed entrance. As you draw even nearer, you can see the stone slab of the door itself, effectively barring entrance to the structure.

- *If you step into the portalway, turn to 214.*
- *Otherwise, leave the ruin, and move on.*

As you gaze skyward, you fancy that you can see, far up, a great winged shape heading in the general direction of Orthanc. You are unable to suppress a shiver, due not entirely from the cold. Pulling your cloak more tightly about you, you continue on your way. *Move on.*

At your bidding, the figure steps out of the shadows and pulls back his hood. He is a young Elf! Clad all in grey-green, he blended in almost perfectly with the foliage. He hails you and holds out his hand with a smile. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?"

You cannot help but wonder if this is not another of Saruman's deceptions — what if it is the Wizard in disguise? Or another trap to trick you into confessing your plan? The Elf (or whoever he is) could have killed you already, though, when he had you pinned.

- *If you accept the Elf as genuine, turn to 476.*
- *If you attack, turn to 404.*

You draw your weapon and attack the Elf, who is surprised. (CARNIL OB: 4 DB: 5 EP: 40)

- *If you win the fight, turn to 397.*
- *If you lose the fight, turn to 165.*

You brazenly walk up to the open door and turn to the guard on duty inside. He rises as you approach, and you recognize one of the several Dunlendings sentinels of Orthanc. Another stands nearby.

"How may I serve you, Apprentice of Saruman?" he asks, a smirk at the corner of his mouth. As one of Saruman's assistants, you are allowed to leave Orthanc, but most of the guards are surly Dunlendings who are jealous of your 'easy life' in the tower. They take every opportunity to make your time with them a little more difficult.

At that moment you lose your nerve. "I uh, I need to go outside and check on something..." you stutter.

"The password?" he asks, eyeing you suspiciously.

All memory of the password eludes you. *You must fight the guards. Turn to 287.*

406

Time: 5

You charge the Orc, drawing your weapon. He is just about to place a horn to his lips, so treat him as surprised.

(ORC OB: 0 DB: -2 EP: 8)

• If you win the fight, turn to 226.

• If you lose the fight, turn to 454.

407

Time: 5

A pair of luminous, pale green eyes stare at you from behind a rock. One of Saruman's little spies? Before you can take another step it disappears, and you hear a muffled scuffling sound, moving swiftly away. Disturbed, but unable to do anything about it, you resume your journey. *Move on.*

408

Time: 5

"Lower your weapons. I am Saruman's lieutenant, one of the Apprentices of Orthanc!" you cry, trying to put an edge of authority in your voice.

You are greeted only with harsh laughter, however, then one says "That we know, little one — the Master has given us instructions to capture you at any cost!"

You realize that further discussion will do no good. *Take an action:*

• If you successfully run away, move on.

• If you fight the Orcs, turn to 413.

409

Time: 5 Exp Pt: 10

With a skillful thrust, you finish your slow-moving, black-blooded opponent with only a little trouble. A moment later, the Elf dispatches the second Orc, having made quick work of the leader. He turns to you with a smile and holds out his hand. "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?"

You cannot help but wonder if this is not another of Saruman's deceptions — what if it is the Wizard in disguise? Or another trap to trick you into confessing your plan? The Elf (or whoever he is) could have killed you already.

• If you accept the Elf as genuine, turn to 476.

• If you attack him, turn to 404.

410

Time: 10

After going through your entire set, you conclude that you have no key which has a chance of opening the Armory door.

• If you try to pick the lock, turn to 333.

• Otherwise, move on.

411

Time: 5 Exp Pt: 150

You and Saruman battle back and forth in the lab; you fight as you never have before. Suddenly, you see your opening and strike, knocking the Wizard's weapon away.

"You fool!" he cries. "You will pay for your betrayal!" With a swirl of his cloak the defeated Sorcerer disappears. You realize that you have very little time; you must flee Orthanc before the Wizard returns to raise the alarm. *Move on.*

412

Time: 5 Exp Pt: 10

A skillful thrust, and you finish your opponent with only a little trouble. A moment later, the Elf dispatches the last standing Orc, having made quick work of the leader.

"We must hurry before more come!" He races off again.

Without further interference, due mainly to the woodcraft — and insistent urging — of the Elf, you reach the eastern wood of the Wizard's Vale. *Turn to 144.*

413

Time: 5

The Goblins raise their curved scimitars and advance.

(ORC #1 OB: 1 DB: 0 EP: 11)

(ORC #2 OB: 2 DB: 0 EP: 13)

• If you win the fight, turn to 423.

• If you lose the fight, turn to 319.

414

Time: 5

Two men block your path, their weapons ready. You must fight the guards. You may not run away.

(GUARD #1 OB: 1 DB: 2 EP: 19)

(GUARD #2 OB: 1 DB: 0 EP: 17)

• If you win the fight, turn to 449.

• If you lose the fight, turn to 174.

You run headlong out of the tomb, an ear-shattering wail following you. As you reach the circle of stone, you risk a look over your shoulder. The Wraith is right behind you and gaining! Just as you are sure the Wraith will catch up, it dissolves. The undead, unable to pass the restricting circle, explodes into a puff of dust, its sword clattering to the ground. You are saved by good fortune. *Move on.*



You turn and run headlong through the forest, unheeding of the brambles which tear your clothes and scratch your arms and face. At any moment you expect to feel a searing blast of energy from your master's powerful staff, but the attack does not come. After running several hundred feet, you risk a glance behind.

The trees are a solid wall between you and Saruman! Your foot catches a root and you tumble headlong into a heap of leaves, gasping for air. *How did I possibly get through that foliage?* From here it looks impenetrable! Perhaps even the trees themselves are rebelling against the Wizard. Shaking and perspiring from your effort, you stagger to your feet. *Move on in a random direction.*

A few minutes pass in which you see nothing of interest. However, you begin to hear things from inside the house behind you. At first there is the sound of footsteps. You whirl about, but nothing is there. A minute later, just as you have succeeded in assuring yourself that you imagined the sound, you hear voices. Not harsh Orcish tones, nor whispers; rather a women's voice at normal volume, but sounding far away. Again you spin around — and are greeted only by a dark hall.

Overcome by curiosity, you move into the house. It is very quiet inside as you tiptoe down the long central hall. Then as if very far away, but coming rapidly nearer, you hear voices singing! You peer through the gloom into the room next to you and realize that it was once the kitchen, with a large hearth, and table where the family no doubt ate their meals. The singing is coming from inside this room! You know this, even though the voices still have a far away, ethereal sound to them. Even more strange: as you stand in the doorway, you fancy that you see a family sitting around the ruined table, and they are the singers. The room seems to waver; for a moment you see it as it must have looked long ago when the house was inhabited.

Then, so unexpected as to make you nearly jump out of your skin, a soft but very real voice says: "It is very sad, isn't it?"

"What?" You spin, to stand face-to-face with a tall, slender young man clad all in grey. Your hand instinctively goes for your weapon. It is only after a second look in the dim light that you realize your fellow visitor is indeed an Elf.

"Nay, do not attack me, youth!" he says, holding up a hand. "I am Carnil, the one I believe, you are here to meet."

- If you accept the Elf as genuine, turn to 176.
- If you attack him, turn to 359.

418

Time: 0

You are making good time on the path, hoping to reach your destination soon, when you hear a muffled galloping behind you. You barely have time to turn before two Orcs riding huge Wargs, giant war-wolves, burst into view from around a bend!

**Take an action:**

- If you successfully run away, *move on*.
- If you fight the beasts, *turn to 269*.

419

Time: 5

Moving with all the stealth you can summon, you arrive at the bottom of the stairs. *Move on to S2*.

420

Time: 0 Exp Pt: 10

You slip quietly out the way you came, apparently unnoticed by the Wizard. *Move on*.

421

Time: 10

You attack the Wizard, but he is amazingly agile for an old man, quickly drawing a long black knife.

(SARUMAN OB: 15 DB: 15 E: 80)

- If you win the fight, *check your math and turn to 159*.
- If you lose the fight, *turn to 311*.

422

Time: 10

Although it is a vulnerable place, you decide to stand on the bridge to see better and let the messenger know you are here.

*Pick a number and add your Perception bonus:*

- If 2-5, *turn to 119*.
- If 6-12, *turn to 169*.

423

Time: 0 Exp Pt: 10

The Orcs lay unconscious in a black-bloody heap; you are a better fighter than you supposed! *Move on*.

424

Time: 10

A moment after entering, you realize that Saruman is already there, in the back of the laboratory. Even if you were thinking of leaving, it is too late: the Wizard looks up and smiles at you, his eyes alight.

"Ah, good! Come here, I was just about to summon you. I have just completed something, a gift."

9

As you approach, you see that Saruman is holding a small, glittering object in his hand. It is a ring. "I have been honing my skills, and studying the texts of Celebrimbor the Smith. This is my latest creation." With a smile and a gleam in his eye, he holds out the ring to you. It is of gold, set with a green gem. "Consider it a gift, a reward for your excellent service these past months. Take it, youth! It has many powers... yes, many powers indeed."

You know of Saruman's recent obsession with rings of power, and his more and more frequent references to the One Ring. Of course, he is a master of Lore, and was charged by the White Council to learn all that he could about the history of the rings, but still your heart is uneasy as you look into the Wizard's eyes.

- If you take the ring, *turn to 126*.
- If you decline Saruman's offer, *turn to 257*.

425

Time: 5

You silently ease the secret panel open and enter Saruman's private Study. *Move on to W13*.

426

Time: 5

You try to nonchalantly cross the library without being noticed. About two-thirds of the way, however, you hear a soft, but amazingly penetrating voice from above.

"Ah! My young friend, here to work on your studies, no doubt?"

You look up, feigning confusion. The White Wizard's face seems to hover above you, his snowy beard hanging out over the balcony railing.

"Oh! Saruman! I was not aware that you were up there! I was, uh, just passing through, master."

The old Wizard's eyebrows furrow for a moment, then he says: "Very well." And he disappears from sight. *Move on*.

427

Time: 120 Exp Pt: 40

Landroval carries you through the upper airs for endless hours in the starry night. At first the tremendous height is terrifying, but you soon get used to it and enjoy the view. *Turn to 482*.

3

428

Time: 0

The mists swirl thick and luminous around you, cutting off any chance of sighting landmarks. It is eerily quiet, and you begin to have the sensation of being watched. *Move on in a random direction.*

429

Time: 10

The tall chair is empty. The only light is from a small, flickering flame deep within the orb of the Seeing-stone. Drawn to the table, you carefully close the door behind you and edge to the centre of the room.

The Palantír is about a foot in diameter, and of clear, polished crystal. The black table looks to be of obsidian, and as you get nearer, you realize that etched into its surface is a map. Places of significance are designated with jeweled inlays, and geographic features are deeply engraved across the tabletop. A moment of study reveals that the centre of the table — where the orb sits — is Isengard.

From your studies, you are able to pick out the other locations of Seeing-Stones: Amon Sûl, Annúminas and the Tower Hills stones. You recall that Minas Tirith, Osgiliath and Minas Ithil held stones for Gondor, the last two having been also lost or destroyed. *So few left!* you think as you run your fingers over the smooth stone and faceted jewels.

But the Palantír beckons you. Sitting in the chair, you place your fingertips on the sides of the great orb and look inside. The crystal is warm to the touch, and you can feel a certain power within it. The Palantír begins to glow more brightly. *Pick a number and add your Magical bonus:*

- If 2-3, turn to 133.
- If 4-9, turn to 129.
- If 10-12, turn to 248.

430

Time: 5

You know of the secret passage which connects your room to Saruman's Study and the Drawing Room!

Quickly you pull a cloak from the wardrobe and prepare to flee Orthanc, the place which has been your home for most of your life. You open the secret panel and slip inside.

- If you go to Saruman's Study, turn to 255.
- If you go to the Drawing Room, turn to 378.

7

431

Time: 5

The Elf helps you to your feet, and while cleaning his blade in the grass says, "I am Carnil, messenger for the Lady of the Golden Wood. I assume you are Saruman's former apprentice?"

You cannot help but wonder if this is not another of Saruman's deceptions — what if it is the Wizard in disguise? Or another trap to trick you into confessing your plan? The Elf (or whoever he is) could have killed you already, though, when he had you pinned. *Note: You cannot run away.*

- If you accept the Elf as genuine, turn to 476.
- If you attack him, turn to 404.

432

Time: 5

As you stride boldly down the steps, one of the guards calls your name and marches up to face you. "I must ask your business outside of Orthanc," he says. As he approaches, you can see that he is armed.

"I, uh, have an errand at the perimeter wall," you reply unconvincingly.

The guard looks down at you, suspicion in his squinty eyes. "I will have to check this; wait here!" He waves over another guard. *Take an action:*

- If you successfully run away, move on.
- If you fight the Half-orc guards, turn to 464

433

Time: 0

Sadly, the Elf cannot come to your aid in time. The last thing you see is the bitter blade of the scimitar slicing at your neck. Your life and your quest end here. The End.

434

Time: 0

The rolling hills of Rohan beckon you; are they your last chance to escape and achieve your quest? *Pick a number and add your General bonus:*

- If 2-4, turn to 438.
- If 5-9, turn to 450.
- If 10-12, turn to 470.

8





435

Time: 10 Exp Pt: 2

You notice several large black birds circling overhead in strangely regular patterns. Saruman has set his airborne spies to look for you! Quickly, you seek cover under a nearby stand of trees and watch anxiously. The birds continue circling in a pattern and then leave. You have eluded the Wizard's spies! *Move on.*

436

Time: 10 Exp Pt: 3

Moving to the first chest, you find that it is a simple, but finely-made wood coffer, apparently unlocked. Gingerly, you open the lid, hoping that there are no concealed traps. There are apparently none, for nothing happens as you open the chest fully. Inside... inside is a treasure beyond your imagining! Filled to the brim with gold coins, this chest alone holds a fortune. A quick examination reveals the same as the other six chests. *There must be nearly a thousand coins in this one chest!* you marvel. Picking up one coin to examine it more closely, a strange feeling begins to creep over you. This coin is not from the mint of Gondor. The strike is too perfect, and there is an image of a woman on one face. You try to make out the fine Tengwar script... "By the Grace of Eru, in the reign of Her Majesty, Tar-Ancalimë, 1100 Second Age; Númenor." *This treasure was rescued from Númenor, probably brought with Elendil when he sailed across the sea just before that land sank!* you realize.

If you wish to take some of the money, you can carry 20 pieces without being burdened. Make a note of what you take.

- If you investigate the items on the pedestal, turn to 202.
- Otherwise, move on.

437

Time: 10 Exp Pt: 4

After some searching in your dank cell, you find a scrap of metal which might work. You turn, wiggle, and wrench the makeshift lockpick, until, slowly, you ease the bolt out. You leap out into the passageway, surprising the one Orc-guard who is sitting outside. *Remember that you have no weapon, so you must fight Bare-handed.*

(ORC GUARD #1 OB:-2 DB:-1 EP:10)

- If you win the fight, turn to 469.
- If you lose the fight, turn to 209.

438

Time: 120

The night is wearing on and you have not made very good progress. Wherever you look are the torch fires of search parties, no doubt seeking you. Warg-riders are running far afield on the plains; apparently Saruman is willing to take risks to recover you.

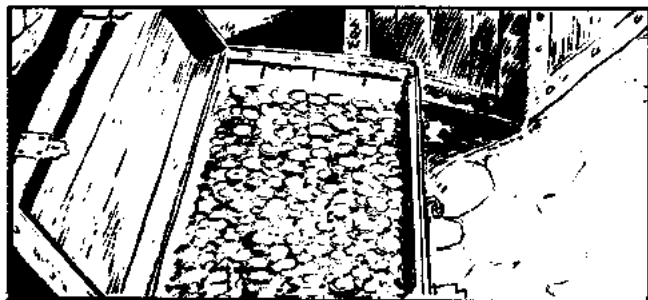
You scramble for cover from one patrol, and just as you round the side of a hillock, you come face to face with three Orcs! *Note: you cannot run away; you must fight!*

(ORC #1 OB: 1 DB: 0 EP: 15)

(ORC #2 OB: 0 DB: 2 EP: 11)

(ORC #3 OB: 1 DB: 2 EP: 8)

- If you win the fight, turn to 465.
- If you lose the fight, turn to 319.



439

Time: 5

Even as you are gingerly sweeping away your footprints, you glance up to see a lone Orc standing uncomfortably close by. He is clearly as surprised as you are. **Take an action:**

- If you successfully run away, **move on.**
- If you fight the Orc, **turn to 406.**

440

Time: 20

Crouched by the door, you wait for what seems an eternity. Finally, however, you hear the key in the lock, and the door swings open. An Orc enters, bearing a metal plate with food on it, followed by your jailor with the keys. You spring upon them, taking them by surprise. *Remember that you have no weapon, so you must fight Bare-handed. You may not run away.*

(ORC GUARD #1 OB:-2 DB:-1 EP:10)

(ORC GUARD #2 OB:1 DB:0 EP:15)

- If you win the fight, **turn to 113.**
- If you lose the fight, **you are slain out of hand and your quest is over.**



441

Time: 5

As you stand in the Entrance Hall, you fancy that you can hear the pounding of feet in the stairwells above, and behind in the storeroom. Soon the alarm will be sounded; no place in Orthanc can offer sanctuary for long!

- If you surrender, **turn to 477.**
- If you flee towards the door, **Move on to T2.**

442

Time: 5

You draw your weapon and face the Wraith as he attacks. (WRAITH OB: 2 DB: 2 EP: 30)

- If you win the fight, **turn to 292.**
- If you lose the fight, **turn to 118.**
- If you successfully run away, **turn to 415.**

443

Time: 5

Standing near your empty manacles, you cry out, begging the guard to come in. "I have information of great urgency! I must be taken to Saruman!"

You are greeted only by cruel laughter. One Orc answers through the door: "It can wait, little one. I doubt that the Master has time to waste on you just now!" Your plan has failed.

- If you wait, **turn to 440.**
- If you try to pick the lock, **pick a number and add your Trickery bonus. Note: you cannot try to pick the lock if you have already attempted to do so.**
- If 2-6, **turn to 327.**
- If 7-12, **turn to 437.**

444

Time: 10

Much as you twist and pull at your bonds, they hold firm. You have no choice but to wait for Saruman to return, hoping that he will have a change of heart, and perhaps forgive you. **Turn to 399.**

445

Time: 10

Your terror gets the best of you, and you remain hidden, paralysed with fear, as the Elf fights the remaining two Orcs. **Pick a number:**

- If 2-5, **turn to 299.**
- If 6-12, **turn to 362.**

446

Time: 10

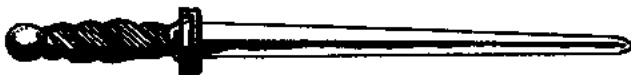
The three riders draw their wicked swords and knives and charge.

(HORSEMAN #1 OB: 1 DB: 0 EP: 19)

(HORSEMAN #2 OB: 2 DB: -1 EP: 14)

(HORSEMAN #3 OB: 3 DB: -1 EP: 13)

- If you win the fight, **turn to 340.**
- If you lose the fight, **turn to 319.**



447

Time: 5 Exp Pt: 2

Together you stand and face the three Orcs. The Elf charges the leader, leaving you to take your pick of the other two:  
(ORC #2 OB: 1 DB: 0 EP: 13)  
(ORC #3 OB: 0 DB: 1 EP: 12)

- If you defeat one of the Orcs (you may choose which one to fight), turn to 409.
- If one of the he Orcs defeats you, turn to 179.

448

Time: 10 Exp Pt: 2

You slip inside, and are confronted with a strange sight: the domed chamber is a single room, and in the centre a large stone sarcophagus rests on a pedestal. The strangest thing, however, is the light: the ceiling is covered in blue and green luminous mosses, glowing brightly enough to illuminate the entire chamber.

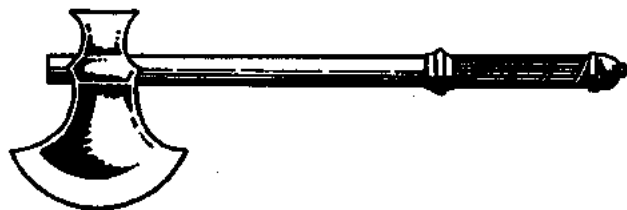
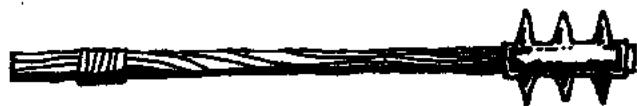
Carefully you make your way to the centre of the room. The sarcophagus has no lid, so you are able to look upon the occupant. He was probably a king of the mysterious Dunlending people, you assume from the design of the rotting clothing. The body itself seems to be remarkably well preserved; there is no sign of decay, or foul odour in the chamber at all. What catches your eye, though, is the silver amulet around the body's neck. It is of very fine workmanship, and the face is etched with a rune. There is little doubt in your mind that the item is magical in nature.

- If you take the amulet, turn to 350.
- Otherwise, leave the ruin. Move on.

449

Time: 0 Exp Pts: 25

The men lay still at your feet. Quickly you drag them into the nearby room and shut the door. Turn to 373.



450

Time: 10 days Exp Pt: 20

You have eluded your pursuers, and at last come upon a farmhouse, where friendly Rohirrim take you in. They are good and trusting people, even though you are clearly not of their kind. The father asks you few questions, and his wife is a quiet woman. Their daughter Elwyn, however, is full of curiosity, wondering about your dark hair and strange clothes. Soon you realize that you must move on.

After resting there, you continue towards your destination: Lórien. However, whenever you mention the Golden Wood, people look upon you with suspicion and fear, saying that it is a place of sorcery. It is also made clear that the mysterious inhabitants allow no one uninvited within the secret borders: there is some enchantment which causes anyone wishing to enter (insane an idea as that is — to their minds) to lose their way, and the next thing they know, they have traveled in a circle. When asked about Saruman, most either are unaware of him, or believe he is a kindly old Wizard doing no one any harm. You realize that a loose tongue would only bring Saruman's agents down upon you, so you are unable to warn the people of Rohan.

So it is that that you cannot fulfil your quest: Lórien is closed to you, and the other Wizards are in distant lands, unreachable. You must simply thank the Valar that you escaped from that evil place with your life, and move on to your next adventure! The End.

The questioner asks in a soft, musical voice: "You are the apprentice of Saruman, are you not?"

You nod again passively, and he releases you. You find yourself face to face with a very young-looking Elf, clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. "Well! I believe that you might benefit from some practice in the art of stealth. You are lucky I found you before the Orcs!"

You are about to reply, when the Elf suddenly holds up a hand in a gesture for silence. He cocks his head as if listening. At first you hear nothing, but just as the Elf is about to speak again, you hear the sounds of orc-speech. Before either of you can seek cover, three large Orcs appear out of the darkness!

The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this youthful Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 142.
- If you stand by the Elf and fight the Orcs, turn to 447.

You finish the note, and survey your work:

*To the Lady of Lórien,*

*I, an apprentice to Saruman the White in Isengard, write this urgent message. I must convey a special communication from Orthanc to the White Council a message too sensitive to be sent by carrier bird. Do not reply to this letter; instead, send a messenger to meet me at midnight ten days hence (the night of the full moon). I will await your servant at —*

(You may choose to meet the messenger from Lórien at one of three places: the entrance to the Wizard's Vale (3F), the far side of the Isen river bridge (6A), or at a ruined farmhouse near the river (4C). Note this choice for future reference.)

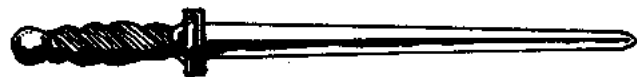
The note finished, you place it in one of the tiny bone cartridges, and strap it to the leg of Elramar ("Star-wings"). With a flutter of slate feathers, the reliable bird swoops away, circling the tower before streaking off to the north-east, where lies the Golden wood of Lórien. **Turn to 320.**

You wander through the woods nearby, searching the ground for footprints, or any trace of the messenger, for several minutes with no results. Suddenly, you hear sounds from the path. You freeze, even holding your breath, as you see three large, hulking figures stomp through the forest nearby. Orcs! And no doubt searching for you! Fortunately, they pass you by, heading over the bridge and away.

Breathing a sigh of relief, you stand up. Then, without warning you are grabbed from behind and a strong hand is clamped over your mouth. A soft voice whispers in your ear "Do not make a sound! Answer my questions by nodding your head. Do you understand?"

As you nod, you feel the grip on you loosen slightly. Your reflex is to break free from your assailant. **Pick a number and add your General bonus:**

- If 2-7, turn to 232.
- If 8-12, turn to 391.



This must be the Orc's lucky day. With a skilled swing he knocks you in the head, sending you into a world of darkness. **Turn to 319.**

Carefully you make your way back to the bridge, and your heart sinks as you draw near, for you hear the distressing sound of Orc laughter. At the edge of the clearing you peer through the underbrush to see two of the Orcs standing over the body of the Elf, lying in a pool of blood on the ground. One of the beasts kicks the youth brutally, and the body rolls limply over, obviously dead. Your cowardice has reaped a bitter reward; your quest has little hope of success now. You can only flee to the border of Rohan. **Move on.**

You carefully hide yourself in a clump of underbrush near the bridge. Several minutes pass in which nothing happens. Then you hear harsh voices on the path to the West. A moment later into your sight appear three large Orcs. They are conversing, interrupted occasionally when one sniffs the ground like a dog. You pick up fragments of their guttural speech:

"...the little squeaker went this way, I am sure, Gûrbash!" One says to the largest, apparently the leader.

Gûrbash squints as he scans the land around. You hold your breath as his luminous red eyes pass over your hiding place. "Then where is the brat, fool? You say you smell, but I say your nose is full with last night's mutton!"

"Wait!" The third Orc, who had been sniffing, hunches up, and points with a hairy, clawed digit in your general direction. "The spy hides there!"

Your heart in your throat, you start to run, when suddenly, out of the shadows behind Gûrbash appears a young Elf, clad in grey. He stabs the unsuspecting Orc, who falls dead. The other two turn to face the Elf, drawing their weapons.

- If you help the Elf by attacking one of the Orcs, turn to 181.
- If you remain hidden, turn to 445.

457

Time: 30 Exp Pt: 20

You have beaten two of Orthanc's best sentinels! The men lay at your feet, unmoving. This chamber clearly has nothing of value, and time is short. *Move on.*

458

Time: 10

You search the ground for footprints, or any trace of the messenger, without success. Exasperated, you stand up, just about to give up, when suddenly, you are grabbed from behind and a strong hand is clamped over your mouth. A soft voice whispers in your ear "Do not make a sound! Answer my questions with a nod of your head only. Do you understand?"

As you nod, you feel the grip on you loosen slightly. However, instinct incites you to force an escape from the stranger's grasp. *Pick a number and add your General bonus:*

- If 2-8, turn to 232.
- If 9-12, turn to 391.

[6]



459

Time: 10

You are dragged before the Wizard, who sits serenely behind his massive, gleaming black marble desk. He is robed in white, as usual, a high collar fanning out around his head. Saruman's hair, once raven-black, has turned nearly white in the last few years; his face is hardly darker than his snowy beard. He could almost be carved of stone, you think.

The only other person in the room is blond Elred, another apprentice of Saruman's, and a boy whom you particularly dislike. You and Elred are opposites in many ways: he is a fair-haired boy of Rohan, his attractive smile belying a devious mind and lying tongue. You, on the other hand, while dark and quiet, have always tried to be honest, and had even helped Elred with studies when the two of you were younger. Elred is no doubt enjoying the fall of Saruman's best pupil, for he would take your place as the favoured apprentice. His green eyes downcast, Elred is doing his best to be unobtrusive.

The silence drags on and on, until finally, the Wizard stands and comes around the desk to face you, his grey eyes boring into yours. You feel as if he can see right through you, and finally you have to look away.

"I am very disappointed in you," Saruman says very softly. "I would have thought that at least you, my apprentice, would be loyal. I will have to confine you in your quarters until I can decide what to do with you." The Wizard turns, apparently looking at nothing in particular, then speaks in the harsh voice he uses when commanding the guards: "Take this 'apprentice' away!"

As the guards grab you roughly by the shoulders, your last sight in the Study is Elred, looking up at you with a sly smile spreading across his handsome features.

*Turn to 240.*

[7]

After a brief struggle, Carnil skillfully disarms you, and knocks you flat on your back. "You fool! What are you doing — I am the messenger you sent for! Or perhaps..." his eyes narrow "... are you some deception of Saruman's?"

You realize that you have made a terrible mistake; that this is obviously really an Elf from Lórien. *Reduce your Damage Taken to equal your Endurance. Pick a number and add your Perception skill:*

- If 2-4, turn to 199.
- If 5-12, turn to 291.

You slay the young Elf, and search his belongings. He has a beautiful longbow, (+1 to Missile OB) and a fine silvery sword (+2 to Melee OB). His cloak also adds +1 to all attempts to hide or Sneak Away. As you search his pack, you find a note, written in Elvish script in a delicate, flowing script. With trembling hands you begin to read, fearing what the signature confirms: it is from Galadriel! Your spirits sink; you have sabotaged your own quest. There is little hope of success now. You can only flee to the border of Rohan, and hope to reach Lórien on your own. *Move on.*

With eyes closed, you carefully recite in your mind the spell of Light. Slowly, hesitantly, you open your eyes. Did the spell work?

- If the spell was successful, turn to 258.
- If the spell was unsuccessful, turn to 262.

The area around the monolith appears to be deserted as you approach. You consult the night sky through tatters of the shifting mists to determine the time.

- If the time is less than 830 minutes of Day 10, turn to 217.
- If the time is 830-850 minutes of Day 10, turn to 204.
- If the time is 851-900 minutes of Day 10, turn to 219.
- If the time is greater than 900 minutes of Day 10, turn to 221.

The Half-orcs are surprised by your attack.

(HALF-ORC #1 OB: 0 DB: 1 EP:15)

(HALF-ORC #2 OB: 1 DB: 1 EP:18)

- If you win the fight, turn to 369.
- If you lose the fight, turn to 303.

Stunned and amazed, you stand amidst a ring of bloody, unconscious Orc bodies. There is no time to revel though; more are all around you. *Pick a number:*

- If 2-6, turn to 450.
- If 7-12, turn to 470.

You have defeated the guard! But surely more guards will come soon. You must hurry! *Move on.*

The myriad items which fill the room are all fascinating, vying for your attention, but something on the desk draws you: it is a scroll, the seal broken but still rolled up. Gingerly you unroll it, remembering the messenger who brought it just yesterday: a strange dark man, clad in black. You recall how he gave you chills just standing near him.

*Saruman,*

*You have not been reporting your progress, as promised. This is rather disturbing. I suggest that you resume communication through the Stone immediately, as you would not wish to earn His wrath — or mine!*

*The Mouth of Sauron*

Beneath the signature is a lidless eye, in red ink. Dropping the scroll in revulsion, you stare unseeing at the wall. The Mouth of Sauron! Sauron of Mordor, the Lord of the Rings, has been speaking with Saruman! Your worst fears are confirmed. *Check Clue A. Move on to S13.*



468

Time: 5

You draw forth the pendant, and almost immediately the tiny jewel gives off a warm glow to illuminate the room around you. Rows of tall shelves filled with supplies march into the dimness to the left and right.

- If you leave, move on.
- If you explore the Storeroom further, pick a number and add your Perception bonus:
  - If 2-9, turn to 316.
  - If 10-12, turn to 357.

469

Time: 0 Exp Pt: 8

Springing upon the surprised Orc, you gain the advantage and quickly knock him unconscious. You may take the guard's sword if you wish. *Turn to 120.*



470

Time: Many days

You have eluded your pursuers, and at last come upon a farmhouse, where friendly Rohirrim take you in. After resting there, you continue towards your destination of Lórien. However, whenever you mention the Golden Wood, people look upon you with suspicion and fear, saying that it is a place of sorcery. Even more worrisome, you have noticed birds high in the sky, seeming to follow you wherever you go.

Finally, one night you are camping in the wilderness near Fangorn Forest, alone and cold, when you hear a sound behind you. Before you can even get to your feet, three tall figures step out of the shadows. All wear long, grey, hooded cloaks; you cannot see their faces. *Bandits!* you think fearfully, but bandits are rarely dressed so finely.

Before you can blink, two have unsling bows and have them trained on you. The third, apparently their leader, pulls back his hood. He is an Elf! His long, sandy hair shimmers in the light of the camp-fire.

"Are you Saruman's former apprentice?" he asks in a soft, but commanding voice. "I warn you, speak only the truth to me!"

The thought of lying to these noble Elves does not occur to you. "Yes, I am! Are you —"

"I am Aldaron. We are from Lórien, sent by the Lady to find you when Carnil did not return. We fear that he fell victim to Saruman's minions."

You cannot believe your good fortune: you will get to Lórien after all!

Aldaron is an Elf of few words. He has you pack up your things and the four of you move on immediately.

Several days later, you arrive on the borders of the enchanted Golden Wood, realm of the Elf-Queen Galadriel where few mortals have ever passed. As Aldaron leads you beneath the silver branches of the mallorn trees still laden with golden leaves, you feel a weight lifted from your shoulders.

After walking a few miles inside the beautiful wood, Aldaron stops. You are given a chance to bathe and change out of your soiled clothes (the Elves provide you with a tunic of their soft grey cloth)

"At this point," Aldaron says, "We must blindfold you. All mortals must be led so as we enter into the Naith of Lórien." A cloth is bound across your eyes and you are led onward for several more miles. *Turn to 473.*

471

Time: 5

The Half-orc brandishes his scimitar.  
(HALF-ORC OB: 0 DB: 1 EP: 15)

- If you win the fight, turn to 466.
- If you lose the fight, turn to 303.

You stop again, feeling a smooth stone surface beneath your feet.

Carnil speaks in his melodic voice: "We are entering Caras Galadhon, the City of the Trees. At this point I am permitted to remove your blindfold."

He does so, and you blink at the sudden light, even though it is dusk. Before you stands a tall gate of white wood and silver set between towers of white stone. The gate protects the entrance to the city, which is surrounded by a high grassy rampart. The gate silently opens and you enter the City of the Elves.

Ahead loom great golden towers, huge mallorns, lit with many glittering lamps. You cannot see anyone, but you hear fair Elven voices singing in the trees. "The Elves are shy of visitors," Carnil explains. "Hardly has a mortal ever passed these gates."

Together you climb many fine white stairways delved in green hills, until finally you reach a high flat lawn, at one end of which lies a great fountain where water splashes illuminated by silvery glimmering lights. At the other end stands the largest mallorn tree you have yet seen. Strong, armoured Elves guard the bottom of the tree, and far up in the branches you fancy that you can see white platforms.

"The Lady lives in a tree?" you cannot resist asking.

Carnil smiles with amusement at your ignorance. "All Elves in Lórien live in trees, apprentice. The Lady Galadriel and Celeborn, her husband, await you above. I shall go first, and you follow when the guards allow."

Carnil darts up the white ladder while the sentinels eye you suspiciously. You have never seen Elves such as these guards, who look taller and stronger than any man. Consequently, you feel particularly inferior, and the realization that you are about to meet Galadriel, one of the most powerful Elves in all Middle-earth, finally begins to penetrate your already overwhelmed consciousness.



"You may go now," one of the guards speaks softly. You begin to climb. Apparently the top is higher than you thought, for you find yourself tiring after only getting about halfway up. Though you pass many platforms along the way, you doggedly push onward.

Finally, you reach a large oval-shaped building nestled in the top. The ladder extends up through a hole in the floor of the building, and Carnil is smiling down at you, extending a hand to help. He pulls you up.

The great room is softly lit with more golden lamps, and there are many Elves seated and standing about the perimeter. In the centre, seated on twin chairs of white and beneath a canopy made of a living bough of the tree, are the Lord and Lady of Lórien.

Both stand as you approach, and you are amazed at how tall they are. They wear shimmering white raiment, simple yet elegant. Celeborn's hair is silver-white, but the Lady's is the most beautiful golden-blond you have ever seen. She smiles at you, and you feel as if she can read your very thoughts. At the same time, though, you are somehow calm and unafraid.

Celeborn speaks: "Greetings, former apprentice of Saruman the White. We are very grateful to you for bringing your knowledge to us. We also commend you for your bravery; defying one of the Great Wizards was perilous indeed."

Cushions are brought for you and Carnil, and the Lord bids you be comfortable.

"Indeed," Galadriel's voice is soft and musical, "we are in your debt for whatever you can tell us."

- *If you have either Clue A, Clue M or Clue N, turn to 487.*
- *Otherwise, turn to 480.*

473

Time: 30

You stop again, feeling a smooth stone surface beneath your feet. Aldaron speaks again in his melodic voice, "We are entering Caras Galadon, the City of the Trees. At this point I am permitted to remove your blindfold." He does so, and you blink at the sudden light, even though it is dusk. Before you stands a tall gate of white wood and silver set between towers of white stone. The gate protects the entrance to the city, which is surrounded by a high grassy rampart. The gate silently opens and you enter the City of the Elves.

Ahead loom great golden towers, huge mallorns, lit with many glittering lamps. You cannot see anyone, but you hear fair Elven voices singing in the trees. "The Elves are shy of visitors," Aldaron explains, "rarely has a mortal ever passed these gates."

Together you climb many fine white stairways delved in green hills, until finally you reach a high flat lawn, at one end of which lies a great fountain where water splashes illuminated by silvery glimmering lights. At the other end stands the largest mallorn tree you have yet seen. Strong, armoured Elves guard the bottom of the tree, and far up in the branches you fancy that you can see white platforms. "The Lady lives in a tree?" You cannot resist asking.

Aldaron smiles with amusement. "All Elves in Lórien live in trees, apprentice. The Lady Galadriel and Celeborn, her husband, await you above. I shall go first, and you follow when the guards allow."

Aldaron darts up the fragile-looking white ladder while the sentinels eye you suspiciously. You have never seen Elves such as these guards, who look taller and stronger than any man. Consequently, you feel particularly inferior, and the realization that you are about to meet Galadriel, one of the most powerful Elves in all Middle-earth, finally begins to dawn on you.

"You may go now." One of the guards speaks softly. You begin to climb. Apparently the top is higher than you thought, for you find yourself tiring after only getting about halfway. Though you pass many platforms along the way, you doggedly push onward. Finally, you reach a large oval-shaped building nestled in the top. The ladder extends up through a hole in the floor of the building, and Aldaron is looking down at you, extending a hand to help. He hefts you up.

The great room is softly lit with more golden lamps, and there are many Elves seated and standing about the perimeter. But in the centre, seated on twin chairs of white and beneath a canopy made of a living bough of the tree, are the Lord and Lady of Lórien.

- *If the first Elven messenger met his doom because of some action — or inaction — of yours, turn to 474.*
- *Otherwise, turn to 478.*

Both stand as you approach, and you are amazed at how tall they are. They wear shimmering white raiment, simple yet elegant. Celeborn's hair is silver-white, but the Lady's is the most beautiful golden-blond you have ever seen. She smiles at you, and you feel as if she can read your very thoughts. She knows how I betrayed the Elf! You think. At the same time, though, you are somehow calm and unafraid.

Celeborn speaks: "Greetings, Wizard Apprentice. We are very grateful to you for bringing your knowledge to us. We also commend you for your bravery; defying one of the Great Wizards was perilous indeed."

Cushions are brought for you and Aldaron, and the Lord bids you be comfortable.

"Indeed," Galadriel's voice is soft and musical, "we are in your debt for whatever you can tell us. Any mistakes you may have made are... forgiven."

You manage to reply "My... I, thank you."

The Lady of Lórien smiles. "Then I bid you, speak! tell us of Saruman! Long have I suspected that his counsels held hidden schemes for his own profit, though I hoped that I might have been wrong."

- If you have either Clue A, Clue M, or Clue N, turn to 487.
- Otherwise, turn to 480.

Saruman stands on the third level balcony, apparently looking for a book.

- If you greet Saruman, turn to 335.
- If remain in the library but do not speak to Saruman, turn to 366.
- If you leave by another stairway, not wishing to be seen, pick a number and add your Trickery bonus:
  - If 2-6, turn to 426.
  - If 7-12, turn to 246.
- If you leave the way you came, move on.

You cast suspicion aside and take the Elf's hand. "Yes, I am the apprentice, and I have much to tell. Saruman is a traitor to the White Council!"

He frowns. "It is just as the Lady suspected — but what you can tell her will be of great value, for she is unaware of Saruman's tricks. I will escort you out if this cursed vale and to Lórien. Let us go!"

Camil leads you over the bridge and into the eastern wood of the Nan Curunir — the Wizard's Vale. Turn to 144.

The guards cruelly tie your wrists and drag you to Saruman's Study. Turn to 459.

Both stand as you approach, and you are amazed at how tall they are. They wear shimmering white raiment, simple yet elegant. Celeborn's hair is silver-white, but the Lady's is the most beautiful golden-blond you have ever seen. She smiles at you, and you feel as if she can read your very thoughts. At the same time, though, you are somehow calm and unafraid.

Celeborn speaks: "Greetings! We are very grateful to you for bringing your knowledge to us. We also commend you for your bravery; defying one of the Great Wizards was perilous indeed."

Cushions are brought for you, and the Lord bids you be comfortable.

"Indeed," Galadriel's voice is soft and musical, "we are in your debt for whatever you can tell us."

- If you have either Clue A, Clue M, or Clue N, turn to 487.
- If you have none of these, turn to 480.

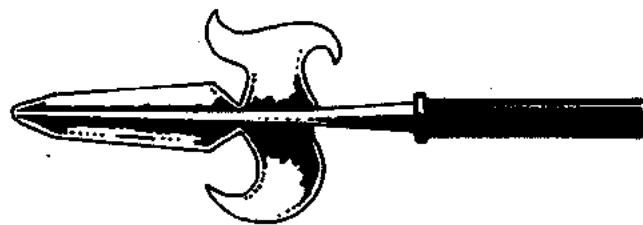
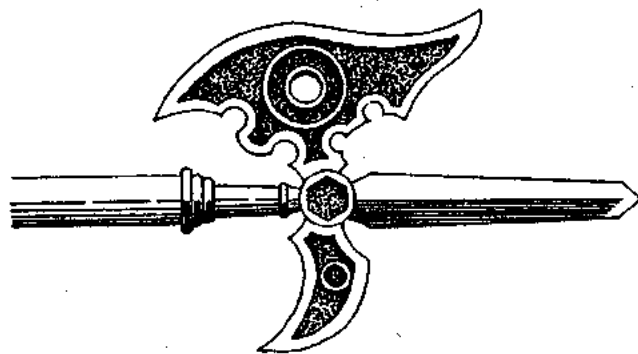
Surprisingly, the door is ajar. Move on.

You tell the Lord and Lady of the Galadhrim about the strange behaviour of the Wizard, and your suspicions that Saruman is indeed a traitor to the Free Peoples.

Celeborn seems surprised and even somewhat skeptical of your tale. "Have you brought us any proof of Saruman's betrayal? Even specific information which supports your claim? The White Wizard is respected among the Wise; to accuse him of treachery requires some evidence!"

But Galadriel is more sympathetic. "My husband, Saruman is clever and wise, as you say, and has always been very close with his information. No doubt he would be careful to conceal any connections with the Dark Lord, or any indications that he might betray us. I for one have always wondered at Saruman's personal motives. We owe this young one a debt." She turns to address you. "For your bravery in escaping Saruman and warning us we are very grateful."

You cannot help blushing at her kind words. "My reward has been to have visited Lórien, and met the two of you, most powerful and fair in all Middle-earth!" you manage to say. Your heart is at ease at last, confident that whatever can be done to thwart Saruman's evil schemes, you have done your part. The End.



You nod your head slowly, very aware of the strong arm around your neck.

"Are you the apprentice of Saruman, the one who sent a message a few days ago?"

For a moment you hesitate. Is this some agent of the Wizard here to capture you — or could it be the very messenger you seek? But Saruman would not need some bully to force the answer from you! He could do it with his powers! Your uncertainty is over. You nod affirmatively, and immediately you are released, finding yourself face to face with a very young Elf, clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. His hair is long and sandy brown, and his grey eyes are bright but deep with knowledge. "Well, I have found you at last!"

You are about to reply, when the Elf holds up a hand in a gesture to silence you. He cocks his head as if listening. At first you hear nothing, but just as the Elf is about to speak again, you hear the sounds of Orc-speech. Before either of you can seek cover, three large Orcs appear at the edge of the clearing.

The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this youthful Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 264.
- If you stand by the Elf and fight the Orcs, turn to 230.

Landroval bears you tirelessly, until, as dawn nears, you see ahead to the northeast a wall of white mist. The great eagle heads straight towards it, and in moment it is all around you.

"Don't be concerned, young one," the eagle assures you. "This is the enchanted mist about the Golden Wood. We have been permitted to enter by leave of the Lady."

Far below, you catch glimpses of a shimmering golden forest, but it is impossible to make out any detail. Suddenly, though, a great hill rises before you, a mound covered with gigantic trees.

Landroval speaks again: "We are approaching Caras Galadhon, the City of the Trees." Ahead loom great golden towers: huge mallorns, lit with many glittering lamps. You swoop lower now, circle the hill, and descend towards a high flat lawn in the centre. You cannot see anyone, but you hear fair Elven voices singing in the trees. "The Elves are shy of visitors," the eagle explains, "hardly has a mortal ever entered this realm."

At one end of the lawn lies a great fountain where water splashes, illuminated by silvery glimmering lights. At the other end stands the largest mallorn tree you have yet seen. Strong, armoured Elves guard the bottom of the tree, and far up in the branches you fancy that you can glimpse white platforms. "The Lady lives in a tree?" You cannot resist asking.

Landroval ruffles his feathers. "Elves in Lórien live in trees, apprentice. The Lady Galadriel and Celeborn, her husband, await you above. Here comes a herald; he will no doubt take you to them. As for me, I must return to my eyrie."

You thank the great bird, and watch as his powerful wings carry him into the air again. Meanwhile, a tall Elf, clad all in fine grey tunic and cloak, as crossed the lawn to greet you. "I am Aldaron," he smiles, his fair face radiant in the morning light. "You must be the young apprentice of Saruman the White."

"Yes," you manage to answer, still awed by this wonderful place, and more than a little taken aback by the sudden turn of events which have brought you to Lórien.

"I will take you to meet the Lord and Lady; they are expecting you."

Together you cross the lawn, and Aldaron darts up the white ladder while the sentinels eye you warily. You have never seen Elves such as these guards, who look taller and stronger than any man. Consequently, you feel particularly inferior, and the realization that you are about to meet Galadriel, one of the most powerful Elves in all Middle-earth, finally dawns on you.

"You may go now." One of the guards speaks softly. You begin to climb. Apparently the top is higher than you thought, for you find yourself tiring after only getting about halfway. Though you pass many platforms along the way, you doggedly push onward. Finally, you reach a large oval-shaped building nestled in the top. The ladder extends up through a hole in the floor of the building, and Aldaron is looking down at you, extending a hand to help. He hefts you up.

The great room is softly lit with golden lamps, and there are many Elves seated and standing about the perimeter. But in the centre, seated on twin chairs of white and beneath a canopy made of a living bough of the tree, are the Lord and Lady of Lórien.

Both stand as you approach, and you are amazed at how tall they are. They wear shimmering white raiment, simple yet elegant. Celeborn's hair is silver-white, but the Lady's is the most beautiful golden-blond you have ever seen. She smiles at you, and you feel as if she can read your very thoughts. At the same time, though, you are somehow calm and unafraid.

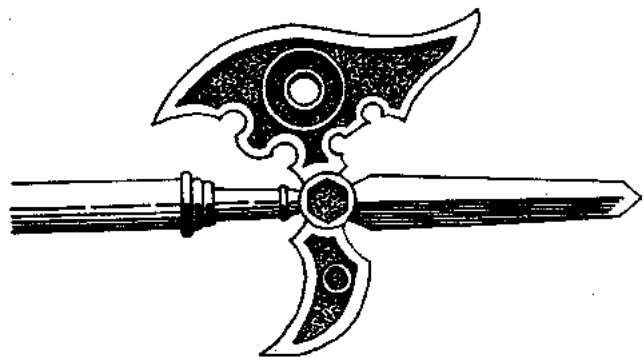
Celeborn speaks: "Greetings! We are very grateful to you for bringing your knowledge to us. We also commend you for your bravery; defying one of the Great Wizards was perilous indeed."

Cushions are brought for you, and the Lord bids you be comfortable.

"Indeed," Galadriel's voice is soft and musical, "we are in your debt for whatever you can tell us."

You tell the Lord and Lady of the Galadhrim about the strange behaviour of the Wizard, and your suspicions that Saruman is indeed a traitor to the Free Peoples.





Celeborn seems surprised and even somewhat skeptical of your tale. "Have you brought us any proof of Saruman's betrayal? Even specific information which supports your claim? The White Wizard is respected among the Wise; to accuse him of treachery requires some evidence!"

But Galadriel is more sympathetic. "My husband, Saruman is clever and Wise, as you say, and has always been very close with his information. No doubt he would be careful to conceal any connections with the Dark Lord, or any indications that he might betray us. I for one have always wondered at Saruman's personal motives. We owe this young one a debt." She turns to address you. "For your bravery in defying Saruman and warning us we are very grateful."

You cannot help blushing at her kind words. "My thanks to you, for rescuing me from Orthanc! My reward has been to have visited Lórien, and met the two of you, most powerful and fair in all Middle-earth!" you manage to say. Your heart is at ease at last, confident that whatever can be done to thwart Saruman's evil schemes, you have done your part. The End.

Your captor speaks again in his melodic voice "Are you the apprentice of Saruman who sent a message by carrier bird some ten days ago?"

You nod again, and he releases you. You turn, and are face to face with a boy, not much older than yourself, clad in a grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. Could this youth be the messenger? Of course, Elves do not age, and even a warrior of hundreds of summers would appear as a young man. Then you note his fine features and the shimmering light about him — he must be of the Firstborn!

You are about to speak, when the Elf holds up a hand in a gesture to silence you. He cocks his head as if listening. At first you hear nothing, but just as the Elf is about to speak again, you hear the sounds of Orc-speech. Before either of you can seek cover, three large Orcs appear at the edge of the court, materializing like spectres out of the mist.

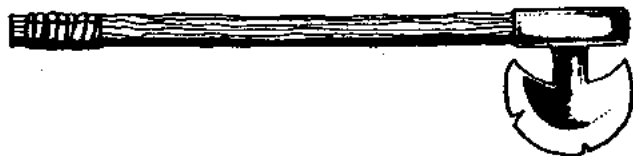
The Elf has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this youthful Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 243.
- If you stand by the Elf and fight the Orcs, turn to 244.



Could it be that Saruman has eluded you? **Move on.**



485

Time: 5

You struggle wildly, but the grip tightens again, painfully this time. "Do not fight! You are causing a disturbance, and Orcs will be here... it is too late!"

As your captor speaks, three Orcs round a bend in the path. They spot the two of you grappling on the bridge immediately. "There is the traitor!" One cries in the harsh orc-tongue.

"Now you've done it!" snaps your captor, louder now as he releases you. "I suppose I must trust you now." You are free, and as you spin around, you are face to face with a very young-looking Elf, clad in a shimmering grey tunic and trousers, with a cloak of similar material thrown back over his shoulders. He has a long bow, but draws a slender knife as the Orcs approach. "Well, don't stand there! Surely you are not friendly with these creatures!"

In a flash you realize that this handsome Elf is probably the messenger you have been awaiting. **Take an action:**

- If you successfully run away, turn to 264.
- If you stand by the Elf and help to fight the Orcs, turn to 230.

486

Time: 5

A cruel smile begins to grow at the corners of Saruman's mouth as he turns to one of the Orcs and says something in their guttural, debased tongue. The huge scaly creature draws his curved sword and steps towards you.

The last thing you see as the wicked blade swings across your neck is Saruman, his white robes seeming to turn red in the firelight. His lips pull back in a cruel smile, making his face look like a skull in the flickering shadows.

You are dead; your mission comes to a bitter end.  
The End.

487

Time: 10 Exp Pt: 65

You tell the Lord and Lady of the Galadhrim the information you discovered in Orthanc — strong clues that Saruman is indeed a traitor to the Free Peoples.

Celeborn seems surprised and even somewhat skeptical of your tale, but Galadriel nods her head knowingly. "Yes, it is as I feared. Would that Gandalf had been head of the Council! But it will do no good to wish for the past to change. I will be very wary of Saruman the White in the future!" Her eyes are bright as she looks away, and for a moment you have an inkling of the great wisdom and power of this Elven woman. Then her expression softens as she turns back to you. "For your bravery and cleverness in bringing us information about Saruman, no reward would be too great for your knowledge."

You cannot help blushing at her kind words. "My reward has been to have visited Lórien, and met the two of you, most powerful and fair in all Middle-earth!" you manage to say. Your heart is at ease at last, confident that whatever can be done to thwart Saruman's evil schemes, you have done your part. The End.

488

Time: 5

You discover — to your surprise — that the door is unlocked! No sound comes from within the Study. **Move on.**

489

Time: 5

Perhaps not surprisingly, none of your keys from the tower work on this ancient door. *If you have already tried to pick the lock, that option is not open to you.*

- If you try to pick the lock, pick a number and add your Trickery bonus:
  - If 2-7, turn to 289.
  - If 8-12, turn to 212.
- Otherwise, move on.



# CREATING A CHARACTER

If you do not want to create your own character, use the pre-created character found just before the prologue.

If you decide to create your own character, you must follow the directions given in this section. Keep track of your character on the *Character Record* found following this section. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character found just before the prologue.

## SKILLS

The following 8 "skills" affect your chances of accomplishing certain actions during your adventures.

- 1) **Melee OB Skill:** This skill reflects your ability to attack in melee (hand-to-hand) combat. OB stands for "Offensive Bonus".
- 2) **Missile OB Skill:** This skill reflects your ability to attack using a missile such as a thrown spear or a bow. OB stands for "Offensive Bonus" (not used in the Basic System).
- 3) **General Skill:** Use this skill when directed to perform general activities by the text, including: Climb, Track, Hunt, Ride, and Swim actions.
- 4) **Trickery Skill:** Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something held or protected by an opponent, picking a lock, escaping from bonds, and other similar activities.
- 5) **Perception Skill:** This skill reflects how much information you gather through observation and exploration. It also reflects your ability to talk and negotiate with beings that you meet during your adventures.
- 6) **Magical Skill:** This skill reflects your affinity with magic and spells. You use this skill when you try to cast a spell and when indicated by the text.
- 7) **Running Skill:** This skill reflects your chances of running away from danger.

- 8) **DB Skill:** This skill reflects your ability to avoid attacks. DB stands for "Defensive Bonus".

## SKILL BONUSES

For each of these skills, you will have a *Skill Bonus* used when you attempt certain actions. Keep in mind that these "bonuses" can be negative as well as positive.

- When you start your character, you have 6 "+1 bonuses" to assign to your skills; the choice is yours (see below). These bonuses may not be assigned to your "DB" skill or your "Running" skill.
- You may assign more than one "+1 bonuses" to a given skill, but no more than three to any one skill. Thus, two "+1 bonuses" assigned to a skill will be a "+2 bonus," and three "+1 bonuses" will be a "+3 bonus". These bonuses should be recorded in the appropriate spaces in the Skill Bonus column on your Character Record.
- If you do not assign any "+1 bonuses" to a skill, record a "-2 bonus" in the appropriate space. The "DB" and "Running" skills do not receive this "-2 bonus".

## STATS

Your character starts with certain mental and physical attributes called "stats" (short for statistics): Strength (St), Agility (Ag), and Intelligence (In). Before beginning this adventure, determine the values of these stats. **Pick a number** 3 times, assign one to each of the three stats, and record them in the *Stat Value* column on your Character Record.

## STAT BONUSES

Each stat (St, Ag, In) may give a "bonus" when performing certain activities; keep in mind that these "bonuses" can be negative (or zero) as well as positive.

Each stat of 2-4 gives a bonus of -1

Each stat of 5-8 gives a bonus of +0 (i.e., no bonus)

Each stat of 9-10 gives a bonus of +1

Each stat of 11-12 gives a bonus of +2

Record these bonuses in the *Stat Bonus* column next to the *Stat Values* on your Character Record.

## APPLYING STAT BONUSES TO SKILLS

In the *Skill* section on your character record there is also a *Stat Bonus* column. Each space has a stat abbreviation next to it; in each space record the stat bonus corresponding to the abbreviation. (Refer to the pre-created character if you need help in following these instructions.)

## TOTAL BONUSES

At this point, you should have a bonus recorded in each *Stat Bonus* space and each *Skill Bonus* space; keep in mind that these "bonuses" can be negative as well as positive. For each skill, add the two bonuses and record the total in the appropriate **TOTAL BONUS** space.

When the text instructs you to "add your bonus," it is referring to these *Total Bonuses*.

During play, you may acquire equipment or abilities that may affect your bonuses. The *Special Bonus* space may be used to record these bonuses; of course, some of the *Total Bonuses* will have to be recalculated when this occurs.

## ENDURANCE

Your Strength stat determines the *Endurance* of your character. During combat you will take damage due to shock, pain, bleeding, etc. If this "Damage Taken" exceeds your *Endurance* you will fall unconscious (pass out). Your *Endurance* is equal to:

*20 plus twice your Strength stat.*

Record this on your Character Record.

## SPELLS

You may decide to use the *Optional Spell Rules*. If so, for every "+1 bonus" that you do not assign to a skill, you may "learn" two spells that you may cast during play (see *Optional Rules* at the end of this gamebook).

# THE ADVANCED QUESTGAME™ SYSTEM

If you are going to use the Basic System do not read any further.

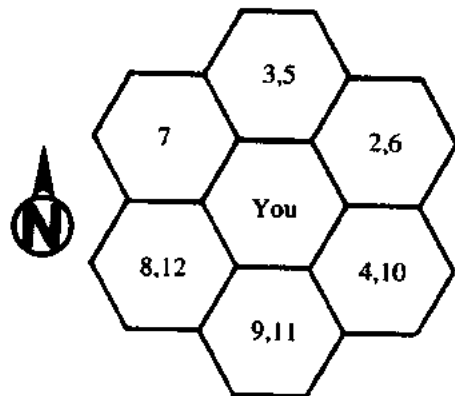
The Advanced System is similar to the Basic System in many respects, but it allows for more variety and action options.

## MOVING ON

When the text tells you to *move on*, follow the same process described in the Basic System: choose any one of the spaces on the mapboard adjacent to the space you are in, and then read the location text section corresponding to that space.

### MOVING ON IN A RANDOM DIRECTION

If the text tells you to *move on in a random direction*, follow the directions given by the text. If no directions are given, you must *move on* to a randomly selected adjacent space. This space is selected by *picking a number* which corresponds to a specific space as indicated in the diagram below. If you cannot move in a direction due to an obstacle (e.g., the edge of map, the "ring" of Isengard, etc.), pick another number. (You start in the centre space of the diagram below.)



## EQUIPMENT

You may only wear: 1 suit of armour, 1 dagger (on belt), 1 cloak, 1 backpack, and 1 belt and pouch.

In addition, you may **carry** a number of pieces of equipment equal to your *Strength* stat; this total may include a maximum of 3 weapons. If you lose your backpack, this number is reduced by half (round down), and you lose any excess equipment along with the backpack.

Certain special items indicated by the text may be obtained that do not follow these restrictions.

- **Weapons:** If you damage an opponent, your weapon can provide **additional damage** (this additional damage applies to each attack only when a damage result of 1 or more is obtained):

Sword .....	+1	
Mace .....	+2	(only if opponent is wearing chain or plate armour)
Spear .....	+0	
Dagger .....	-1	
Warhammer .....	+2	(but -1 to melee OB)
Battle-axe .....	+2	
Quarterstaff .....	+1	
Two-hand Sword .....	+3	(but -1 to melee OB)
Bare-handed .....	-3	(and -2 to melee OB)

**EXAMPLE:** Using the Combat Table, you inflict "8" damage on your opponent. If you are using a sword (+1 to damage), your opponent actually takes 9 damage points ("8" +1). If you are using a Dagger (-1 to damage), he would take 7 damage points ("8" -1).

- **Thrown Weapons:** The following weapons may be used once in a given combat as a missile attack (missile OB modifications are given in parentheses: spear(-1), dagger(-1), warhammer(-2), sword(-3), mace(-3), battle-axe(-4). In such a case, the weapon may not be used in melee and may only be recovered if you defeat your opponent.
- A **bow** may only be used in missile combat (see step 1 under **Fighting**), not in melee combat.

- **Armour** has the following effects on your skill bonuses:

*Plate Armour:* +3 to DB; -3 to Trickery, Running, and Magical bonuses

*Chain Armour:* +2 to DB; -2 to Trickery, Running, and Magical bonuses

*Leather Armour:* +1 to DB; -1 to Trickery and Running bonuses

*Shield:* +1 to DB; -1 to Magical bonus

- A **shield** may not be used in combination with the following weapons: bow, battle-axe, quarterstaff, or two-hand sword.

## TIME

Keeping track of time adds a great deal of flavour and excitement to the use of this *Gamebook*, but it does require that you keep a running total of the amount of time that passes. If you desire an easier adventure, just use the gamebook as directed and ignore the text passages and rules referring to time (see the Basic System).

Passage of time will be abbreviated at the beginning of each text section as: *Time: #*, where # is the number of minutes. As you read each text section, add this amount to your time total.

If the preceding text passage instructed you to **move on in a random direction**, double the time value of the text passage you are currently at.

## DAMAGE AND HEALING

Keep track of *Damage Taken* as indicated in the Basic System. If your *Damage Taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurs during a fight, you are **defeated** and must proceed as the text indicates. If the text indicates that you "wake up," reduce your *Damage Taken* to equal your *Endurance*.

Do not use the Basic System rule for healing. Each time you read a section of text that does not require you to **pick a number**, fight, or **take an action**, you may reduce your *Damage Taken* by 1 for every 20 minutes you spend "resting".

## TAKING AN ACTION

When the text directs you to *take an action*, refer to the *Action Table* at the end of this gamebook. Choose one of the actions listed and follow the directions given.

## FIGHTING

Fighting consists of a series of "rounds." During each "round," you attack your opponent *or* you attempt to flee and your opponent attacks you.

If you choose to fight an opponent *or* the text indicates that you "must fight," the combat is resolved in the following fashion:

- 1) If you are surprised, proceed directly to step 4; otherwise, proceed to step 2.
- 2) You may make a missile attack if able (see the attack resolution explanation). If your opponent is not surprised (i.e., he is aware of you), he will then make a missile attack against you if able (the text will specify if your opponent can make a missile attack).

*This completes one round of the fight.*

- 3) No one is surprised for the remainder of the combat. Your opponent will attempt to force melee (hand-to-hand combat). If you wish to continue making missile attacks, *pick a number and add your Running bonus*. If the result is 10 or greater, proceed to step 2; otherwise, proceed to step 4.
- 4) You are engaged in melee. You make a melee attack against your opponent, and he makes a melee attack against you. If you are surprised, the order of the attacks is reversed.

*This completes one round of the fight.*

5) Repeat rounds of the fight until one of the following conditions occur:

- a) One of you is **killed** (a "K" result on the Combat Table); *or*
- b) One of you has more *Damage Taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.) *or*
- c) You successfully **disengage**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may *pick a number and add your Running bonus*:
  - If the result is 9 or greater, you successfully *Run Away* (follow text instructions *or move on* (possibly) *in a random direction*).
  - Otherwise, you are still engaged and must begin another round of the fight at step 4. (However, you may attempt to *disengage* again).

**Resolve individual attacks as indicated in the Basic System:** Using the Combat Table at the end of this gamebook, cross-index the difference in OB and DB with a number picked. Use your character's Missile OB for a missile attack and Melee OB for a melee attack.



# OPTIONAL RULES

These rules are included to allow you to develop more complete Middle-earth characters and to add certain elements of realism to your *QuestGame™* adventures.

## CASTING SPELLS

For every "+1 bonus" that you do not assign to a skill during the character creation process, you may "learn" two of the spells described below. Once a spell is "learned," your character "knows" it and is able to cast it within the restrictions given below.

- If you want to cast a spell, *pick a number and add your Magical bonus*. If the result is 7 or greater, you successfully cast the spell. (Refer to the spell description for the effects.) Otherwise, the spell has no effect. You must "know" a spell in order to cast it.
- Each time you successfully cast a spell, your *Damage Taken* is increased by the number given in parentheses in the spell description. This reflects the strain of casting spells.
- If involved in a fight, you may only attempt to cast a spell when a missile would normally be fired; spells are impossible to cast when engaged in melee.
- Unless stated otherwise, the effects of a spell last for one action, one activity, or one fight.

### SPELL DESCRIPTIONS

- 1) **Item Analysis** (3): When told to by the text, you may cast this spell and "analyze" an item (follow the directions given in the text).
- 2) **Balance** (2): Increases your *General* bonus by +2 for one activity to be attempted at the current text location.
- 3) **Calm** (5): May only be cast against one animal or normal being (Man, Elf, Dwarf, Hobbit, Orc, Troll, etc.). *Pick a number and add your Magical bonus*. If the result is 8 or

more, the foe is "calmed," so you may automatically *Run Away* or *Run Past*. Otherwise, the encounter proceeds normally. If an encounter does not provide a *Run Away* opportunity in the choice selection, the opponent may not be "calmed." This spell may not be cast if you are facing multiple foes.

- 4) **Camouflage** (3): For the purposes of one action, this spell increases your *Trickery* bonus by +2.
- 5) **Charm Animal** (6): You may cast this spell against any hostile normal "animal" (bear, wolf, snake, etc.). Proceed through the text as if you had defeated the animal. The animal will follow you (record its OB, DB, and *Endurance*) and will fight any foe you desire it to. After it has been involved in one fight for you, the animal will leave. You may only have one animal "charmed" at a time.
- 6) **Clairvoyance** (5): When given a *choice* of two or more text sections to read, you may read two of them and then proceed to the one you prefer.
- 7) **Fire Bolt** (6): This spell may be used during combat when you would normally make a missile attack. *Pick a number and add double your Magical bonus*; the result is the amount of *Damage Taken* by one opponent of your choice.
- 8) **Healing** (0): Reduces the amount of time required to heal 3 points of damage from 60 minutes to 20 minutes. Using this spell and resting for a "night" heals all damage.
- 9) **Luck** (5): When you cast this spell just after you have *picked a number*, you may ignore the number picked and *pick a number* again. This spell may not cast more than once per text passage.
- 10) **Protection from Magic** (4): When the text indicates that an opponent is casting a spell, you may cast this spell. The number picked to resolve his spell will be decreased by your *Magical* bonus.
- 11) **Shield** (4): If cast at the beginning of a fight, this spell will increase your *DB* by +2. This spell may not be cast if you will be using a normal shield during the combat.

- 12) **Speed (3):** This spell may be cast whenever you attempt to **Run Away**, **Run Past**, or **disengage from a fight**. Your *Running* bonus is increased by +2 for such attempts. This is the only spell that may be cast while engaged in melee.
- 13) **Strength (6):** When cast at the beginning of a fight, this spell doubles the damage you give with melee attacks for the remainder of the fight. "U" and "K" results are unaffected by a Strength spell.
- 14) **Sustain Self (2):** When cast, this spell has the same effect as eating a meal.
- 15) **Telekensis (5):** You may cast this spell when faced with an opponent who is unaware of you. Make a **Steal & Take** action (see Action Table), adding your *Magical* bonus rather than your *Trickery* bonus. If you are unsuccessful (a result of 8 or less), your opponent is aware of you and you must *take an action*.

## EXPERIENCE POINTS

After certain text passages, you will see *Exp Pt: #*. This is the number of "Experience Points" you receive. Keep a running total of points in the space provided on your Character Record. You may only receive experience points for a given text passage once.

These points have no effect on the abilities of your character until you have successfully completed this adventure and wish to start another *MEQ Gamebook* with the same character.

If you are using a *MEQ Gamebook* character, for every 150 experience points you may choose one of these options:

- 1) Assign an additional +1 bonus to any of the allowed skills (see "Creating Your Own Character") or
- 2) You may change any "-2" skill bonus to "+1" or
- 3) You may choose two more spells that you may cast or
- 4) You may pick a number and increase your *Endurance* by 2 plus that number.

If you are using *MERP*, 150 experience points is equivalent to approximately 5000 *MERP* experience points.

## RACE

You may choose one of the Middle-earth races for your character with the following results:

**Man:** Increase your *General* bonus by 1.

**Elf:** When underground, decrease your *Perception* by 1 and your *Magical* bonus by 1. When outdoors, increase your *Perception* by 1 and your *Magical* bonus by 1.

**Dwarf:** Decrease your *Running* bonus by 1. When underground, increase your *Perception* bonus by 1 and your *General* bonus by 1. Dwarves may not "learn" spells #7, #11, and #15.

**Hobbit:** Increase your *Trickery* bonus by 2. Decrease your *Melee OB* by 2. Hobbits may not "learn" spells #3, #5, #7, #11, and #15.

## AN OPTIONAL COMBAT FORMULA

For people who prefer formulas to tables, the following formula approximates the Combat Table's results. Using the formula results in slightly more damage than using the table.

- If the number picked is "2", automatic no damage.
- If the number picked is "12", automatic "U" plus normal Damage Taken.
- Otherwise, the Damage Taken by defender = *Number picked* - 4 + attacker's OB - defender's DB and
  - If Damage Taken is 9 or more = "U"
  - If Damage Taken is 11 or more = "K"

## UNMODIFIED PICKED NUMBERS

In many situations, you are instructed to: *Pick a number and add your xxxx bonus*. If you have a very large (or very small) bonus, this can often result in automatic success (or failure) in certain activities. To avoid this, use the following rule: whenever you *pick a number* and it is a "2" or a "12", do not add any bonuses. That is, 2's and 12's are never modified: a 2 always gives a 2 result and a 12 always gives a 12 result.

# USING *MERP* WITH THIS GAMEBOOK

*Middle-earth Role Playing* is ICE's fantasy role playing (FRP) system for J.R.R. Tolkien's Middle-earth. We do not have room in this gamebook to describe its contents. Instead we will give guide-lines in this section on how to use this gamebook with a *MERP* character.

Since *MERP* is a general FRP system, you will have to be very flexible when using it with these gamebook. Just use the mechanisms provided by *MERP* and some common sense, and most situations will be easily resolved. Below we provide guide-lines for the situations which arise most often in these gamebooks.

## USING BONUSES

During play you are often instructed to: *pick a number and add your xxx bonus*, where xxx is Running, General, Trickery, Perception, or Magical. Then you are given two or more possible places to *turn to* based upon the result.

When using *MERP*, use these corresponding *MERP* "Skill Bonuses" instead of the bonus indicated:

### *QuestGame*<sup>TM</sup>

#### Bonus      *MERP* Skill Bonus

Running .... Moving Manoeuvre based upon armour worn  
General ..... Climb, Ride, Swim, or Track  
Trickery .... Ambush, Stalk/Hide, Pick Lock, or Disarm Trap  
Perception . Perception, Leadership & Influence  
Magical ..... Read Runes, Use Item, or Make a Resistance Roll

The circumstances of the text passage being read usually make the specific *MERP* bonus obvious (e.g., if the passage says you are attempting to "swim", you will use your *MERP* Swim Skill Bonus). If it is not obvious, use the skill that seems most appropriate.

When you use a *MERP* Skill Bonus divide by 10 (round down). For example, a *MERP* Swim Skill Bonus of 36 would be used in this gamebook as a +3 *General* bonus in appropriate situations.

## FIGHTING

When the text indicates that you must fight, just use the normal *MERP* combat system, your character's *MERP* combat stats, and your opponents' *MERP* combat stats (as given in the *MERP* Stats Table found near the end of this book).

Like normal *QuestGame*<sup>TM</sup> fights, fights resolved using *MERP* normally end in one of 3 ways: you are defeated, your opponent is defeated, or you successfully *Run Away*.

Either you or your opponent is "defeated" when you are rendered unconscious, killed, or incapacitated.

You may run away by making a *MERP* "medium" moving manoeuvre (add your appropriate Moving Manoeuvre Bonus) and getting a result of "100" or more. These results are cumulative from round to round, so you might be able to run away over the course of several rounds (e.g., a result of "60" on the first round and a "50" on the second round would mean that you successfully "Run Away" at the end of the second round).

## TAKING DAMAGE

Often the text will instruct you to *increase your Damage Taken* by a certain amount. Here are some suggested ways for translating that damage into *MERP* damage (*Pick a Number* will be referred to as "2-12"):

<i>QuestGame</i> <sup>TM</sup> Damage Taken	<i>MERP</i> Damage
A fixed number	Same number of <i>MERP</i> concussion hits
(2-12) once	A <i>MERP</i> "A" Critical Strike + 1-10 hits
(2-12) twice	A <i>MERP</i> "C" Critical Strike + 1-10 hits
(2-12) 3 times	A <i>MERP</i> "E" Critical Strike + 1-10 hits
etc.	etc.

The type of "Critical Strike" can be determined by the situation (e.g., for a fall, use "impact" criticals, for fire, use "heat" criticals). When in doubt, use "unbalancing" criticals.

## RESISTANCE ROLLS

The *QuestGame*™ system uses the *Magical* bonus to resolve situations that would require "Resistance Rolls" (RR's) in *MERP*. When you encounter these situations, follow the *MERP* RR procedure using the bonus appropriate for the situation (e.g., use the Poison RR bonus versus poisons); when in doubt with regards to spells assume that they are Essence spells.

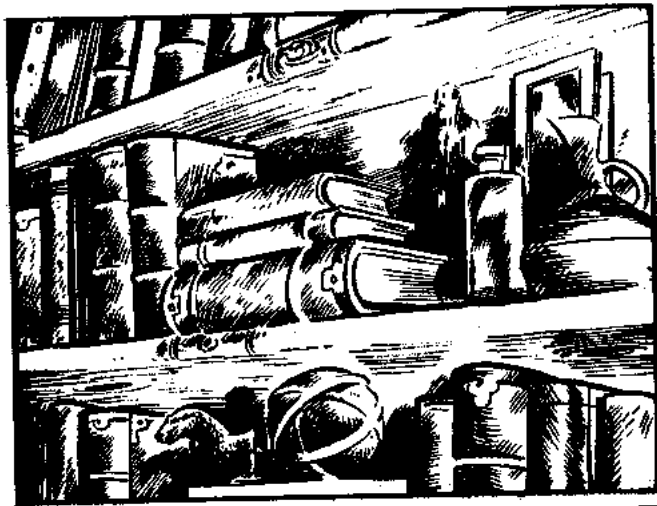
If the RR involves an opponent or a trap, use the levels given in the *MERP* Stats Table as the attack level for the RR. Otherwise, use an attack level of 3.

If you fail an RR, follow the instructions indicated by the lowest of the ranges given. If you resist, follow the instructions indicated by the highest of the ranges given.

If three ranges are given and you resist, use the highest range. If three ranges are given and you fail an initial RR, make a second RR. If you fail the second, use the lowest range. If you resist on the second RR, use the middle range.

## MAGIC ITEMS

An item with a +1 bonus in the *QuestGame*™ system should have a +5 bonus in *MERP* and vice versa.



## NOTES:

# CHARACTER RECORD

<b>NAME:</b>			<b>SPELLS (optional)</b>	
<b>STATS</b>	<b>Stat Value</b>	<b>Stat Bonus</b>	1	_____
Strength (St)	_____	_____	2	_____
Agility (Ag)	_____	_____	3	_____
Intelligence (In)	_____	_____	4	_____
			5	_____
			6	_____
			7	_____
Endurance = _____ = 20 + (2 x St Stat)				

<b>SKILLS</b>	<b>Total Bonus =</b>	<b>Skill Bonus +</b>	<b>Stat Bonus</b>	<b>Special Bonuses</b>
Melee OB	_____ = _____	+ _____	St +	_____
Missile OB	_____ = _____	+ _____	Ag +	_____
DB	_____ = N/A	+ _____	Ag +	_____
Running	_____ = N/A	+ _____	Ag +	_____
General	_____ = _____	+ _____	Ag +	_____
Trickery	_____ = _____	+ _____	In +	_____
Perception	_____ = _____	+ _____	In +	_____
Magical	_____ = _____	+ _____	In +	_____

<b>EQUIPMENT</b>	
<i>Worn (one of each Type):</i>	
Cloak _____	Armor _____
Belt & Pouch (money, gems, etc.) _____	Dagger _____
<i>In Backpack / Sheathed / Carried:</i>	
1) _____	7) _____
2) _____	8) _____
3) _____	9) _____
4) _____	10) _____
5) _____	11) _____
6) _____	12) _____

<b>DAMAGE TAKEN</b>	<b>TIME</b> Minutes    Days	<b>EXPERIENCE</b> POINTS

# CLUE RECORD SHEET

<input type="checkbox"/> A	_____
<input type="checkbox"/> B	_____
<input type="checkbox"/> C	_____
<input type="checkbox"/> D	_____
<input type="checkbox"/> E	_____
<input type="checkbox"/> F	_____
<input type="checkbox"/> G	_____
<input type="checkbox"/> H	_____
<input type="checkbox"/> I	_____
<input type="checkbox"/> J	_____
<input type="checkbox"/> K	_____
<input type="checkbox"/> L	_____
<input type="checkbox"/> M	_____
<input type="checkbox"/> N	_____

## NOTES:

# CHARACTER RECORD

<b>NAME:</b>			<b>SPELLS (optional)</b>	
<b>STATS</b>	<b>Stat Value</b>	<b>Stat Bonus</b>	1	_____
Strength (St)	_____	_____	2	_____
Agility (Ag)	_____	_____	3	_____
Intelligence (In)	_____	_____	4	_____
Endurance = _____ = 20 + (2 x St Stat)			5	_____
			6	_____
			7	_____
<b>SKILLS</b>	<b>Total Bonus =</b>	<b>Skill Bonus +</b>	<b>Stat Bonus</b>	<b>Special Bonuses</b>
Melee OB	_____ =	_____ +	St +	_____
Missile OB	_____ =	_____ +	Ag +	_____
DB	_____ =	N/A +	Ag +	_____
Running	_____ =	N/A +	Ag +	_____
General	_____ =	_____ +	Ag +	_____
Trickery	_____ =	_____ +	In +	_____
Perception	_____ =	_____ +	In +	_____
Magical	_____ =	_____ +	In +	_____
<b>EQUIPMENT</b>				
<i>Worn (one of each Type):</i>				
Armor _____		Dagger _____		
Cloak _____		Belt&Pouch (money, gems, etc.) _____		
<i>In Backpack / Sheathed / Carried:</i>				
1) _____	7) _____			
2) _____	8) _____			
3) _____	9) _____			
4) _____	10) _____			
5) _____	11) _____			
6) _____	12) _____			
<b>DAMAGE TAKEN</b>	<b>TIME</b>	<b>EXPERIENCE</b>		
	Minutes Days	POINTS		

# CLUE RECORD SHEET

- ☐ A \_\_\_\_\_
- ☐ B \_\_\_\_\_
- ☐ C \_\_\_\_\_
- ☐ D \_\_\_\_\_
- ☐ E \_\_\_\_\_
- ☐ F \_\_\_\_\_
- ☐ G \_\_\_\_\_
- ☐ H \_\_\_\_\_
- ☐ I \_\_\_\_\_
- ☐ J \_\_\_\_\_
- ☐ K \_\_\_\_\_
- ☐ L \_\_\_\_\_
- ☐ M \_\_\_\_\_
- ☐ N \_\_\_\_\_

## NOTES:





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\_\_\_\_\_

The one thing I like the *least* about this Middle-earth Quest Adventure is \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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## RANDOM NUMBER TABLE

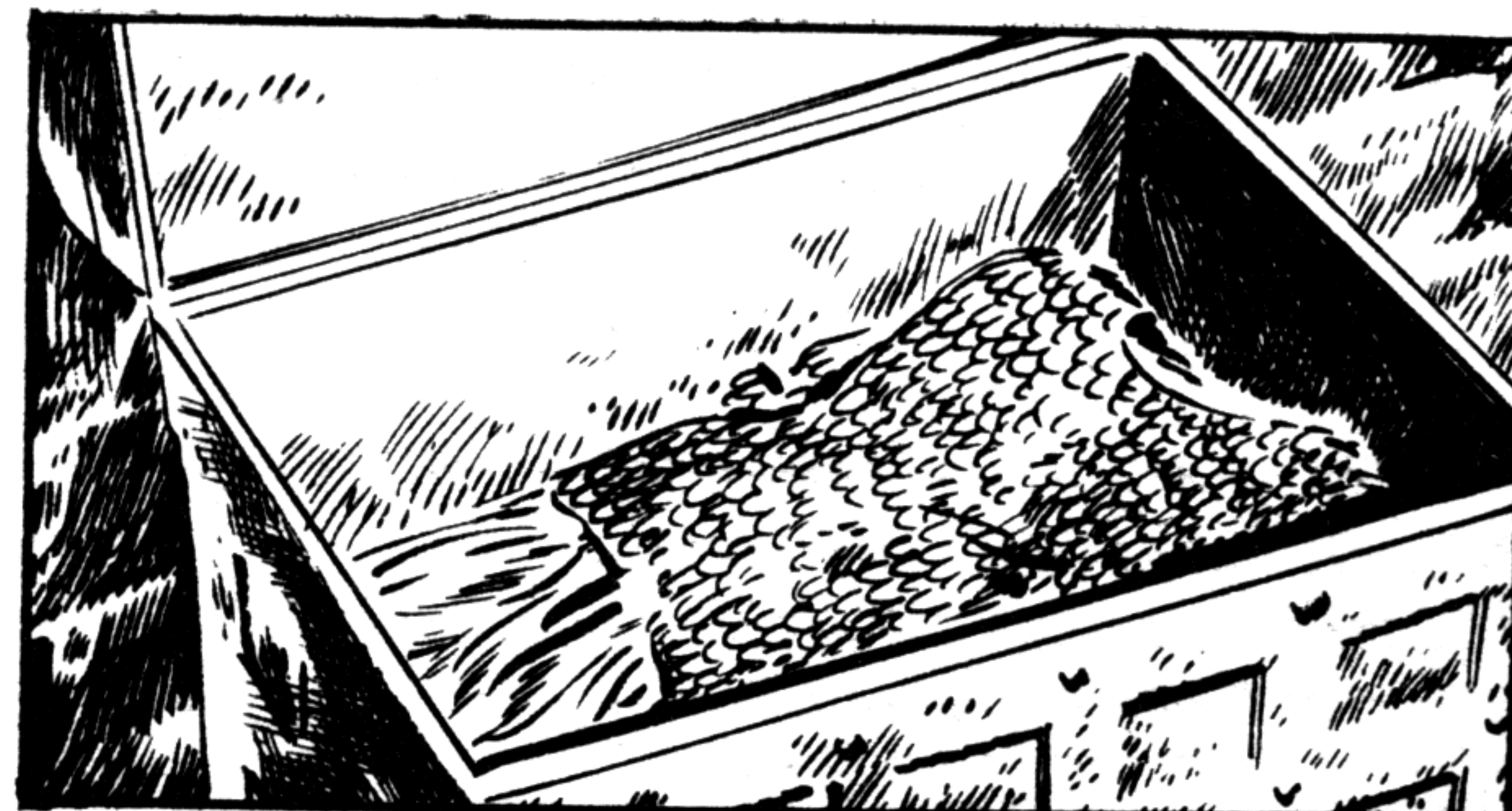
6	11	8	9	7	5	6	9	8	5	7	3
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8	5	7	3	6	11	8	9	7	5	6	9
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6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6



# MERP STATS TABLE

(See *MERP* Table ST-2 for an explanation of the codes)

Text #	Type (number)	Level	Speed	Hits	AT	DB	Attack	Size	Crit
139	Guard #1	2	MF	38	Ch	10	50We	M	Reg
	Guard #2	1	MD	24	Ch	10	45We	M	Reg
181	Orc	1	MD	24	SL	5	35We	M	Reg
185	Orc #1	2	MD	22	Ch	0	45We	M	Reg
	Orc #2	1	MD	20	Ch	10	30We	M	Reg
197	Orc #1	2	MD	30	SL	5	45We	M	Reg
	Orc #2	2	MF	20	SL	25	30We	M	Reg
203	Orc #1	2	MD	28	SL	10	50We	M	Reg
	Orc #2	1	MD	20	SL	10	15We	M	Reg
	Orc #3	1	MD	22	No	0	35We	M	Reg
213	Orc #1	2	MD	26	RL	10	50We	M	Reg
	Orc #2	2	MD	24	RL	20	30We	M	Reg
230	Use the stats from 213.								
233	Warg #1	7	MF	45	SL	30	45Bi	L	Reg
	Warg #2	6	VF	57	SL	20	70Bi	L	Reg
244	Use the stats from 213.								
252	Wolf	4	MF	55	SL	30	35Bi	M	Reg
269	Orc #1	4	MD	24	No	25	50We	M	Reg
	Orc #2	1	MD	20	No	10	30We	M	Reg
	Warg #1	5	MF	45	SL	20	25Bi	L	Reg
	Warg #2	5	MF	39	SL	20	25Bi	L	Reg
274	Guard #1	4	MD	36	Ch	40	40We	M	Reg
	Guard #2	4	MD	26	Ch	45	40We	M	Reg
278	Elf	9	MF	85	No	50	70We	M	Reg
281	Plant	5	VS	60	RL	10	20Fa	M	Reg
287	Guard #1	3	MF	24	Ch	15	35We	M	Reg
	Guard #2	3	MF	32	Ch	25	35We	M	Reg
318	Guard #1	3	MD	30	Ch	20	40We	M	Reg
	Guard #2	2	MD	22	Ch	10	35We	M	Reg
327	Orc Guard #1	1	MD	26	No	5	20We	M	Reg
	Orc Guard #2	2	MD	30	SL	10	30We	M	Reg
359	Use the stats from 278.								



367	Half-orc #1	3	MD	36	RL	25	20We	M	Reg
	Half-orc #2	3	MD	30	RL	10	45We	M	Reg
390	Wolf #1	4	MF	60	SL	20	25Bi	M	Reg
	Wolf #2	3	MF	36	SL	10	25Bi	M	Reg
404	Use the stats from 278.								
406	Orc	1	MD	16	No	5	20We	M	Reg
413	Orc #1	2	MD	22	SL	10	25We	M	Reg
	Orc #2	2	MD	26	SL	5	35We	M	Reg
414	Guard #1	3	MF	38	Ch	30	30We	M	Reg
	Guard #2	2	MD	34	Ch	10	30We	M	Reg
421	Saruman	50	MF	200	RL	120	100We	M	Lge
438	Orc #1	1	MD	30	SL	5	45We	M	Reg
	Orc #2	2	MD	22	SL	25	20We	M	Reg
	Orc #3	3	MD	16	SL	20	40We	M	Reg
440	Orc Guard #1	1	MD	20	No	5	10We	M	Reg
	Orc Guard #2	2	MD	30	SL	10	25We	M	Reg
442	Wraith	7	MD	70	Ch	25	50We	M	Lge
446	Horseman #1	2	MD	38	SL	10	25We	M	Reg
	Horseman #2	2	MD	28	SL	5	35We	M	Reg
	Horseman #3	3	MD	26	SL	5	55We	M	Reg
447	Use the stats from 213.								
464	Half-orc #1	1	MD	30	RL	20	20We	M	Reg
	Half-orc #2	2	MD	36	RL	15	35We	M	Reg
471	Half-orc	2	MD	30	RL	20	20We	M	Reg



## ACTION TABLE

- **Attack:** You must fight your opponent.
- **Run Away:** *Pick a number and add your Running bonus.* If the result is 8 or greater, follow the text instructions or *move on*. Otherwise, you must fight your opponent and you are "surprised" (i.e., he gets to attack first).

### AGAINST "UNAWARE" OPPONENTS:

The following three actions are only allowed if the text indicates that your opponent is "unaware" of you.

- **Sneak Away:** *Pick a number and add your Trickery bonus.* If the result is 8 or greater, *move on*. Otherwise, you must fight your opponent.
- **Sneak Attack:** You must fight your opponent. *Pick a number and add your Trickery bonus.* If the result is 8 or greater, you may sneak up and attack. For your first attack only, you may increase your Melee OB by adding your Trickery bonus to it.
- **Steal & Take:** *Pick a number and add your Trickery bonus.* If the result is 9 or greater, you have "outsmarted" your opponent. Read the text indicated, but you may only take one item described (your opponent is still alive). If the result is 8 or less, you must fight your opponent and you are "surprised" (i.e., he gets to attack first).

### WHEN USING THE ADVANCED SYSTEM:

- 1) Run Away and Sneak Away result in you following the text instructions or *moving on in a random direction*.
- 2) You may attempt to Run Past: follow the same procedure outlined for Run Away except that you must subtract 2 from the number you get and, if you are successful, you may *move on* instead of *moving on in a random direction*.
- 3) You may attempt to Sneak Past: follow the same procedure outlined for Sneak Away except that you must subtract 2 from the number you get and if you are successful, you may *move on* instead of *moving on in a random direction*.

## COMBAT TABLE

Number Picked	Attacker's OB - Defender's DB *									
	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
2	0	0	0	0	0	0	0	0	0	0
3	2	1	1	1	0	0	0	0	0	0
4	4	3	2	2	1	0	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0
6	7	6	5	4	3	2	1	0	0	0
7	8	7	6	5	4	3	2	1	1	0
8	9	8	7	6	5	4	3	2	2	1
9	U	9	8	7	6	5	4	3	2	2
10	U	U	U	8	7	7	6	5	4	3
11	K	K	U	U	U	U	8	7	6	5
12	K	K	K	K	K	K	U	U	U	U

\* — If OB-DB difference is greater than +5, add the excess to the number picked; if the difference is less than -4, treat it as -4.

### Results:

# = A number result indicates the amount of damage taken; if the total damage taken exceeds the combatant's endurance point total, the character is unconscious.

U = Unconscious (knocked out), wounded, and out of action; see text for results.

K = Killed; if this result is achieved against you your quest is over!

# RANDOM NUMBER TABLE

6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6
7	5	6	9	8	5	7	3	6	11	8	9
3	12	7	2	10	8	4	11	7	4	10	6
4	8	5	6	9	7	10	8	9	6	5	7
6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6



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101



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