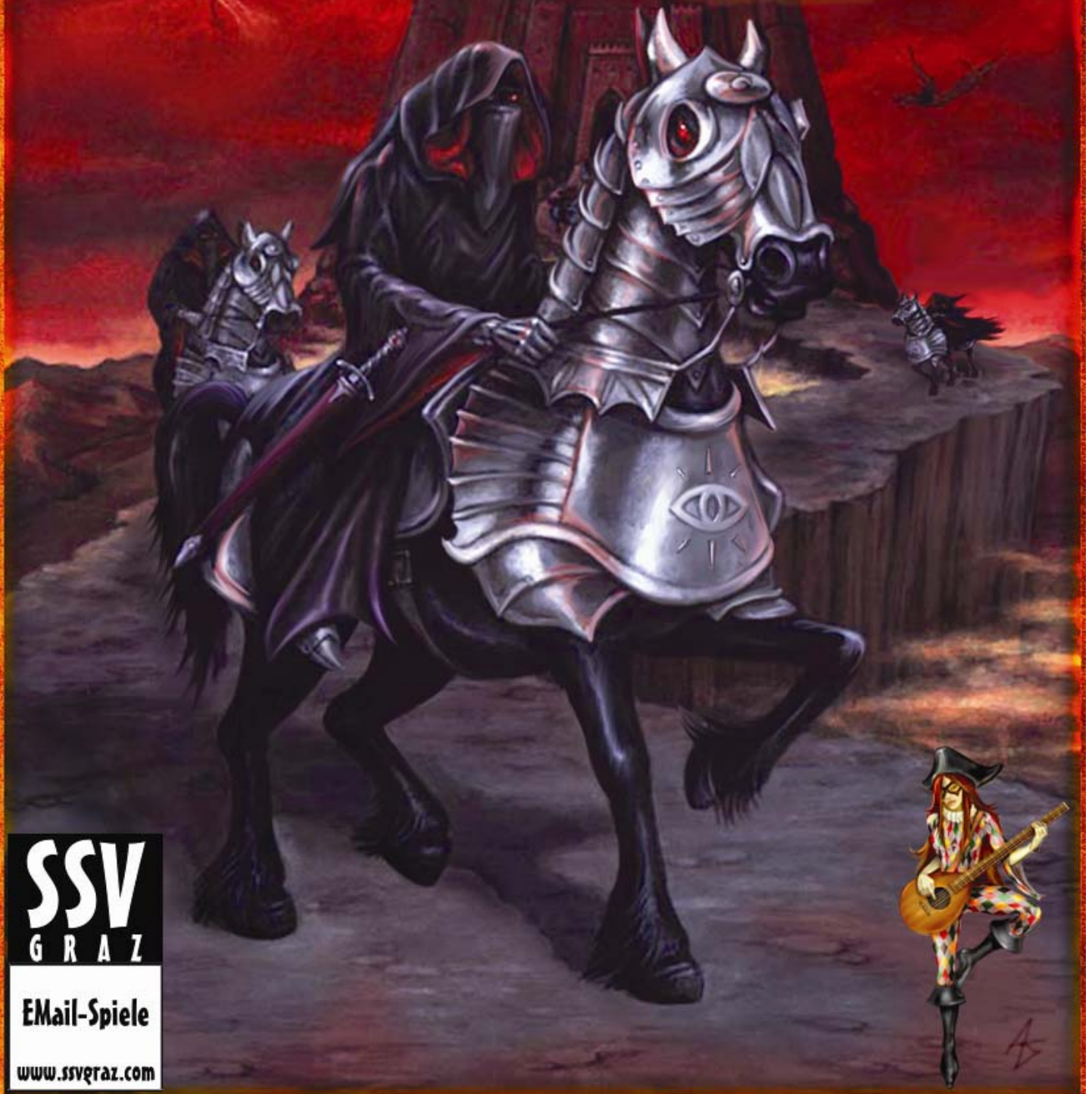


LEGENDS

The One Ring™

A Legends Module based on J. R. R. Tolkien's
The Lord of the Rings™



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The One Ring



A Legends Module based on J. R. R. Tolkien's
Lord of the Rings

Version 2.02

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Based on the works of J.R.R. Tolkien

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Introduction

*“One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them.”*



The Fellowship of the Ring, Book One, II – The Shadow of the Past

The hour is late in the Third Age of Middle-earth. Sauron’s reach grows long, and he seeks to cover the land in a second darkness. From the icy vastness of the White Mountains in the north to the great desert wastes of the far south, from the dread-cloaked forests of Mirkwood to the wide plains of the east, he calls forth his servants to do his will, Man and Goblin, Troll and Orc, the living and the dead. And the fate of the world balances upon the edge of a knife, a riddle in the dark. Yet all is not lost. For there are yet brave men, and free, the Lords of Gondor and the Riders of the Riddermark, who would seek to turn back the gathering tide. In the mountains, Dwarves set aside hammer and pick and their search for gold to take up arms once more, so that battle rages in the deeps even as it sweeps over the lands above. And the Elves, who remember still their bitter struggle against the Ancient Enemy many ages past, rouse themselves from the twilight slumber of their fading years to stand once more against the might of Sauron.

A shadow hangs heavy over Middle-earth. Yet hope still remains, so long as there is found courage in the hearts of those who would be free. Hope, too, so long as the Ring is not yet discovered. And thus the fates of many are tied and bound to its doom.

Welcome

Welcome to *The One Ring*, a new Legends module set in the world of J.R.R. Tolkien’s *The Lord of the Rings*.

This is an exciting module for us to have developed, combining as it does the depth and complexity of the Legends gaming engine with the richness and wonder of Middle-earth, to create a game that, we feel, is truly able to do justice to J.R.R. Tolkien’s vision.

To turn a work of fiction into a game is always a challenging task. But we have remained true to Tolkien, from the placing of towns and cities, to the characters that populate the world and the forces they command. Sometimes we have added new material in order to make the game more balanced, or taken inspiration from ICE’s works (creators of the Middle-earth Role-Playing system), but when we have done so it has always been within the context and style of the world that Tolkien created.

We hope you enjoy playing the game as much as we enjoyed creating it. Welcome to *The One Ring*!

Changes to Legends Rules

In order to properly depict the world of Tolkien's *The Lord of the Rings*, it has been necessary to make changes to the mechanics of the Legends game engine. For the most part, these are changes to the underlying mechanics of the game, and so will not affect the way it is played. However, experienced Legends players may wish to note the following major changes:

Blood-lines

The works of Tolkien are full of magic, but not spells. The kind of magic we now associate with standard fantasy role-playing is more derived from the works of Jack Vance, amongst others, than Tolkien. Further, whilst Tolkien felt that his works were ultimately of a religious nature, this is found not in the depiction of the many gods frequently discovered in fantasy works, but in the underlying belief of many of the characters in an unnamed, and almost universally unacknowledged, force of good, and the implicit intervention of this force at times of great trouble.

To reflect these unique aspects of Tolkien's works, then, we have made the decision to have no Arcanists or religions in the game. Instead, the kind of magic that a character may wield is determined by his Blood-line, and we are using the old Legends category of Priest skill to represent these. For more information on how this will work, please see the Blood-line chapter.

Characters who do not have skill 10 (Priest skill) may gain it from other characters or Sites of Power, awakening their latent power.

Sites of Power and Other Guilds

With no religions, Churches have also been removed from the game. However, instead there do exist places of portent and potential, sites of power which those with the ability to do so might gain advantage from visiting, and which fulfil a similar role to Churches in normal games of Legends.

The Legends game terms 'Knight's Guild' and 'Ranger's Guild' are renamed as 'Hall of Warriors' and 'Border Post'.

Spells

In order to better reflect the subtle magics found in Tolkien's world, we have removed many of the spells usually found in Legends. This not only allows us to remain true to Tolkien's vision, but will create a refreshingly unique Legends experience, wherein players will need to develop new strategies.

Probe Character, Barrier of Nature I & II and Dispel Barrier of Nature all have much higher costs than in other Legends modules, whilst Runepower is cheaper.

Characters without Blood-line can cast combat magic through autocast items.

Items

Just as magic is a subtle thing in Tolkien's world, so too the many items and artefacts work in a less obvious manner than in standard fantasy environments, with a 'magic' item in Middle-earth often synonymous with one that is exceptionally well crafted. To reflect this, then, we have altered the nature and power of items found in Legends, as will be discovered during the course of play.

There are also fewer types of mundane items in the game, with many of these having been replaced with 'improvised' ones. Items in the range of 601-1000 are particularly well wrought and rare, but items 1001+ are famous unique items.

Some herd beasts cannot be trained into warmounts.

Some standard training types are not available.

There are very few non-medium sized suits of armour and shields and it is not expected that players will be able to manufacture non-medium armours. Non-medium races have been given improved stats in compensation.

Healing potions (i401) and (i402) are twice as effective.

A third of well-forged items (i601-i3000) require a Mark of Honour. A third of well-forged items (i601-i3000) require a Mark of Cruelty. These marks are relatively easy to acquire through the module adventures.

Weapons (i18-22), and Lamellar (i153) and Full Chainmail (i156) armour, cannot be made without knowing the production secret.

Names

All character, guild and location names chosen must be appropriate to the world of Middle-earth. In addition, they may not duplicate existing characters and places in the module. If we consider any names chosen to be inappropriate, we will either change them, or ask you to do so.

For help with names, you might wish to visit this website, which contains several name generators for the world of Middle-earth: <http://mepbm.eastwindgames.com/>. (Note that this website is not affiliated with GSIL, and we are not responsible for its contents.)

Removed Elements

- ❖ No monsters have stoning.
- ❖ There are no Legends in the game.
- ❖ Only the One Ring gives invisibility. Many normal Legends spells are rare, including #151 Scry Force. Some will never be found anywhere in the module, and of these, notable inclusions are:
 - #26 Teleport
 - #46 Ego Attack
 - #217 Charm of Movement
 - #243 Powerpoint Teleport
 - #294 Convert Character
 - #299 Lay to Rest

Banned Tactics

- ❖ Free People (f1-4) players may not privately communicate with Dark Servant player s (f5-8), and vice versa. The only public communications should be vitriolic and antagonistic.
- ❖ No character other than a Hobbit may (ever) have thief skill.
- ❖ No-one from factions 1-4 may (ever) have assassin.
- ❖ No Assassins', Thieves' or Magic guilds. (The following guilds may be constructed: Merchant, Border Post, Hall of Warriors, Bard, Inn, Site of Power for Blood-line 1-10, Residence.)
- ❖ No Magic skill.
- ❖ Order S30 Bestow Mark is forbidden.
- ❖ You may not S22 Challenge For Guild Control targetting a guild which was created as part of a set-up and which belongs to a member of your faction. This rule only applies to Factions 1-3 and 5-7.
- ❖ You may not S22 Challenge For Guild Control targetting a guild which is in a force owned by a character of the opposite allegiance.
- ❖ You may only issue order B19 to characters belonging to a position in your faction.
- ❖ You may not attempt to spread disease.
- ❖ Players may not attack Rivendell (f1060), and Dark servants (f5-8) may not enter Rivendell (f1060) unless someone completes special action 2609a, or a character has Found Rivendell (t2615).
- ❖ Players may not attack Caras Galadhon (f1035) and Dark servants (f5-8) may not enter Caras Galadhon (f1035) unless someone completes special action 2609a, or a character has Found Galadhon (t2617).
- ❖ Tom Bombadil (c1210) and Goldberry (c1211) may not be used to attack locations where all the soldiers are protected by fortifications..

Set-up

No position may start in the province of a module city, but all positions may start close to them, including adjacent provinces. Player guilds may not be placed in allies' locations, but the factional module locations have few NPC guilds in the expectation that player-owned guilds will be placed there. Guilds must be placed in locations of the same race. GM discretion will permit aesthetic choices for those races who can't do this.

Turn Sharing

Factions 1,2 and 3 may only share turns with faction 4.

Faction 4 may only share turns with factions 1,2,3 and 4.

Factions 5,6 and 7 may only share turns with faction 8.

Faction 8 may only share turns with factions 5,6,7 and 8.

Other

Some module ruins are unconquerable, with Nature Spirit 'guardians' who prevent their destruction.

NPC forces on the Withered Heath and in Moria may have encounter orders. All other NPC forces will not have encounter orders.

Each faction except 4 and 8 has a selection of characters who can be acquired through adventures. There are some lesser characters and some greater characters. Each position can only get one of each through adventures. Completion of the adventure moves the target into the sponsor's current force.

These same characters can be influenced as normal by the faction, though this may prove harder than through adventures. Other allied factions will also eventually be able to attempt influence. In some cases certain enemy characters and factions will eventually be able to attempt influence.

Well-fashioned swords are more common than axes and bows, though there are a number of each. This is to better reflect the fact that Elves, Orcs and to a lesser extent Dwarves used swords more frequently than the other weapons often associated with them in Tolkien-derived games.

Books and scrolls can be read for pleasure with the S21 order, but do not contain any secret information.

The map contains some areas which are civilised, and some which are a wilderness that is home to dangerous creatures.

Background

History

Note: The following history, and indeed this entire module, assumes at a degree of knowledge of the world of Tolkien's The Lord of the Rings. If you are unfamiliar with this world, we strongly recommend you read The Lord of the Rings, or watch the films of the same name. Details of these books, and others about the world of Middle-earth, can be found in the Further Reading section below.

At the end of the Second Age of Middle-earth, Sauron was thrown down from power. At the beginning of the Third Age, his ring, the One Ring, vanished from all knowledge of Man and Dwarf, Elf and Maia. But Sauron was only defeated, not destroyed. And the One Ring was only lost; and what was lost, can once again be found.

The time of *The One Ring*, in the final years of the Third Age, finds Sauron's servants growing ever more powerful, both within the mountain fortress of Mordor and in the lands beyond. Rumours that the One Ring moves once more on the face of Middle-earth drive him to increasingly desperate attempts to possess it, the Nazgûl scouring the land in ceaseless search. The Free Peoples of Middle-earth, first devastated by the Great Plague and then weakened by war and strife, are scattered, divided. But there is strength still, in the hearts of Man and in the mines of the Dwarves, and the Elves are not yet all gone from the land. And there are yet other nations, independent peoples who have managed to remain apart from the struggle between Sauron and the Free Peoples, who, for good or for ill, will surely play a part in the coming conflict.

Time-line

Any attempt to draw up a complete time-line of events in Middle-earth is doomed to failure, for the task of reducing many volumes of writing into a brief outline is guaranteed to result in events some consider to be of vital importance being missed out. And even here, where we have sought only to provide a background necessary for the understanding of the events of *The One Ring*, the more that we included the more there was that seemed to need to be included, until a point was reached when it became necessary to enforce a limit that may seem almost arbitrary. As such, this time-line is necessarily incomplete. However, we hope that this will at least serve to set the events described in this module in their proper context.

Before the First Age

In the years without time before the first age, Eru creates the Ainur, whose music becomes the lands of Arda.

The Years of the Lamps, the Years of the Trees, and The First Age.

The people of Arda are given shape and form. Elves, Dwarves and Men inhabit Middle-earth.

At the end of the First Age Morgoth, the Ancient Enemy, is overthrown, though his servant Sauron escapes.

The Second Age

| | |
|---------|---|
| 1 | The foundation of the elven Grey Havens in Middle-earth. |
| 32 | The Edain, three of the oldest houses of men, reach the Island of Númenor, west of Middle-earth. |
| c. 500 | Sauron stirs in Middle-earth. |
| 600 | The first Númenórean ships appear off the coasts of Middle-earth. |
| c. 1000 | Sauron takes Mordor for his own. The building of Barad-dûr begins. |
| c. 1200 | Sauron, in disguise, seduces the Elves of Eregion. |
| c. 1500 | The forging of the Rings of Power by the Elves of Eregion begins. |
| c. 1590 | The Rings of Power are finished. |
| c. 1600 | Sauron forges the One Ring, and completes Barad-dûr. |
| c. 1600 | Sauron's true nature is revealed. |
| 1693 | The War between Sauron and the Elves begins. |
| 1699 | Sauron overruns Eregion and Eriador. |
| 1701 | Sauron driven out of Eriador. Middle-earth is divided, with the Westlands enjoying peace, but the rest of the lands under Sauron's darkness, which long endures. |
| c. 1800 | From this time onwards, the Númenóreans begin to establish their presence on the coasts of Middle-earth. |
| 3261 | Ar-Pharazôn, King of Númenor, lands at Umbar to challenge Sauron. |
| 3262 | Sauron is taken as prisoner to Númenor; historians argue as to whether this was truly in defeat, or by his own will in order to corrupt the Númenóreans. |
| 3310 | Sauron succeeds in seducing the Númenórean King, and in corrupting the people of Númenor. |
| 3319 | The destruction of Númenor. Elendil and his sons Isildur and Anárion escape to Middle-earth. As does Sauron, who, finding much of his lands retaken, retreats to the lands around Mordor. |
| 3320 | The foundation of the Númenórean realms in exile, Arnor and Gondor. |
| 3429 | Sauron attacks Gondor, taking Minas Ithil. Isildur escapes, fleeing to Elendil in the North, whilst Anárion defends Minas Arnor and Osgiliath. |
| 3430 | A Last Alliance of Elves and Men is formed |
| 3434 | The host of the Alliance crosses the Misty Mountains, and defeat Sauron in the battle of Dagorlad. Sauron escapes to Mordor, and the siege of Barad-dûr begins. |
| 3440 | Anárion is slain. |
| 3441 | Sauron is overthrown by Elendil and the elven king Gil-galad. Elendil and Gil-galad are slain, Sauron passes away, and the Ringwraiths go into the shadows. Isildur takes the One Ring. |

The Third Age

- 1 A watch is placed on Mordor.
- 2 Isildur, King of Gondor and Arnor, is killed at the Gladden Fields while travelling north. The One Ring vanishes from all knowledge.
- 857 Arnor is divided into three Kingdoms: Arthedain, Cardolan and Rhudaur.
- 1050 Gondor reaches the height of its power. A shadow begins to fall on the Greenwood.
- c.1000 The Istari come to Middle-earth.
- c. 1100 The Istari and Eldar discover that an evil has come to Dol Guldur in the Greenwood. It is thought to be a Nazgûl.
- 1240 The southern lands of Gondor become separated from the royal succession of Gondor, and are governed by Calimehtar, the Captain of the Ships.
- 1248 King Minalcar of Gondor aids Vidugavia of Rhovanion in driving the Easterlings from their lands. An alliance is formed between Gondor and Rhovanion.
- 1264 Valacar son of Minalcar weds Vidumavi daughter of Vidugavia, further cementing alliance between Gondor and Rhovanion. Many southern Gondor nobles are uneasy.
- 1274 Castamir is born to Calmir, the son of Calimehtar, and Eldacar is born to King Valacar.
- c.1300 Evil begins to encroach on the lands. Orcs appear in the Misty Mountains, the Nazgûl are seen abroad, and the Witch-king takes Angmar for his own.
- 1384 Castamir becomes Captain of the Ships.
- 1409 The Witch-king of Angmar invades the three Kingdoms of Arnor. Rhudaur and Cardolan are overwhelmed, and only Arthedain succeeds in turning the Black Tide.
- 1432 – 47 The Kin-strife in Gondor. Led by Castamir of Pelargir, the Sea-lords of the South seize control of the kingdom. King Eldacar flees to Rhovanion.
- 1447 After a ten year exile, Eldacar returns to reclaim the throne of Gondor. His army of Northmen and Gondorian loyalists vanquish Castamir's rebellious forces at the Crossings of Erui. The Rebels flee by sea and seize Umbar, beginning the rule of the Corsairs.
- 1635 – 37 The Great Plague, a series of devastating diseases and pestilences, sweep through Rhovanion, Gondor, and Eriador. Calenardhon is gradually abandoned after this time. The Tower of Orthanc (“Isengard” or “Angrenost”) remains guarded, but its use becomes less frequent.
- 1640 The capital of Gondor is moved from Osgiliath on the Anduin to nearby Minas Anor. Osgiliath, already depopulated by the Plague, continues to decline. The watch on Mordor ceases.
- 1810 Gondor drives the Corsairs from Umbar.
- 1856 – 99 An Easterling confederation, the Wainriders, enters Rhovanion and drives the armies of Gondor westward across the Anduin. Gondor abandons its eastern holdings.
- 1974 The armies of the Witch-king overrun Arthedain
- 1975 Arvedui, the last King of Arthedain drowns in the Ice Bay. Two of the Palantíri those of Annúminas and Amon Sûl) are lost when his ship sinks. An army composed of troops from Gondor and the Eriadoran allies defeats the Witch-king. Angmar falls.
- 1900 – 77 The Éothraim migrate northward, eventually settling in the upper Anduin Valley, becoming the Éothéod.
- 1980 The Witch-king re-enters Mordor and gathers his fellow Ringwraiths. The Balrog of Moria comes forth and kills Durin VI.
- 1981 The Dwarves abandon Khazâd-dûm.
- 1999 Refugees from Khazâd-dûm found a settlement in Erebor (the Lonely Mountain).
- 2000 The Nazgûl besiege the Gondorian mountain city of Minas Ithil.
- c. 2000 – 2200 Dwarves of Durin's Kindred begin settling in the southern part of the Grey Mountains. They avoid contact with the Dragons breeding in the Withered Heath.
- 2002 The Nazgûl take Minas Ithil and secure its Palantír (the Ithil-stone). The place is renamed Minas Morgul. Minas Anor is renamed Minas Tirith (‘Tower of Guard’).

- 2050 The Witch-king slays King Eärnur of Gondor outside Minas Morgul, ending the line of the Kings of Gondor.
Mardil, the first of the Ruling Stewards, begins ruling the South Kingdom.
Orthanc is locked and the keys are taken to Minas Tirith.
- 2063 – 2460 Sauron is in the East.
The Watchful Peace settles upon north-west Endor.
- c. 2460 – 2510 The Balchoth, another wave of the Easterling invaders, assail Gondor and crosses the Anduin at the Undeeps. Much of Gondor's northern territories are ravaged, but the Balchoth fail to crush the Dúnedain. The invaders are finally defeated at Parth Celebrant when they meet a Gondorian army supported (at a crucial moment) by the Éothéod of Eorl. The Éothéod are given the land of Calenardhon, although Gondor retains control of the valley around Orthanc.
The Horse-lords claim Calenardhon as the Riddermark. Others call the area "Rohan".
- 2463 A Stoor Hobbit named Dëagol finds the One Ring in the murky waters of the Gladden Fields. His cousin, Smëagol (Gollum), murders him and takes the Ring.
- 2475 Orcs overrun Osgiliath. The population flees westward. Although liberated, it remains a deserted outpost until the end of the Third Age.
- 2758 – 59 The Long Winter. There is terrible suffering throughout Eriador, Rohan, and certain parts of Rhovanion.
2759 Helm, last of the first line of Kings of the Mark, dies. A second line of Kings begins.
The Dunlendings are driven out of Rohan.
Saruman the White is given access to Orthanc. The White Wizard continues his gradual study of the ways of Darkness.
- 2770 Smaug the Golden, a great winged Dragon, flies southward out of the Withered Heath. He destroys Dale and drives the Dwarves out of Erebor. The Dwarves flee to the Iron Hills. The Men of Dale take refuge to the south, at Esgaroth (Lake-town) upon the Long Lake (Annen).
- 2793 – 99 The Great War between the Dwarves and Orcs take place along the eastern flank of the Misty Mountains.
2845 King Thráin II, King of Durin's Folk, is captured by Sauron and imprisoned in Dol Guldur. The last of the Seven Rings of the Dwarves is lost with him.
- 2885 – 3019 The Haradrim of Umbar and Harad proper launch a continuing series of attacks on Gondor's coasts.
2901 Gondorian citizens begin to abandon Ithilien and move westwards across the Anduin.
- 2911 – 12 The Fell Winter strikes Eriador and Rhovanion. Waters from the melting snows flood the lowlands. Tharbad, the last remnant of old Cardolan, is finally abandoned. Trade between Eriador and Rohan and Gondor, already sporadic, all but disappears.
- 2941 The White Council (composed of the Wizards, Elrond, Galadriel, and the other lords of the Eldar) drives Sauron from Dol Guldur. Smaug is killed while attacking Esgaroth.
Dwarves reoccupy Erebor.
The Battle of Five Armies.
- 2944 The Northmen complete the rebuilding of Dale
- 2951 Sauron, now in Mordor, makes himself known and declares his intentions.
Dol Guldur is reoccupied by the Nazgûl, and the Dark Lord begins to rebuild Barad-dûr.
- 2953 The White Council meets for the last time. Saruman lies about the location of the One Ring.
Orthanc is strengthened and refortified.
- 2954 Mount Doom bursts into flame again. The last inhabitants of Ithilien flee over Anduin.
- 2956 Aragorn meets Gandalf and their friendship begins.
- 2957 – 2980 Aragorn undertakes great journeys and errandries. In disguise he serves both Thengel of Rohan and Ecthelion II of Gondor.
- 2968 Birth of Frodo.
- 2976 Denethor weds Finduilas of Dol Amroth.
- 2977 Bain son of Bard becomes King of Dale.
- 2978 Birth of Boromir, son of Denethor II.
- 2980 Aragorn enters Lórien, and he and Arwen plight their troth.
- 2980 Gollum reaches Mordor, and becomes acquainted with Shelob.
- 2980 Théoden becomes King of Rohan.
- 2983 Birth of Faramir, son of Denethor II.
- 2984 Death of Ecthelion II. Denethor II becomes Steward of Gondor.

| | |
|-------------|---|
| 2988 | Death of Finduilas, wife of Denethor II. |
| 2989 | Balin leaves Erebor and enters Moria. |
| 2991 | Éomer, Éomund's son, born in Rohan. |
| 2994 | Balin perishes in Moria, and the dwarven colony there is destroyed. |
| 2995 | Éowyn, sister of Éomer, born in Rohan. |
| c. 3000 | The shadow of Mordor lengthens. Saruman uses a Palantír and is ensnared by Sauron. Saruman becomes a traitor. |
| 3001 | Bilbo's farewell feast. Gandalf suspects Bilbo's ring to be the One Ring. |
| 3002 | Bilbo arrives at Rivendell. |
| 3004 – 3008 | Gandalf visits Frodo regularly. |
| 3007 | Brand, son of Bain, becomes King in Dale. Death of Gilraen. |
| 3009 | Gandalf and Aragorn renew their hunt for Gollum. Gollum enters Mordor, and is captured by Sauron. Arwen returns to Imladris. |
| 3017 | Gollum is released from Mordor. Gollum is captured by Aragorn, and taken to Thranduil. Gandalf visits Minas Tirith, reads the scroll of Isildur, and discovers the truth of the One Ring. |

Further Reading

There are hundreds of works by and about Tolkien, and thousands of websites. The following, then, are but a sample of these.

Books

Tolkien, J. R. R.; *The Fellowship of the Ring*

Tolkien, J. R. R.; *The Two Towers*

Tolkien, J. R. R.; *The Return of the King*

Tolkien, J. R. R.; *The Hobbit*

Tolkien, J. R. R.; *The Silmarillion*

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Victory

Victory occurs when either of the Special Actions 9001 or 9004 are successfully enacted. These Special Actions can be enacted by email and are checked before the next day's turns process.

Anyone may enact these Special Actions. At this time either the Free People or the Dark Servants are declared victorious, and the faction on the winning side with most Free People Points or Dark Servant Points (as appropriate) is named the winning faction. In the event of a tie, ignore the first points scored by each faction, and if this does not resolve the tie repeat the process ignoring the next points scored by the faction and so on until a winner is determined. In the rare situation where this does not produce a winner, as a final tiebreaker, the winning faction will be the one who scored points last (down to the second).

In addition, either the Champion of Valar from faction 4 (if the Free People are victorious) or the Champion of Melkor from faction 8 (if the Dark Servants are victorious) are considered winners.

Free People Victory

Special Action 9001

Requirements: 6 Victory Points from the below table.

Effects: Total the Free People Points (see next page) scored by each of factions 1, 2 and 3. Whoever has the most wins the game, along with the current Champion of Valar.

| Condition | Victory Points |
|---|----------------|
| For each character with General of the Valar (t2670). | 1 each |
| No character has General of Melkor (t2680). | 2 |
| There must be at least twice as many titled Main (c1-200) characters in factions 1, 2, 3 and 4 combined as titled Main (c1-200) characters in factions 5, 6,7 and 8 combined. | 2 |
| A character has Saviour of the Free (t2606). | 2 |
| The Champion of the Valar (t2652) must be the Hero of the North (t2654). | 1 |

Dark Servant Victory

Special Action 9004

Requirements: 6 Victory Points from the below table.

Effects: Total the Dark Servant Points (see next page) scored by each of factions 5, 6 and 7. Whoever has the most wins the game, along with the current Champion of Melkor.

| Condition | Victory Points |
|--|----------------|
| For each character with General of Melkor (t2680). | 1 each |
| No character has General of the Valar (t2670). | 2 |
| There must be at least twice as many titled Main (c1-200) characters in factions 5,6,7 and 8 combined as titled Main (c1-200) characters in factions 1,2,3 and 4 combined. | 2 |
| The Ring-wielder (s502) has Blood-line 100 and is from factions 5,6,7 or 8. | 2 |
| The Champion of Melkor (t2653) must be the Hero of the North (t2654). | 1 |

For Example

- ❖ If there are 24 Main characters with titles in factions 1, 2, 3 and 4, and there are 12 or less Main characters with titles in factions 5,6,7 and 8, then the Free People gain 2 Victory Points
- ❖ If there are 9 Main characters with titles in factions 5, 6, 7 and 8, and there are 4 or less Main characters with titles in factions 1,2,3 and 4, then the Dark Servants gain 2 Victory Points

Free People Points

If the Free Peoples are victorious, the winning faction is determined according to the faction with the most Free Peoples Points. Note that a title counts regardless of the state of the character who gained it.

Call of Gondor

| Condition | Free People Points |
|---|--------------------|
| For each character with General of the Valar (t2670). | 103 |
| For each character with Hero of the Valar (t2671). | 105 |
| White Tower Defender (t1136) | 107 |
| Helm's Deep Defender (t1146) | 107 |
| Oath-keeper (t1169) | 107 |
| White Tree Planter (t1174) | 107 |

Rhovanion Alliance

| Condition | Free People Points |
|---|--------------------|
| For each character with General of the Valar (t2670). | 103 |
| For each character with Hero of the Valar (t2671). | 105 |
| Lord of Moria (t1245) | 107 |
| Lady of a Faded Age (t1254) | 107 |
| King of Dale (t1269) | 107 |
| Liege of Rhovanion (t1277) | 107 |

The Council of Eriador

| Condition | Free People Points |
|---|--------------------|
| For each character with General of the Valar (t2670). | 103 |
| For each character with Hero of the Valar (t2671). | 105 |
| Aragorn is King of Gondor (t1180) | 107 |
| Lord of a Faded Age (t1325) | 107 |
| Wisest of All (t1339) | 107 |
| No character has Scourer of the Shire (t1562) | 107 |

Free People Victory Titles

Adventures 2670-5 ~ Dark Strongholds Fall

Requirements: Character (c1-200) from factions 1-3. Own one of the forces detailed below. Each adventure can be done once.

Effects: Gain General of the Valar (t2670), 2 Tactics.
 a2670 - Isengard (f1100); a2673 - Minas Morgul (f1160);
 a2671 - Dol Guldur (f1130); a2674 - Black Gate (f1161);
 a2672 - Khazâd-dum (f1132); a2675 - Barad-dûr (f1163).

Adventures 2676-8 ~ Evil Bound

Requirements: Character (c1-200) from factions 1-3. Possess prisoner one of the characters detailed below, not Hero of the Valar (t2671). Each adventure can be done once. Note: the target is not affected by this adventure.

Effects: Gain Hero of the Valar (t2671), 2 Actions.
 a2676 - Saruman (c1100);
 a2677 - Murazor (c1133);
 a2678 - Sauron (c1163).

Dark Servants Points

If the Dark Servants are victorious, the winning faction is determined according to the faction with the most Dark Servants Points. Note that a title counts regardless of the state of the character who gained it.

The White Hand of Isengard

| Condition | Dark Servants Points |
|--|----------------------|
| For each character with General of Melkor (t2680). | 103 |
| For each character with Hero of Melkor (t2681). | 105 |
| Forest Torch (t1541) | 107 |
| Dunnan Firebrand (t1551) | 107 |
| Follower of Istari (t1550) | 107 |
| Scourer of the Shire (t1562) | 107 |

The Shadow Over Mirkwood

| Condition | Dark Servants Points |
|--|----------------------|
| For each character with General of Melkor (t2680). | 103 |
| For each character with Hero of Melkor (t2681). | 105 |
| Ungoliant's Heir (t1623) | 107 |
| Goblin-king (t1666) | 107 |
| Wainrider (t1686) | 107 |
| Master of Mirkwood (t1688) | 107 |

The Agents of Mordor

| Condition | Dark Servants Points |
|--|----------------------|
| For each character with General of Melkor (t2680). | 103 |
| For each character with Hero of Melkor (t2681). | 105 |
| Castamir's Heir (t1731) | 107 |
| Forger of Grend (t1754) | 107 |
| Dark Lieutenant (t1780) | 107 |
| Dark Lord (t1792) | 107 |

Dark Servants Victory Titles

Adventures 2680-5 ~ Free Strongholds Fall

Requirements: Character (c1-200) from factions 5-7. Own one of the forces detailed below. Each adventure can be done once.

Effects: Gain General of Melkor (t2680), 2 Tactics.

a2680 - Minas Tirith (f1001);

a2683 - Caras Galadhon (f1035) (see banned tactics list);

a2681 - Edoras (f1008);

a2684 - Iron Hills (f1036);

a2682 - Esgaroth (f1031);

a2685 - Rivendell (f1060) (see banned tactics list).

Adventures 2686-8 ~ Elvish Rings

Requirements: Character (c1-200) from factions 5-7. Possess one of the Elvish Rings detailed below, not Hero of Melkor (t2681). Each adventure can be done once.

Effects: Gain Hero of Melkor (t2681), 2 Actions.

a2686 - Ninya (i2686);

a2687 - Narya (i2687);

a2688 - Vilya (i2688).

Call of the Free

Every 6 months the Call of the Free combat clash to determines the Champion of the Valar.

Adventure 2650 ~ Call of the Free

Requirements: Character (c1-1000) from Faction 4 in a force containing only the sponsor. The force should be set up for combat. Each position may only do this adventure once each Call of the Free.

Effects: Gain Warrior of the Valar (t2650)

On the date of the clash, all Warriors of Valar who are alone in a force in the Withered Heath participate. The clash is a knock-out, with healing and resurrection after each round of combat.

The winner gains Champion of the Valar (t2652), random, beneficial Mark (not Cruelty or Evil), 1 Action.
Any previous Champion of the Valar loses their title.

All participants gain x PC, where x is the number of entrants in the Call of the Free, and lose Warrior of Valar (t2650).

Call of the Dark

Every 6 months the Call of the Dark combat clash determines the Champion of Melkor.

Adventure 2651 ~ Call of the Dark

Requirements: Character (c1-1000) from Faction 8 in a force containing only the sponsor. The force should be set up for combat. Each position may only do this adventure once each Call of the Dark.

Effects: Gain – Warrior of Melkor (t2651)

On the date of the clash, all Warriors of Melkor (t2651) who are alone in a force in the Withered Heath participate. The clash is a knock-out, with healing and resurrection after each round of combat.

The winner gains Champion of Melkor (t2653), a random, beneficial Mark (not Honour or Good), 1 Action.
Any previous Champion of Melkor loses their title.

All participants Gain y PC, where y is the number of entrants in the Call of the Dark, and loses Warrior of Melkor (t2651).

Call of Reckoning

One month after the above clashes, the Call of Reckoning is held, in the Heart of the Heath (f1210) in the middle of the Withered Heath.

The two participants are the Champion of the Valar (t2652) and the Champion of Melkor (t2653). Each participant should be the only character assigned to a combat slot in the party that they are in. That party should be inside the Heart of the Heath. If either of these rules is broken, that participant cannot contest the clash.

The participant with the highest effective prestige is the attacker. There is no healing or resurrection at the end of this clash, neither are the combatants given any protection before or after the clash. Nothing prevents other players attempting to attack the Champions prior to the clash, and nothing prevents other characters being inside other forces within the Heart of the Heath.

The winner gains Hero of the North (t2654).

Each Champion gains a random, beneficial Mark (not Honour or Cruelty) and 1 action.

Factions

Faction 1: The Call of Gondor

Long have the men of Gondor kept vigilant watch over the lands of Mordor, safeguarding the lands of the north and west against Sauron's malice. And even though the line of Kings has long-since failed there, still, the blood of the Númenóreans runs yet in noble veins, giving them courage and strength enough to stand against the tide of darkness. Still, whilst they do not ask for aid, they need it even so. And the sons of Earl, the Riders of Rohan, would grant such help and gladly, were they able. Yet they too face threat of war, as the Dunlendings, wild Hill-men of the west, are roused to battle by Saruman, with their raids upon the lands and peoples of the Rohirrim growing ever more frequent. So that those who would answer the Call of Gondor are hard-pressed from both east and west, and even from the south as well, as at Sauron's command the desert Haradrim press against Gondor's borders, whilst Corsairs harry Gondorian merchant fleets, even becoming bold enough to strike up-river at Gondor's ports and settlements.

But perhaps hope remains. For rumour reaches the lands of Gondor that the sword long-since broken might yet be renewed, that the line of Kings in the north has not entirely failed, and that, perhaps, the crownless again shall be King. Rumour that brings hope to many, but sows doubt and fear in the minds of some, for so long have the Stewards ruled in the King's name that they might prove unwilling to lightly relinquish that authority should he one day return. And hope is there also, in the thoughts of those grown desperate indeed, in something else long-thought lost. The Great Ring, an heirloom of the North Kingdom, whose presence is felt in riddles and dreams, and which promises power, such power as to restore Gondor to its former might, else leave it utterly destroyed.

Overview

The Call of Gondor consists of the people of Gondor, and those whom they might call allies.

Set-up Positions

- ❖ Gondorian: Overlord, Mercenary, Hero
- ❖ Rohirrim: Overlord, Mercenary, Hero

| MAINS | | | Secondaries | | | |
|-------------|-----------|--------------------------------------|------------------|------------------|--------------------|-----------------------|
| <i>Race</i> | <i>ID</i> | <i>Blood-lines</i> | <i>Fav (-25)</i> | <i>Tol (-50)</i> | <i>Other (-75)</i> | <i>Hated (-999)</i> |
| Gondorian | 201 | Free Peoples (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |
| Rohirrim | 251 | Free People (b1) | | Gondorian | All Others | -202, 228, -212, -218 |

Set-up

- ❖ Gondorian set-ups must be within Gondor: south of the White mountains and West of the Anduin.
- ❖ Rohirrim set-ups must be within Rohan (p51,39 to 67,48).
- ❖ No character may start with thief or assassin.
- ❖ Rohirrim setups may only have 1 Gondor character, which must be female, and be married to one of the Rohirrim characters.

General Adventures

Adventure 1100 ~ Membership of Gondor

Requirements: Character (c1-200) from a Call of Gondor set-up, not Knight of Gondor (t1100). First month only.

Effects: Knight of Gondor (t1100) and join The Call of Gondor (faction 1), Mark of Honour, 3 Mark of Gondor (i1941).

Adventure 1101 ~ Leadership of Gondor

Requirements: Gondorian (r201) and Knight of Gondor (t1100) in Minas Tirith (f1001). Own a force with 10.000 Gondor pop and Prestige 30 Once.

Effects: Gain Steward of Gondor (t1101), Key to Tirith (i1121), Beregond (c1028), Citadel of Gondor (g2511).

Special Action 1101a ~ Soldiers of the Citadel

If you complete adventure 1101, contact the GM to gain control of the troops.

Recruitment Adventures

Adventure 1102-1104 ~ Servants in Calembel

Requirements: Knight of Gondor (t1100), not a Friend of Princes (t1102), in Calembel (f1003). Once.

Effects: Gain Friend of Princes (t1102) and the character:
 a1102 - Hirluin (c1014);
 a1103 - Duinhir (c1016);
 a1104 - Derufin (c1018).

Adventure 1105 ~ Brothers in Calembel

Requirements: Anfalas Prince (t1103) in Calembel (f1003). Once.

Effects: Gain Duilin (c1019)

Adventure 1106 ~ Servants in Pelargir

Requirements: Knight of Gondor (t1100), not Friend of Princes (t1102), in Pelargir (f1004). Once.

Effects: Gain Friend of Princes (t1102) and Dervorin (c1013)

Adventure 1107-1108 ~ Servants in Dol Amroth

Requirements: Knight of Gondor (t1100), not a Friend of Princes (t1102), in Dol Amroth (f1005). Once.

Effects: Gain Friend of Princes (t1102) and the character:
 a1107 - Prince Imrahil (c1015);
 a1108 - Lord Golasgil (c1017).

Adventures 1109 ~ Servant in Minas Tirith

Requirements: Knight of Gondor (t1100), not a Friend of Princes (t1102), in Minas Tirith (f1001). Once.

Effects: Gain Friend of Princes (t1102) and Warden Hurin (c1012).

Adventures 1110 ~ Ioreth the Healer

Requirements: Knight of Gondor (t1100), not a Friend of Heroes (t1111), in Minas Tirith (f1001). 25 Prestige. Once.

Effects: Gain Friend of Heroes (t1111), Ioreth (c1011) and Houses of Healing (g2512).

Adventure 1111 ~ The Return of the King

Requirements: Knight of Gondor (t1100), not a Friend of Heroes (t1111), with the Crown of Gondor (i1110) in Court of the Fountain (g2513) Once. Target Strider (c1071), who is in the province.

Effects: Gain Friend of Heroes (t1111), a Mark of Gondor (i1941), and Strider.
 Strider gains a Mark of Power, King of Gondor (t1180), 1 Action, 5 Tactics and 10 PC.

(see Adventure 1175)

Special Action 1111a ~ Aragorn Revealed

Contact the GM to have Strider (c1071) renamed Aragorn (c1071). The GM will also tidy up force ownership, if Strider owned any forces.

Adventure 1112 ~ Prince of Ithilien

Requirements: Númenórean (b2), Knight of Gondor (t1100), not a Friend of Heroes (t1111), Ranger 45, in Henneth Annun (f1006) with a Prestige of 25. Once.

Effects: Gain Friend of Heroes (t1111), a Mark of Gondor (i1941), Henneth Annun (f1006) and Faramir (c1006).

Special Action 1112a ~ Soldiers of Henneth Annun

If you complete adventure 1112, contact the GM to gain control of the troops.

Adventure 1113 ~ First Son of Denethor (c1001)

Requirements: Númenórean (b2), Knight of Gondor (t1100), not a Friend of Heroes (t1111), Knight 45, in Rivendell (f1060) with a Prestige of 25. Once.

Effects: Gain Friend of Heroes (t1111), a Mark of Gondor (i1941), West Osgiliath (f1002) and Boromir (c1002).

Special Action 1113a ~ Soldiers of Osgiliath

If you complete adventure 1113, contact the GM to gain control of the troops.

Adventure 1114 ~ Lady of the Shield-arm

Requirements: Free People (b1), Knight of Gondor (t1100), not a Friend of Heroes (t1111), Ranger 20, in Edoras (f1008), male with Influence 20. Once.

Effects: Gain Friend of Heroes (t1111), a Mark of Gondor (i1941) and Éowyn (c1010).

Adventure 1115 ~ Third Marshal of Riddermark

Requirements: Free People (b1), Knight of Gondor (t1100), not a Friend of Heroes (t1111), Knight 20, in Edoras (f1108), female with Influence 20. Prestige 20. Once.

Effects: Gain Friend of Heroes (t1111), Helm's Deep (f1007), a Mark of Gondor (i1941) and Éomer (c1007).

Special Action 1115a ~ Soldiers of the Hornburg

If you complete adventure 1115, contact the GM to gain control of the troops.

Adventure 1116 ~ King of the Mark

Requirements: Free People (b1), with a Hill-man prisoner (c1351-5000), Knight of Gondor (t1100), not a Friend of Heroes (t1111), in Edoras (f1008), Prestige 40. Once.

Effects: Gain Friend of Heroes (t1111), Théoden (c1008), Meduseld (g2514), a Mark of Gondor (i1941) and Edoras (f1008).

Special Action 1116a ~ Soldiers of the Mark

If you complete adventure 1116, contact the GM to gain control of the troops.

Adventure 1117 ~ The Lost Heir

Requirements: Free People (b1), Knight of Gondor (t1100), not a Friend of Heroes (t1111), in a province called Gap of Rohan, controlling a popseg of 5000 Rohirrim, Target f1017, Prestige 20. Once.

Effects: Gain Friend of Heroes (t1111) Theodred (c1009), Theodreds Hunting Party (f1017) and a Mark of Gondor (i1941). You will not gain ownership of the troops.

Adventure 1118 ~ Death of a Son

Requirements: Lord of Eryn Arn (t1191) or Denethor's Heir (t2704), with a Horn of Gondor (i1117), any dead. Once.

Effects: Gain a Broken Horn (i1118) and become Laid to Rest. The Horn of Gondor is removed.

Adventure 1119 ~ Denethor's Suicide

Requirements: Knight of Gondor (t1100), with a Broken Horn (i1118), in Minas Tirith (f1001). Target Denethor (c1001) who must also be in Minas Tirith. Once.

Effects: Gain Minas Tirith. Denethor becomes laid to rest.

Special Action 1119a ~ Defenders of the Free

If you complete adventure 1119, contact the GM to gain control of the troops.

Military Adventures

Adventure 1120 ~ Final Stand

Requirements: Steward of Gondor (t1101), in Minas Tirith (f1001), West Osgiliath (f1002), Calembel (f1003), Pelargir (f1004) or Dol Amroth (f1005). 10 Productions must have passed. Target the city. Once.

Effects: The city gains 100 walls, 20 towers, 20 keep, 20 gate, and 400 SEI.

Adventure 1122 ~ Steward of Osgiliath

Requirements: Steward of Gondor (t1101), in West Osgiliath (f1002). Once.

Effects: Gain the Key to Osgiliath (i1122)

Adventure 1123 ~ Steward of Calembel

Requirements: Steward of Gondor (t1101), in Calembel (f1003). Once.

Effects: Gain the Key to Calembel (i1123)

Adventure 1124 ~ Steward of Pelargir

Requirements: Steward of Gondor (t1101), in Pelargir (f1004). Once.

Effects: Gain the Key to Pelargir (i1124)

Adventure 1125 ~ Steward of Dol Amroth

Requirements: Steward of Gondor (t1101), in Dol Amroth (f1005). Once.

Effects: Gain the Key to Dol Amroth (i1125)

Adventure 1126 ~ Marshal of Minas Tirith

Requirements: Not a Marshal of ... title (t1126-1130), not Steward of Gondor (t1101), possess the Key to Minas Tirith (i1121). Once.

Effects: Gain Marshal of Tirith (t1126), 5 PC, 3 Tactics, 3 Militant and learn Citadel Guard (tt1131).

Adventure 1127 ~ Marshal of Osgiliath

Requirements: Not a Marshal of ... title (t1126-1130), not Steward of Gondor (t1101), possess the Key to Osgiliath (i1122). Once.

Effects: Gain Osgiliath Marshal (t1127), 5 PC, 3 Tactics, 3 Militant and learn Osgiliath Lancer (tt1132).

Adventure 1128 ~ Marshal of Calembel

Requirements: Not a Marshal of ... title (t1126-1130), not Steward of Gondor (t1101), possess the Key to Calembel (i1123). Once.

Effects: Gain Marshal of Calembel (t1128), 5 PC, 3 Tactics, 3 Militant and learn Blackroot Archer (tt1133).

Adventure 1129 ~ Marshal of Pelargir

Requirements: Not a Marshal of ... title (t1126-1130), not Steward of Gondor (t1101), possess the Key to Pelargir (i1124). Once.

Effects: Gain Marshal of Pelargir (t1129), 5 PC, 3 Tactics, 3 Militant and learn Mariner of the Falas (tt1134) TT.

Adventure 1130 ~ Marshal of Dol Amroth

Requirements: Not a Marshal of ... title (t1126-1130), not Steward of Gondor (t1101), possess the Key to Dol Amroth (i1125). Once.

Effects: Gain Marshal of Amroth (t1130), 5 PC, 3 Tactics, 3 Militant and learn Swan Knight (tt1135) TT.

Adventure 1131 ~ Duinhir at Pelennor

Requirements: Lord of the Vale (t1196) at the province of Minas Tirith (p75/56). Target f1010. 3 productions passed. Once.

Effects: Gain Defender of the Free (t1120) and control of Duinhir's Host (f1010), which is brought to the province. You will not gain ownership of the troops.

Adventure 1132 ~ Hirluin at Pelennor

Requirements: Lord of Pinnath (t1194) at the province of Minas Tirith (p75/56). Target f1011. 3 productions passed. Once.

Effects: Gain Defender of the Free (t1120) and control of Hirluin's Host (F1011), which is brought to the province. You will not gain ownership of the troops.

Adventure 1133 ~ Imrahil at Pelennor

Requirements: Prince of Amroth (t1195), at the province of Minas Tirith (p75/56). Target f1012. 3 productions passed. Once.

Effects: Gain Defender of the Free (t1120) and control of Imrahil's Host (f1012), which is brought to the province. You will not gain ownership of the troops.

Adventure 1134 ~ Dervorin at Pelennor

Requirements: Prince of Ringlo (t1193) at the province of Minas Tirith (p75/56). Target f1013. 3 productions passed. Once.

Effects: Gain Defender of the Free (t1120) and control of Dervorin's Host (f1013), which is brought to the province. You will not gain ownership of the troops.

Adventure 1135 ~ Golasgil at Pelennor

Requirements: Lord of the Anfalas (t1197) at the province of Minas Tirith (p75/56). Target f1014. 3 productions passed. Once.

Effects: Gain Defender of the Free (t1120) and control of Golasgil's Host (f1014), which is brought to the province. You will not gain ownership of the troops.

Adventure 1136 ~ Minas Tirith Defended

Requirements: Knight of Gondor (t1100) in Minas Tirith (f1001), own Minas Tirith. Minas Tirith has 300 level 5+ walls and 10,000 pop. Once.

Effects: White Tower Defender (t1136) and a Mark of Gondor (i1941).

Adventure 1140 ~ Horse-lord Steed

Requirements: Rohirrim (r251), not Rider of Riddermark (t1140), in Edoras (f1008), ID 1-1000. 99 times.

Effects: Gain Rider of Riddermark (t1140) and a Mearas (i437).

Adventure 1141 ~ Scatha's Horn

Requirements: White Lady (t1190). Once.

Effects: Gain the Gift of Éowyn (i1141) and 1 Prestige.

Adventure 1142 ~ Scatha's Horn

Requirements: Hobbit (r224) Good Blood-line (b1-5) with the Gift of Éowyn (i1141). Once.

Effects: Gain Scatha's Horn (i1142). The Gift of Éowyn is lost.

Adventure 1143 ~ Gondor Supports the Free Company

Requirements: Knight of Gondor (t1100) and possess 1 Gondor Gift (i1421). 8 Times.

Effects: Gain 1 Tactics, 1 Prestige, 1 Company Gift (i1424) and 3000 crowns. The Gondor Gift is consumed.

(See Adventure 1421)

Adventure 1144 ~ Galadriel's Gifts

Requirements: Gondorian (r201), Lórien Gifted (t1253), not Lórien Honoured (t1144), with PC 30. Once.

Effects: Gain 1 Gold Belt (i1143) and Lórien Honoured (t1144).

(See Adventure 1253)

Adventure 1145 ~ Théoden Grateful

Requirements: Théoden (c1008) in Edoras (f1008). Once.

Effects: Gain 1 Horselord's Blessing (i1145)

(see Adventure 1331)

Adventure 1146 ~ Helm's Deep Defender

Requirements: Knight of Gondor (t1100) in Helm's Deep (f1007), own Helm's Deep. Helm's Deep has 350 level 6 walls and 5,000 pop.

Effects: Helm's Deep Defender (t1146) and a Mark of Gondor (i1941).

Adventure 1150 ~ Amon Din

Requirements: Gondorian (r201) or Rohirrim (r251) character (c1-1000) at Amon Dîn (p73,55). 5 times.

Effects: Gain Kindler of Amon Din (t1150).

Adventure 1151 ~ Eilinach

Requirements: Kindler of Amon Din (t1150), at Eilinach (p72,54). 5 times.

Effects: Gain Kindler of Eilinach (t1151).

Adventure 1152 ~ Nardol

Requirements: Kindler of Eilinach (t1151), at Nardol (p70,54). 5 times.

Effects: Gain Kindler of Nardol (t1152).

Adventure 1153 ~ Erelas

Requirements: Kindler of Nardol (t1152), at Erelas (p69,54). 5 times.

Effects: Gain Kindler of Erelas (t1153).

Adventure 1154 ~ Min-Rimmon

Requirements: Kindler of Erelas (t1153), at Min-Rimmon (p68,53). 5 times.

Effects: Gain Kindler of Min-Rimmon (t1154).

Adventure 1155 ~ Calenhad

Requirements: Kindler of Min-Rimmol (t1154), at Calenhad (p67,52). 5 times.

Effects: Gain Kindler of Calenhad (t1155).

Adventure 1156 ~ Halifirien

Requirements: Kindler of Calenhad (t1155), at Halifirien (p66,51). 5 times.

Effects: Gain Halifirien Kindler (t1156).

Adventure 1160 ~ Muster at Harrowdale

Requirements: Kindler of the Halifirien (t1156) at Harrowdale (p54,47). 10 Productions must have passed. Target f1015. Once.

Effects: Gain Dunhere (c1020), the Riders of Riddermark (f1015) which is moved here. You will not gain control of the troops.

Adventure 1161 ~ Horn at Helm's Deep

Requirements: Rohan (r251), in Helm's Deep (f1007), with a Horn of Hornburg (i1160), Tactics 25. 6 months must have passed. 10 Times.

Effects: Learn Helm's Deep Defender (tt1161).

Adventure 1162 ~ Wild Men of the Woods

Requirements: Friend of Heroes (t1111), in the Riders of Riddermark (f1015) at 67/51 target Ghân-buri-Ghân (c1212).

Effects: Summon and gain temporary control of Ghân-buri-Ghân. Once.

Special Action 1162a ~ Ride of the Rohirrim

Requirements: Hill-man (r238) in Riders of Riddermark (f1015) at (p69,52). Once.

Effects: The South-East Barrier of Nature at (p69,52) is removed.

Adventure 1163 ~ Scouts of Ithilien

Requirements: Free People (b1), Gondorian (r201) in Henneth Annun (f1006). 10 Times.

Effects: Learn Ithilien Scout (tt1163) TT.

Adventure 1164 ~ Faramir Defends Osgiliath

Requirements: Lord of Eryn Arnem (t1191) in West Osgiliath (f1002). Once.

Effects: Learn Star-dome Defender (tt1164) TT.

Adventure 1165 ~ Eothraim Gift

Requirements: Third Marshal (t1192) in Edoras (f1008). Once.

Effects: Gain an Eothraim Gift (i1165).

Adventure 1166 ~ Éomer and Lothiriel

Requirements: Princess of Amroth (t1198), with an Eothraim Gift (i1165), in Edoras (f1008). Once.

Effects: Gain 4 Influence, 1 Action, a Queen's Gift (i1166) and Queen of Rohan (t1168).

Adventure 1167 ~ Horselord's Heir

Requirements: Third Marshal (t1192) in Edoras (f1008) with a Queens Gift (i1166). Target Théoden (c1008). Once.

Effects: Gain 2 Prestige, 2 Tactics, 2 Influence, 1 Action, a Mark of Gondor (i1941) and King of Rohan (t1167)

Target Effects: Lose King of the Mark (t2705).

Adventure 1168 ~ Eorl's Oath

Requirements: Knight of Gondor (t1100) Rohirrim (r251) in Riders of Riddermark (f1015) at the province of Minas Tirith (p75,56). Once.

Effects: Oath-keeper (t1169) and a Mark of Gondor (i1941).

Adventure 1170 ~ The Search for the White Tree in Lórien

Requirements: Gondorian (r201) or Rohirrim (r251). Not Seed Questor (t1170). Ranger 20, in Heavy Forest in a province called Lórien. 99 times.

Effects: Gain Seed Questor (t1170), 3 Ranger and 2 PC.

Adventure 1171 ~ The Search for the White Tree in Fangorn

Requirements: Seed Questor (t1170). Not Sapling Searcher (t1171). Ranger 25, in Heavy Forest in a province called Fangorn. 99 times.

Effects: Gain Sapling Searcher (t1171), 2 Ranger and 2 PC.

Adventure 1172 ~ The Search for the White Tree in the Old Forest

Requirements: Sapling Searcher (t1171). Not Shrub Hunter (t1172). Ranger 30, in Heavy Forest in a province called Old Forest. 99 times.

Effects: Gain Shrub Hunter (t1172), 2 Ranger and 1 PC.

Adventure 1173 ~ The Search for the White Tree in the White Mountains

Requirements: Shrub Hunter (t1172), Ranger 35, in a province called Mount Mindolluin. Once.

Effects: Gain a White Tree Shrub (i1173), 2 Ranger and 5 PC.

Adventure 1174 ~ The White Tree

Requirements: Gondorian (r201) or Rohirrim (r251) with a White Tree Shrub (i1173), in Minas Tirith (f1001), Ranger 45. Target f1001. Once.

Effects: Gain White Tree Planter (t1174), a Mark of Destiny, a Mark of Gondor (i1941), 4 Ranger and 4 Prestige. Minas Tirith (f1001) gains 300 SEI
The White Tree Shrub is lost.

Adventure 1175 ~ The White Tree 2

Requirements: White Tree Planter (t1174). Target Court of the Fountain (g2513). Once.

Effects: Minas Tirith (f1001) gains Court of the Fountain (g2513).

Aragorn Adventures

Adventure 1180 ~ The Queen of Gondor

Requirements: King of Gondor (t1180) with the Crown of Gondor (i1110) and Narsil/Anduril (i1380), in Minas Tirith (f1001). Target Arwen (c1072), who is in the province. Once.

Effects: Gain a Mark of Destiny, 5 Tactics, 5 PC, control of Arwen (c1072).

Target Effects: Arwen becomes Queen of Gondor (t1181).

Special Action 1180a ~ Queen's Dowry

The GM will tidy up force ownership if Arwen owned any forces.

Adventure 1181 ~ Crowned Mortal

Requirements: Queen of Gondor (t1181) in Minas Tirith (f1001). Once.

Effects: Gain a Mark of Destiny, 1 action, 5 Blood-line, Mark of Gondor (i1941).

Adventure 1182 ~ Gifts of Thanks

Requirements: King of Gondor (t1180). Four times.

Effects: Gain an Aragorn's Gift (i1182).

(See Adventures 1228 and 1327)

Adventure 1183 ~ The Paths of the Dead

Requirements: King of Gondor (t1180), in the Paths of the Dead (f1208) at (p55,48), PC 50, Ranger 50. Once.

Effects: Gain Oath Ender (t1183), 5 Blood-line, the Crown of Dunharrow (i1184), the Sceptre of Dunharrow (i1185), Mark of Gondor (i1941)

The items cast An Oath Fulfilled (s2010), a one use spell which summons the King of the Dead (c1220) until next production. The King of the Dead has a huge Special Attack and a high Magic Attack.

Adventure 1186 ~ Return to Haven of Umbar

Requirements: Númenórean (b2) character (c1-1000). Own Haven of Umbar (f1164). Once.

Effects: Gain a Mark of Destiny, 1 Action.

Adventure 1187 ~ Ranger of the North

Requirements: King of Gondor (t1180). Three times.

Effects: Gain an Aragorn's Blessings (i1187)

Adventure 1188 ~ Ranger of the North

Requirements: Arnorian (r231) with Aragorn's Blessings (i1187). Not Ranger of the North (t1188).

Effects: Gain 1 Prestige, 3 PC and Ranger of the North (t1188).

Aragorn's Blessing is lost.

Adventure 1189 ~ Chief of the Dunedain

Requirements: King of Gondor (t1180) with the Banner of the North (i1385), at Minas Tirith (f1001). Once.

Effects: Gain Dunedain Chieftan (t1189), Mark of Battle and 1 Action.

(See Adventure 1385)

Faction 2: The Rhovanion Alliance

For close on two hundred years has Mirkwood been a place of evil, the creeping shadow of Dol Guldur darkening what was once a forest fair and green. But even so, light is not entirely extinguished. In the woods of Lórien, Galadriel's will holds back the night, a girdle like unto that of Melian's forging of old, a sanctuary that not even Sauron's hand yet dares violate. Whilst under Mirkwood's eastern eaves the Elves of Thranduil can still be found, their halls delving deep beneath the ground, and offering a fleeting glimpse of the splendour of Nagrothond and Menegroth in a world where such wonders are gone forever.

There are men to be found in Rhovanion too, hardened wood-folk whose ancestry they share with the Riders of Rohan, and likewise their courage and pride, together with the people of Dale and Esgaroth, lake people who need no Númenórean blood to give them strength. Whilst further to the east, the men who tend the fertile fields of Dorwinion will not easily give up their lands to the Easterling tribes who think to overrun it. And some also speak of the Beornings, a small people, whose clan gathers about the Hearth and Hall of Beorn. Now led by Grimbeorn, son of Beorn, it is said that the spirit of the bear resides in his heart as it did in his father's, its skin beneath his skin. And if such is indeed true, then well do the goblins of the mountains have reason to fear him.

Men, yes, and even Dwarves as well, the King under the Mountain emerging with his people to wield axe and hammer once again against the hordes of Sauron. So that despite lingering mistrust between Elf and Dwarf, the alliance forged in the Battle of the Five Armies generations before still holds true, three races standing together. And Sauron will not find them unready.

Overview

This faction is based on the alliance forged at the Battle of the Five armies, the Northmen of Dale; the Woodmen, the Dwarves of the Iron Hills and Erebor and the Wood Elves of Thranduil.

Set-up Positions

- ❖ Dwarf: Mercenary, Adventure Party, Hero
- ❖ Northman: Overlord, Hero
- ❖ Silvan Elf: Mercenary, Adventure Party, Hero

| MAINS | | | Secondaries | | | |
|------------|-----|---|-------------|-----------|-------------|-----------------------|
| Race | ID | Blood-lines | Fav (-25) | Tol (-50) | Other (-75) | Hated (-999) |
| Dwarf | 204 | Khazâd (b4) | | Northmen | All Others | -202, 228, -212, -218 |
| Northman | 211 | Free Peoples (b1) Kala Yarenath (b5) | Silvan Elf | Dwarf | All Others | -202, 228, -212, -218 |
| Silvan Elf | 223 | Quendi (b3) | Northmen | | All Others | -202, 228, -212, -218 |

Set-up

- ❖ Northman positions set up in the plains east of Mirkwood (p81,4 to 108,30), in Grassland terrain.
- ❖ Dwarf positions must set up in the Iron Hills (p101,1 to p119,7) or the mountains west of Lake Rhun (p96,28 to p108,40). Furthermore, they must set up in Mountain type terrain, and in an Underground City.
- ❖ Silvan Elf positions must set up in North Mirkwood (p65,3 to p79,12) in Forest type terrain.
- ❖ No character may start with thief or assassin.

General Adventures

Adventure 1200 ~ Membership of Rhovanion

Requirements: Main character from a Rhovanion Alliance set-up, not a Rhovanion Ally (t1200), first month only.
Effects: Gain Rhovanion Ally (t1200) and join faction 2, Mark of Honour, 3 Mark of Rhovanion (i1942).

Adventure 1201 ~ Elf Leader

Requirements: Rhovanion Ally (t1200). Own a force with 1000 Silvan Elf (r223) pop.
Effects: Gain Elven Ally (t1201).

Adventure 1202 ~ Dwarf Leader

Requirements: Rhovanion Ally (t1200). Own a force with 3000 Dwarven (r204) pop.
Effects: Gain Dwarven Ally (t1202).

Adventure 1203 ~ Rhovanion Leader

Requirements: Rhovanion Ally (t1200). Own a force with 4000 Northmen (r211) pop.
Effects: Gain Northman Ally (t1203).

Adventures 1204 ~ 1206 Erebor Questors

Requirements: Dwarf (r204), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Iron Hills (f1036).
Effects: Gain Rhovanion Friend (t1204) and:
a1204 Gloin (c1038);
a1205 Dwalin (c1039);
a1206 Thorin III (c1040).

Adventures 1207 ~ Wood Elf

Requirements: Silvan Elf (r223), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Caras Galadhon (f1035).
Once.
Effects: Gain Rhovanion Friend (t1204) and Haldir (c1041).

Adventures 1208 ~ Son of Brand

Requirements: Northman (r211), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Dale (f1030). Once.
Effects: Gain Rhovanion Friend (t1204) and Bard II (c1042).

Adventures 1209 ~ Man of Dorwinion

Requirements: Northman (r211), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Dorwinion (f1033). Once.
Effects: Gain Rhovanion Friend (t1204) and Swithwulf (c1045).

Adventure 1210 ~ Legolas

Requirements: Silvan Elf (r223) or Northman (r211), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Rivendell (f1060) with 15 prestige. Once.
Effects: Gain Rhovanion Friend (t1204) and Legolas (c1030).

Adventure 1211 ~ Gimli

Requirements: Dwarf (r204) or Northman (r211), Rhovanion Ally (t1200), not Rhovanion Friend (t1204), in Rivendell (f1060) with 15 prestige. Once.
Effects: Gain Rhovanion Friend (t1204) and Gimli (c1032).

Adventures 1212 ~ Dain

Requirements: Dwarf (r204) with Rhovanion Ally (t1200), Elven Ally (t1201) and Northman Ally (t1203), not Lord of Rhovanion (t1212), possess 300 mithril (i422) and 150,000 crowns (i409) in Iron Hills (f1036). 25 Prestige. Once.

Effects: Gain Lord of Rhovanion (t1212), Dain (c1036), Mark of Rhovanion (i1942) and Iron Hills (f1036). The mithril is not consumed. The crowns are consumed.

Special Action 1212a

If you complete adventure 1212, contact the GM to gain control of the troops.

Adventures 1213 ~ Thranduil

Requirements: Silvan Elf (r223), Bard 25, with Rhovanion Ally (t1200), Dwarven Ally (t1202) and Northmen Ally (t1203), not Lord of Rhovanion (t1212), in Halls of Thranduil (f1037). 30 Prestige. Once.

Effects: Gain Lord of Rhovanion (t1212), Thranduil (c1037), Mark of Rhovanion (i1942) and Halls of Thranduil (f1037).

Special Action 1213a

If you complete adventure 1213, contact the GM to gain control of the troops.

Adventures 1214 ~ King Brand (c1031)

Requirements: Northman (r211), Rhovanion Ally (t1200), Dwarven Ally (t1202) and Elven Ally (t1201). Not Lord of Rhovanion (t1212) in Esgaroth (f1031). Once.

A Dragon (r341-343) or Balrog (r340) or Nameless Thing (r344) or Sea Monster (r308) or Demon (r339) or Stone Giant (r337) captured. Possess the Black Arrow (i1221).

Effects: Gain Lord of Rhovanion (t1212), Esgaroth (f1031), Mark of Rhovanion (i1942) and King Brand (c1031)

Special Action 1214a

If you complete adventure 1214, contact the GM to gain control of the troops.

Adventures 1215 ~ Galadriel (c1034)

Requirements: Rhovanion Ally (t1200). Not Lord of Rhovanion (t1212).

40 prestige. Possess Council Agreement (i1337) in Caras Galadon (f1035). Once.

Effects: Gain Lord of Rhovanion (t1212), Cerin Amroth (f1034), Mark of Rhovanion (i1942) and Galadriel (c1034). Control of the troops is not given.

(See Adventure 1337)

Adventures 1216 ~ Celeborn (c1035)

Requirements: Rhovanion Ally (t1200). Not Lord of Rhovanion (t1212).

25 tactics. Be in Lórien.

Effects: Gain Lord of Rhovanion (t1212) and Celeborn (c1035), Mark of Rhovanion (i1942) and Caras Galadon (f1035). You will not gain control of the troops.

Adventures 1217 ~ Grimbeorn (c1043)

Requirements: Rhovanion Ally (t1200). Not Lord of Rhovanion (t1212).

A captured Goblin (r222) character (c1351-5000). PC 40 in House of Beorn (f1039)

Effects: Gain Lord of Rhovanion (t1212), Grimbeorn (c1043), Mark of Rhovanion (i1942) and House of Beorn (f1039). Note: Control of the Were-bear troops within is not given.

Adventure 1218 ~ King's Butler

Requirements: Rhovanion Ally (t1200). Not Lord of Rhovanion (t1212).

In Thranduil's Palace (f1037). Blood-line 23 and Bard 23.

Effects: Gain Lord of Rhovanion (t1212), Galion (c1044), Mark of Rhovanion (i1942) and Galion's Sabre (i1218).

Adventure 1219 ~ King Under the Mountain.

Requirements: Rhovanion Ally (t1200). Not Lord of Rhovanion (t1212).

Dwarf (r204) with 40 Prestige in Thorin's Tomb (g2521) inside Erebor (f1032). Once.

Effects: Gain King Under Mountain (t1222), the Arkenstone (i1219) and Orcrist (i1220). Also gain Bofur (c1046) and Erebor (f1032).

Special Action 1219a ~ King Under the Mountain

Requirements: If you have completed Adventure 1219, gain control of the troops in Erebor.

Adventure 1220 ~ King Under the Mountain 2

Requirements: King under the Mountain (t1222) inside Erebor (f1032). Once.

Effects: Gain Lord of Rhovanion (t1212) and Bombur (c1049).

Adventure 1221 ~ Black Arrow

Requirements: Northman with Rhovanion Ally (t1200). Bowmaster 20 in the province where Dale once stood (p81/7). Once.

Effects: Gain Bards Black Arrow (i1221).

Adventure 1222 ~ Bane Hunting

Requirements: Northman (r211) with Rhovanion Ally (t1200). Bowmaster 40. Possess the Black Arrow (i1221), a captured Dragon (r341-343) or Balrog (r340) or Nameless Thing (r344) or Sea Monster (r308). 99 times.

Effects: Gain 4 Prestige, 6 PC, 2 Strength, 2 Dexterity, 2 constitution, Mark of Fate.
The Bane is returned to Eru.

Adventure 1223 ~ Bane Hunting

Requirements: Northman (r211) with Rhovanion Ally (t1200). Bowmaster 50. Possess the Black Arrow (i1221), a captured Dragon (r341-343) or Balrog (r340) or Nameless Thing (r344) or Sea Monster (r308). 99 times.

Effects: Gain 4 Prestige, +6 Militant, Mark of Good.
The Bane is returned to Eru.

Adventure 1224 ~ Spider Hunting

Requirements: Rhovanion Ally (t1200) with a captured Giant Spider (r334) in a province called "Mirkwood".

Effects: Gain 2 PC, 2 Prestige. 10 times.
The Spider is returned to Eru.

Adventure 1225 ~ Spider Hunting

Requirements: Rhovanion Ally (t1200) with Spawn of Ungoliant (t1691) captured, in a province called "Mirkwood".

Effects: Gain+2 actions, Mark of Power, 10 Prestige. Once.
Shelob is returned to Eru.

Adventure 1226 ~ Smaug's Bones

Requirements: Northman (r211) with Rhovanion Ally (t1200). In a province called "Long Lake" (p82,8 to p82,9). Strength 20 and Constitution 20. Once.

Effects: Gain the Bones of Smaug (i1226)

Adventure 1227 ~ Rhovanion Supports the Free Company

Requirements: Rhovanion Ally (t1200) and 1 Rhovanion Gift (i1422). 8 times.

Effects: Gain 1 Influence, 1 Prestige, 300 Iron and 1 Company Gift (i1424)
The Rhovanion Gift is consumed.

(See Adventure 1422)

Adventure 1228 ~ Thanks to Rhovanion

Requirements: Rhovanion Ally (t1200) and an Aragorn's Gift (i1182). Not Ally of Gondor (t1327). Twice.
 Effects: Gain 5 Prestige, +1 Action and Ally of Gondor (t1327).
 The Aragorn's Gift is lost.

(See Adventure 1182)

Elven Adventures I**Adventure 1230 ~ Elven Feast**

Requirements: Silvan Elf (r223) with Rhovanion Ally (t1200). Own a force which contains 100 Silvan Elf (r223) pop.
 Target another character. Once.
 Effects: Gain 2 Prestige.
 Target Gains Elvish Bard (t1230)

Adventure 1231 ~ Elven Feast 2

Requirements: Silvan Elf (r223) with Rhovanion Ally (t1200). Own a force which contains 100 Silvan Elf (r223) pop.
 Target another character. Once
 Effects: Gain 2 Prestige.
 Target Gains Elvish Talesmith (t1231)

Adventure 1232 ~ Elven Feast 3

Requirements: Silvan Elf (r223) with Rhovanion Ally (t1200). Own a force which contains 100 Silvan Elf (r223) pop.
 Target another character. Once
 Effects: Gain 2 Prestige.
 Target Gains Elvish Archer (t1232)

Adventure 1233 ~ Songs of Heroes

Requirements: Silvan Elf (r223) with Elvish Bard (t1230) and Bard 20. Not Melismatic (t1233). 25 times.
 Effects: Gain Melismatic (t1233) and a Song of the Earth (i1234).

Adventure 1234 ~ Recital of Heroes

Requirements: Main character with a good blood-line (b1-5) who does not have Hero of the Elves (t1237). Possess a Song of the Earth (i1234). Target a character with Melismatic (t1233)
 Effects: Gain 2PC, Tactics, Influence, Prestige and Hero of the Elves (t1237). Lose the Song of Heroes.
 Target Effects: Gain 2 Bard and lose Melismatic (t1233).

Adventure 1235 ~ Tales of Heroes

Requirements: Silvan Elf (r223) with Elvish Talesmith (t1231) and Rumourmonger 20. Not Dramatic (t1235). 25 times.
 Effects: Gain Dramatic (t1235) and a Lay of Lúthien (i1236).

Adventure 1236 ~ Rede of Heroes

Requirements: Main character with a good blood-line (b1-5) who does not have Hero of the Elves (t1237). Possess a Lay of Lúthien (i1236). Target a character with Dramatic (t1235).
 Effects: Gain 2 Covert, Militant, Blood-line and Hero of the Elves (t1237). Lose the Tales of Heroes.
 Target Effects: Gain 2 Rumourmonger and lose Dramatic (t1235).

Adventure 1237 ~ Trade

Requirements: Silvan Elf (r223), Rhovanion Ally (t1200) with Merchant 15.
 Possess 100 Silver (i419) and 100 Precious Gems (i417). 10 Times.
 Effects: Gain 30,000 crowns and 2 prestige. The Silver and Gems are consumed.

Adventure 1238 ~ Master Archer

Requirements: Silvan Elf (r223) with Elven Archer (t1232) and Bowmaster 20. Not Archery Teacher (t1238). 25 times.
Effects: Gain 1 Bowmaster, 1 Training Bow (i1239) and Archery Teacher (t1238)

Adventure 1239 ~ Student Archer

Requirements: Good blood-line (b1-5), Bowmaster 5. Not Archery Student (t1229). Not Archery Teacher (t1238) a Training Bow (i1239). Target a character.
Effects: Gain 2 Bowmaster and Archery Student (t1229). Lose The Training Bow.
Target Effects: Lose Archery Teacher (t1238).

Dwarven Adventures**Adventure 1240 ~ Thrush of Erebor**

Requirements: Dwarf (r204) with Khazâd (b4) blood-line rating 20 and Ranger 20. Not Raven-friend (t1240). At the Lonely Mountain (p82,6). Three times.
Effects: Gain Raven-friend (t1240).

Adventure 1241 ~ Crows of the North

Requirements: Raven-friend (t1240). Be in a province called "Iron Hills". Once.
Effects: Gain the Horn of the Iron (i1241).

Adventure 1242 ~ Crows of the Misties

Requirements: Raven-friend (t1240). Be in a province called "Misty Mountains". Once.
Effects: Gain the Horn of the Misty (i1242).

Adventure 1243 ~ Crows of the White

Requirements: Raven-friend (t1240). Be in a province called "White Mountains". Once.
Effects: Gain the Horn of the White (i1243).
(The Horns can only be used by a Raven-friend and allows the casting of spells which summon Ravens.)

Adventure 1244 ~ Balin's Demise

Requirements: Rhovanion Ally (t1200) Dwarf (r204) in Chamber of Mazardul (g2522) in Khazâd-dum (f1132). Once.
Effects: Gain Dwarves' Lament (t1244), Mark of Rhovanion (i1942), Mark of Fate, 1 Action, 3 Strength, 3 Dexterity, 3 Constitution, 3 PC, 3 INF, 3 Blood-line.

Adventure 1245 ~ Lord of Moria

Requirements: Rhovanion Ally (t1200) Dwarf (r204) in Khazâd-dum (f1132). Own Khazâd-dum. Balrog (r340) prisoner. Once.
Effects: Lord of Moria (t1245), Mark of Rhovanion (i1942).
The Balrog is returned to Eru.

Elven Adventures II**Adventure 1250 ~ Lórien Crafts**

Requirements: Silvan Elf (r223) Quendi (b3) Blood-line 25 in a province called "Lórien ". Possess 10 Silk (i470). 99 times.
Effects: Gain 1 Elvish Cloak (i1250).
The silk is used.

Adventure 1251 ~ Lórien Crafts

Requirements: Silvan Elf (r223) Quendi (b3) Blood-line 25 in a province called "Lórien ". Possess 10 Silk (i470). 99 times.
Effects: Gain 1 Elvish Rope (i1251)..The silk is used.

Adventure 1252 ~ Lórien Crafts

Requirements: Silvan Elf (r223) Quendi (b3) Blood-line 25 in a province called "Lórien ". Possess 50 Meldorian (i429). 99 times.
 Effects: Gain 1 Swan-boat (i398).
 The Meldorian is used.

Adventure 1253 ~ Galadriel's Gifts

Requirements: Lady of Lórien (t1294) in Lórien. Target a character. Eight Times.
 Effects: Gain 1 Blood-line.
 Target gains Lórien Gifted (t1253).

(See adventures 1144, 1350, 1351, 1352.)

Special Action 1254 ~ This Faded Age

Requirements: Rhovanion Ally (t1200) Silvan Elf (r223) in the province of Caras Galadhon (p61,26). Own Caras Galadhon. The faction must contain 6 characters with Passed West (t2645).
 Effects: Gain Lady of a Faded Age (t1254).

Racial Hatred Adventures**Adventure 1260 ~ Gimli in Lórien**

Requirements: Son of Gloin (t1292) in Lórien
 Effects: Gain Flora Awed (t1260).

Adventure 1261 ~ Legolas in Aglarond

Requirements: Greenleaf (t1290) in Aglarond (f1009).
 Effects: Gain Mineral Awed (t1261).

Adventure 1262 ~ Keeping the Score

Requirements: Son of Gloin (t1292) with Flora Awed (t1260). an Orc (r202), Goblin (r222), Half-orc (r212), Uruk-hai prisoner (c1351-5000). 42 Times.
 Effects: Gain 1 Dwarven Tally (i1262) and +1PC. The prisoner is lost.

Adventure 1263 ~ Keeping the Score

Requirements: Greenleaf (t1290) with Mineral Awed (t1261). an Orc (r202), Goblin (r222), Half-orc (r212), Uruk-hai prisoner (c1351-5000). 41 Times.
 Effects: Gain 1 Elven Tally (i1263) and +1 PC. The prisoner is lost.

SA 1264 ~ Elves find peace

Requirements: Elven Ally (t1201) with 20 Dwarven Tallies (i1262) in the same province as up to 3 target Dwarf (r204) secondary (c201-1000) characters. Once.
 Effects: Silvan Elf (r223) diplomacy modifiers towards Dwarves change from (-99) to (-25).
 Target Effects: Gain 1 action.

SA 1265 ~ Dwarves find peace

Requirements: Dwarven Ally (t1202) with 20 Elven Tallies (i1263) in the same province as up to 3 target Silvan Elf (r223) secondary (c201-1000) characters. Once.
 Effects: Dwarf (r204) diplomacy modifiers towards Silvan Elf (r223) change from (-99) to (-25).
 Target Effects: Gain 1 action.

Adventure 1266 ~ Elves rebuild Dale

Requirements: Silvan Elf (r223) Elven Ally (t1201) in (p81,7) with 300 Meldorian (i429) and 200 Silver (i419). Once.
Effects: Gain 100 Dale Scaffolds (i1266).

Adventure 1267 ~ Dwarves rebuild Dale

Requirements: Dwarf (r204) Dwarven Ally (t1202). Be in (p81,7) with 200 Precious Stone (i420) and 200 Gold (i418). Once.
Effects: Gain 100 Dale Scaffolds (i1266).

Adventure 1268 ~ Northmen rebuild Dale

Requirements: Northman (r211) Northmen Ally (t1203). Be in (p81,7) with 1000 Yew (i421) and 300 Cinderoak (i428). Once.
Effects: Gain 100 Dale Scaffolds (i1266).

Adventure 1269 ~ Dale Reborn

Requirements: Northman (r211) Northmen Ally (t1203) with 300 Dale Scaffold (i1266), 25,000 Soft Materials (i411), 25,000 By-Products (i412), 3,000 Stone (i414), 3,000 Lumber (i413) in (p81,7). Target Dale (f1030). Once.
Effects: Gain King of Dale (t1269), 3 Mark of Rhovanion (i1942) and Dale, which is built in (p81,7).
Note: Dale has no troops.

Adventure 1271 ~ Purging Mirkwood

Requirements: Silvan Elf (r223) of Blood-line 70 in Mirkwood. Own Dol Guldur (f1130). Once.
Effects: Gain Mark of Good and 1 Heart of Greenwood (i1271) which allows the casting of spells which reduce Winternight in Forest and Heavy Forest.

Adventure 1272 ~ Galadriel's Gifts

Requirements: Silvan Elf (r223) with PC 40 in Lórien. Not Lórien Honoured (t1272). Once.
Effects: Gain Bow of Galadhrim (i1274) and Arrows of Galadhrim (i1275) and Lórien Honoured (t1272).

Adventure 1273 ~ Galadriel's Gifts

Requirements: Dwarf (r204) with PC 30 in Lórien. Not Lórien Honoured (t1272). Once.
Effects: Gain 3 Strands of Hair (i1273) and Lórien Honoured (t1272).

Adventure 1274 ~ Elven Prestige

Requirements: Silvan Elf (r223) Elven Ally (t1201), Prestige 60. Once.
Effects: Gain Lay of Five Armies (i1276).

Adventure 1275 ~ Dwarven Prestige

Requirements: Dwarf (r204) Dwarven Ally (t1202), Prestige 60. Once.
Effects: Gain Lay of Five Armies (i1276).

Adventure 1276 ~ Northman Prestige

Requirements: Northman (r211) Northman Ally (t1203), Prestige 60. Once.
Effects: Gain Lay of Five Armies (i1276).

Adventure 1277 ~ Old Hatreds Forgiven.

Requirements: Rhovanion Ally (t1200). 3 Lay of Five Armies (i1276).
Effects: Gain Liege of Rhovanion (t1277), 3 Mark of Rhovanion (i1942).

Faction 3: The Council of Eriador

Centuries have passed since the might of the realm of Arnor was broken, a nation once like in power and wealth to Gondor itself, but brought to ruin by the Witch-king, Lord of the Nazgûl. So that its cities now lie in ruins, its people are scattered like seeds upon the wind, and its glory is long forgotten. But even so, the line of its kings is unbroken, its nobility yet remaining, though few now live who know them as anything other than rangers, hard men who stalk the wilds, guarding those who do not even know that they are protected. And the sword that was broken might still be reforged, the banner of the Kings of Arnor raised aloft once more.

Then, too, there are Elves still upon the western shores, whose gaze lingers ever on the Westering seas, but who are not blind to the darkness that spreads across the land from the east. Elves, also, in Imladris, the House of Elrond garbed now in autumnal splendour, its summer passed forever, but its people possessed of wisdom unsurpassed even by the Istari themselves. And, of course, here is found also the Shire, so precious to the Grey Wanderer, its folk peaceable by nature and inclination, yet when tested by hardship found to be true of heart and sturdy, courageous and true. To them, perhaps, even the most ancient of those who walk the world, the Ents, might listen, and be roused to anger. And to them only dare the very wise entrust the One Ring. So that truly it is said that even the acts of the very small might come to shape the world.

Overview

This faction is based on Elrond and Gandalf's attempts to gather support against Sauron.

Set-up Positions:

- ❖ High Elf: Hero
- ❖ Hobbit: Mercenary, Adventure Party, Hero
- ❖ Arnorian: Mercenary, Adventure Party

| MAINS | | | Secondaries | | | |
|----------|-----|-------------------------------------|-------------|-----------|-------------|-----------------------|
| Race | ID | Blood-lines | Fav (-25) | Tol (-50) | Other (-75) | Hated (-999) |
| High Elf | 203 | Quendi (b3) | | | All Others | -202, 228, -212, -218 |
| Hobbit | 224 | Free People (b1) | | | All Others | -202, 228, -212, -218 |
| Arnorian | 231 | Free People (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |

Set-up

- ❖ Mercenary Men of Arnor must set up around *Bree* 28,8 to 39,19. Mercenary Hobbits must set up in a province called "The Shire", 18,11 to 25,16, with an Underground City.
- ❖ Adventurer Party and Heroes must start West of the Misty Mountains, north of line 20.
- ❖ No character may start with assassin. Only Hobbits may start with thief. No more than 2 thieves per position.
- ❖ Hobbits may not purchase constitution.

General Adventures

Adventure 1300 ~ Membership of Eriador

Requirements: Main (c1-200) from a Council of Eriador set-up. Once per position, first month only.

Effects: Gain Councillor (t1300) and entry into faction 3, Mark of Honour, 3 Mark of Eriador (i1943).

Adventure 1301 ~ Leadership of Eriador

Requirements: High Elf (r203), Main (c1-200) with Councillor (t1300) in Rivendell (f1060). Once.

Effects: Gain Mark of Destiny, Mark of Eriador (i1943) and Council Leader (t1301).

Adventure 1302 ~ Frodo Baggins

Requirements: Councillor (t1300). Not Council's Servant (t1302).

In Hobbiton (f1063) with Book of Westmarch (i1306). Once.

Effects: Gain Frodo Baggins (c1066), Bag End (g2537), Council's Servant (t1302), Land Title Deeds (i1303), Bilbo's Ring (i1304).

Adventure 1303-04 ~ Hobbit Friends

Requirements: Hobbit (r224) or Arnorian (r231) with Councillor (t1300). Not Council's Servant (t1302). In a province called "The Shire". Once.

Effects: Gain Council's Servant (t1302) and
1303 Meriadoc Brandybuck (c1067); 1304 Peregrine Took (c1068).

Adventure 1305 ~ Samwise Gamgee

Requirements: Hobbit (r224) or Arnorian (r231) with Councillor (t1300). Not Council's Servant (t1302). Be in Hobbiton (f1063). Once.

Effects: Gain Samwise Gamgee (c1069) and Council's Servant (t1302).

Adventure 1306 ~ Bilbo Baggins

Requirements: Hobbit (r224), Arnorian (r231) or High Elf (r203). Councillor (t1300). Not Council's Servant (t1302). Be in Rivendell (f1060). Once.

Effects: Gain Bilbo Baggins (c1070), and Book of Westmarch (i1306) and Council's Servant (t1302).

(See Adventure 2600)

Adventure 1307 ~ Strider

Requirements: Arnorian (r231) Númenórean Blood-line (b2) with Councillor (t1300). Not Council's Servant (t1302). In Bree (f1065). Once.

Effects: Gain Strider (c1071) and Council's Servant (t1302).

Adventure 1308 ~ Arwen

Requirements: High Elf (r203) with Councillor (t1300). Not Council's Servant (t1302). In Rivendell (f1060). Once.

Effects: Gain Council's Servant (t1302) and Arwen Evenstar (c1072).

Adventure 1309 ~ Galdor

Requirements: High Elf (r203) with Councillor (t1300). Not Council's Servant (t1302). In the Grey Havens (f1061). Once.

Effects: Gain Council's Servant (t1302), Galdor (c1073), 5 Swan-ships (i396).

Note: the ships go into the sponsor's possessions.

Adventure 1310 ~ Elrond

Requirements: Good Blood-line (b1-5) Blood-line 40 with Councillor (t1300). Not Council Member (t1310). In Rivendell (f1060). 25 Prestige. Once.

Effects: Gain Council Member (t1310), Elrond Half-elven (c1060), House of Elrond (g2532), Mark of Eriador (i1943) and Rivendell (f1060).

Note: You will not gain control of the troops.

Adventure 1311 ~ Gandalf

Requirements: Councillor (t1300). Not Council Member (t1310). In Minas Tirith (f1001). 50 Prestige. Once.

Effects: Gain Council Member (t1310), Mark of Eriador (i1943) and Gandalf (c1075).

Adventure 1312 ~ Glorfindel

Requirements: High Elf (r203) with Councillor (t1300). Not Council Member (t1310). In Rivendell (f1060) with a captured Balrog (r340) or Dragon (r341-343) or Nameless Thing (r344) or Sea Monster (r308) or Demon (r339) or Stone Giant (r337). Once.

Effects: Gain Council Member (t1310), Hall of Fire (g2533), Mark of Eriador (i1943) and Glorfindel (c1074).

Note: Ownership of the soldiers is not given.

Adventure 1313 ~ Círdan

Requirements: Councillor (t1300). Not Council Member (t1310). Possess 1000 Ship units (i415). In the Grey Havens (f1061) 25 Prestige. Once.

Effects: Gain Council Member (t1310), Grey Havens (f1061), Shipyard of Mithlond (g2576), Mark of Eriador (i1943) and Círdan (c1061).

The ship units are not destroyed.

Note: Ownership of the soldiers is not given.

Adventures 1314-1315 ~ Elladan and Elrohir

Requirements: Arnorian (r231) or High Elf (r203). Orc (r202), Goblin (r222), Half-orc (r212) or Uruk-hai (r232) (c1351-5000) as a prisoner. Councillor (t1300). Not Council Member (t1310). In Rivendell (f1060). PC 40. Once.

Effects: Gain Council Member (t1310), Mark of Eriador (i1943) and:

1314 Elladan (c1076); 1315 Elrohir (c1077)

The prisoner is returned to Eru.

Adventure 1316 ~ Almost Hasty

Requirements: Hobbit (r224) with Councillor (t1300). Not Council Member (t1310). In an Even Month. In the Derndingle (f1067). Once. Must target guild 2546 or the adventure will fail.

Effects: Summons Entmoot (g2546) to the Derndingle (f1067).

Gain Council Member (t1310) and Quickbeam (c1079).

Adventure 1317 ~ Hobbits not Orcs

Requirements: Ent (r316) with Roused (s515). In an Odd Month. In Entmoot (g2546) Target a Hobbit (r224).

Target Effects: Gain Half Grown (t1316).

Note that Entmoot (g2546) is impossible to visit until adventure 1316 is completed.

Adventure 1318 ~ Hasty Hobbits

Requirements: Hobbit (r224) with Half Grown (t1316) and Councillor (t1300). Not Council Member (t1310). In Entmoot (g2546). Influence 20. Once.

Effects: Gain Council Member (t1310), Derndingle (f1067), Mark of Eriador (i1943) and Treebeard (c1078).

Note that Entmoot (g2546) is impossible to visit until adventure 1316 is completed.

Adventure 1321 ~ Galdor in Rivendell

Requirements: Messenger of Círdan (t1393) in Rivendell (f1060). Once.

Effects: Gain 1 Action.

Adventure 1322 ~ Bilbo's Gifts

Requirements: Ring-finder (t1398) in Hobbiton (f1063). Target a Hobbit (r224). Once.

Effects: Gain 8 Rumourmonger.

Target Effects: Bilbo's Heir (t1322).

Adventure 1323 ~ Bilbo's Heir

Requirements: Hobbit (r224) in Rivendell (f1060) with Bilbo's Heir (t1322). Not Ring-finder (t1398). Once.

Effects: Gain Sting (i1321), Mark of Eriador (i1943) and Prince Mithril Shirt (i672).

Adventure 1324 ~ Mount of the Noldo

Requirements: Lord of Rivendell (t1394) in Rivendell (f1060) with Blood-line 55. Once.

Effects: Gain 4 Influence and Asfaloth (m1324)

Special Action 1325 ~ This Faded Age

Requirements: Councillor (t1300) High Elf (r203) in the province of Rivendell (p53,12)). Own Rivendell. The faction must contain 6 characters with Passed West (t2645).

Effects: Gain Lord of a Faded Age (t1325).

Adventure 1326 ~ The Council Supports the Free Company

Requirements: Councillor (t1300) and 1 Eriador Gift (i1423). 8 times.

Effects: Gain 1 blood-line, 1 Prestige, 1 covert, 1 militant and 1 Company Gift (i1424)

The Eriador Gift is consumed.

(See Adventure 1423)

Adventure 1327 ~ Thanks to the Council

Requirements: Councillor (t1300) and Aragorn's Gift (i1182). Not Ally of Gondor (t1327). Twice.

Effects: Gain 5 Prestige, 1 Action and Ally of Gondor (t1327)

The Aragorn's Gift is lost.

(See Adventure 1182)

Gandalf Adventures

Adventure 1330 ~ Shadowfax

Requirements: Mark of Honour, Blood-line 70 with a Horselord's Blessing (i1145). Be in Edoras (f1008). Possess a Mearas (i437). Once.

Effects: Gain Mearastamer Edoras (t1331)

(See adventure 1145 and 1140)

Adventure 1331 ~ Chief of the Mearas

Requirements: Mearastamer Edoras (t1331). Be in a province called "Fangorn". Possess a Mearas (i437). Once.

Effects: Gain Mearastamer Fangorn (t1332).

Lose Mearastamer Edoras (t1331).

Adventure 1332 ~ Grey-hair

Requirements: Mearastamer Fangorn (t1332). Be in a province called "Mirkwood". Possess a Mearas (i437). Once.

Effects: Gain Mearastamer Mirkwood (t1333).

Lose Mearastamer Fangorn (t1332).

Adventure 1333 ~ Maiar-tamed

Requirements: Mearastamer Mirkwood (t1333). Be in Edoras (f1008). Possess a Mearas (i437).. Once.
 Effects: Gain Shadowfax (i1340) and Stormcrow (t1335).
 Lose Mearastamer Mirkwood (t1333) and the Mearas (i437).

Adventure 1334 ~ Gandalf Rallies at Minas Tirith

Requirements: Grey Pilgrim (t1395) in Minas Tirith (f1001). 6 Productions must have passed. Target Minas Tirith. 5 times.
 Effects: Gain 1 Blood-line.
 Target Effects: Gain 150 SEI.

Adventure 1335 ~ Gandalf Fortifies at Minas Tirith

Requirements: Grey Pilgrim (t1395) in Minas Tirith (f1001). 6 Productions must have passed. 5 times.
 Target Minas Tirith (f1001)
 Effects: Gain 1 Blood-line.
 Target Effects: Gains 20 Walls, 4 towers, 4 gatehouse, 4 keep.

Adventure 1336 ~ Gandalf in The Shire

Requirements: Grey Pilgrim (t1395) in a province called “The Shire”. Possess 10 Pipe-weed (i471). Once.
 Effects: Gain Pipe-weed smoker (t1336) which gives influence over Hobbits (r224).

Adventure 1337 ~ The White Council

Requirements: Grey Pilgrim (t1395) in Caras Galadhon (f1035). Once.
 Effects: Gain 1 Council Agreement. (i1337)

(See adventure 1215)

Adventure 1338 ~ The Wise

Requirements: Númenórean (b2), Quendi (b3), Kala Yarenath (b5) or Istari (b6) Blood-line 80 with Shadowfax (i1340) in possessions. Once.
 Effects: Gain Knowing of Kelvar (i1338).

Adventure 1339 ~ Eru’s Blessing

Requirements: Councillor (t1300) with Knowing of Kelvar (i1338). Once.
 Effects: Gain Wisest of All (t1339), Mark of Eriador (i1943).

Hobbit Adventures

Adventure 1341 ~ Shirriff

Requirements: Hobbit (r224) of good blood-line (b1-5) in a province called “The Shire”. PC 25. Not Shirriff (t1341). 8 times.
 Effects: Gain Shirriff (t1341) and +5 PC, +5 Tactics.

Adventure 1342 ~ The Horn Call of Buckland

Requirements: Shirriff (t1341). Be in a province called “The Shire”. Possess the Horn of Buckland (i1342). Once.
 Effects: Gain 15 Bounder Decrees (i1345).
 The Horn of Buckland allows Summon Bounders (s2016), which requires item 1345.

Adventure 1343 ~ Crickhollow Residence

Requirements: Hobbit (r224) of good blood-line (b1-5) inside your residence in Crickhollow (f1064), rating 20. Not Crickhollow Hobbit (t1343). 8 times.

Effects: Gain 5 Merchant, 10 Admin, 5 Prestige, 5 Influence, Crickhollow Hobbit (t1343)
Lose 1 Constitution.

Adventure 1344 ~ Shire-thain

Requirements: Hobbit (r224) with Councillor (t1300). 20 Prestige. Target a Hobbit (r224) (may be self). Once.

Target Effects: Gains Thain (t1344) which gives Influence over Hobbits and Mark of Eriador (i1943).

Adventure 1345 ~ Thain's Rule

Requirements: Hobbit (r224) in a province called "The Shire" with Thain (t1344). Once.

Effects: Gain 5 Prestige, Rumourmonger, Admin.

Adventure 1346 ~ Fertile Shire

Requirements: Hobbit (r224) with Councillor (t1300). Own 3000 Hobbit (r224) pop. Not 'Farmer' (t1346). 5 times.

Target a location owned by the sponsor, which the sponsor is in, in a province called 'The Shire'.

Effects: Gain 'Farmer' (t1346).

Target Effects: Location gains 300 SEI.

Adventure 1347 ~ Shire Goods 1

Requirements: Hobbit (r224) of good blood-line (b1-5) with Admin 20 in a province called "The Shire". 200 times

Effects: Gain 10 Sacks of Pipeweed (i471).

Adventure 1348 ~ Shire Goods 2

Requirements: Hobbit (r224) of good blood-line (b1-5) with Admin 20 in a province called "The Shire". 200 times

Effects: Gain 10 Bushels of Wheat (i472).

Adventure 1349 ~ Shire Goods 3

Requirements: Hobbit (r224) of good blood-line (b1-5) with Admin 20 in a province called "The Shire". 200 times

Effects: Gain 10 Boxes of Strawberries (i473).

Adventure 1350 ~ Galadriel's Gifts

Requirements: Hobbit (r224) in Lórien with Lórien Gifted (t1253). Not Lórien Honoured (t1272). Once.

Effects: Gain Earendil's Starglass (i1350) and Lórien Honoured (t1272).

Adventure 1351 ~ Galadriel's Gifts

Requirements: Hobbit (r224) in Lórien with Lórien Gifted (t1253). Not Lórien Honoured (t1272). Once.

Effects: Gain Orchard Earth (i1351) and Lórien Honoured (t1272).

Adventure 1352 ~ Galadriel's Gifts

Requirements: Hobbit (r224) in Lórien with Lórien Gifted (t1253). Not Lórien Honoured (t1272). Twice.

Effects: Gain Silver Flower Belt (i1352) and Lórien Honoured (t1272).

(See adventure 1253)

Adventure 1353 ~ Loyal Servant

Requirements: Faithful Servant (t1399) with Land Title Deeds (i1303). Once.

Effects: Gain Mark of Good, Mark of Eriador (i1943), 1 action.

Special Action 1354 ~ Sam the Hero

Requirements: Faithful Servant (t1399) in the same province as Frodo. Once.

Effects: GM takes actions to allow Frodo to escape from any situation that denies him freedom of activity, including but not limited to: resurrection, curing, escape from capture, or other forms of forced impotence such as immobility.

Adventure 1355 ~ Tom Bombadil

Requirements: Hobbit (r224) of good blood-line (b1-5) not undead status in the House of Tom Bombadil (g2547) in Withywindle Banks (f1066) in the Old Forest. Target Tom Bombadil (c1210). 99 times.

Effects: Summon and gain temporary control of Tom Bombadil. Note: See banned tactics for Tom.

Adventure 1356 ~ Goldberry

Requirements: Hobbit (r224) of good blood-line (b1-5) not undead status in the House of Tom Bombadil (g2547) in Withywindle Banks (f1066) in the Old Forest. Target Goldberry (c1211). 99 times.

Effects: Summon and gain temporary control of Goldberry. Note: See banned tactics for Goldberry.

Adventure 1360 ~ Ent-draught

Requirements: Hobbit (r224) in a province called "Fangorn" with a good blood-line (b1-5). Twenty times.

Effects: Gain 1Ent Draught (i1360).

Adventure 1361 ~ Ent-draught

Requirements: Ent (r316) with Roused (s515). 200 times.

Effects: Gain 1Ent Draught (i1360).

Adventure 1362 ~ Huorns

Requirements: Ent (r316) with Treeish (s518). Possess 1 Ent-draught (i1360). 200 times.

Effects: Gain Huorn (s517).Lose Treeish and the Ent-draught.

Adventure 1363 ~ Slightly Treeish

Requirements: Ent (r316) Huorn (s517). Possess one Ent-draught (i1360). 200 times.

Effects: Gain Slightly Treeish (s516).

Lose Huorn and the Ent-draught.

Adventure 1364 ~ Roused

Requirements: Ent (r316) with Slightly Treeish (s516). 200 times.

Effects: Gain Roused (s515).Lose Slightly Treeish.

Adventure 1366 ~ Roused

Requirements: Ent with Treeish (s518) in Barren terrain in a province called "Fangorn". 200 times.

Effects: Gain Roused (s515) Lose Treeish.

Special Action 1366a ~ To Isengard

Requirements: Alive, Roused (s515) Ent (r316) in a province called "Fangorn".

Be overall commander of a force with at least three Roused Ent slot commanders.

Effects: Gain title "To Isengard" (t1366).

Special Action 1367a ~ Hewing Isengard

Requirements: Alive, Roused (s515) Ent (r316) "To Isengard" (t1366) in the province of Isengard (p47,38).

Effects: Gain title "Wall Hearer" (t1367) the fortifications of Isengard are removed.

Special Action 1367b ~ Rending Isengard

Requirements: Alive, Slightly Treeish (s516). Ent (r316) in the province of Isengard (p47,38). "Wall Hearer" (t1367)

Effects: Gain Roused (s515). title "Stone Render" (t1368) all guilds except Orthanc in Isengard are destroyed.

Special Action 1368 ~ Flooding Isengard

Requirements: Alive, Slightly Treeish (s516). Ent (r316) in the province of Isengard (p47,38). "Stone Render" (t1368).
 Effects: Gain Roused (s515). The province becomes a lake terrain (blocking movement in and out of the province). Province resources, Breeding Pits (f1105) and all its contents are destroyed or scattered. Force containing sponsor is moved one province in any nominated direction.

Adventure 1369 ~ Saruman Freed

Requirements: Ent (r316) with The Wise (t1590) as a prisoner. Target c1100. Once.
 Effects: Gain Mark of Power, 2 Actions, 10 Prestige, 10 Blood-line, 10 PC, 10 Tactics, 10 Influence, 10 Militant, Mark of Eriador (i1943).
 Target Effects: Saruman is moved to Hobbiton (f1063) and gains Sharkey (t1560). Saruman loses his status, 1 action and 30 prestige.

Adventure 1370 ~ Peregrine's Pledge

Requirements: Hobbit (r224) with a Good blood-line (b1-5) in Minas Tirith (f1001). PC 35. Not Squire of Denethor (t1370) or Holdwine (t1371). Once.
 Effects: Gain Squire of Denethor (t1370), 2 actions, Mark of Battle, Mark of Eriador (i1943).

Adventure 1371 ~ Merry's Bond

Requirements: Hobbit (r224) with a Good blood-line (b1-5) in Edoras (f1008). PC 35. Not Squire of Denethor (t1370) or Holdwine (t1371). Once.
 Effects: Gain Holdwine (t1371), 2 actions, Mark of Battle, Mark of Eriador (i1943).

Adventure 1372 ~ Elves at Pelennor

Requirements: High Elf (r203) character (c1-1100) in Minas Tirith (f1001). PC 25. Not Defender of Gondor (t1372). 25 times.
 Effects: Gain Defender of Gondor (t1372). 3 PC, 3 Prestige, 3 Tactics. Bright mail (i671), Elven Cloak (i685) and Elven banner (i732).

Adventure 1373 ~ Sam and Rosie

Requirements: Faithful Servant (t1399) in a province called "The Shire". 12 Productions must have passed. Once.
 Effects: Gain Rosie's Ring (i1373).

Adventure 1374 ~ Rosie and Sam

Requirements: Golden Haired (t1392) in a province called "The Shire" with Rosie's Ring (i1373). Once.
 Effects: Gain a Mark of Wealth, 2 Actions, 5 Influence, 5 Prestige, Mark of Eriador (i1943) and Sam's Ring (i1374).

Adventure 1375 ~ Twelve Babies

Requirements: Faithful Servant (t1399) in a province called "The Shire" with Sam's Ring (i1374). Once.
 Effects: Gain a Mark of Good, 2 Actions, 5 Influence, 5 Prestige and 5 Bard.

Rangers/Aragorn Adventures

Adventure 1380 ~ Anduril

Requirements: Elessar (t1199) in Rivendell (f1060) with 3 Shards of Narsil (i1379). Blood-line 30. Once.
Effects: Gain Anduril (i1380) and Mark of Eriador (i1943). The Shards are destroyed.

Adventure 1381 ~ Arwen's Destiny

Requirements: Daughter of Elrond (t1396) Immortal (s510) in Minas Tirith (f1001). Target Strider/Aragorn (c1071) who is in the force. Once.
Lose - Immortal (s510).
Target Effects: Gain Isildur's Heir (t1381).

Adventure 1382 ~ Isildur's Heir.

Requirements: Elessar (t1199) in Minas Tirith (f1001) with Isildur's Heir (t1381). Possess Anduril (i1380). Once.
Effects: Gain The Crown of Gondor (i1110) and Mark of Eriador (i1943).

Adventure 1383 ~ Ranger Cordon

Requirements: Arnorian (r231) Númenórean Blood-line (b2) in a province called "The Shire". Not Ranger (t1383). 99 Times.
Effects: Gain 3 Ranger, 3 Stealth and Ranger (t1383)

Adventure 1384 ~ Ranger Defence

Requirements: Ranger (t1383) in a province called "The Shire" with a captured Half-orc (r212), Uruk-hai (r232), Hill-man (r238) or Goblin (r222) character (c1351-5000). 15 times.
Effects: Gain 2 PC.
The prisoner is returned to Eru.

Adventure 1385 ~ The Grey Company

Requirements: Ranger of the North (t1188) in Bree (f1065). Target an empty slot in Bree. Once.
Effects: Gain Halbarad (c1081), Mark of Eriador (i1943) and the Banner of the North (i1385).
Target slot gains 100 Arnorian (r221) Hunters.

(See Adventure 1189)

Adventure 1386 ~ Grey Company at Pelennor

Requirements: Kinsman of Aragorn (t1397) at Minas Tirith (f1001). Possess the Banner of the North (t1385). Once.
Effects: Gain Mark of Battle, 1 Action, 10 PC, 10 Tactics, 10 Prestige.

Adventure 1387 ~ Galadriel's Gifts

Requirements: Elessar (t1199) in Caras Galadhon (f1035). Not Lórien Honoured (t1272). Once.
Effects: Gain Anduril's Sheath (i1387), Elessar (i1388), Mark of Eriador (i1943) and Lórien Honoured (t1272)

(See adventure 1253)

Faction 4: The Free Company

Gondor, Rohan, Arnor. The Lady of the Golden Wood, the King under the Mountain. Places and people known to all as those who have ever stood against Sauron's will. But there are many more who fight for the right to be free, needing no flag or allegiance to do what is right. And who, standing alone, wage war upon the forces of darkness from the western wilds to the forests of Mirkwood, from the freezing north to the deserts of the south. These are the people of the Free Company, and without them, without their courage and their strength, the war will surely be lost.

Overview

The Free Company are those peoples of Middle-earth, who struggle alone against the gathering dark, seeking to protect the lands of Middle-earth from the forces of Sauron.

Set-up Positions

- ❖ All below except High Elf: Adventure Party, Hero
- ❖ High Elf: Hero

| MAINS | | | Secondaries | | | |
|-------------|-----------|---|------------------|------------------|--------------------|-----------------------|
| <i>Race</i> | <i>ID</i> | <i>Blood-lines</i> | <i>Fav (-25)</i> | <i>Tol (-50)</i> | <i>Other (-75)</i> | <i>Hated (-999)</i> |
| Gondorian | 201 | Free Peoples (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |
| High Elf | 203 | Quendi (b3) | | | All Others | -202, 228, -212, -218 |
| Dwarf | 204 | Khazâd (b4) | | Northmen | All Others | -202, 228, -212, -218 |
| Northman | 211 | Free Peoples (b1) Kala Yarenath (b5) | Silvan Elf | Dwarf | All Others | -202, 228, -212, -218 |
| Silvan Elf | 223 | Quendi (b3) | Northmen | | All Others | -202, 228, -212, -218 |
| Hobbit | 224 | Free People (b1) | | | All Others | -202, 228, -212, -218 |
| Arnorian | 231 | Free People (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |
| Rohan | 251 | Free People (b1) | | Gondorian | All Others | -202, 228, -212, -218 |

Set-up

- ❖ Set-ups can be located anywhere which is permitted for any set-up from factions 1-3.
- ❖ No character may start with assassin. Only Hobbits may start with thief. No more than 2 thieves per position.
- ❖ Hobbits may not purchase constitution.
- ❖ Starting guild may be placed in any module location belonging to Factions 1-3.

General Adventures

Note: There are some adventures ID 1100-1399 that can be done by Free Company members, but this is always with the goodwill of a member of the faction.

Title 1400 gives -50 prestige.

Adventure 1401 ~ The White Tree Trunk

Requirements: Main (c1-200) from a Free Company set-up. Not Free Companion (t1400), first month only. 8 times.

Effects: Gain Free Companion (t1400) and join Faction 4. 5 PC, 5 Constitution, 5 Strength and 5 Dexterity, Mark of Honour, 2 Mark of the Free (i1944).

Adventure 1402 ~ Hasty Heroes

Requirements: Main (c1-200) from a Free Company set-up. Not Free Companion (t1400), first month only. 8 times.

Effects: Gain Free Companion (t1400) and join Faction 4. 1 action, Mark of Honour, 2 Mark of the Free (i1944), 4 militant.

Adventure 1403 ~ Blood of the Free

Requirements: Main (c1-200) from a Free Company set-up. Not Free Companion (t1400), first month only. 8 times.

Effects: Gain Free Companion (t1400) and join Faction 4. Mark of Divinity, 5 Blood-line, 3 Mark of the Free (i1944).

Adventure 1404 ~ Child of Light

Requirements: Free Companion (t1400). Not Light Saved (t1404). Any Dead or Stoned. 8 times.

Effects: Resurrection, cure stoning, Cure poisons and diseases and Light Saved (t1404). If dead, all wounds are healed.

Adventure 1405 ~ Blessings of Eru

Requirements: Free Companion (t1400), PC 50. Not Eru Blessed (t1405). 8 times.

Effects: Gain 10 PC, Mark of Glory, Mark of the Free (i1944) and Eru Blessed (t1405).

Adventure 1406 ~ Blessings of Eru

Requirements: Free Companion (t1400) PC 60. Not Eru Blessed (t1405). 8 times.

Effects: Gain 15 Militant, Mark of Destiny, 1 action, Mark of the Free (i1944) and Eru Blessed (t1405).

Adventure 1407 ~ Blessings of Eru

Requirements: Free Companion (t1400) PC 75. Not Eru Blessed (t1405). 8 times.

Effects: Gain 8 Blood-line, Mark of Divinity, 1 action, Mark of the Free (i1944) and Eru Blessed (t1405).

Adventure 1408 ~ Blessings of Eru

Requirements: Free Companion (t1400) PC 100. Not Eru Blessed (t1405). 8 times.

Effects: Gain Mark of Power, 1 action, Mark of the Free (i1944) and Eru Blessed (t1405).

Cleansing Middle-earth Adventures

Adventure 1410 ~ Cleanse the Undead

Requirements: Free Companion (t1400) with a prisoner (c1351-5000) with an undead status. Not Slayer of Undead (t1410). 8 times.

Effects: Gain Slayer of Undead (t1410) and 1 Action
The prisoner is returned to Eru.

Adventure 1411 ~ Cleanse Lona Yarenath

Requirements: Free Companion (t1400) with a prisoner (c1351-5000) of Lona Yarenath (b10). Not Lona Yarenath Slayer (t1411). 8 times.

Effects: Gain Lona Yarenath Slayer (t1411), Mark of the Free (i1944) and 5 PC.
The prisoner is returned to Eru.

Adventure 1412 ~ Cleanse Morei Serke

Requirements: Free Companion (t1400) with a prisoner (c1351-5000) of Morei Serke (b9). Not Morei Serke Slayer (t1412). 8 times.

Effects: Gain Morei Serke Slayer (t1412), Mark of the Free (i1944) and +5 Blood-line.
The prisoner is returned to Eru.

Adventure 1413 ~ Cleanse Ulog Hai

Requirements: Free Companion (t1400) with a prisoner (c1351-5000) of Ulog Hai (b11). Not Ulog Hai Slayer (t1413). 8 times.

Effects: Gain Ulog Hai Slayer (t1413), Mark of the Free (i1944) and +8 Militant.
The prisoner is returned to Eru.

Adventure 1414 ~ Cleanse Men of Morgoth

Requirements: Free Companion (t1400) with a prisoner (c1351-5000) of Dark Númenórean (b8). Not Dark Numenor Slayer (t1414). 8 times.

Effects: Gain Dark Numenor Slayer (t1414), Mark of the Free (i1944) and 5 Strength, 5 Constitution, 5 Dexterity.
The prisoner is returned to Eru.

Adventure 1421 ~ Support Gondor

Requirements: Free Companion (t1400). Not Friend to Gondor (t1431). 8 times.

Effects: Gain Friend to Gondor (t1431) and 1 Gondor Gift (i1421).

(See Adventure 1143)

Adventure 1422 ~ Support Rhovanion

Requirements: Free Companion (t1400). Not Friend to Rhovanion (t1432). 8 times.

Effects: Gain Friend to Rhovanion (t1432) and 1 Rhovanion Gift (i1422).

(See Adventure 1227)

Adventure 1423 ~ Support Eriador

Requirements: Free Companion (t1400). Not Friend to Eriador (t1433). 8 times.

Effects: Gain Friend to Eriador (t1433) and 1 Eriador Gift (i1423).

(See Adventure 1326)

Adventure 1424 ~ Ally of Gondor

Requirements: Friend to Gondor (t1431). Possess 1 Company Gift (i1424). Not Ally of Gondor (t1441). 8 times.

Effects: Gain 3 Strength, 3 Dexterity, 3 Constitution, 3 Beauty, 3 PC, 5 Militant, 3 Blood-line, Mark of the Free (i1944), Ally of Gondor (t1441)
The Company Gift is consumed.

Adventure 1425 ~ Ally of Rhovanion

Requirements: Friend to Rhovanion (t1432). Possess 1 Company Gift (i1424). Not Ally of Rhovanion (t1442). 8 times.

Effects: Gain 3 Strength, 3 Dexterity, 3 Constitution, 3 Beauty, 3 PC, 5 Militant, 3 Blood-line, Mark of the Free (i1944), Ally of Rhovanion (t1442).
The Company Gift is consumed.

Adventure 1426 ~ Ally of Eriador

Requirements: Friend to Eriador (t1433). Possess 1 Company Gift (i1424). Not Ally of Eriador (t1443). 8 times.

Effects: Gain 3 Strength, 3 Dexterity, 3 Constitution, 3 Beauty, 3 PC, 5 Militant, 3 Blood-line, Mark of the Free (i1944), Ally of Eriador (t1443)
The Company Gift is consumed.

Adventure 1430 - Followers of the Free

Requirements: Secondary character (c201-1000) from Faction 4. Not Follower of the Free. 99 times.

Effects: Gain Follower of the Free (t1430).

Adventure 1431 - The Withered Heath

Requirements: Free Companion (t1400) or Follower of the Free (t1430). In a Northern province (p45,1 to p65,1). 999 times.

Effects: Moved to Western Pass (f1211) in the Withered Heath.

Adventure 1432 ~ Eagles Fly

Requirements: Free Companion (t1400) or Follower of the Free (t1430). In any province called "Zirak Zigil". 999 times.

Effects: Moved to Western Pass (f1211) in the Withered Heath.

Adventure 1439-1442 - Leaving the Heath

Requirements: Free Companion (t1400) or Follower of the Free (t1430). In Western Pass (f1211) in the Withered Heath. 999 times.

Effects: Moved to:
a1439 - Hollin Gate (f1139);
a1440 - Dimrill Gate (f1140);
a1441 - High Pass West (f1141);
a1442 - High Pass East (f1142).

Adventure 1450 ~ Road Goes Ever North

Requirements: Free Companion (t1400). Not North-walker (t1450). In Western Pass (f1211). 8 times.

Effects: Gain 3 Militant, 4 Strength, 4 PC, 5 Blood-line, North-walker (t1450).

Adventure 1451 ~ Road Goes Ever Deep

Requirements: Free Companion (t1400). Not Deep-walker (t1451). In a province called "Abyss of Moria". 8 times.

Effects: Gain 3 Militant, 4 Strength, 4 PC, 5 Blood-line, Deep-walker (t1451).

Adventure 1452 ~ Road Goes Ever Dark

Requirements: Free Companion (t1400). Not Dark-walker (t1452). In The Crack of Doom (f1207). 8 times.

Effects: Gain 3 Militant, 4 Strength, 4 PC, 5 Blood-line, Dark-walker (t1452).

Faction 5: The White Hand of Isengard

Having pledged allegiance to Sauron, Saruman prepares to cast off his robes of white, as he gathers to him armies of men and uruk-hai, as well as half-orcs of his own breeding, dark and swarthy creatures that are neither man nor orc but some foul and twisted conjoining of the two. From the fortress of Isengard, ancient legacy of Númenor's power, he sends the wild Hill-men of Dunlending against the Riders of Rohan in the south, whilst in the north his spies prepare the Shire for his coming, that it might be ripe for the picking. And even the forests of Fangorn are not safe from his cruelty, as fire and axe drive deep into their ancient depths. Then, if that were not enough, as Chief of the Order of the Istari, his summons go out to The Blue Wizard, to Istar Luin, and also to Radagast, binding them with lies and deceit, trickery and false promises, that they might be turned also to his will.

Yet whilst all this he does in Sauron's name, in his heart there burns a darker purpose still, a desire to take the One Ring for himself, an insatiable hunger, a thirst that cannot be quenched, born of his love of knowledge, but now a dark and fierce lust. Save that little does he suspect that Sauron knows of this ambition, and, knowing, uses him even so. For there can only be one Lord of the Ring, and in Sauron's pride he cannot imagine that it could ever be any other than him.

Overview

This faction follows Saruman's attempts to dominate Middle-earth, with enormous magic and subtle emissaries, though isolated.

Set-up Positions

- ❖ Half-orc: Mercenaries, Adventure Party, Hero
- ❖ Troll: Hero
- ❖ Uruk: Hero
- ❖ Hill-man: One Mercenary position maximum.

| MAINS | | | Secondaries | | | |
|-------------|-----------|--------------------|------------------|------------------|--------------------|------------------------|
| <i>Race</i> | <i>ID</i> | <i>Blood-lines</i> | <i>Fav (-25)</i> | <i>Tol (-50)</i> | <i>Other (-75)</i> | <i>Hated (-999)</i> |
| Half Orc | 212 | Morei Serke (b9) | Troll | Hill-man | All Others | -201, -203, -204, -211 |
| Troll | 228 | Ulog Hai (b11) | | | All Others | -201, -203, -204, -211 |
| Uruk | 232 | Morei Serke (b9) | | Troll | All Others | -201, -203, -204, -211 |
| Hill-man | 238 | Dark Servant (b12) | | | All Others | -201, -203, 204, 251 |

Set-up

- ❖ Set-ups must be west of the Gap of Isen, South of Tharbad (y>26).
- ❖ Note that except for the mercenary position Hill-men may only be chosen as secondaries, but do not hate some Men and Hobbits.
- ❖ No thieves.
- ❖ Only one character (per position) may start with assassin.

General Adventures

Adventure 1500 ~ Membership of Isengard

Requirements: Main (c1-200) from a Hand of Isengard set-up. First month, once per position.

Effects: Gain White Hand (t1500), Mark of Cruelty, 3 Mark of Isengard (i1945).

Adventure 1501 ~ Leadership of Isengard.

Requirements: White Hand (t1500) with 15 Prestige. Once.

Effects: Gain White Fist (t1501).

Adventures 1502 ~ Lotho Sackville-Baggins

Requirements: Half-orc (r212) with White Hand (t1500). Not White Finger (t1502). Be in Michel Delving (f1062), inside Sackville Smial (g2536). Once.

Effects: Gain Lotho Sackville-Baggins (c1104) and White Finger (t1502).

Adventures 1503 ~ Ted Sandyman

Requirements: Half-orc (r212) in Hobbiton (f1063), inside Sandyman's Mill (g2541). White Hand (t1500), not White Finger (t1502). Once.

Effects: Gain Ted Sandyman (c1105) and White Finger (t1502)

Adventure 1504-06 ~ Half-orcs

Requirements: White Hand (t1500). Not White Finger (t1502). Be in Isengard (f1100). Once per adventure.

Effects: Gain White Finger (t1502) and:
 a1504 Mauhur (c1106);
 a1505 Bugrug (c1107);
 a1506 Durbuhuk (c1108)

Adventure 1507-1509 ~ Hill-men

Requirements: Half-orc (r212) or Hill man (r238) with White Hand (t1500). Not White Finger (t1502). Be in Larach Dunnan (f1101). Once per adventure.

Effects: Gain White Finger (t1502) and:
 a1507 Jeroibha (c1109);
 a1508 Urdrek (c1110);
 a1509 Sibroc (c1111).

Adventures 1511 ~ Lugdush

Requirements: Uruk-hai (r232) with White Hand (t1500) in Isengard (f1100). Not White Palm (t1513). 15 Prestige. Once.

Effects: Gain Lugdush (c1118) and White Palm (t1513).

Adventures 1512 ~ Bill Ferny

Requirements: Half-orc (r212) with White Hand (t1500). Not White Palm (t1513). Be in the province of Bree (p33/13). 15 Prestige. Once.

Effects: Gain Bill Ferny (c1103) and White Palm (t1513).

Adventure 1513 ~ Théoden's Advisor

Requirements: Captured Rohirrim (r251) character (c1351-5000). White Hand (t1500). Not White Palm (t1513). In Edoras (f1008), Prestige 20. Once.

Effects: Grima (c1112), Mark of Isengard (i1945) and White Palm (t1513).

Adventure 1514 ~ Captain of Orthanc

Requirements: White Hand (t1500). Not White Palm (t1513). Be in Isengard (f1100). PC 50, Strength 22. Target an empty slot in a force in the province. Once.

Effects: Gain White Palm (t1513), Mark of Isengard (i1945) and Ugluk (c1113).
The target slot gains 100 elite Uruk-hai.

Adventure 1515 ~ Saruman

Requirements: White Hand (t1500). Not White Palm (t1513). Be in Orthanc (g2550) in Isengard (f1100). Prestige 50. Once.

Effects: Gain White Palm (t1513), Saruman (c1100), Isengard (f1100), Mark of Isengard (i1945) and Orthanc (g2550).

Special Action 1515a

If you complete adventure 1515, contact the GM to gain control of the troops.

Adventures 1516 - Radagast

Requirements: Ranger 50, Influence 15 and White Hand (t1500). Not White Palm (t1513). Be in the province of Rhosgobel (p68,15). Target Rhosgobel (f1103). Once.

Effects: Gain White Palm (t1513), Tears of the Istari (i1514), Mark of Isengard (i1945), Rhosgobel (f1103) and Radagast (c1299).

Target Effects: Rhosgobel becomes an Underground City.

Adventures 1517 – Send for The Blue Wizard

Requirements: Blood-line 35 and White Hand (t1500). Not White Palm (t1513). Target a secondary character (c201-100)

Effects: Gain White Palm (t1513) .

Target Effects: Gain Sent for The Blue Wizard (t1517)

Adventures 1535 – The Blue Wizard

Requirements: Secondary character (c201-100), Sent for The Blue Wizard (t1517). Be in x>99. Once.

Effects: Gain Tears of the Istari (i1514), Mark of Isengard (i1945) and The Blue Wizard (c1116).

Adventures 1518 – Send for Istar Luin

Requirements: Blood-line 35 and White Hand (t1500). Not White Palm (t1513). Target a secondary character (c201-100)

Effects: Gain White Palm (t1513).

Target Effects: Gain Sent for Istar Luin (t1518).

Adventures 1536 - Istar Luin

Requirements: Secondary character (c201-100), Sent for Istar Luin (t1518), Be in x>99. Once.

Effects: Gain Tears of the Istari (i1514), Mark of Isengard (i1945) and Istar Luin (c1115).

Adventure 1519 ~ Isengard Rewards the Fell

Requirements: White Hand (t1500). Not Liege of the Fell (t1811). 8 times.

Effects: Liege of the Fell (t1811) and 1 Blessing of Saruman (i1519).

Note: It is up to the White Hand to determine a fair price for this gift.

(See Adventure 1805)

Saruman Adventures

Adventure 1520 ~ Summons to Isengard

Requirements: The Wise (t1590). 10 Productions must have passed. Be in Orthanc (g2550). Target Gandalf (c1075).
Once.

Effects: Lose - current status
Gain Many Coloured (s564), Mark of Isengard (i1945) and a Mark of Power.

Target Effects: Gandalf is summoned into Orthanc.

Adventure 1521 ~ Ring Raw Materials

Requirements: White Hand (t1500) Half-orc (r212) in Mt Doom (p86,55). Once.

Effects: Gain 1 Fused Lava (i1521).

Adventure 1522 ~ Saruman's Ring

Requirements: The Wise (t1590) in Orthanc (g2550) with Many Coloured (s564). Possess 50 Mithril (i422), 1 Fused Lava (i1521). Blood-line 70.

Effects: Gain Ring of Saruman (i1522), Mark of Isengard (i1945), Tears of the Istari (i1514).
The components are lost.

Adventure 1523 ~ Breeding Pits of Isengard

Requirements: The Wise (t1590) in Breeding Pits (f1105). 99 times. Any Mannish (r201, r211, r231, r251, r218, r238, r258) Prisoner in the range c1351-5000.

Effects: Gain 5 Infernal Machine (i1523). This item is extremely heavy. It is restricted to Saruman. It grants access to Summon Half-Orc (s2001) which has ingredient requirements of 1 Infernal Machine and 20 orc slaves (r262), and summons 45 Half-orc (r212) troops.

Adventure 1524 ~ Mines of Isengard

Requirements: The Wise (t1590) in Isengard (f1100). 4 Productions must have passed. Possess 500 lumber. 50 times.

Effects: Gain 200 Orc Slave pop into Saruman's possessions.
The lumber is removed.

Adventure 1525 ~ Troops of Isengard

Requirements: The Wise (t1590) in Breeding Pits (f1105). 8 Productions must have passed. 99 times. Any Mannish (r201, r211, r231, r251, r218, r238, r258) Prisoner in the range c1351-5000.

Effects: Gain 5 Infernal Assembly (i1525). This item is extremely heavy. It is restricted to Saruman. It grants access to Summon Uruk (s2002) which has ingredient requirements of 1 Infernal Assembly and 25 orc slaves (r262), and summons 60 Sun Dweller (s366) Uruk (r232) troops.

Adventure 1526 ~ Breeding Pits

Requirements: The Wise (t1590). Not White Palm (t1513). Once.

Effects: Gain – Grishag (c1123), Mark of Isengard (i1945), Breeding Pits (f1105) and White Palm (t1513).

Special Action 1526a – Breeding Pits

If you have completed adventure 1526, gain control of the troops in Breeding Pits (f1105).

Adventure 1530 ~ Bag End

Requirements: Grandson of Longo (t1591) in Hobbiton (f1063). Once.

Effects: Gain Bag End (g2537), Mark of Isengard (i1945).

Adventure 1531 ~ Supplies to Dunland

Requirements: Grandson of Longo (t1591) in Michel Delving (f1062). Five times.

Effects: Gain 30,000 food and 100 Sacks of Pipe-weed (i471)

Adventure 1532 ~ Supplies to Dunland

Requirements: Miller's Son (t1592) in Michel Delving (f1062). Five times.

Effects: Gain 30,000 food and 100 Sacks of Pipe-weed (i471)

Adventure 1533 ~ Bribing the Hill-men

Requirements: White Hand (t1500). 600 Sacks of Pipe-weed (i471). Target Dunland Raiders (f1104). In the province of Freawul (p34,49). 3 productions passed. Once.

Effects: Dunland Raiders (f1104), Mark of Isengard (i1945).

Target Effects: Dunland Raiders, containing 1800 Hill-man troops is summoned to the province.

Note: the adventure does not give control of the soldiers.

The Pipe-weed is smoked.

Adventure 1534 ~ Bribing the Hill-men

Requirements: White Hand (t1500). Possess 100 Sacks of Pipe-weed (i471) in the province of Larach Dunnan (p36,38). Target a Hill-man (r238) popseg in a force in the province. 8 times.

Effects: Gain +1 Prestige

Target popseg Effects: Gains 600 pop.

The Pipe-weed is smoked.

Special Action 1540 ~ Kill Theodred

Requirements: White Hand (t1500). Overall commander of the force which defeated Theodred (c1009) in combat. Theodred captured. Once.

Effects: Gain 12 prestige, Mark of Evil, 1 action, 5 PC, 5 Blood-line, 5 Tactics, 5 Influence, Mark of Isengard (i1945).

Adventure 1541 ~ Burning the Ents of Fangorn

Requirements: Half-orc (r212). Own Dernindle (f1067). Ent (r316) captured. In Heavy Forest terrain in a province called "Fangorn". Target the province which the sponsor is in. 99 times.

Effects: Gain 1000 lumber into possessions, 1 Prestige and Forest Torch (t1541).

Target province becomes barren.

Adventure 1542 ~ Forgoil

Requirements: White Hand (t1500). Possess 100 Human Slaves (r261) .4 times.

Effects: Gain 3 Prestige, Mark of Evil, 10,000 crowns

The slaves are removed.

Adventure 1543 ~ Hobbit Breakfast

Requirements: White Hand (t1500). Captured Hobbit (r224) character (c1351-5000) not Dark Servant (b12). 15 times.

Effects: Gain 1 PC, 1 Blood-line.

The Hobbit is returned to Eru.

Adventure 1544 ~ Army of Wolves.

Requirements: White Hand (t1500), Ranger 20. Not Wolf Rearer (t1544). 8 times.

Effects: Gain Wolf Rearer (t1544) and 600 Warwolves (i431)

Adventure 1545 ~ Isengard Raider

Requirements: White Hand (t1500), Ranger 50. Not Raider (t1545). 8 times.

Effects: Gain Raider (t1545) and 10 Ranger.

Adventure 1550 ~ Secret Cult

Requirements: White Hand (t1500) with 4 Tears of the Istari (i1514). Once.

Effects: Gain 10 Blood-line, Mark of Divinity, Mark of Isengard (i1945) and Follower of Istari (t1550).

Adventure 1551 ~ Gathering the Tribes

Requirements: White Hand (t1500) in Larach Dunnan (f1101). Own Larach Dunnan and a total of 8000 Hill-man (r238) population. Once.

Effects: Gain Mark of Battle, Mark of Isengard (i1945) and Dunnan Firebrand (t1551).

Adventure 1552 ~ The Burning of Fangorn

Requirements: Half-orc (r212). In Heavy Forest terrain in a province called “Fangorn”. Target the province which the sponsor is in. 99 times.

Effects: Gain 500 lumber into possessions, 1 Prestige Target province becomes Barren.

Scouring Adventures

Adventure 1560 ~ Sharkey

Requirements: The Wise (1590). Not Sharkey (t1560). In a province called “The Shire”. Once.

Effects: Gain Sharkey (t1560).
Lose current status.

Adventure 1561 ~ Chief

Requirements: The Wise (1590) with Sharkey (t1560) in a province called “The Shire”. Target a Hobbit (r224). Once.

Effects: Gain 1 Prestige.

Target Effects: Gain Chief (t1561) and a Mark of Destiny.

Adventure 1562 ~ Collaborator

Requirements: Chief (t1561) in Bag End (g2537) in Hobbiton (f1063). Once.

Effects: Gain Robin Smallburrow (c1117), Mark of Isengard (i1945).

Adventure 1563 ~ Scouring of the Shire

Requirements: Chief (t1561) in a province called “The Shire”. Own Hobbiton (f1063). Target another character. Once.

Effects: Gain Bag End (g2537), 8 Prestige, 8 influence and ‘Scourer of the Shire’ (t1562).
Target character Gains title Cock Robin (t1563) and 8 PC.

Adventure 1564 ~ Will Whitfoot

Requirements: Chief (t1561) in a province called “The Shire”. Will Whitfoot (c1062) captured. Target a Hobbit (r224) or Hill-man with evil blood-line (b7-12) (may be self). Once.

Effects: Gain 3 Prestige, +1 Action, Mark of Isengard (i1945).

Target Effects: Gains Shirriff (t1341), +1 Action, 5 PC, Tactics.
Will Whitfoot is returned to Eru.

Adventure 1565 ~ New Law

Requirements: Chief (t1561) in a province called “The Shire”. A prisoner with Shirriff (t1341) (c1-5000) who is not Dark Servant (b12). Target a Hobbit (r224) or Hill-man (r238) with an evil blood-line (b7-12). 8 times.

Effects: Gain 3 Prestige, +1 Action, Mark of Isengard (i1945).

Target Effects: Gains Shirriff (t1341), +1 Action, 5 PC, 5 Tactics.
The prisoner is returned to Eru.

(See adventure 1341)

Special Action 1566 ~ Ugly Buildings

Requirements: The faction must own 8 guilds in Hobbiton (f1063) and 8 guilds in Michel Delving (f1062). These guilds must have industrial-themed names. Their combined strength must be 200.

Effects: Gain Michel Delving (f1062), 2000 Iron Shortsword (i2), 2000 Shield (i132) and 2000 Chain Shirt (i144).

Special Action 1567 ~ Sharkey's Escape

Requirements: The Wise (1590) with Sharkey (t1560). Once

Effects: Gain GM takes actions to allow Sharkey to escape from any situation that denies him freedom of activity, including but not limited to: resurrection, curing, escape from capture, or other forms of forced impotence such as immobility.

General Adventures**Adventure 1570 ~ Velvet Glove 1**

Requirements: White Fist (t1501) in Barad-dúr (f1163). Once.

Effects: Gain Mark of Evil, Mark of Isengard (i1945).

Adventure 1571 ~ Velvet Glove 2

Requirements: White Fist (t1501) in Dol Guldur (f1130). Once.

Effects: Gain Mark of Fate, Mark of Isengard (i1945).

Adventure 1572 ~ Iron Fist 1

Requirements: White Fist (t1501). Directly own Helm's Deep (f1007). Once.

Effects: Gain Mark of Destiny, Mark of Isengard (i1945).

Adventure 1573 ~ Iron Fist 2

Requirements: White Fist (t1501). Directly own Bree (f1065). Once.

Effects: Gain Mark of Glory. Mark of Isengard (i1945).

Adventure 1574 ~ Interbreeding

Requirements: White Fist (t1501). Once.

Effects: Gain 20 Foul Craft (i1574)

Adventure 1575 ~ Goblin-Man

Requirements: Half-orc (r212), Foul Craft (i1574), in Isengard (f1100). Twenty times. No status.

Effects: Sun-dweller (s366)

The Foul craft is consumed.

Adventure 1576 ~ Summon Crebain Crows

Requirements: White Fist (t1501). Blood-line 30, in a Barren Mountain province, 99 times.

Effects: Summon Crebain Crows (c1228).

Faction 6: The Shadow Over Mirkwood

Sauron's reach grows ever greater, as he seeks to cover the lands in darkness. But in this moment of impending triumph that he was worked towards for so long, there is to be found too the seed of his potential downfall. For none serve him from love or duty, but rather are forced to his will, his dark power poured into his vassals, each made a vessel for his spirit. So that the more he seeks to dominate, the more stretched his influence and strength becomes, and those with power and will enough of their own might seek to break free from his domination.

The Nazgûl might be thought to be the most faithful of Sauron's servants. And it is true that for centuries they have acted only by his will. Yet once they were men, and not just men but great rulers, each powerful in their own right, and indeed, it was only their pride that allowed them to be subsumed to Sauron's will, for never did they serve him willingly. So that it is these very Lords and Kings, or at least, the greatest among them, who now, their unthinking obedience taken for granted by Sauron, feel his grip upon their wills weaken, and think to wrest from him their fates. Not, of course, that any would dare to defy Sauron openly. And so, like Saruman, they act ostensibly according to the Dark Lord's purpose. From the dread stronghold of Dol Guldur, source of Mirkwood's poison, Khamul stretches his hand to destroy the woods of Lórien, sending against it the goblins of Moria and the Misty mountains, even as his whispered words seek to awaken fire and darkness, Durin's Bane, the Balrog of the deep, to his cause. In the north, Murazor, the Witch-king, returns once more to his ancient stronghold, there to prepare a final assault upon the realm of Arnor and destroy forever the line of Kings that persists there. Whilst in the east, Uvatha gathers the Easterling tribes under his banner, from there to march upon the lands of Rhovanion long-since promised them by Sauron. But for all that, these three also seek the one thing that will set them free from Sauron's influence. The One Ring, to which their fates and souls are tied. The One Ring with which Sauron bound them to his service, and which might then serve to set them free from his dark will.

Overview

This faction represents the possibility of a disloyal faction within the forces of Sauron, led by whoever assumes the name of The Necromancer in Dol Guldur, a mantle none have dared take upon themselves since Sauron gave it up on his return to Mordor. Perhaps the Witch-king of Angmar, the Great Goblin, or even the Kahn of the Easterlings may rise to the challenge, supported by those Dark Servants who are less loyal to Sauron.

Set-up Positions

- ❖ Goblin: Overlord, Mercenary, Adventure Party, Hero
- ❖ Troll: Hero
- ❖ Easterling: Overlord, Mercenary

| MAINS | | | Secondaries | | | |
|------------|-----|--|-------------|-----------|-------------|------------------------|
| Race | ID | Blood-lines | Fav (-25) | Tol (-50) | Other (-75) | Hated (-999) |
| Goblin | 222 | Morei Serke (b9) Dark Servant (b12) | Troll | | All Others | -201, -203, -204, -211 |
| Troll | 228 | Ulog Hai (b11) | | | All Others | -201, -203, -204, -211 |
| Easterling | 258 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |

Set-up

- ❖ Goblins and Trolls must set up in the Misty Mountains or South Mirkwood (below the Old Road).
- ❖ Easterlings must set up in the East (p110,5 to 130,60), avoiding areas of the Dwarves and Northmen.
- ❖ No thieves.
- ❖ Goblins who start with a location in the mountains must take an Underground City set-up.
- ❖ Only one character (per position) may start with assassin.

General Adventures

Adventure 1600 ~ Membership of Mirkwood

Requirements: Main character (c1-200) from a Shadow over Mirkwood set-up. Once per position.

Effects: Gain Mirkwood Shadow (t1600) and join Faction 6, Mark of Cruelty, 3 Mark of Mirkwood (i1946).

Adventure 1601 ~ Leadership of Mirkwood

Requirements: Mirkwood Shadow (t1600). Own Dol Guldur (f1130), blood-line 45. Once.

Effects: Gain Necromancer (t1601), Necromancer's Tower (g2574).

Special Action 1601a – Guardians of the Tower

If you have completed adventure 1601, gain control of the troops in the Necromancer's Tower (g2574).

Adventure 1602 ~ Gollum

Requirements: Mirkwood Shadow (t1600), in Gaol of Oak (f1038). Not Soldier of Mirkwood (t1602). Once.

Effects: Gain Gollum (c1140) and Soldier of Mirkwood (t1602).

Adventures 1603-1605 ~ Hithlum Kahns

Requirements: Easterling (r258) Mirkwood Shadow (t1600). Not Soldier of Mirkwood (t1602). In any Eastern province (p111,1 to p130,80). Once per adventure.

Effects: Gain Soldier of Mirkwood (t1602) and:
a1603 - Makloth (c1141); a1604 - Sel Ranak (c1142); a1605 - Melath (c1143);

Adventures 1606-1607 ~ Misty Mountain Goblins

Requirements: Goblin (r222) Mirkwood Shadow (t1600). Not Soldier of Mirkwood (t1602). In a province called 'Misty Mountains'. Once per adventure.

Effects: Gain Soldier of Mirkwood (t1602) and:
a1606 - Ashdurbuk Zalg (c1144); a1607 - Ulrac (c1145).

Adventures 1608-1609 ~ Mordor Goblins

Requirements: Goblin (r222) Mirkwood Shadow (t1600). Not Soldier of Mirkwood (t1602). In Minas Morgul (f1160). Once per adventure.

Effects: Gain Soldier of Mirkwood (t1602) and:
a1608 - Radbug (c1146); a1609 - Rogbag (c1147).

Adventure 1610 - 1611 ~ Wargs

Requirements: Mirkwood Shadow (t1600) Ranger 15. Not Soldier of Mirkwood (t1602). In Heavy Forest terrain. 15 Prestige. Once.

Effects: Gain Soldier of Mirkwood (t1602) and the Warg:
a1610 - Alcharoth (c1148); a1611 - Andrauglith (c1149).

Adventure 1613 ~ The Witch King

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613). Prestige 35, inside Mount Gundabad (f1133)..Once.

Effects: Gain Murazor (c1133), Throne of Angmar (g2584), Lord of Mirkwood (t1613), Mark of Mirkwood (i1946) and Mount Gundabad (f1133).

Special Action 1613a – Goblins of the North

If you have completed adventure 1613, gain control of the troops in Mount Gundabad (f1133).

Adventure 1614 ~ The Dragon Lord

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613). Blood-line 35, Tactics 20, Stealth 15, with a Dragon (r341-r343) or Balrog (r340) or Nameless Thing (r344) or Sea Monster (r308) or Demon (r339) or Stone Giant (r337) captured. In Dol Guldur (f1130). Once.

Effects: Gain Khamul (c1130), Lord of Mirkwood (t1613), Mark of Mirkwood (i1946) and Dol Guldur (f1130). The Dragon returns to Melkor.

Special Action 1614a – Corruption in the Greenwood

If you have completed adventure 1614, gain control of the troops in Dol Guldur (f1130).

Adventure 1615 ~ Drums in the Deep

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613).

In The Abyss of Moria (f1150) in the Black Pit. PC 50. 12 Productions must have passed. Once.

Effects: Gain Durin's Bane (c1132), Khazâd-dum (f1132), Ungoliant Corrupt (i1615), Mark of Mirkwood (i1946) and Lord of Mirkwood (t1613). Note: control of the troops is not given.

Adventure 1616 ~ Gollum's betrayal

Requirements: Stinker (t1690) in Torech Ungol (f1143) with a Hobbit (r224) prisoner. Once.

Effects: Gain Hobbit Corpse (i1616).
The prisoner is returned to Eru.

Adventures 1617 ~ Ungoliant's Daughter

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613).

In Torech Ungol (f1143), with a Hobbit Corpse (i1616). Assassin 15. Once.

Effects: Gain Shelob (c1151), Ungoliant Corrupt (i1615), Mark of Mirkwood (i1946) and Lord of Mirkwood (t1613).

Adventure 1618 ~ Throwkmaw the Red

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613).

Ranger 50, 600,000 crowns. In Torech Throkmau (f1144). 12 Productions must have passed. Once.

Effects: Gain Throkmau (c1152), Ungoliant Corrupt (i1615), Mark of Mirkwood (i1946) and Lord of Mirkwood (t1613).
The crowns are lost.

Adventure 1619 ~ Lamthanc the Black

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613).

Ranger 50, 300 mithril. In Torech Lamthanc (f1145). 12 Productions must have passed. Once.

Effects: Gain Lamthanc (c1153), Ungoliant Corrupt (i1615), Mark of Mirkwood (i1946) and Lord of Mirkwood (t1613).
The mithril is lost.

Special Action 1620 ~ The Long Rider

Requirements: Mirkwood Shadow (t1600). Not Lord of Mirkwood (t1613). Easterling (r258) with prestige 40.

All five of Camp Sagath (f1134), Camp Logath (f1135), Camp Asdriag (f1136), Camp Nuriag (f1137) and Camp Variag (f1138) must be in the same province. Each must contain 2500 Easterling pop. Be in that province. A Kahn (t1692) in this province. Once.

Effects: Gain Kahn Gatherer (t1620), Mark of Mirkwood (i1946).

Adventure 1621 ~ The Long Rider

Requirements: Kahn Gatherer (t1620). Target a Kahn (t1692) in this province. Once.

Effects: Gain Uvatha (c1139) and Lord of Mirkwood (t1613).

Target Effects: Gain Kahn of Kahns (t1621), 2 actions, 8 PC, 3 prestige and 8 tactics.

Adventure 1622 ~ Mirkwood Rewards the Fell

Requirements: Mirkwood Shadow (t1600). Not Liege of the Fell (t1811). 8 times.

Effects: Liege of the Fell (t1811) and 1 Blessing of Murazor (i1622).

Note: It is up to the Mirkwood Shadow to determine a fair price for this gift.

(See Adventure 1807)

Adventure 1623 ~ Corruption Gathered

Requirements: Mirkwood Shadow (t1600) and 5 Ungoliant Corrupt (i1615). Once.

Effects: Gain Ungoliant's Heir (t1623).

The Corrupt are sacrificed.

Adventure 1624 ~ Fell Drakes

Requirements: Mirkwood Shadow (t1600). Possess 3 Gifted Drakes (i1717). Once.

Effects: Gain 3 Fell Drakes (i1716).

The Gifted Drakes are lost.

(See Adventure 1717).

Adventure 1630 ~ Spider Food

Requirements: Mirkwood Shadow (t1600). In South Mirkwood (p68,22 to p78,27), in Heavy Forest terrain, with a prisoner (c1351-5000) who has a good Blood-line (b1-5). 9 times.

Effects: Gain Spider food (i1630).

The captured character is returned to Eru.

Adventure 1631-33 ~ Daughters of Shelob

Requirements: Spawn of Ungoliant (t1691) in South Mirkwood (p68,22 to p78,27), in Heavy Forest terrain, with 3 Spider Food (i1630). Once per adventure.

Effects: Gain the Spider:

a1631 - Attercop (c1154); a1632 - Lob (c1155); a1632 - Cob (c1156);

The Spider Food is consumed.

Adventure 1635 ~ Gollum's Cave

Requirements: Goblin (r222) (c1-1000) in Goblin-town (f1131). Ranger 40. Once.

Effects: Gain Gollum's treasures (i1635), Mark of Mirkwood (i1946).

Adventure 1640 ~ From the deeps of Moria

Requirements: Goblin (r222) Bard 10, (c1-1000) at a province called "Zirak Zigil" at (p53,22). Target an empty slot in a force. Not Goblin Drummer (t1640). 20 times.

Effects: Gain Goblin Drummer (t1640).

Target Effects: Gain 50 equipped Goblin (r222) troops TL 10.

Adventure 1641 ~ Moria West to East

Requirements: Goblin (r222) at Hollin Gate (f1139). 200 times.

Effects: Gain move to Dimrill Gate (f1140).

Adventure 1642 ~ Moria East to West

Requirements: Goblin (r222) in Dimril Dale (f1140). 200 times.

Effects: Gain move to Hollin Gate (f1139).

Adventure 1643 ~ Goblin-town East to West

Requirements: Goblin (r222) in High Pass West (f1141). 200 times.

Effects: Gain move to High Pass East (f1142).

Adventure 1644 ~ Goblin-town West to East

Requirements: Goblin (r222) in High Pass East (f1142). 200 times.

Effects: Gain move to High Pass West (f1141).

Adventure 1650 ~ Easterling Hordes

Requirements: Easterling (r258) Mirkwood Shadow (t1600) in a Nomad Camp in any Far Eastern province (p121,1 to p130,80). 10 Productions must have passed. Target a popseg in the Nomad Camp. 20 times.

Target Effects: Gain 200 Easterling (r258) population, 50% unskilled.

Adventure 1651 ~ Easterling Hordes

Requirements: Easterling (r258) Mirkwood Shadow (t1600) in a Nomad Camp in any Far Eastern province (p121,1 to p130,80). 20 Productions must have passed. Target a popseg in the Nomad Camp. 20 times.

Target Effects: Gain 500 Easterling (r258) population, 50% unskilled.

Special Action 1652 ~ Rebuilding the Menace

Requirements: Mirkwood Shadow (t1600). In the province of Dol Guldur (p70,26). Dol Guldur must have 200 Legendary walls.

Effects: Gain Dark Heart of Woods (i1652), which grants free mana towards Winternight magic.

Adventure 1653 ~ Throng of the Fortress

Requirements: Mirkwood Shadow (t1600) in Dol Guldur (f1130). Own Dol Guldur. Target Mirkwood Throng (f1147). Once.

Effects: Gain Mark of Mirkwood (i1946), Mirkwood Throng, which is moved into the province. This legion contains 1000 Elite Goblin Troops.

Note: control of the troops is not given.

Adventure 1654 ~ Horde of the Fortress

Requirements: Mirkwood Shadow (t1600) in Dol Guldur (f1130). Own Dol Guldur. 10 Productions passed. Target Mirkwood Horde (f1148). Once.

Effects: Gain Mark of Mirkwood (i1946), Mirkwood Horde, which is moved into the province. This legion contains 2000 Elite Goblin Troops.

Note: control of the troops is not given.

Adventure 1655 ~ Swarm of the Fortress

Requirements: Mirkwood Shadow (t1600) in Dol Guldur (f1130). Own Dol Guldur. 20 Productions passed. Target Mirkwood Swarm (f1149). Once.

Effects: Gain Mark of Mirkwood (i1946), Mirkwood Swarm, which is moved into the province. This legion contains 5000 Elite Goblin Troops.

Note: control of the troops is not given.

Adventure 1656 ~ Darkness Spreads

Requirements: Necromancer (t1601) in Dol Guldur (f1130). Once.

Effects: Gain – 1 influence, Sirannon Waters (i1656), Necromancer's Crown (i1655), Mark of Mirkwood (i1946) and a Goblin Skull (i1660).

Adventure 1657 ~ The Creature Below

Requirements: Ringwraith (t1901) with Sirannon Waters (i1656) in f1139. Once.

Effects: Gain the Watcher in the Water (c1157), Ungoliant Corrupt (i1615).

Adventure 1661 ~ The Great Goblin (r222)

Requirements: Goblin (r222), Goblin Skull (i1660). PC 50. Once.

Effects: Gain Great Goblin (t1661), 6 Warwolves (i431), Mark of Mirkwood (i1946) and 6 Skull shards (i1662).

Adventure 1662 ~ The Great Goblin's bodyguard

Requirements: Great Goblin (t1661). Target an empty slot in a force you are in. Once.

Effects: Gain 5 elite bodyguards TL 100.

Adventure 1663 ~ The Goblin Returns

Requirements: Great Goblin (t1661). Any dead or stoned. Twice.

Effects: Gain Life, cure from stoning, cure poison. If dead, all wounds are healed.

Adventure 1664 ~ The Goblin Triumphant

Requirements: Great Goblin (t1661) in a province called "Mirkwood". Prisoner with a lycanthrope status (c1-5000). Once.

Effects: Gain Mark of Power, 3 Actions, Mark of Mirkwood (i1946).
The prisoner is returned to Eru.

Adventure 1665 ~ The Hall of the Goblin-king

Requirements: Mirkwood Shadow (t1600). Possess a Skull Shard (i1662) in Barren Mountain terrain in a province called "Misty Mountains". Not Guest of the Goblin (t1664) or The Great Goblin (t1661). Six times.

Effects: Gain 3 prestige, 3 blood-line, Mark of Evil and Guest of the Goblin (t1664). The Skull Shard is lost.

Adventure 1666 ~ The Goblin-king

Requirements: Great Goblin (t1661). PC 90. Once.

Effects: Gain 10 PC, 5 Blood-line, Goblin-king (t1666), Mark of Mirkwood (i1946).

Special Action 1670 ~ The Sorcerer in the Forest

Requirements: Necromancer (t1601) in a province called "Mirkwood". Once.

Effects: Summon 9 strong monsters to set up random lairs in the area up to 3 provinces around your current location.

Adventure 1671 ~ The Sorcerer gathers power.

Requirements: Necromancer (t1601) in Dol Guldur (f1130), 40 prestige. Own Dol Guldur (f1130). 200 times.

Effects: Gain 1 Blood-line and Greenwood Corrupt (t1671)

Adventure 1680 ~ Murazor at Pelennor

Requirements: Witch-king of Angmar (t1693) in your Legion in the province of Minas Tirith (p75,56). Target a slot of owned troops. Five times.

Effects: Gain 4 Prestige, 2 Tactics, 2 PC

Target Effects: Slot Training Level is set to 18.

Adventure 1681 ~ Sagath Wainriders

Requirements: Mirkwood Shadow (t1600) in Camp Sagath (f1134) in the West (p1,1 to p60,80). Once.

Effects: Gain Mark of Destiny and Wainrider Plunder (i1681).

Adventure 1682 ~ Logath Wainriders

Requirements: Mirkwood Shadow (t1600) in Camp Logath (f1135) in the West (p1,1 to p60,80). Once.

Effects: Gain Mark of Fate and Wainrider Plunder (i1681).

Adventure 1683 ~ Asdriag Wainriders

Requirements: Mirkwood Shadow (t1600) in Camp Asdriag (f1136) in the West (p1,1 to p60,80). Once.

Effects: Gain Mark of Wealth and Wainrider Plunder (i1681).

Adventure 1684 ~ Nuriag Wainriders

Requirements: Mirkwood Shadow (t1600) in Camp Nuriag (f1137) in the West (p1,1 to p60,80). Once.

Effects: Gain Mark of Evil and Wainrider Plunder (i1681).

Adventure 1685 ~ Variag Wainriders

Requirements: Mirkwood Shadow (t1600) in Camp Variag (f1138) in the West (p1,1 to p60,80). Once.

Effects: Gain Mark of Battle and Wainrider Plunder (i1681).

Adventure 1686 ~ Wainriders Ravage the West

Requirements: Mirkwood Shadow (t1600) in the West (p1,1 to p60,80) with 5 Wainrider Plunder (i1681). Once.

Effects: Gain Wainrider (t1686), Mark of Mirkwood (i1946).

Adventure 1689 ~ Challenge to Sauron

Requirements: Dark Númenórean (b8), Morei Serke (b9), Lona Yarenath (b10), Sauron (b7) Blood-line 100 with Crown of the Necromancer (i1655). Once.

Effects: Gain Necromancer Sceptre (i1689), Mark of Mirkwood (i1946).

Adventure 1690 ~ Eru's Blessing

Requirements: Mirkwood Shadow (t1600) with Necromancer Sceptre (i1689). Once.

Effects: Gain Master of Mirkwood (t1688).

Faction 7: The Agents of Mordor

Mordor. The heart of Sauron's power in Middle-earth, the source of the blight that spreads across the land. And it is from Mordor that the agents of Sauron leave to do his bidding. His Nazgûl scour the land in search of the One Ring: Ren the Unclean, mind made mad by fever; Dendra Dwar the Dog Lord; Hoarmurath, Lord of the Frozen North; Adunaphel, soft-voiced whisper in the darkness; Ji Indur Dawndearth, Sauron's knife in the darkness; and Akhorahil the Blind Sorcerer, whose eyes are flashing gems. His spies and servants, goblin and man, crow and bat, range wide to bring him news of all that transpires. Whilst within Mordor's mountain fastness his troops amass, orc hordes ready to fall upon Gondor, all that stands, as Sauron thinks, between him and domination of Middle-earth.

Yet even this is not the true extent of his power. For in the south, in the lands of Harad where the Ancient Enemy himself is still invoked in worship, and Númenórean blood, proud and corrupt, runs yet in the veins of their lords, Adunaphel raises armies in Sauron's name, preparing Corsair fleets to fall upon Gondor from the south and west as her master moves upon them from the east.

Confident in his coming victory, perhaps it is only this confidence that might prove the cause of Sauron's downfall.

Overview

This is the domain of Sauron, including the remaining six loyal Nazgûl and the Haradhrim to the South.

Set-up Positions

- ❖ Orc: Overlord, Mercenary, Adventure Party, Hero
- ❖ Haradhrim: Overlord, Mercenary
- ❖ Troll: Hero
- ❖ Uruk: Hero

| MAINS | | | Secondaries | | | |
|-------------|-----------|--|------------------|------------------|--------------------|------------------------|
| <i>Race</i> | <i>ID</i> | <i>Blood-lines</i> | <i>Fav (-25)</i> | <i>Tol (-50)</i> | <i>Other (-75)</i> | <i>Hated (-999)</i> |
| Orc | 202 | Morei Serke (b9) Dark Servant (b12) | Troll | | All Others | -201, -203, -204, -211 |
| Haradhrim | 218 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |
| Troll | 228 | Ulog Hai (b11) | | | All Others | -201, -203, -204, -211 |
| Uruk | 232 | Morei Serke (b9) | | Troll | All Others | -201, -203, -204, -211 |

Set-up

- ❖ East of the Anduin river, south of y=45.
- ❖ No thieves.
- ❖ Only one character (per position) may start with assassin.

General Adventures

Adventure 1700 ~ Membership of The Agents of Mordor

Requirements: Main character (c1-200) from an Agents of Mordor set-up. First month only.

Effects: Gain Agent of Mordor (t1700) and join the Agents of Mordor (faction 7), Mark of Cruelty, 3 Mark of Mordor (i1947).

Adventure 1701 ~ Leadership of The Agents of Mordor

Requirements: Haradhrim (r218), Dark Númenórean (b8), Agent of Mordor (t1700), 15 Prestige. Once.

Effects: Gain 3 influence, Mouth of Sauron (t1701).

Adventures 1702-1705 ~ Vassal of Mordor

Requirements: Agent of Mordor (t1700). Not Vassal of Mordor (t1702). Orc (r202) in Cirith Ungol (f1162). Each adventure can be completed once.

Effects: Gain Vassal of Mordor (t1702) and:

a1702 Uruk Shagrat (c1169); a1703 Lagdud (c1170); a1704 Muzgash (c1171); a1705 Snaga (c1172).

Adventures 1706 ~ Yezmin IV

Requirements: Agent of Mordor (t1700). Not Vassal of Mordor (t1702). Haradhrim (r218) in Haven of Umbar (f1164). Once.

Effects: Gain Vassal of Mordor (t1702) and Princess Yezmin IX (c1173).

Adventures 1707 ~ Haradhrim Princesses

Requirements: Agent of Mordor (t1700). Not Vassal of Mordor (t1702). Haradhrim (r218) in Jug Rijesha (f1166). Once.

Effects: Gain Vassal of Mordor (t1702) and Princess Sheablar (c1174).

Adventures 1708 ~ Haradhrim Princesses

Requirements: Agent of Mordor (t1700). Not Vassal of Mordor (t1702). Haradhrim (r218) in Methir (f1167). Once.

Effects: Gain Vassal of Mordor (t1702) and Princess Aleamica (c1175).

Adventures 1709 ~ Lieutenant of Morgul

Requirements: Agent of Mordor (t1700). Not Vassal of Mordor (t1702). In Barad-dûr (f1163). Once.

Effects: Gain Vassal of Mordor (t1702) and Gothmog (c1176).

Adventures 1711 ~ The Fire King

Requirements: Agent of Mordor (t1700) in Minas Morgul (f1160). Not Lord of Mordor (t1711).

Own a force with 10,000 pop. 35 Prestige. Once.

Effects: Gain Lord of Mordor (t1711), Ren the Unclean (c1160), Mark of Mordor (i1947) and Minas Morgul (f1160).

Special Action 1711a

If you have completed adventure 1711, gain control of the troops in Minas Morgul.

Adventures 1712 ~ The Dog Lord

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). 1500 Warwolves (i431) in your possessions, in the province of Black Gate (p83,48). 35 Prestige. Once.

Effects: Gain Lord of Mordor (t1711), Dendra Dwar (c1161), Mark of Mordor (i1947) and Black Gate (f1161). The Warwolves are not lost.

Special Action 1712a

If you have completed adventure 1712, gain control of the troops in the Black Gate.

Adventures 1713 ~ The Ice King

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). Spy 23 in the province of Cirith Ungol (p83,55). 30 Prestige. Once.

Effects: Gain Lord of Mordor (t1711), Hoarmurath (c1162), Mark of Mordor (i1947), Cirith Ungol (g2581) and Cirith Ungol (f1162).

Special Action 1713a

If you have completed adventure 1713, gain control of the troops in Cirith Ungol.

Adventures 1714 ~ The Cloud Lord

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). Assassin 23 in Black Gate (f1161). 25 Prestige. Once.

Effects: Gain Lord of Mordor (t1711), Ji Indur (c1178), Mark of Mordor (i1947) and Carchost (g2571).

Adventures 1715 ~ The Blind Sorcerer

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). Blood-line 40 and 25 Prestige in Black Gate (f1161). Once.

Effects: Gain Lord of Mordor (t1711), Akhorahil (c1179), Mark of Mordor (i1947) and Narchost (g2572).

Adventures 1716 ~ The Quiet Avenger

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). Haradhrim (r218), Dark Númenórean (b8), owner of a force containing 5000 Haradhrim population in the province of Lugarlar (f1165) at (p70,80). 35 Prestige. Once.

Effects: Gain Lord of Mordor (t1711) Adunaphel (c1165), Mark of Mordor (i1947) and Lugarlur (f1165).

Special Action 1716a

If you have completed adventure 1716, gain control of the troops in Lugarlur.

Adventures 1717 ~ Darkness Returns

Requirements: Agent of Mordor (t1700). Not Lord of Mordor (t1711). 6 Ring of Mortal Man (i1961), prestige 55 in Barad-dúr (f1163). Once.

Effects: Gain Lord of Mordor (t1711), Sauron (c1163), Barad-dúr (f1163), Sauron's Tower (g2573), 6 Fell Drakes (i1716) and 3 Gifted Drakes (i1717).

The Rings are not lost.

Note: Sauron has access to Gaze (sp2014), which summons The Dread Gaze (c1229). This is a special character which represents Sauron's perception roaming across the land. It may not be assigned to a combat slot and should only issue character action S9 and view and mapping orders.

Special Action 1717a

If you have completed adventure 1717, gain control of the troops in Barad-dúr.

(See Adventure 1624)

Adventure 1718 ~ Mordor Rewards the Fell

Requirements: Agent of Mordor (t1700). Not Liege of the Fell (t1811). 8 times.

Effects: Liege of the Fell (t1811) and 1 Blessing of Sauron (i1718).

Note: It is up to the Agent of Mordor to determine a fair price for this gift.

(See Adventure 1809)

Harad adventures

Adventure 1719 ~ Mumakil

Requirements: Haradhrim (r218), Agent of Mordor (t1700). Not Mumak Herder (t1719). 3 productions passed. 4 times.
Effects: Gain 200 Warmumakil (i439) into your possessions, and Mumak Herder (t1719).

Adventure 1720 ~ Prince of Caravans

Requirements: Haradhrim (r218), Agent of Mordor (t1700) and Merchant 10. Not Trader (t1720). 8 times.
Effects: Gain 10 Merchant and Trader (t1720).

Adventure 1721 ~ Continental Trader 1

Requirements: Haradhrim (r218), Dark Servant (b12), Merchant 20 in any province on the bottom row (east of p84,80). Possess 1000 tradegoods (i5567) from Haven of Umbar (f1164). Not Haven of Umbar Caravaner (t1721). 8 times.
Effects: Gain 50,000 crowns and Haven of Umbar Caravaner (t1721).

Adventure 1722 ~ Continental Trader 2

Requirements: Haradhrim (r218), Dark Servant (b12), Merchant 20 in any province on the bottom row (east of p84,80). Possess 1000 tradegoods (i4796) from Minas Morgul (f1160). Not Morgul Caravaner (t1722). 6 times.
Effects: Gain 100.000 crowns and Morgul Caravaner (t1722).

Adventure 1723 ~ Continental Trader 3

Requirements: Haradhrim (r218), Dark Servant (b12), Merchant 20 in any province on the bottom row (east of p84,80). Possess 1000 tradegoods (i4735) from Barad-dûr (f1163). Not Barad-dûr Caravaner (t1723). 4 times.
Effects: Gain 150.000 crowns and Barad-dûr Caravaner (t1723).

Adventure 1724 ~ Church of Melkor

Requirements: Quiet Avenger (t1791) Blood-line 55 in Church of Melkor (g2580). Target a character. Once.
Effects: Gain 1 Action, Mark of Mordor (i1947).
Target Effects: Gain Highpriest of Melkor (t1724) and a Mark of Divinity.

Adventure 1725 ~ High Priest

Requirements: Haradhrim (r218), Highpriest of Melkor (t1724), Dark Númenórean (b8), Blood-line 30, Rumourmonger 10. Five times.
Target a force containing only Harad pop.
Effects: Gain Church of Melkor (g2580), 2 Influence, 2 prestige, Melkor Fanatic (t1729). Lose 2 rumourmonger.
Target Effects: Gain 150 SEI.

Special Action 1725a

If you have completed adventure 1725, gain control of the troops in the Church.

Adventure 1726 ~ Commission a fleet

Requirements: Haradhrim (r218), Dark Servant (b12), Agent of Mordor (t1700), prestige 20. Target a character. Twice.
Effects: Lose 3 prestige.
Target Effects: Gain Corsair (t1726).

Adventure 1727 ~ Building a fleet

Requirements: In Haven of Umbar (f 1164) with Corsair (t1726). 3000 Ship units. 5 times
Effects: Gain 10 Corsairs (i388)

Adventure 1728 ~ Finding the lost Palantir

Requirements: In Haven of Umbar (f 1164) with Corsair (t1726). Once.
Effects: Gain a Sea Chart (i1728).

Adventure 1729 ~ Sunken Treasure

Requirements: Corsair (t1726) in the Corsair Fleet (f1169) at (p2,79) with a Sea Chart (i1728). Once.

Effects: Gain The palantir of Annunias (i1957), Mark of Mordor (i1947), Castamir's Heir (t1731).

Adventure 1730 ~ Haven of Umbar

Requirements: Haradhrim (r218) Agent of Mordor (t1700). Own Haven of Umbar (f1164). In (p64,80). First 10 months. Target the Corsair fleet (f1169). Once.

Effects: Gain 12 prestige, 4 influence, Mark of Mordor (i1947), the Corsair fleet (f1169). You will not gain ownership of the troops.

Target Effects: Brought to the province (p64,80)..

Mordor Adventures**Adventure 1740 ~ Mordor Aerial Beasts**

Requirements: Orc (r202) Agent of Mordor (t1700) in Mordor (any province p84,50 to p107,67). Not Fell Beast Warder (t1739). Twice.

Effects: Gain Fell Beast Warder (t1739) and a Fell Beast Whistle (i1740).

The Whistle summons Thuringbad (c1225), Anglach (c1226) and Carrion Crows (c1227).

Adventure 1741 ~ Eyes of Sauron

Requirements: Orc (r202) Agent of Mordor (t1700). Target a character. Three times.

Effects: Gain 1 Influence.

Target Effects: Gain Eyes of Mordor (t1741).

Adventure 1742 ~ Aid for Eyes

Requirements: Eyes of Mordor (t1741). Not Sight of Mordor (t1742). Orc (r202) 15 Spy in Mordor (any province p84,50 to p107,67). 3 times.

Effects: Gain – Sight of Mordor (t1742), Mark of Fate, 5 Spy, 5 Stealth.

Adventure 1743 ~ Smith of Mount Doom

Requirements: Orc (r202) Agent of Mordor (t1700). Target a character. Six times.

Effects: Gain 1 Influence.

Target Effects: Gain Doom Smith (t1743).

Adventure 1744 ~ Elfwood

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743) in a province called "Lórien". Not Doom Traveller (t1752). Twice.

Effects: Gain Doom Traveller (t1752), 300 Elfwood (i1744).

Adventure 1745 ~ Dwarfiron

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743) in a province called "Iron Hills". Not Doom Traveller (t1752). Twice.

Effects: Gain Doom Traveller (t1752), 300 Dwarfiron (i1745).

Adventure 1746 ~ Entwood

Requirements: Orc (r202) Morei Serke (b9),, Doom Smith (t1743) in a province called "Fangorn". Not Doom Traveller (t1752). Twice.

Effects: Gain Doom Traveller (t1752), 300 Entwood (i1753).

Adventure 1747 ~ Grond's Shards

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743), PC 20, Strength 20 at Mount Doom (p86,55). Possess 100 Elfwood (i1744), 100 Dwarfiron (i1745), 100 Entwood (i1753). Not Grond-smith (t1747). Three times.

Effects: Gain Thews of Grond (i1746) and Grond-smith (t1747).

Adventure 1748 ~ Grond

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743), Blood-line 30 at Mount Doom (p86,55). Possess 3 Thews of Grond (i1746). Once.

Effects: Gain Grond (i1748), Mark of Mordor (i1947), Forger of Grond (t1754).
The Thews of Grond are smelted.

Adventure 1749 ~ Smithying Ulukai

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743), at Mount Doom (p86,55). Possess 250 mithril (i422), 250 Mandrake (i423). Once.

Effects: Gain the axe Ulukai (i1749), Mark of Mordor (i1947).
The materials are used up.

Adventure 1750 ~ Smithying Vasamacil

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743), at Mount Doom (p86,55). Possess 250 mithril (i422), 250 Nightshade (i425). Once.

Effects: Gain the sword Vasamacil (i1750), Mark of Mordor (i1947).
The materials are used up.

Adventure 1751 ~ Smithying Ongrum

Requirements: Orc (r202) Morei Serke (b9) Doom Smith (t1743), at Mount Doom (p86,55). Possess 250 mithril (i422), 250 Asarum (i427). Once.

Effects: Gain the bow Ongrum (i1751), Mark of Mordor (i1947).
The materials are used up.

Adventure 1761 ~ Orc Raiding

Requirements: Orc (r202) Agent of Mordor (t1700) in Isengard (f1100) with a Hobbit (r224) prisoner (c1351-5000). Once.

Effects: Gain Grishnakh (c1177), Mark of Mordor (i1947).
The Hobbit (r224) is consumed.

Adventure 1762 ~ Gathering Poison

Requirements: Agent of Mordor (t1700) in Torech Ungol (f1143) with a prisoner (c1351-5000). 5 times.

Effects: Gain 100 "Belladon" poison.
The prisoner is consumed.

Adventure 1770 ~ Rebuilding Mordor: Seeds

Requirements: Agent of Mordor (t1700) inside any Location in Mordor (any province p84,50 to p107,67). Possess 100 Orc (r262) slaves. First 10 months. 200 times.

Effects: Gain 2000 Orc teeth (i1770) and 100 Orc skulls (i1771).
The Orc slaves are lost.

Adventure 1771 ~ Rebuilding Mordor: Fruition

Requirements: Dark Lord (t1792) possess 2000 orc teeth (i1770) inside any Location in Mordor (any province p84,50 to p107,67). Target a popseg of Orcs (r202). 20 times.

Target Effects: Popseg Gains 1000 unskilled.
The Orc teeth are consumed.

Adventure 1772 ~ Rebuilding Mordor: Harvest

Requirements: Dark Lord (t1792) in Mordor (any province p84,50 to p107,67). Once.

Effects: Gain the mace Nazguaga (i1772), Mark of Mordor (i1947).

Nazguaga allows Sauron to cast Summon Orc Soldiers (s2009), which requires 2 Orc Skulls (i1771)

Adventure 1780 ~ Sauron's Lieutenant

Requirements: Agent of Mordor (t1700), Tactics 40. Once.

Effects: Gain – Mark of Battle, 1 Action, Mark of Mordor (i1947), Dark Lieutenant (t1780).

Faction 8: The Fell Lords

Not all who walk in darkness are under Sauron's sway, and not all whose thoughts are stained by evil are bound to his will. Some of these Fell Lords act alone, hunting and haunting the night, preying on the weak and the helpless, whilst others, coming to Sauron willingly to pledge their allegiance, act in his name, eager to prove their worth to him. But all are foul of guise and fell of purpose, and, knowing or unknowing, all serve Sauron's design in the end.

Overview

This is a faction of individuals who are eager to prove themselves to Sauron, Saruman or to the Necromancer.

Set-up Positions

- ❖ Orc: Adventure Party, Hero
- ❖ Half-orc: Adventure Party, Hero
- ❖ Haradhrim: Adventure Party, Hero
- ❖ Goblin: Adventure Party, Hero
- ❖ Troll: Hero
- ❖ Uruk: Hero
- ❖ Easterling: Adventure Party, Hero

| MAINS | | | Secondaries | | | |
|------------|-----|--|-------------|-----------|-------------|------------------------|
| Race | ID | Blood-lines | Fav (-25) | Tol (-50) | Other (-75) | Hated (-999) |
| Orc | 202 | Morei Serke (b9) Dark Servant (b12) | Troll | | All Others | -201, -203, -204, -211 |
| Half-orc | 212 | Morei Serke (b9) | Troll | Hill-man | All Others | -201, -203, -204, -211 |
| Haradhrim | 218 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |
| Goblin | 222 | Morei Serke (b9) Dark Servant (b12) | Troll | | All Others | -201, -203, -204, -211 |
| Troll | 228 | Ulog Hai (b11) | | | All Others | -201, -203, -204, -211 |
| Uruk | 232 | Morei Serke (b9) | | Troll | All Others | -201, -203, -204, -211 |
| Hill-man | 238 | Dark Servant (b12) | | | All Others | -201, -203, 204, 251 |
| Easterling | 258 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |

Set-ups

- ❖ Set-ups can be anywhere which is permitted for any set-up from factions 5-7.
- ❖ No character may start with thief.
- ❖ Hill-men can only be taken as secondary characters.
- ❖ Only one character (per position) may start with assassin.
- ❖ Starting guild may be placed in any module location belonging to Factions 5-7.

Note: There are some adventures ID 1500-1799 that can be done by Fell Lord members, but this is always with the goodwill of a member of the faction.

Title 1800 gives -50 prestige.

General Adventures

Adventure 1801 ~ Rite of Blood

Requirements: Half-orc (r212), Goblin (r222), Orc (r202), Uruk-hai (r232), Troll (r228), Easterling (r258), Haradhrim (r218), Main (c1-200) from an Adventurer Party or Hero position. Not Fell Lord (t1800). First month only. 8 times.

Effects: Gain Title Fell Lord (t1800) and join Faction 8. +6 PC, Constitution, Strength and Dexterity, Mark of Cruelty, 2 Mark of the Fell (i1948).
Lose 6 Beauty.

Adventure 1802 ~ Rite of Action

Requirements: Half-orc (r212), Goblin (r222), Orc (r202), Uruk-hai (r232), Troll (r228), Easterling (r258), Haradhrim (r218), Main (c1-200) from an Adventurer Party or Hero position. Not Fell Lord (t1800). First month only. 8 times.

Effects: Gain Title Fell Lord (t1800) and join Faction 8. +1 Action, +5 Dexterity, Mark of Cruelty, 2 Mark of the Fell (i1948).
Lose 3 Strength and 5 Beauty.

Adventure 1803 ~ Rite of Evil

Requirements: Half-orc (r212), Goblin (r222), Orc (r202), Uruk-hai (r232), Troll (r228), Easterling (r258), Haradhrim (r218), Main (c1-200) from an Adventurer Party or Hero position. Not Fell Lord (t1800). First month only. 8 times.

Effects: Gain Title Fell Lord (t1800) and join Faction 8. Effects: Gain Mark of Evil, 7 Strength and 3 Dexterity. 3 Mark of the Fell (i1948).

Adventure 1805 ~ Service to Isengard

Requirements: Fell Lord (t1800) and 1 Blessing of Saruman (i1519). Not Servant of Isengard (t1805). 8 times.

Effects: Gain Mark of Destiny, 8 Bard, 5 Beauty, 5 Influence, and Servant of Isengard (t1805)
The Blessing of Saruman is lost.

(See Adventure 1519)

Adventure 1807 ~ Service to Mirkwood

Requirements: Fell Lord (t1800) and 1 Blessing of Murazor (i1622). Not Servant of Mirkwood (t1807). 8 times.

Effects: Gain 5 Dexterity, 5 PC, 5 Blood-line, 5 Covert, and Servant of Mirkwood (t1807)
The Blessing of Murazor is lost.

(See Adventure 1622)

Adventure 1809 ~ Service to Sauron

Requirements: Fell Lord (t1800) and 1 Blessing of Sauron (i1718). Not Servant of Mordor (t1809). 8 times.

Effects: Gain 15 Berserker, 10 PC, 10 Strength, and Servant of Mordor (t1809)
The Blessing of Sauron is lost.

(See Adventure 1718)

Adventure 1810 ~ Debearded Dwarf

Requirements: Fell Lord (t1800) with a captured Dwarf (r204) character (c1351-5000). 16 times.

Effects: Gain 1 Strength and 1 Head (i1810).
The captured character is returned to Eru.

Adventure 1811 ~ Elf Eaten

Requirements: Fell Lord (t1800) with a captured High Elf (r203) or Silvan Elf (r223) character (c1351-5000). 16 times.
 Effects: Gain 1 Blood-line and 1 Head (i1810).
 The captured character is returned to Eru.

Adventure 1812 ~ Isildur's Sons Brought Low

Requirements: Fell Lord (t1800) with a captured Gondorian (r201) or Arnorian (r231) character (c1351-5000). 16 times.
 Effects: Gain 1 PC and 1 Head (i1810).
 The captured character is returned to Eru.

Adventure 1813 ~ Hobbit Stew

Requirements: Fell Lord (t1800) with a captured Hobbit (r224) character (c1351-5000). 16 times.
 Effects: Gain 1 Constitution, and 1 Head (i1810).
 The captured character is returned to Eru.

Adventure 1814 ~ Plainsmen Brought Low

Requirements: Fell Lord (t1800) with a captured Northman (r211) or Rohirrim (r251) character (c1351-5000). 16 times.
 Effects: Gain 1 PC and 1 Head (i1810).
 The captured character is returned to Eru.

Adventure 1816 ~ Terrorise Gondor

Requirements: Fell Lord (t1800) in any province (p34,51) to (p75,65). Not Scourge of Gondor (t1816). 8 times.
 Effects: Gain 2 Strength, 2 Dexterity, 2 PC, 1 Blood-line, 3 Berserker,, Mark of the Fell (i1948) and Scourge of Gondor (t1816).

Adventure 1817 ~ Terrorise Rhovanion

Requirements: Fell Lord (t1800) in any province (p74,1) to (p107,28). Not Scourge of Rhovanion (t1817). 8 times.
 Effects: Gain 2 Strength, 2 Dexterity, 2 PC, 1 Blood-line, 3 Berserker,, Mark of the Fell (i1948) and Scourge of Rhovanion (t1817).

Adventure 1818 ~ Terrorise Hobbits

Requirements: Fell Lord (t1800) in any province (p19,11) to (p25,15). Not Scourge of Hobbits (t1818). 8 times.
 Effects: Gain 2 Strength, 2 Dexterity, 2 PC, 1 Blood-line, 3 Berserker,, Mark of the Fell (i1948) and Scourge of Hobbits (t1818).

Adventure 1820 ~ Blood Enraged

Requirements: Fell Lord (t1800) and Berserker 100. Not Enraged (t1820). 8 times.
 Effects: Gain Mark of Power, Mark of the Fell (i1948) and Enraged (t1820).

Adventure 1821 ~ Servant of Dark Lore

Requirements: Fell Lord (t1800) and Blood-line 60. Not Dark Loremaster (t1821). 8 times.
 Effects: Gain Mark of the Fell (i1948), Mark of Divinity, Dark Loremaster (t1821).

Adventure 1822 ~ Servant of Blades

Requirements: Fell Lord (t1800) and PC 100, not Blademaster (t1822). 8 times.
 Effects: Gain Mark of the Fell (i1948), Mark of Evil, Blademaster (t1822).

Adventure 1823 ~ Child of Darkness

Requirements: Fell Lord (t1800), any dead or stoned, not Darkness Saved (t1823). 8 times.
 Effects: Gain Resurrection, cure stoning, cure poisons, cure diseases, and Darkness Saved (t1823). If dead, all wounds are healed.

Note: the following adventures can be done multiple times by the same character.

Adventure 1824 ~ Heads for the Dark 1

Requirements: Fell Lord (t1800) and 10 Heads (i1810). 8 times.

Effects: Gain 1 Action, Mark of the Fell (i1948).
The Heads are sacrificed.

Adventure 1825 ~ Heads for the Dark 2

Requirements: Fell Lord (t1800) and 5 Heads (i1810). 8 times.

Effects: Gain 2 PC, Mark of the Fell (i1948).
The Heads are sacrificed.

Adventure 1826 ~ Heads for the Dark 3

Requirements: Fell Lord (t1800) and 5 Heads (i1810). 8 times.

Effects: Gain 1 Blood-line, Mark of the Fell (i1948).
The Heads are sacrificed.

Adventure 1827 ~ Heads for the Dark 4

Requirements: Fell Lord (t1800) and 5 Heads (i1810). 8 times.

Effects: Gain 2 Berserker, Mark of the Fell (i1948).
The Heads are sacrificed.

Adventure 1828 ~ Heads for the Dark 5

Requirements: Fell Lord (t1800) and 10 Heads (i1810). 8 times.

Effects: Gain – Fell Beast (i1716), Mark of the Fell (i1948).
The Heads are sacrificed.

Adventure 1830 ~ Followers of the Fell

Requirements: Secondary character (c201-1000) from Faction 8. Not Follower of the Fell. 99 times.

Effects: Gain Follower of the Dark (t1830)

Adventure 1831 ~ The Withered Heath

Requirements: Fell Lord (t1800) or Follower of the Dark (t1830). In a Northern province (p45,1 to p65,1). 999 times.

Effects: Moved to Eastern Pass (f1212) in the Withered Heath.

Adventure 1832 ~ Fell Beasts Fly

Requirements: Fell Lord (t1800) or Follower of the Dark (t1830). At the province of Barad-dur (p89,53). 999 times.

Effects: Moved to Eastern Pass (f1212) in the Withered Heath.

Adventure 1839-42 ~ Leaving the Heath

Requirements: Fell Lord (t1800) or Follower of the Dark (t1830). In Eastern Pass (f1212) in the Withered Heath. 999 times.

Effects: Moved to:
a1839 - Hollin Gate (f1139);
a1840 - Dimrill Gate (f1140);
a1841 - High Pass West (f1141);
a1842 - High Pass East (f1142);
a1843 - Barad-dur (f1163).

Racial Adventures

| Race | Adv | Title | Effect | Influence | Restrictions |
|------------------------|-----|-------------------|---------------------------------------|---------------|--------------------|
| Gondorian (r201) | 201 | Townsmen | +6 Admin, +6 Merchant, +4 Tactics | 201 | |
| | 301 | Valesman | +6 Knight, +6 Con, +2 PC | 251 | |
| Orc (r202) | 202 | Spawn of Morgoth | +6 Stealth, +3 PC | 202 | Morei Serke (b9) |
| | 302 | Spawn of Sauron | +6 Spy, +6 Bowmaster, +6 Berserker | 218 | Dark Servant (b12) |
| High Elf (r203) | 203 | Calaquendi | +4 Blood-line, +6 Beauty | None | |
| | 303 | Moriquendi | +4 Stealth, +6 Bard, +4 Dexterity | None | |
| Dwarf (r204) | 204 | The Line of Durin | +4 Merchant, +4 Admin, +4 Prestige | 204 | |
| | 304 | The Broken Line | +8 Rumourmonger, +8 Axemaster | 211 | |
| Northman (r211) | 211 | Woodman | +4 Ranger, +6 Bowmaster | 211 | Kala Yarenath (b5) |
| | 311 | Plainsman | +5 Ranger | 204, 211, 223 | Free People (b1) |
| Half-orc (r212) | 212 | Goblin-man | +5 Stealth, +3 Assassin | 212 | |
| | 312 | Mixed-blood | +8 Rumourmonger, +6 Spy, +3 Inf | 238 | |
| Haradhrim (r218) | 218 | Merchant Caste | +10 Merchant, +2 assassin | 218, 202 | |
| | 318 | Warrior Caste | +5 Knight, +6 Swordmaster, +4 Tac | 218 | Knight 10 |
| Goblin (r222) | 222 | Misty-orc | +4 Spy, +4 Admin | 222 | |
| | 322 | Mirk-orc | +4 Stealth, +2 PC | 258 | |
| Silvan Elf (r223) | 223 | Calaquendi | +4 Blood-line, +6 Beauty | None | |
| | 323 | Moriquendi | +4 Stealth, +6 Bard, +4 Dexterity | None | |
| Hobbit (r224) | 224 | Shire Hobbit | +4 Thief, +4 stealth | 224 | |
| | 324 | Bree Hobbit | +6 Merchant | 231 | |
| Troll (r228) | 228 | Olog-hai | +4 Strength, +4 Con, +4 Axemaster | 202, 228 | Faction 7 or 8 |
| | 328 | Cave Troll | +12 Berserker | 222 | Faction 6 or 8 |
| | 428 | Hill Troll | +4 Stealth, +5 Blood-line | 212 | Faction 5 or 8 |
| Armorian (r231) | 231 | Man of Bree | +4 Admin, +6 Merchant, +3 Tactics | 224, 231 | Free People (b1) |
| | 331 | Dunadan | +6 Blood-line | 203 | Númenórean (b2) |
| Uruk (r232) | 232 | Great Orc | +8 Berserker, +4 Con, | 202 | Faction 6, 7 or 8 |
| | 332 | Uruk-hai | +4 Prestige, +6 Stealth | 212 | Faction 5 or 8 |
| Hill-man (r238) | 238 | Dunlending | +4 Stealth, +3 Ranger, +4 Con, +3 Inf | 212 | |
| | 338 | Highlander | +8 Berserker | 238 | |
| Man of Rohan (r251) | 251 | Rider of the Mark | +6 Knight, +6 Ranger | 251, 201 | Ranger 10 |
| | 351 | Son of Eorl | +4 Admin, +4 Ranger | 251 | |
| Easterling (r258) | 258 | Wainrider | +4 Berserker, +4 Ranger, +4 Tactics | 222 | |
| | 358 | Tribesman | +8 Merchant, Mark of Wealth | 258 | |

The above adventures can be done by any character who does not have one of the resulting titles. Each adventure is 100 times. There is no time limit.

Any character may only have one of the above titles.

Blood-lines

The works of Tolkien are full of magic, but not spells. The kind of magic we now associate with standard fantasy role-playing is more derived from the works of Jack Vance, amongst others, than Tolkien. Further, whilst Tolkien felt that his works were ultimately of a religious nature, this is found not in the depiction of the many gods frequently discovered in fantasy works, but in the underlying belief of many of the characters in an unnamed, and almost universally unacknowledged, force of good.

To reflect these unique aspects of Tolkien's works, then, we have made the decision to have no Arcanists or religions in the game. Instead, the kind of magic that a character may wield is determined by his Blood-line, and we are using the old Legends category of Priest skill to represent these.

So whilst all magical characters have the priest skill and receive and use holy mana, they do not worship a religion and will find no churches. The priest skill as defined by Legends is just a metaphor for the way that magic works in Tolkien. The use of the order 'S29 Pray' should be considered as a form of rest and recuperation.

For the duration of the module, we will refer to the 'religion' of a character as the Blood-line of a character. Any reference to 'being of the Blood-line of XXX' refers, in Legends terms, to being a priest of religion XXX.

Some powerful characters will have a familiar. However, this is not an animal, but represents their extra potency.

All Blood-lines can be rited. There are no favoured seasons for any Blood-line.

Blood-lines available to factions at game start

Blood-lines of Light

- | | |
|--------------------------|------------------|
| 1. Free People (1,2,3,4) | 0 mana recovery |
| 2. Númenórean (1,3,4) | 10 mana recovery |
| 3. Quendi (2,3,4) | 10 mana recovery |
| 4. Khazâd (2,4) | 10 mana recovery |
| 5. Kala Yarenath | 20 mana recovery |

Blood-line of the Istari

- | | |
|-----------|------------------|
| 6. Istari | 30 mana recovery |
|-----------|------------------|

Blood-lines of Darkness

- | | |
|----------------------------|------------------|
| 7. Sauron | 30 mana recovery |
| 8. Dark Númenórean (6,7,8) | 10 mana recovery |
| 9. Morei Serke (5,6,7,8) | 10 mana recovery |
| 10. Lona Yarenath | 20 mana recovery |
| 11. Ulog Hai (5,6,7,8) | 12 mana recovery |
| 12. Dark Servant (5,6,7,8) | 0 mana recovery |

Religion Diplomacy Modifiers

| | Free People | Númenórean | Quendi | Khazâd | Kala Yarenath | Istari | Sauron | Dark Númenórean | Morei Serke | Lona Yarenath | Ulog Hai | Dark Servant |
|-------------------|-------------|------------|--------|--------|---------------|--------|--------|-----------------|-------------|---------------|----------|--------------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 1 Free People | 0 | -25 | -25 | -25 | -50 | -99 | -999 | -999 | -999 | -999 | -999 | -999 |
| 2 Númenórean | 0 | 0 | -10 | -25 | -10 | -50 | -999 | -999 | -999 | -999 | -999 | -999 |
| 3 Quendi | -25 | -10 | 0 | -99 | -25 | -25 | -999 | -999 | -999 | -999 | -999 | -999 |
| 4 Khazâd | -25 | -25 | -99 | 0 | -50 | -99 | -999 | -999 | -999 | -999 | -999 | -999 |
| 5 Kala Yarenath | -50 | -40 | -40 | -50 | 0 | -99 | -999 | -999 | -999 | -999 | -999 | -999 |
| 6 Istari | 0 | -50 | -50 | -50 | -50 | 0 | -999 | -50 | -50 | -50 | -50 | 0 |
| 7 Sauron | -999 | -999 | -999 | -999 | -999 | -999 | 0 | 0 | 0 | -40 | 0 | 0 |
| 8 Dark Númenórean | -999 | -999 | -999 | -999 | -999 | -50 | -25 | 0 | -10 | -40 | -10 | -10 |
| 9 Morei Serke | -999 | -999 | -999 | -999 | -999 | -99 | -25 | -25 | 0 | -40 | -10 | -25 |
| 10 Lona Yarenath | -999 | -999 | -999 | -999 | -999 | -50 | -50 | -40 | -40 | 0 | -25 | -50 |
| 11 Ulog Hai | -999 | -999 | -999 | -999 | -999 | -99 | -25 | -25 | -10 | -50 | 0 | -25 |
| 12 Dark Servant | -999 | -999 | -999 | -999 | -999 | -99 | -75 | -25 | -25 | -50 | -25 | 0 |

Sponsor is on the left, target is above/on the right.

Blood-lines of Light Adventures

Note: only 100 characters can have Wracked (t1911) at one time.

Adventure 110 ~ Marked by Eru

Requirements: Free People Blood-line (b1), character (ID1-1000). Not 'Eru's Chosen' (t2110). First month only. 50 times.
Effects: Gain 1 action and Eru's Chosen (t2110).

Adventure 111 ~ Mortal Injury

Requirements: Good or Istari blood-line (b1-6). Dead. Constitution 5. Not Wracked (t1911). 99 times.
Effects: Gain Life and Wracked (t1911). The character will have 0% wounds. Poison cured.
Lose 4 Constitution.

Adventure 112 ~ On the Verge of Death

Requirements: Good blood-line (b1-5). Very Dead. Constitution 7. Not Wracked (t1911). 99 times.
Effects: Gain Life and Wracked (t1911). The character will have 0% wounds. Poison cured.
Lose 6 Constitution.

Adventure 113 ~ Last Breath

Requirements: Good blood-line (b1-5). Long Dead. Constitution 9. Not Wracked (t1911). 99 times.
Effects: Gain Life and Wracked (t1911). The character will have 0% wounds. Poison cured.
Lose 8 Constitution.

Adventure 114 ~ Healing House

Requirements: Good or Istari blood-line (b1-6), Wracked (t1911), in a Residence. Any condition except "Laid to Rest".
300 times.
Effects: Gain 2 Constitution.
Lose Wracked (t1911).

Adventure 115 ~ Marked by Gondor

Requirements: Good Blood-line (b1-5), Mark of Gondor (i1941). 999 times.
Effects: Mark of Honour.
The Mark of Gondor is lost.

Adventure 116 ~ Marked by Rhovanion

Requirements: Good Blood-line (b1-5), Mark of Rhovanion (i1942). 999 times.
Effects: Mark of Honour.
The Mark of Rhovanion is lost.

Adventure 117 ~ Marked by Eriador

Requirements: Good Blood-line (b1-5), Mark of Eriador (i1943). 999 times.
Effects: Mark of Honour.
The Mark of Eriador is lost.

Adventure 118 ~ Marked by the Free

Requirements: Good Blood-line (b1-5), Mark of the Free (i1944). 999 times.
Effects: Mark of Honour.
The Mark of the Free is lost.

Adventure 119 ~ Summon Gwaihir

Requirements: Good Blood-line (b1-5), Ranger 40, in a Barren Mountain province. 99 times.
Effects: Summon Gwaihir (c1224).

1. Free People

This is the Blood-line of Hobbits, Rohirrim, Northmen and Arnorian, most Gondor and others. No Spells. It is not recommended that any character with skill 10 takes this Blood-line.

2. Númenórean

This is the Blood-line of some Gondor and Dúnedan.

Spells

Level 1

74 Protection Undead
295 Heal Character
452 Duel Vision

Level 2

219 Charm of Silence
222 Bless Animals
240 Nature Awareness
257 Yave Kemen

Level 3

209 Runepower

Level 4

141 Eye of Patterns
146 Eye of Judgement

Level 5

468 Warlock Command

Yave produced is Ranger Salve (i582), which also gives stealth.

Adventure

Adventure 121 ~ Dunadan Blood

Requirements: Numenorian or Dark Numenorian Blood-line (b2 or b8). No Status. 999 times.

Effects: Gain Dunadan (s354)

3. Quendi

This is the Blood-line of High Elves and Silvan Elves. Note that adventure 2644 is first month only.

Spells

Level 1

58 Blur Illusion
232 Increase Lumber Extraction
295 Heal Character

Level 2

2 Shell of Protection: Location
127 Summon Fog
214 Bless Character
228 Increase Fertility
234 Increase Special Resource
236 Increase Flora
245 Barrier of Nature
257 Yave Kemen

Level 3

44 Cure Insanity
52 Blend Location
209 Runepower
359 Blessing of Quendi

Level 4

79 Dispel undead
247 Dispel Barrier of Nature
490 Hand of Nature

Yave produced is Lembas (i583), which heals and also gives Strength, Dexterity and Constitution.

Spell 359 gives the target the status Quendi Blessed (s359), and may target non-Quendi.

Adventures**Adventure 2640 ~ Miruvor**

Requirements: Quendi (b3) Slightly Jaded (s511). 1 Miruvor (i474). 200 times.

Effects: Gain Immortal (s510).

Adventure 2641 ~ Miruvor 2

Requirements: Quendi (b3) Jaded (s512). 1 Miruvor (i474). 200 times.

Effects: Gain Slightly Jaded (s511).

Adventure 2642 ~ Miruvor 3

Requirements: Quendi (b3) Slightly Faded (s513). 2 Miruvor (i474). 200 times.

Effects: Gain Jaded (s512).

Adventure 2643 ~ Grey Havens

Requirements: Quendi (b3) Faded (s514) in the province containing the Grey Havens (p11,8) in a fleet force. Target another character in this province.

Effects: Gain Passed West (t2645). Condition becomes Laid to Rest.

Target Effects: Gain 4 Miruvor (i474).

Adventure 2644 ~ Immortal

Requirements: Quendi (b3). No Status. Month 1 only.

Effects: Gain Immortal (s510), 2 Miruvor (i474).

Special Action 2645 ~ The Light of the Trees of Valinor

Requirements: Quendi (b3) Immortal (s510) Calaquendi (t2203) Blood-line 50. Not Blessed of Two Trees (t2646).

Target a Nazgûl in this province. 99 times.

Effects: Blessed of Two Trees (t2646).

Lose 5 Blood-line.

Target Effects: Lose 10 Blood-line, return to Barad-dur (f1163).

Adventure 2646 ~ Ageless

Requirements: Quendi (b3). No Status. Tertiary (c1251-5000).

Effects: Gain Immortal (s510), 1 Miruvor (i474).

4. Khazâd

This is the Blood-line of Dwarves.

Spells

Level 1

195 Forge Mithril Weapon
 196 Enchant Power 1 Weapon
 201 Forge Mithril Armour
 230 Increase Stone Extraction
 231 Decrease Stone Extraction

Level 2

197 Enchant Power 2 Weapon
 202 Enchant Power 1 Armour
 234 Increase Special Resource Rating
 257 Yave Kemen
 479 Enchanter's Defence

Level 3

198 Enchant Power 3 Weapon
 203 Enchant Power 2 Armour
 209 Runepower
 364 Blessing of Khazâd

Level 4

199 Enchant Power 4 Weapon

Level 7

480 Enchanter's Grasp

Note that all 'Forge' spells require mithril, not silver. Enchanter's Tools are all for Khazad Blood-line, not skill 8.

Yave produced is Mithrarian (i584), which gives Khazâd (b4) a bless.

Spell 364 gives the target the status Khazad Blessed (s364) and may target non-Khazad.

Adventures

Adventure 141 ~ Durin's Heir

Requirements: Khazâd (b4). Ring of Durin (i1971). Once.

Effects: Gain 3 actions, Mark of Power, 10 Blood-line, 10 Knight, 10 Berserker, 10 PC, 10 Influence, 10 Tactics, Durin's Heir (t1973).

Adventure 142 ~ Durin's Lineage

Requirements: Khazâd (b4). Dwarf Ring of Power (i1972). Once.

Effects: Gain 1 action, Mark of Destiny, 5 Blood-line, 5 Knight, 5 Berserker, 5 PC, 5 Influence, 5 Tactics, Son of Durin (t1974).

Adventure 143 ~ An Unexpected Party

Requirements: Khazâd (b4) Bard in a province called "The Shire". Not Dwarven Bard (t1970). 25 times.

Effects: 8 Bard, Dwarven Bard (t1975).

5. Kala Yarenath

The Blood-line of ancient Free Peoples.

Spells

Level 1

74 Protection Undead
231 Decrease Stone Extraction
295 Heal Character

Level 2

214 Bless Character
228 Increase Fertility
234 Increase Special Resource
236 Increase Flora
245 Barrier of Nature
257 Yave Kemen

Level 3

129 Summon Earthforce
455 Duel ESP

Level 4

79 Dispel Undead
122 Awakening
247 Dispel Barrier of Nature

Level 5

467 Warlock Terror

Yave produced is Entbroth (i585), which heals and gives Strength, Dexterity and Constitution. Awakening (sp122) gives the target Awakened (s373), which does not morph and may target non-Kala Yarenath.

Blood-lines of Istari

6. Istari

The Blood-line of the Istari.

This religion cannot be chosen at set-up.

Spells

Level 1

30 Veil of Courage
295 Heal Character
452 Duel Vision

Level 2

2 Shell of Protection: Location
7 Dispel Magic: Location
32 Whisper of Bravery
41 Mind Clear
57 Glint of Light
214 Bless Character
234 Increase Special Resource
235 Decrease Special Resource
245 Barrier of Nature

Level 3

44 Cure Insanity
186 Enchant Character
209 Runepower
224 Charm Herd
455 Duel ESP

Level 4

29 Veil of Nightmares
79 Dispel Undead
247 Dispel Barrier of Nature
296 Resurrection

Level 5

15 Symbol of Staves (All Staves give Blood-line mana)
42 Sphere of Alteration

Adventure 161 ~ Returned by Eru

Requirements: Istari blood-line (b6), Not alive. With a status of the type 'religious', but not The White (s561).

Effects: Life. The character will have 0% wounds. The White (s561).

Blood-lines of the Dark Adventures

Note: only 100 characters can have Wracked (t1921) at one time.

Adventure 170 ~ Marked by Morgoth

Requirements: Dark Servant Blood-line (b12), character (ID1-1000). Not 'Morgoth's Chosen' (t2170). First month only.
50 times.

Effects: Gain 1 action and Morgoth's Chosen (t2170)

Adventure 171 ~ Born of Darkness

Requirements: Evil or Istari blood-line (b6-12), Dead, Constitution 5. Not Wracked (t1921). 99 times.

Effects: Life and Wracked (t1921). Wounds set to 0%. Poison cured.
Lose 4 constitution.

Adventure 172 ~ Ghoul of the Black

Requirements: Evil blood-line (b7-12), Very Dead, Constitution 7. Not Wracked (t1921). 99 times.

Effects: Life and Wracked (t1921). Wounds set to 0%. Poison cured. If no status, gain Lost-soul (s357).
Lose 6 constitution.

Adventure 173 ~ Ghoul of Night

Requirements: Evil blood-line (b7-12), Long Dead, Constitution 9. Not Wracked (t1921). 99 times.

Effects: Life and Wracked (t1921). Wounds set to 0%. Poison cured. If no status, gain Lost-soul (s357).
Lose 8 constitution.

Adventure 174 ~ Soldier of Melkor

Requirements: Evil or Istari blood-line (b6-12), Wracked (t1921), in a Residence. Any condition except "Laid to Rest".
300 times.

Effects: Gain 2 Constitution.
Lose Wracked (t1921).

Adventure 175 ~ Marked by Isengard

Requirements: Evil Blood-line (b7-12), Mark of Isengard (i1945). 999 times.

Effects: Mark of Cruelty.
The Mark of Isengard is lost.

Adventure 176 ~ Marked by Mirkwood

Requirements: Evil Blood-line (b7-12), Mark of Mirkwood (i1946). 999 times.

Effects: Mark of Cruelty.
The Mark of Mirkwood is lost.

Adventure 177 ~ Marked by Mordor

Requirements: Evil Blood-line (b7-12), Mark of Mordor (i1947). 999 times.

Effects: Mark of Cruelty.
The Mark of Mordor is lost.

Adventure 178 ~ Marked by the Fell

Requirements: Evil Blood-line (b7-12), Mark of the Fell (i1948). 999 times.

Effects: Mark of Cruelty.
The Mark of the Fell is lost.

7. Sauron

The Blood-line of Sauron and the Nazgûl.

Spells

Level 1

60 Detect Invisibility
83 Empathic Self Cure

Level 2

7 Dispel Magic Location
31 Whisper of Fear
45 Evil Eye
140 Detect Skill
148 Probe Character*
257 Yave Kemen

Level 3

43 Cause Insanity
47 Mind Blank
438 Hand of Death
215 Curse Others

Level 4

29 Veil of Nightmares
141 Eye of Patterns
146 Eye of Judgement

Level 6

86 Rite of the Wraith

Yave produced is Morgul Breath (i587), which heals and gives Berserker.

* *Probe Character* does not cost 10 mana over MAR. It costs 2 mana over MAR, with a minimum cost of 10.

Nazgûl Adventures

Adventure 2620 ~ Coal-black Horses

Requirements: Ringwraith (t1901) in a province called "Rohan". Warhorse (i430). Not Black Rider (t2620). 9 times.
Effects: Gain Black Rider (t2620), 2 prestige, 2 Influence and a Coal-black Horse (i2621).
The Warhorse is released.

Adventure 2621 ~ Keeper of the West Gate

Requirements: Ringwraith (t1901) in Bree (f1065). Once.
Effects: Gain Harry Goatleaf (c1200).

Special Action 2622 ~ Waking The Old Forest

Requirements: Ringwraith (t1901) in Heavy Forest Terrain. Once.
Effects: Gain 9 spawn of Melkor lairs created within 3 provinces of the Nazgûl.

Special Action 2623 ~ Waking the Barrow Wights

Requirements: Ringwraith (t1901) in a Barren terrain. Once.
Effects: Gain 9 undead lairs created within 3 provinces of the Nazgûl.

Adventure 2624 ~ Amon Sul

Requirements: Ringwraith (t1901) at a province called "Weathertop". Not Triumph of Angmar (t2624). 5 times.
Effects: Gain Angmar's Triumph (t2624), 5 PC, 5 Prestige, 5 Militant, Mark of Fate.

Adventure 2625 ~ Minas Tirith

Requirements: Ringwraith (t1901) at the province of Minas Tirith (p75,56). Not Ulairi (t2625). Possess a Fell Drake (i1716). (Note that it cannot be your mount.). 5 times.
Effects: Gain Ulairi (t2625), 3 PC, 3 Tactics, Mark of Battle.

Special Action 2626 ~ Nazgûl descend on Hobbiton

Requirements: Ringwraith (t1901) in the province of Hobbiton (p22,13). Adventure 2600 not completed. 5 Productions passed. Once.
Effects: Gain Ring-bearer (s500). Adventure 2600 becomes closed.

Adventure 2627 ~ Visiting the Servant of Sauron

Requirements: Ringwraith (t1901) in Orthanc (g2550). Not Guest of Saruman (t2627). 5 times.

Effects: Gain Guest of Saruman (t2627), 5 Blood-line.

Adventure 2628 ~ Trailing the Ring

Requirements: Ringwraith (t1901) Guest of Saruman (t2627), in a province called “the Shire”. Not Hunter of the Ring (t2628). 5 times.

Effects: Gain 1 Action, Hunter of the Ring (t2628).

8. Dark Númenórean

The Blood-line of some Haradhrim and Easterlings.

Spells

Level 1

295 Heal Character

Level 2

176 Warding

181 Attack Dispersement

180 Attack Focus

214 Bless

234 Increase Special Resource

236 Increase Flora

257 Yave Kemen

Level 3

209 Runepower

413 Gold Fever

Level 4

141 Eye of Patterns

146 Eye of Judgement

Yave produced is Numenorian Salve (i588), which also gives Stealth.

Adventure

Adventure 121 ~ Dunadan Blood

Requirements: Numenorian or Dark Numenorian Blood-line (b2 or b8). No Status.

Effects: Gain Dunadan (s354)

9. Morei Serke

The Blood-line of some Orcs, Goblins, Half Orcs and Uruk.

Spells

Level 1

195 Enchant Magic Weapon

196 Enchant Power 1 Weapon

201 Enchant Magic Armour

461 War Shout

Level 2

197 Enchant Power 2 Weapon

202 Enchant Power 1 Armour

223 Curse Animals

224 Charm Herd

257 Yave Kemen

Level 3

203 Enchant Power 2 Armour

209 Runepower

365 Morgoth Touch

413 Gold Fever

415 Loyalty Pledge

438 Hand of Death

463 War Scream

Level 5

200 Weapon Enchantment

465 Warlock Battle

Yave produced is Orcish Healing Salve (i589) which also gives Morei Serke (b9) a bless.

Spell 365 gives the target the status Zigur Naghu (s365), and may target non-Morei Serke.

10. Lona Yarenath

The Blood-line of ancient Dark Servants.

Spells

Level 1

231 Decrease Stone Extraction
233 Decrease Lumber Extraction
295 Heal Character

Level 2

16 Firestorm
17 Fireball
181 Attack Dispersement
229 Decrease Fertility Rating
235 Decrease Special Resources
237 Decrease Flora Rating

Level 3

129 Summon Earthforce
215 Curse Others

Level 4

29 Veil of Nightmares
122 Awakening

Level 7

407 Fire Cauldron
469 War College

Awakening (sp122) gives the target Awakened (s373), which does not morph, and may target non-Lona Yarenath.

11. Ulog Hai

The Blood-line of Trolls.

This Blood-line has no Sites of Power. Ulog Hai Sites of Power cannot be built.

Spells

Level 1

166 Charm of Strength

Level 2

162 Charm of Battle
180 Attack focus
229 Decrease Fertility Rating
235 Decrease Special Resources
237 Decrease Flora Rating

Level 3

129 Summon Earthforce
215 Curse Others
438 Hand of Death

12. Dark Servant

The Blood-line of Hill-men and others.

No spells. It is not recommended that any character with skill 10 takes this Blood-line.

Races

Racial Types

| Racial Group <i>Free People</i> | 'Civilised' | | 'Barbarian' | | 'Nomad' | |
|------------------------------------|-------------|-----------|-------------|------------|---------|------------|
| | ID | Race | ID | Race | ID | Race |
| High Men | 201 | Gondorian | | | | |
| Quendi | 203 | High Elf | 223 | Silvan Elf | | |
| Halflings | 204 | Dwarf | 224 | Hobbit | | |
| Common Men | 211 | Northman | 231 | Arnorian | 251 | Rohirrim |
| <hr/> | | | | | | |
| <i>Dark Servants</i> | ID | Race | ID | Race | ID | Race |
| Orc | 202 | Orc | 222 | Goblin | | |
| Corrupt Races | 212 | Half-orc | 232 | Uruk | | |
| Corrupt Men | 218 | Haradhrim | 238 | Hill-man | 258 | Easterling |
| Trolls | | | 228 | Troll | | |

Racial Relations

| Mains | | | Secondaries | | | |
|------------|-----|--|-------------|-----------|-------------|------------------------|
| Race | ID | Blood-lines | Fav (-25) | Tol (-50) | Other (-75) | Hated (-999) |
| Gondorian | 201 | Free People (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |
| Orc | 202 | Morei Serke (b9) | Troll | | All Others | -201, -203, -204, -211 |
| High Elf | 203 | Quendi (b3) | | | All Others | -202, 228, -212, -218 |
| Dwarf | 204 | Khazâd (b4) | | Northmen | All Others | -202, 228, -212, -218 |
| Northman | 211 | Free People (b1) Kala Yarenath (b5) | Silvan Elf | Dwarf | All Others | -202, 228, -212, -218 |
| Half-orc | 212 | Morei Serke (b9) | Troll | Hill-man | All Others | -201, -203, -204, -211 |
| Haradhrim | 218 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |
| Goblin | 222 | Morei Serke (b9) | Troll | | All Others | -201, -203, -204, -211 |
| Silvan Elf | 223 | Quendi (b3) | Northmen | | All Others | -202, 228, -212, -218 |
| Hobbit | 224 | Free People (b1) | | | All Others | -202, 228, -212, -218 |
| Troll | 228 | Ulog Hai (b11) | | | All Others | -201, -203, -204, -211 |
| Arnorian | 231 | Free People (b1) Númenórean (b2) | | | All Others | -202, 228, -212, -218 |
| Uruk | 232 | Morei Serke (b9) | | Troll | All Others | -201, -203, -204, -211 |
| Hill-man | 238 | Dark Servant (b12) | | | All Others | -201, -203, 204, 251 |
| Rohirrim | 251 | Free People (b1) | | Gondorian | All Others | -202, 228, -212, -218 |
| Easterling | 258 | Dark Servant (b12) Dark Númenórean (b8) | | | All Others | -201, -203, -204, -211 |

Racial Stats

| Race | ID | Grw | Sz | Wgt | St | Dx | Cn | Bt | Mv | CF | DF | AF | INV | Wnt | DAM | M/S | Pop. amt | Pop levels |
|------------|-----|-----|----|-----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|----------|------------|
| Gondor | 201 | 4 | M | 36 | 12 | 10 | 12 | 10 | 35 | 14 | 2 | 10 | 0 | -10 | 0 | 1/1 | 1400/700 | Abundant |
| Orc | 202 | 5 | M | 40 | 12 | 10 | 10 | 4 | 36 | 12 | 3 | 0 | 0 | +25 | 0 | 1/1 | 1400/700 | Average |
| High Elf | 203 | 0 | M | 28 | 8 | 16 | 15 | 20 | 38 | 30 | 6 | 20 | 1 | -25 | 1 | 3/3 | 0 | None |
| Dwarf | 204 | 2 | M | 32 | 12 | 10 | 14 | 8 | 32 | 16 | 4 | 15 | 0 | -15 | 0 | 2/3 | 700 | Less |
| Northman | 211 | 4 | M | 38 | 10 | 10 | 10 | 10 | 34 | 12 | 3 | 5 | 0 | -10 | 0 | 1/1 | 1400 | Average |
| Half-orc | 212 | 5 | M | 45 | 11 | 10 | 11 | 7 | 38 | 14 | 3 | 25 | 0 | 0 | 0 | 1/1 | 700 | Average |
| Haradhrim | 218 | 4 | M | 38 | 10 | 10 | 10 | 10 | 38 | 16 | 2 | 0 | 0 | 0 | 0 | 1/1 | 1400/700 | Abundant |
| Goblin | 222 | 5 | M | 30 | 8 | 10 | 10 | 4 | 30 | 10 | 2 | 0 | 0 | +20 | 0 | 1/1 | 1400/700 | Average |
| Silvan Elf | 223 | 1 | M | 26 | 8 | 16 | 14 | 18 | 36 | 16 | 4 | 15 | 0 | -25 | 1 | 2/2 | 350 | Very Few |
| Hobbit | 224 | 3 | S | 20 | 5 | 16 | 30 | 10 | 36 | 10 | 14 | 0 | 1 | -15 | 0 | 8/8 | 500 | Less |
| Troll | 228 | 2 | L | 90 | 28 | 6 | 28 | 1 | 38 | 24 | 24 | 25 | 3 | +60 | 1 | 6/4 | 0 | None |
| Arnor | 231 | 4 | M | 40 | 10 | 10 | 12 | 9 | 38 | 14 | 3 | 10 | 0 | -10 | 0 | 2/1 | 700 | Less |
| Uruk Hai | 232 | 0 | M | 50 | 18 | 8 | 14 | 2 | 40 | 34 | 4 | 15 | 1 | +30 | 1 | 2/3 | 0 | Very Few |
| Hill-man | 238 | 4 | M | 36 | 12 | 8 | 10 | 8 | 40 | 14 | 2 | 0 | 0 | 0 | 0 | 1/2 | 0 | Average |
| Rohan | 251 | 4 | M | 30 | 10 | 12 | 12 | 10 | 42 | 14 | 2 | 5 | 0 | -10 | 0 | 1/2 | 1400/700 | Average |
| Easterling | 258 | 4 | M | 30 | 12 | 11 | 11 | 8 | 38 | 16 | 3 | 5 | 0 | -5 | 0 | 1/1 | 1400/700 | Average |

Hobbits do not have access to generic armour and shields.

Trolls do not have access to generic armour and shields. They have +25 Fear Special attack.

Nomad starting troops get improved mounts.

Pop levels also give a fairly rough indication of the number of characters available for influence.

Adventures

Special Adventures

Special Action 1 ~ Heir of Titles

Requirements: Name your Main character, who must be incapable of issuing character actions. Target a character ID 201-1000 in your position, who must be capable of issuing character actions. List and justify each title which you would like transferred to the target character.

Effects: May lose some or all of the titles listed.

Target Effects: Gain some or all of the titles listed. GM discretion will decide which are appropriate. The titles gained when joining a faction are appropriate.

Adventure 2 ~ Cure Pox and Black Death

Requirements: Target a Force.

Effects: Sponsor's Pox and Black Death are cured

Target Effects: Pox and Black Death are cured

Adventure 3 ~ Reward Vassals

Requirements: Main (c1-200), 10 Productions must have passed. Not Liege Lord (t1909). 64 times.

Effects: Vassal's Boon (i1910), Liege Lord (t1909)

Adventure 4 ~ Vassal's Boon

Requirements: Secondary (c201-1000), Vassal's Boon (i1910). 64 times.

Effects: 1 Action. The Vassal's Boon is consumed.

Adventure 5 ~ Pack Supplies

Requirements: First two months. 600 crowns. 200 times.

Effects: 3 Asëa aranion (i403).

Special Action 6 ~ Exert Influence

If you influence a character who can be acquired through a module adventure, you must immediately contact the GM, who will close or amend the relevant adventure.

Special Action 7 ~ Pay Ransom

Requirements: Be in the province of your target character who is captured by an NPC piece. Lose crowns equal to 100 times the combined total of the target's base skills, PC, Tactics and Influence.

Effects: The target is released into the piece the sponsor is inside.

Special Action 8 ~ Touch of the Valar

Requirements: Be in the province of target buried character. The target must be from your position, or an NPC, or you may nominate another position to rescue your character if they are buried on the Withered Heath.

Spy 15 or Thief 15 or Assassin 15 or Rumourmonger 15.

Effects: The target is released into the piece the sponsor is inside.

Special Action 9 ~ Dark Haven

Requirements: Main character from factions 5-8 in a location which is in a Winternight province. Once per position.

Effects: The location becomes a Haven of Undead.

Adventure 10 ~ Armour Exchange

Requirements: Have any armour (i134 to i200) in possessions. A production must not have occurred (month 1).

Effects: Gain a Chain Shirt (i144). The armour is used up in the reforging process.

Adventure 11 ~ Weapon Exchange

Requirements: Have any weapon (i1 to i92) in possessions. A production must not have occurred (month 1).

Effects: Gain an Iron Shortsword (i2). The weapon is used up in the reforging process.

Adventure 12 ~ Troop Armour Exchange

Requirements: Have 50 Improvised Armour (i147) in possessions.

Effects: Gain 50 Chainmail Shirt (i144). The Improvised Armours are used up in the reforging process.

Adventure 13 ~ Troop Armour Exchange 2

Requirements: Have 25 Improvised Armour (i147) in possessions.

Effects: Gain 25 Chainmail Shirt (i144). The Improvised Armours are used up in the reforging process.

Adventure 14 ~ Troop Armour Exchange 3

Requirements: Have 10 Improvised Armour (i147) in possessions.

Effects: Gain 10 Chainmail Shirt (i144). The Improvised Armours are used up in the reforging process.

Special Action 2614 ~ Seeking Rivendell

Requirements: Alive, Blood-line 60, in the same province as Rivendell (f1060).

Effects: GM announces this special action has been completed. Gain Seeking Rivendell (t2614).

Special Action 2615 ~ Finding Rivendell

Requirements: Alive, two productions after gaining Looking for Rivendell (t2614).

Effects: Gain Found Rivendell (t2615).

Special Action 2616 ~ Seeking Caras Galadhon

Requirements: Alive, Blood-line 60 in the same province as Caras Galadhon (f1035).

Effects: GM announces this special action has been completed Gain Seeking Galadhon (t2616).

Special Action 2617 ~ Finding Caras Galadhon

Requirements: Alive, two productions after gaining Seeking Galadhon (t2616).

Effects: Gain Found Galadhon (t2617)

Wayfarer Adventures

The following applies to all the Adventures below (a2500-2580):

Requirements: Good Blood-line (b1-5). Once per character. 100 times.

Effects: Any "wayfarer" title required for the adventure are removed upon completion.

The Escape from the Black Rider Adventures

Adventure 2500 ~ Hobbiton

Requirements: In Hobbiton (f1063). Do not have Road-follower (t2500)

Effects: Gain Road-follower (t2500) and 1 Prestige.

Adventure 2501 ~ Michel Delving

Requirements: Road-follower (t2500) in Michel Delving (f1062).

Effects: Gain Delving Wayfarer (t2501) and 1 Influence.

Adventure 2502 ~ Crickhollow

Requirements: Road-follower (t2500) in Crickhollow (f1064).

Effects: Gain Crickhollow Wayfarer (t2502) and 1 Constitution, 1 Admin, 1 Merchant.

Adventure 2503 ~ Bree

Requirements: Delving Wayfarer (t2501) or Crickhollow Wayfarer (t2502), in Bree (f1065).

Effects: Gain Bree Wayfarer (t2503) and 1 Covert.

Adventure 2504 ~ South Downs

Requirements: Delving Wayfarer (t2501) in a province called “South Downs”.

Effects: Gain – South Downs Wayfarer (t2504) and 1 Constitution, 1 Strength.

Adventure 2505 ~ Weathertop

Requirements: Bree Wayfarer (t2503) or South Downs Wayfarer (t2504), at a province called “Weathertop”.

Effects: Gain Weathertop Wayfarer (t2505) and 1 Militant.

Adventures 2506 ~ Trollshaws

Requirements: Bree Wayfarer (t2503) in a province called “Trollshaws”.

Effects: Gain Trollshaws Wayfarer (t2506) and 1 Blood-line.

Adventure 2507 ~ Rivendell

Requirements: Weathertop Wayfarer (t2505) or Trollshaws Wayfarer (t2506), in Rivendell (f1060).

Effects: Gain Rivendell Wayfarer (t2507) and 1 Blood-line, 1 Prestige, 1 Influence, 1 Strength, 1 Dexterity, 1 Constitution, 1 Beauty.

The Path of the Hobbit Adventures**Adventure 2510 ~ Goblin Gate**

Requirements: Rivendell Wayfarer (t2507) province (p60,8).

Effects: Gain Goblin Gate Wayfarer (t2510) and 1 Covert.

Adventure 2511 ~ Beorn’s House

Requirements: Goblin Gate Wayfarer (t2510) in House of Beorn (f1039).

Effects: Gain Beorning Wayfarer (t2511) and 1 Con

Adventure 2512 ~ Old Road

Requirements: Beorning Wayfarer (t2511) in a province called “Old Forest Road”.

Effects: Gain Old Road Wayfarer (t2512) and 3 Beserker.

Adventure 2513 ~ Thranduil’s Palace

Requirements: Old Road Wayfarer (t2512) in Halls of Thranduil (f1037).

Effects: Gain Aradhrynd Wayfarer (t2513) and 2 Bowmaster.

Adventure 2514 ~ The Lonely Mountain

Requirements: Aradhrynd Wayfarer (t2513) in Erebor (f1032).

Effects: Gain Erebor Wayfarer (t2514) and Mark of Wealth.

Adventure 2515 ~ Esgaroth

Requirements: Erebor Wayfarer (t2514) in Esgaroth (f1031).

Effects: Gain Esgaroth Wayfarer (t2515) and 2 Bowmaster.

Adventure 2516 ~ Dorwinion

Requirements: Esgaroth Wayfarer (t2515) in Dorwinion (f1033).

Effects: Gain Dorwinion Wayfarer (t2516) and 1 action.

The Blind Side of Mordor Adventures

Adventure 2520 ~ Ered Lithui

Requirements: Dorwinion Wayfarer (t2516), in a province called “Ered Lithui”.

Effects: Gain Ered Lithui Wayfarer (t2520).

Adventure 2521 ~ Sea of Nurnen

Requirements: Ered Lithui Wayfarer (t2520), in a province called “Shores of Nurnen”.

Effects: Gain Nurnen Wayfarer (t2521).

Adventure 2522 ~ Plateau of Gorgoroth

Requirements: Nurnen Wayfarer (t2521) or Ungol Wayfarer (t2573), in a province called “Plateau of Gorgoroth”.

Effects: Gain Gorgoroth Wayfarer (t2522).

The Path of Frodo Adventures

Adventure 2530 ~ Caradhras

Requirements: Rivendell Wayfarer (t2507), in a province called “Caradhras”.

Effects: Gain Caradhras Wayfarer (t2530) and 1 Constitution.

Adventure 2531 ~ Khazâd-dum

Requirements: Caradhras Wayfarer (t2530), in Khazâd-dum (f1132).

Effects: Gain Khazâd-dum Wayfarer (t2531) and 3 Bard, 3 PC

Adventure 2532 ~ Caras Galadhon

Requirements: Khazâd-dum Wayfarer (t2531), in Caras Galadhon (f1035).

Effects: Gain Lórien Wayfarer (t2532), Mark of Good and 3 Beauty.

Adventure 2533 ~ Falls of Rauros

Requirements: Lórien Wayfarer (t2532), at the Falls of Rauros (p69,46) to (p71,46).

Effects: Gain Rauros Wayfarer (t2533), 1 Action and 2 Militant.

The North Gate Adventures

Adventure 2540 ~ The Black Gate

Requirements: Dead Marshes Wayfarer (t2570) or Esgaroth Wayfarer (t2515) or Osgiliath Wayfarer (t2554), in The Black Gate (f1161).

Effects: Gain Black Gate Wayfarer (t2540).

Adventure 2541 ~ Udun

Requirements: Black Gate Wayfarer (t2540), in a province called “Plains of Udun”.

Effects: Gain Udun Wayfarer (t2541).

Adventure 2542 ~ Carach Angren

Requirements: Udun Wayfarer (t2541) at “Carach Angren” (p84,50).

Effects: Gain Angren Wayfarer (t2542).

The Path of Aragorn Adventures

Adventure 2550 ~ Fangorn

Requirements: Rauros Wayfarer (t2533), in Heavy Forest terrain in a province called "Fangorn".

Effects: Gain Fangorn Wayfarer (t2550) and 2 Ranger.

Adventure 2551 ~ Hornburg

Requirements: Fangorn wayfarer (t2550), in Helm's Deep (f1007).

Effects: Gain Hornburg Wayfarer (t2551) and 2 PC.

Adventure 2552 ~ Edoras

Requirements: Hornburg Wayfarer (t2551), in Edoras (f1008).

Effects: Gain Edoras Wayfarer (t2552) and 3 Tactics.

Adventure 2553 ~ Minas Tirith

Requirements: Edoras Wayfarer (t2552) or Pelargir Wayfarer (t2564), in Minas Tirith (f1001).

Effects: Gain Tirith Wayfarer (t2553) and Mark of Fate.

Adventure 2554 ~ Osgiliath

Requirements: Tirith Wayfarer (t2553), in West Osgiliath (F1002)

Effects: Gain Osgiliath Wayfarer (t2554).

The Path of the Sea Adventures

Adventure 2560 ~ Swanfleet.

Requirements: Rivendell wayfarer (t2507), in Tharbad (f1204).

Effects: Gain Swanfleet Wayfarer (t2560) and 3 Merchant, Admin.

Adventure 2561 ~ Bay of Belfalas.

Requirements: Swanfleet Wayfarer (t2560). In Sea Terrain in a province called "Bay of Belfalas".

Effects: Gain Belfalas Wayfarer (t2561) and 4 Tactics.

Adventure 2562 ~ Dol Amroth

Requirements: Belfalas Wayfarer (t2561) or Hornburg Wayfarer (t2551), in Dol Amroth (f1005).

Effects: Gain Dol Amroth Wayfarer (t2562) and 2 Knight.

Adventure 2563 ~ Calembel

Requirements: Dol Amroth Wayfarer (t2562), in Calembel (f1003).

Effects: Gain Calembel Wayfarer (t2563), 2 PC.

Adventure 2564 ~ Pelargir

Requirements: Calembel Wayfarer (t2563), in Pelargir (f1004).

Gain Pelargir Wayfarer (t2564), 1 Action and 2 Militant.

The Path of the Ring-bearer Adventures

Adventure 2570 ~ The Dead Marshes

Requirements: Rauros Wayfarer (t2533), in a province called “Dead Marshes”.

Effects: Gain Marshes Wayfarer (t2570) and Mark of Destiny

Adventure 2571 ~ North Ithilien

Requirements: Marshes Wayfarer (t2570), in a province called “North Ithilien”.

Effects: Gain Ithilien Wayfarer (t2571) and 2 Blood-line.

Adventure 2572 ~ Minas Morgul

Requirements: Ithilien Wayfarer (t2571) or Osgiliath Wayfarer (t2554), in province (p81,55).

Effects: Gain Morgul Wayfarer (t2572).

Adventure 2573 ~ Shelob’s Lair

Requirements: Morgul Wayfarer (t2572), in Torech Ungol (f1143).

Effects: Gain Ungol Wayfarer (t2573).

(See adventure 2522)

Mount Doom Adventure

Adventure 2580 ~ Mount Doom

Requirements: Angren Wayfarer (t2542) or Gorgoroth Wayfarer (t2522), at Mount Doom (p86,55).

Effects: Gain Mount Doom Wayfarer (t2580).

Ring Adventures

With all the below adventures (a2600-2613) the new status always overwrites the current status. Also, summoned characters (c1201-1250) may not participate in any way.

Note that all Special Actions are performed before process on the day which the position is running a turn. This makes SA 2604 difficult.

There are terrible risks for characters who bear or even wield the Ring.

If they morph to Ring-dominated you will *LOSE YOUR CHARACTER AND THE RING.*

Adventure 2600 ~ Cast the Ring into the Fire

Requirements: Hobbit (r224) of Good blood-line (b1-5) with Bilbo’s Ring (i1304) in Bag End (g2537) in Hobbiton (f1063). Not Road-follower (t2500). Once.

Effects: Gain Ring-bearer (s500).
Bilbo’s Ring is removed from play.

(See Adventure 1306)

Special Action 2601 ~ Offer the Ring

Requirements: Hobbit (r224) with Ringbearer (s500). 5 Constitution. Target a character in the same province who has the same Wayfarer title (t2501-2580) as the sponsor.

Effects: Gain Ring-haunted (s505), lose 4 Constitution.

Target Effects: Gain Ring-bearer (s500).

Special Action 2602 ~ Capture the Ring

Requirements: Non-good blood-line (b6-12), Mark of Cruelty, Blood-line 50, target a captured or buried character in the province with Ring-bearer (s500) or Ring-burdened (s501) or Ring-wielder (s502) or Ring-corrupted (s503) or Ring-dominated (s504).

Effects: Gain Ring-bearer (s500).

Target Effects: Gain Ring-haunted (s505).

Special Action 2603 ~ Surrender the Ring

Requirements: Ring-burdened (s501). Target a character with a non-good blood-line (b6-12), Mark of Cruelty, Blood-line 50, who is in the same province.

Effects: Gain Ring-haunted (s505).

Target Effects: Gain Ring-bearer (s500).

Special Action 2604 ~ Steal the Precious

Requirements: Hobbit (r224) in the same province as the character with Ring-bearer (s500) or Ring-burdened (s501). Target that character. The target must be of the opposite alignment to the sponsor (Good vs. Evil).

Effects: Gain Ring-burdened (s501)

Target Effects: Gain Ring-haunted (s505)

Adventure 2605 ~ The Crack of Doom

Requirements: Mount Doom Wayfarer (t2580) Ring-bearer (s500) in the Crack of Doom (f1207) in province (p86,55). Target Sauron (c1163). Sauron does not have to be present. Once.

Effects: Gain 3 actions, Mark of Destiny, 50 Prestige, Ring-haunted (s505) and Saviour of the Free (t2606). Lose Ring-bearer (s500).

Target Effects: Sauron is returned to Eru.

Special Action 2606 ~ Sauron's Demise

Requirements: Saviour of the Free (t2606)

Effects: The Blood-line Sauron (b7) loses all mana recovery and all spells.

The Nazgûl: Khamul (c1130), Murazor (c1133), Uvatha (c1139), Ren (c1160), Dendra Dwar (c1161), Hoarmurath (1162), Adunaphel (1165), Ji Indur (c1178) and Akhorahil (c1179) are all returned to Eru.

Orcs (r202), Goblins (r222), Half-orcs (r212), Uruk Hai (232) and Trolls (r228) lose their Winternight bonus.

The Rings of Mortal Men (i1961), Durin's Ring (i1971), the Dwarven Rings of Power (i1972) and the Three Elvish Rings (i2686-2688) are returned to Eru.

Special Action 2607 ~ Sauron Rampant

Requirements: Dark Lord (t1792) with Ring-wielder (s502).

Effects: All negative terrain modifiers for Orcs (r202), Goblins (r222), Half-orcs (r212), Uruk Hai (232) and Trolls (r228) are set to 0. Ring-wielder (s502) loses its morph percentage.

All benefits of The Rings of Mortal Men (i1961), Durin's Ring (i1971), the Dwarven Rings of Power (i1972) and the Three Elvish Rings (i2686-2688) are doubled.

Durin's Ring, the Dwarven Rings of Power and the Elven rings gain the restriction Mark of Cruelty.

Any Nazgûl which have lost the status Ringwraith (s372) regain it.

Adventure 2608 ~ Evil's Army

Requirements: Non-good blood-line (b6-12), Mark of Cruelty,, Blood-line 70, Ring-wielder (s502). Target a slot of troops you own in the same province. 99 times.

Effects: Target slot of troops Gain Ring Blessed (s374)

Special Action 2608a ~ Evil's Gaze

If a character other than Sauron completes adventure 2608, contact the GM, Sauron loses his familiar, that character gains the familiar: Melkor (f286).

Adventure 2609 ~ Evil's Might

Requirements: Non-good Blood-line (b6-12), Mark of Cruelty, Blood-line 70, Ring-corrupted (s503).

Effects: Gain Ring-wielder (s502).

Special action 2609a ~ Wield the One Ring

The first time you complete adventure 2609 you must complete this special action.

Effects: GM announces this special action has been completed.

Once this message has been sent players may attack Rivendell and Caras Galadhon.

Adventure 2610 ~ Heart of Oak

Requirements: Hobbit (r224) Ring-burdened (s501). Constitution 3. 10 Productions must not have passed.

Effects: Gain Ring-bearer (s500).

Lose 2 Constitution.

Adventure 2611 ~ Heart of Flint

Requirements: Hobbit (r224) Ring-burdened (s501). Constitution 2, Strength 2. 10 Productions must have passed.

Effects: Gain Ring-bearer (s500).

Lose 1 Constitution, 1 Strength.

Special Action 2612 ~ As Evil as Sauron

Requirements: Champion of Melkor (t2653). Target the character who is Ring-dominated (s504). Once.

Effects: Gain control of the character.

Target Effects: Sauron (b7), Ring-corrupted (s503).

Note: If the target character is (c1-200), contact the GM in advance. The character ID will get changed and the position which loses the character will have another character promoted to the old character ID.

Adventure 2613 ~ Put On The Precious

Requirements: Ring-burdened (s501). Constitution 6. 999 times.

Effects: Gain Wear the Ring (i2613).

Note: Item 2613 is restricted to Ring-burdened (s501) and allows the casting of Wear the Ring (s2007), which turns the caster invisible until production and lowers Constitution by 5 permanently.

Special Action 2614 ~ Free the Ring

Requirements: Good blood-line (b1-6), Mark of Honor, Blood-line 50, target a captured or buried Dark Servant (b6-12) character in the province with Ring-bearer (s500) or Ring-burdened (s501) or Ring-wielder (s502) or Ring-corrupted (s503) or Ring-dominated (s504).

Effects: Gain Ring-bearer (s500).

Target Effects: Gain Ring-haunted (s505).

The Withered Heath

Far to the north of Middle-earth, ringed about by the Grey Mountains on three of its sides, lies the narrow valley of the Withered Heath. Once perhaps a fertile land, protected from the worst of winter's storms by the shielding arms of the mountains, long ago it became home to dragons, fell beasts of fire, so that now it is a dark and blasted place, the heath scorched and burned and blackened.

Close on a thousand years ago, brave and courageous men sought to drive the dragons from the heath, and the greatest of them, Fram, succeeded in besting the great worm Scatha, causing the creature's lesser kin to flee in mortal terror. Then, for a short while, the land was tended, whilst Dwarves delved deep into the mountains in search of gold and ore. But dragon-wing soon darkened the skies once more, as others of their kind dragged their flightless forms over the mountains to descend upon man and dwarf. And this time, there was no hero such as Fram to save them.

So now, as before, the Withered Heath is a dark and desolate place. Home not only to dragons, but all manner of wretched and evil things. Goblins bore their maggot holes into the cliffs, whilst wolf and werewolf stalk the night. The voices of spirits, men and Dwarves long-since perished, are heard upon the wind, whilst from mountain passes giants hurl their boulders in malice and sport. And, some say, there are yet darker and more fearful things to be found here, fell and foul monsters of Morgoth's creation, ripped from the darkness before time, driven from the world of men, but lingering still in the dark and forgotten places.

The Free Peoples of Middle-earth shun the Heath, and wisely and rightly so, for no good can come of journeying there. And even the servants of Sauron fear to venture onto its blasted ground, those creatures as haunt its shadows bearing no allegiance to their dread master. But for those few, who, bound by no duty to Free People or Dark Lord, might consider themselves free to dare brave its dangers, there is glory to be found upon the Withered Heath, and treasure also, dragon horde, barrow trove and dwarven gold.

The Withered Heath is a very dangerous plane. It is only accessible to members of Factions 4 and 8.

Moria

Moria. Khazâd-dûm in the speech of the Dwarves who carved it from the living rock of the mountains, it is the greatest of the Dwarven holds of Middle-earth. Lying deep beneath the Misty Mountains, it was forged in the First Age when the world was yet young, by Durin, eldest of the Seven Dwarven Fathers. Vast and beautiful halls there were, whose sculpted pillars rose like the towering beeches of some ancient forest, where firelight was reflected from gems and jewel-stones whose number was beyond counting, cunning-wrought and set like stars in the gold-vaulted heavens. A place of light and of wonder, which rang to the glad bright sound of steel on anvil. And beneath these halls were found the Mines of Moria, where the Dwarves mined into the very heart and root of the mountains in search of gold, gems, and mithril.

But as is well known to those versed in such lore, the Dwarves delved too greedily, and too deep, and awakened what should have remained sleeping. A Balrog, Durin's Bane, who, roused to fire and fury, drove the Dwarves from Khazâd-dûm, taking it for his own. And so did the place come to truly earn the name the Elves had ever given it, Moria, the Black Pit.

So now, then, it is a dark and dreadful place. Orc-haunted, Goblin-infested, the upper halls are fallen to ruin and desolation, stripped of their beauty and wealth, whilst beneath, in the endless dark of the mines, nameless things spawn and stir. And at the heart of the darkness that is the Black Pit is flame and fire, the Balrog, to whom all evil things of the world that crawl and burrow, worm and scurry, are drawn. So that now even the very wise and the very powerful fear to enter, and with good reason. And if ill fate dooms any to enter its long dark, then well would they do to tread with caution and wary step, lest they risk incurring the fury of fire and shadow that awaits them.

There are 3 gates in and around Moria. During the game you will discover items that permit the casting of these spells:

Hollin to Moria (sp2021)

Dimril to Moria (sp2022)

Khazâd-dum to Pit (sp2023)

These spells move the target force from one location to the other.

Module Locations

Faction 1: The Call of Gondor

| Name | ID | Race | Province | Owner |
|--------------------------|------|---------------|----------|-------|
| Minas Tirith | 1001 | 201 Gondorian | 75,56 | 1001 |
| West Osgiliath | 1002 | 201 Gondorian | 77,56 | 1002 |
| Calembel | 1003 | 201 Gondorian | 57,53 | 1003 |
| Pelargir | 1004 | 201 Gondorian | 70,64 | 1004 |
| Dol Amroth | 1005 | 201 Gondorian | 50,65 | 1005 |
| Henneth Annun | 1006 | No pop | 77,51 | 1006 |
| Helm's Deep | 1007 | 241 Rohirrim | 50,43 | 1007 |
| Edoras | 1008 | 241 Rohirrim | 55,46 | 1008 |
| Aglarond | 1009 | No pop. | 49,44 | 1029 |
| Theodred's Hunting Party | 1017 | No pop | off map | 1009 |

Faction 2: The Rhovanion Alliance

| Name | ID | Race | Province | Owner |
|--------------------|------|----------------|----------|-------|
| Dale | 1030 | 211 Northmen | off map | None |
| Esgaroth | 1031 | 211 Northmen | 81,9 | 1031 |
| Erebor | 1032 | 204 Dwarf | 82,6 | None |
| Dorwinion | 1033 | 211 Northmen | 107,24 | 1033 |
| Cerin Amroth | 1034 | 223 Silvan Elf | 59,24 | 1034 |
| Caras Galadhon | 1035 | 223 Silvan Elf | 61,26 | 1035 |
| Iron Hills | 1036 | 204 Dwarf | 111,4 | 1036 |
| Halls of Thranduil | 1037 | 223 Silvan Elf | 76,7 | 1037 |
| Gaol of Oak | 1038 | None | 76,8 | None |
| House of Beorn | 1039 | 211 Northmen | 63,8 | 1043 |

Faction 3: The Council of Eriador

| Name | ID | Race | Province | Owner |
|-------------------|------|--------------|----------|-------|
| Rivendell | 1060 | 203 High Elf | 53,12 | 1060 |
| Grey Havens | 1061 | 203 High Elf | 11,8 | 1061 |
| Michel Delving | 1062 | 224 Hobbit | 20,12 | 1062 |
| Hobbiton | 1063 | 224 Hobbit | 22,13 | 1063 |
| Crickhollow | 1064 | 224 Hobbit | 24,14 | 1064 |
| Bree | 1065 | 231 Arnor | 33,13 | 1065 |
| Withywindle Banks | 1066 | Ruin | 28,14 | None |
| Derndingle | 1067 | 316 Ent | 55,36 | 1078 |

Faction 5: The White Hand of Isengard

| Name | ID | Race | Province | Owner |
|---------------|------|---|----------|-------|
| Isengard | 1100 | 212 Half-orc | 47,38 | 1100 |
| Larach Dunnan | 1101 | 238 Hill-men | 36,38 | 1101 |
| Freawul | 1102 | 238 Hill-men | 34,49 | 1102 |
| Rhosgobel | 1103 | Ruin | 68,15 | None |
| Breeding Pits | 1105 | 212 Half Orc | 47,38 | 1123 |
| Fialbar | 1106 | 238 Hill-men | 44,35 | 1124 |
| Urukral | 1107 | 232 Uruk, and some 228 Troll characters | 49,38 | 1125 |

Faction 6: The Shadow over Mirkwood

| Name | ID | Race | Province | Owner |
|-----------------|------|-----------------|-----------|-------|
| Dol Guldur | 1130 | 222 Goblin | 70,26 | 1130 |
| Goblin-town | 1131 | 222 Goblin | 58,6 | 1131 |
| Khazâd-dum | 1132 | 222 Goblin | Moria | 1132 |
| Mount Gundabad | 1133 | 222 Goblin | 57,1 | 1133 |
| Camp Sagath | 1134 | 258 Easterlings | 127,17 | 1134 |
| Camp Logath | 1135 | 258 Easterlings | 129,7 | 1135 |
| Camp Asdriag | 1136 | 258 Easterlings | 116,33 | 1136 |
| Camp Nuriag | 1137 | 258 Easterlings | 115,49 | 1137 |
| Camp Variag | 1138 | 258 Easterlings | 125,56 | 1138 |
| Hollin Gate | 1139 | Ruin | 51,21 | None |
| Dimrill Gate | 1140 | Ruin | 56,22 | None |
| High Pass West | 1141 | Ruin | 56,7 | None |
| High Pass East | 1142 | Ruin | 60,8 | None |
| Torech Ungol | 1143 | Ruin | 82,55 | None |
| Torech Throkmau | 1144 | Ruin | | None |
| Torech Lamthanc | 1145 | Ruin | | None |
| Spider's Ring | 1146 | Ruin | | None |
| Abyss of Moria | 1150 | Ruin | Black Pit | None |

Faction 7: The Agents of Mordor

| Name | ID | Race | Province | Owner |
|------------------|------|----------------|----------|-------|
| Minas Morgul | 1160 | 202 Mordor Orc | 81,55 | 1160 |
| Black Gate | 1161 | 202 Mordor Orc | 83,48 | 1161 |
| Cirith Ungol | 1162 | 202 Mordor Orc | 83,55 | 1162 |
| Barad-dûr | 1163 | 202 Mordor Orc | 89,53 | 1163 |
| Haven of Umbar | 1164 | 238 Haradhrim | 64,80 | 1164 |
| Lugarlur | 1165 | 238 Haradhrim | 70,80 | 1165 |
| Jug Rijesha | 1166 | 238 Haradhrim | 78,78 | 1166 |
| Methir | 1167 | 238 Haradhrim | 62,72 | 1167 |
| Sturlurtsa Khand | 1168 | 238 Haradhrim | 112,75 | 1168 |
| East Osgiliath | 1170 | Ruin | 78,55 | None |

Characters

Faction 1: The Call of Gondor

| ID | Name | Race | Start |
|------|------------------|------|----------------|
| 1001 | Denethor | 201 | Minas Tirith |
| 1002 | Boromir | 201 | Rivendell |
| 1003 | Angbor | 201 | Calembel |
| 1004 | Telumehtar | 201 | Pelargir |
| 1005 | Adrahil | 201 | Dol Amroth |
| 1006 | Faramir | 201 | West Osgiliath |
| 1007 | Éomer | 251 | Hornburg |
| 1008 | Théoden | 251 | Edoras |
| 1009 | Theodred | 251 | In a Legion |
| 1010 | Éowyn | 251 | Edoras |
| 1011 | Ioreth | 201 | Minas Tirith |
| 1012 | Hurin the Tall | 201 | Minas Tirith |
| 1013 | Dervorin | 201 | Pelargir |
| 1014 | Hirluin the Fair | 201 | Calembel |
| 1015 | Prince Imrahil | 201 | Dol Amroth |
| 1016 | Duinhir | 201 | Calembel |
| 1017 | Golasgil | 201 | Dol Amroth |
| 1018 | Derufin | 201 | Calembel |
| 1019 | Duilin | 201 | Calembel |
| 1020 | Dunhere | 251 | Edoras |
| 1021 | Gleowine | 251 | Edoras |
| 1022 | Lothiriel | 201 | Dol Amroth |
| 1023 | Damrod | 201 | Henneth Annun |
| 1024 | Mablung | 201 | Henneth Annun |
| 1025 | Elphir | 201 | Dol Amroth |
| 1026 | Erchirion | 201 | Dol Amroth |
| 1027 | Amrothos | 201 | Dol Amroth |
| 1028 | Beregond | 201 | Off Map |
| 1029 | Erkenbrand | 251 | Edoras |
| 1274 | Eoser | 251 | Edoras |
| 1275 | Hallohir | 201 | Minas Tirith |

Faction 2: The Rhovanion Alliance

| ID | Name | Race | Start |
|------|----------------------|------|--------------------|
| 1030 | Legolas | 223 | Rivendell |
| 1031 | King Brand | 211 | Esgaroth |
| 1032 | Gimli | 204 | Rivendell |
| 1033 | Montief | 211 | Dorwinion |
| 1034 | Galadriel | 223 | Caras Galadhon |
| 1035 | Celeborn | 223 | Caras Galadhon |
| 1036 | Dain Ironfoot | 204 | Iron Hills |
| 1037 | Thranduil | 223 | Thranduil's Palace |
| 1038 | Gloin | 204 | Iron Hills |
| 1039 | Dwalin | 204 | Iron Hills |
| 1040 | Thorin III Stonehelm | 204 | Iron Hills |
| 1041 | Haldir | 223 | Cerin Amroth |
| 1042 | Bard II | 211 | Esgaroth |
| 1043 | Grimbeorn | 211 | House of Beorn |
| 1044 | Galion | 223 | Thranduil's Palace |
| 1045 | Swithwulf | 211 | Dorwinion |
| 1046 | Bofur | 204 | Erebor |
| 1047 | Rumil | 223 | Caras Galadhon |
| 1048 | Orophin | 223 | Caras Galadhon |
| 1049 | Bombur | 204 | Erebor |
| 1050 | Dori | 204 | Iron Hills |
| 1051 | Nori | 204 | Iron Hills |
| 1052 | Bifur | 204 | Iron Hills |
| 1053 | Darin | 204 | Iron Hills |
| 1054 | Averad | 204 | Iron Hills |

Faction 3: The Council of Eriador

| ID | Name | Race | Start |
|------|-----------------------|------|----------------|
| 1060 | Elrond Half-elven | 203 | Rivendell |
| 1061 | Círdan the Shipwright | 203 | Grey Havens |
| 1062 | Will Whitfoot | 224 | Michel Delving |
| 1063 | Paladin Took II | 224 | Hobbiton |
| 1064 | Saradoc Brandybuck | 224 | Crickhollow |
| 1065 | Barliman Butterburr | 231 | Bree |
| 1066 | Frodo Baggins | 224 | Hobbiton |
| 1067 | Meriadoc Brandybuck | 224 | Crickhollow |
| 1068 | Peregrine Took | 224 | Hobbiton |
| 1069 | Samwise Gamgee | 224 | Hobbiton |
| 1070 | Bilbo Baggins | 224 | Rivendell |
| 1071 | Strider | 221 | Bree |
| 1072 | Arwen Evenstar | 203 | Rivendell |
| 1073 | Galdor | 203 | Grey Havens |
| 1074 | Glorfindel | 203 | Rivendell |
| 1075 | Gandalf | 315 | Minas Tirith |
| 1076 | Elladan | 203 | Rivendell |
| 1077 | Elrohir | 203 | Rivendell |
| 1078 | Treebeard | 316 | Fangorn |
| 1079 | Quickbeam | 316 | Fangorn |
| 1080 | Erestor | 203 | Rivendell |
| 1081 | Halbarad | 221 | Bree |
| 1082 | Farmer Maggot | 224 | Shire |
| 1083 | Porto Boffin | 224 | Michel Delving |
| 1084 | Sandyman the Miller | 224 | Hobbiton |
| 1085 | Beechbone | 316 | Fangorn |
| 1086 | Leaflock | 316 | Fangorn |
| 1087 | Skinbark | 316 | Fangorn |
| 1088 | Eglantine Banks | 224 | Hobbiton |
| 1089 | Esmerelda Took | 224 | Crickhollow |
| 1090 | Hob Hayward | 224 | Crickhollow |
| 1091 | Old Tom Cotton | 224 | Hobbiton |
| 1092 | Rose Cotton | 224 | Hobbiton |
| 1093 | Lobelia Sackville | 224 | Michel Delving |
| 1094 | Fredegar Bolger | 224 | Hobbiton |
| 1095 | Hamfast Gamgee | 224 | Hobbiton |
| 1096 | Aldo Grubb | 224 | Hobbiton |
| 1097 | Drogo Hornblower | 224 | Crickhollow |
| 1098 | Simgal Onehand | 224 | Bree |

Faction 5: The White Hand of Isengard

| ID | Name | Race | Start |
|------|-------------------|------|----------------|
| 1100 | Saruman | 315 | Isengard |
| 1101 | Enion | 238 | Larach Dunnan |
| 1102 | Aonghas | 238 | Freawul |
| 1103 | Bill Ferny | 238 | Bree |
| 1104 | Lotho Sackville | 224 | Michel Delving |
| 1105 | Ted Sandyman | 224 | Hobbiton |
| 1106 | Mauhur | 212 | Isengard |
| 1107 | Bugrug | 212 | Isengard |
| 1108 | Durbuhuk | 212 | Isengard |
| 1109 | Jeroibha | 238 | Larach Dunnan |
| 1110 | Urdrek | 238 | Freawul |
| 1111 | Sibroc | 238 | Larach Dunnan |
| 1112 | Grima | 238 | Edoras |
| 1113 | Ugluk | 212 | Isengard |
| 1115 | Istar Luin | 315 | Off map |
| 1116 | The Blue Wizard | 315 | Off map |
| 1117 | Robin Smallburrow | 224 | Michel Delving |
| 1118 | Lugdush | 232 | Isengard |
| 1119 | Urdren | 238 | Larach Dunnan |
| 1120 | Eribhen | 238 | Isengard |
| 1121 | Rotbrak | 228 | Urukral |
| 1122 | Bogrash | 228 | Isengard |
| 1123 | Grishhag | 212 | Breeding Pits |
| 1124 | Calreas | 238 | Fialbar |
| 1125 | Krescal | 232 | Urukral |
| 1126 | Meibketch | 212 | Breeding Pits |
| 1127 | Verkub | 238 | Larach Dunnan |
| 1128 | Tukzark | 212 | Isengard |

Faction 6: The Shadow Over Mirkwood

| ID | Name | Race | Start |
|------|----------------|------|--------------------|
| 1130 | Khamul | 258 | Dol Guldur |
| 1131 | Rogrog | 222 | Goblin-Gate |
| 1132 | Durin's Bane | 340 | Khazâd-dum |
| 1133 | Murazor | 258 | Mount Gundabad |
| 1134 | Ovatha IV | 258 | Camp Nuriag |
| 1135 | Urig | 258 | Camp Logath |
| 1136 | Gorovod | 258 | Camp Asdriag |
| 1137 | Urdath | 258 | Camp Sagath |
| 1138 | Belash | 258 | Camp Variag |
| 1139 | Uvatha | 258 | |
| 1140 | Gollum | 224 | A legion in Lórien |
| 1141 | Makloth | 258 | Camp Sagath |
| 1142 | Sel Ranak | 258 | Camp Logath |
| 1143 | Melath | 258 | Camp Asdriag |
| 1144 | Ashdurbuk Zalg | 232 | Mount Gundabad |
| 1145 | Ulrac | 222 | Mount Gundabad |
| 1146 | Radbug | 222 | Goblin-town |
| 1147 | Rogbag | 232 | Goblin-town |
| 1148 | Alcharoth | 325 | Dol Guldur |
| 1149 | Andrauglith | 325 | Dol Guldur |
| 1150 | Rughrav | 222 | Goblin-town |
| 1151 | Shelob | 334 | Torech Ungol |
| 1152 | Throkmax | 343 | Torech Throkmax |
| 1153 | Lamthanc | 343 | Torech Lamthanc |
| 1154 | Attercop | 334 | Spiders' Webs |
| 1155 | Lob | 334 | Spiders' Webs |
| 1156 | Cob | 334 | Spiders' Webs |
| 1157 | The Watcher | 344 | Hollin Gate |
| 1158 | Garnekh | 222 | Khazâd-dum |
| 1159 | Caelgraw | 232 | Mount Gundabad |
| 1289 | Luic | 222 | Goblin-town |

Faction 7: The Agents of Mordor

| ID | Name | Race | Start |
|------|--------------------|------|------------------|
| 1160 | Ren the Unclean | 218 | Minas Morgul |
| 1161 | Dendra Dwar | 218 | Cirith Gorgor |
| 1162 | Hoarmurath | 218 | Cirith Ungol |
| 1163 | Sauron | 315 | Barad Dur |
| 1164 | Sangarunya | 218 | Umbar |
| 1165 | Adunaphel | 218 | Lugarlur |
| 1166 | Allurac | 218 | Jug Rijesha |
| 1167 | Vargaelas | 218 | Methir |
| 1168 | Stulestha | 218 | Sturlurtsa Khand |
| 1169 | Shagrat | 232 | Cirith Ungol |
| 1170 | Lagduf | 202 | Cirith Ungol |
| 1171 | Muzgash | 202 | Cirith Ungol |
| 1172 | Snaga | 202 | Cirith Ungol |
| 1173 | Yezmin IX | 218 | Umbar |
| 1174 | Sheablar | 218 | Jug Rijesha |
| 1175 | Aleamica | 218 | Methir |
| 1176 | Gothmog | 218 | Barad-dúr |
| 1177 | Grishnakh | 202 | Isengard |
| 1178 | Ji Indur Dawndeath | 218 | Black Gate |
| 1179 | Akhorahil | 218 | Black Gate |
| 1180 | Gorbag | 232 | Minas Morgul |
| 1181 | Darnal | 232 | Minas Morgul |
| 1182 | Halustil | 218 | Havens of Umbar |
| 1183 | Danetarsil | 218 | Jug Rijesha |
| 1184 | Rorajadhil | 218 | Methir |
| 1185 | Kragit | 202 | Barad-dur |
| 1186 | Singoril | 218 | Havens of Umbar |

Other Characters

| ID | Name | Race | Start |
|------|------------------|------|-----------|
| 1200 | Harry Goatleaf | 231 | Bree |
| 1210 | Tom Bombadil | 345 | |
| 1211 | Goldberry | 345 | |
| 1220 | King of the Dead | 231 | |
| 1221 | Roac | 319 | |
| 1222 | Moara | 319 | |
| 1223 | Carc | 319 | |
| 1224 | Gwaihir | 317 | |
| 1225 | Thuringbad | 313 | |
| 1226 | Anglach | 313 | |
| 1227 | Carrion Crows | 318 | |
| 1228 | Crebain Crows | 318 | |
| 1229 | Dread Gaze | 312 | |
| 1299 | Radagast | 315 | Rhosgobel |
| 1212 | Ghân-buri-Ghân | 238 | |

Sites of Power

| Name | ID | Location | Force | Owner | ID | Type |
|-----------------------|-------|--------------------|-------|------------------|-------|----------------------------|
| Citadel of Gondor | G2511 | Minas Tirith | F1001 | Beregond | C1028 | Hall of Warriors |
| Houses of Healing | G2512 | Minas Tirith | F1001 | Ioreth | C1011 | Residence |
| Court of the Fountain | G2513 | Minas Tirith | F1001 | Unowned | | Border Post |
| Meduseld | G2514 | Edoras | F1008 | Théoden | C1008 | Residence |
| Stone House | G2515 | Edoras | F1008 | Gleowine | C1021 | Bard's Hall |
| Swan Knights | G2517 | Dol Amroth | F1005 | Erchirion | C1026 | Knight |
| Thorin's Tomb | G2521 | Erebor | F1032 | Unowned | | Residence |
| Chamber of Mazardul | G2522 | Khazâd-dum | F1132 | Unowned | | Residence |
| Lake Watchtower | G2523 | Dale | F1030 | Unowned | | Border Post |
| Border Grove | G2524 | Caras Galadhon | F1035 | Rumil | C1047 | Border Post |
| Heart of Lorien | G2525 | Caras Galadhon | F1035 | Orophin | C1048 | Site of Quendi (b3) |
| Ravenhill | G2526 | Iron Hills | F1036 | Bifur | C1052 | Border Post |
| Ironfoot Hall | G2527 | Iron Hills | F1036 | Nori | C1051 | Hall of Warriors |
| Hearth of the Halls | G2529 | Halls of Thranduil | F1037 | Galion | C1044 | Site of Quendi (b3) |
| House of Elrond | G2532 | Rivendell | F1060 | Elrond | C1060 | Site of Quendi (b3) |
| Hall of Fire | G2533 | Rivendell | F1060 | Glorfindel | C1074 | Residence |
| Green Dragon | G2534 | Michel Delving | F1062 | Porto Boffin | C1083 | Inn |
| Town Hole | G2535 | Michel Delving | F1062 | Will Whitfoot | C1062 | Residence |
| Sackville Smial | G2536 | Michel Delving | F1062 | Lobelia | C1093 | Residence |
| Bag End | G2537 | Hobbiton | F1063 | Frodo | C1066 | Residence |
| Brandy Hall | G2538 | Crickhollow | F1064 | Esmerelda Took | C1089 | Residence |
| 3 Bagshot Row | G2539 | Hobbiton | F1063 | Hamfast | C1095 | Residence |
| Ivy Bush | G2540 | Hobbiton | F1063 | Aldo Grubb | C1096 | Inn |
| Sandyman's Mill | G2541 | Hobbiton | F1063 | Sandyman | C1084 | Residence |
| Great Smials | G2542 | Hobbiton | F1063 | Eglantine Banks | C1088 | Residence |
| Crickhollow House | G2543 | Crickhollow | F1064 | Fredergar Bolger | C1094 | Residence |
| Golden Perch | G2544 | Crickhollow | F1064 | Drogo Hornblower | C1097 | Inn |
| Prancing Pony | G2545 | Bree | F1065 | Barliman | C1065 | Inn |
| Entmoot | G2546 | Off Map | F1067 | Unowned | | Site of Kala Yarenath (b5) |
| House of Tom Bombadil | G2547 | Withywindle Banks | F1066 | Tom Bombadil | C1210 | Site of Kala Yarenath (b5) |
| Orthanc | G2550 | Isengard | F1100 | Saruman | C1100 | Site of Istari (b6) |
| Gate of Isengard | G2551 | Isengard | F1100 | Tukzark | C1128 | Hall of Warriors |
| Watchtower of Isen | G2552 | Isengard | F1100 | Bugrug | C1107 | Border Post |
| Burzum | G2553 | Breeding Pits | F1105 | Meibketch | C1126 | Site of Morei Serke (b9) |
| Warrior Hall | G2554 | Larach Dunnan | F1101 | Jeroibha | C1109 | Hall of Warriors |
| Clansman's Hut | G2555 | Freawul | F1102 | Urdrek | C1110 | Hall of Warriors |
| Eyrie | G2556 | Fialbar | F1106 | | | Border Post |
| Orc-hold | G2560 | Mount Gundabad | F1133 | Caelgraw | C1159 | Hall of Warriors |
| Northing Pits | G2561 | Goblin-town | F1131 | Luic | C1289 | Site of Morei Serke (b9) |
| Under Hill | G2562 | Goblin-town | F1131 | | | Border Post |
| Carchost | G2571 | Black Gate | F1161 | Ji Indur | C1178 | Residence |
| Narchost | G2572 | Black Gate | F1161 | Akhorahil | C1179 | Residence |
| Window of the Eye | G2573 | Barad Dur | F1163 | Sauron | C1163 | Site of Sauron (b7) |
| Necromancer's Tower | G2574 | Dol Guldur | F1130 | Khamul | C1130 | Site of Sauron (b7) |
| Smithing Halls | G2575 | Iron Hills | F1036 | Darin | C1053 | Site of Khazâd (b4) |
| Shipyard of Mithlond | G2576 | Grey Havens | F1061 | Círdan | C1061 | Site of Quendi (b3) |
| Forge of Moria | G2577 | Khazâd-dum | F1132 | Unowned | | Site of Khazâd (b4) |
| Deeping Pits | G2578 | Khazâd-dum | F1132 | Garnekh | C1158 | Site of Morei Serke (b9) |

| Name | ID | Location | Force | Owner | ID | Type |
|-----------------------|-------|-----------------|-------|------------|-------|------------------------------|
| Torech Morgul | G2579 | Minas Morgul | F1160 | Darnul | C1181 | Site of Morei Serke (b9) |
| Temple of Melkor | G2580 | Lugarlur | F1165 | Unowned | | Site of Dark Númenórean (b8) |
| Tower of Ungol | G2581 | Cirith Ungol | F1162 | Hoarmurath | | Residence |
| Althing Hall | G2582 | Larach Dunnan | F1101 | Urdren | C1119 | Residence |
| Blood-pit of Isengard | G2583 | Breeding Pits | F1105 | Rotbrak | C1121 | Hall of Warriors |
| Throne of Angmar | G2584 | Mount Gundabad | F1133 | Murazor | C1133 | Residence |
| Port of Umbar | G2585 | Havens of Umbar | F1164 | Singoril | C1186 | Merchant |
| Ungol Guardroom | G2586 | Cirith Ungol | F1162 | Lagduf | C1170 | Border Post |
| Castamir's Crown | G2587 | Havens of Umbar | F1164 | Halustil | C1182 | Inn |
| Shrine of Melkor | G2588 | Jug Rijesha | F1166 | Unowned | | Site of Dark Númenórean (b8) |
| Mumak Coral | G2589 | Methir | F1167 | Rorajadhil | C1184 | Border Post |
| Adamant Tower | G2590 | Barad-dur | F1163 | Kragit | C1185 | Hall of Warriors |

