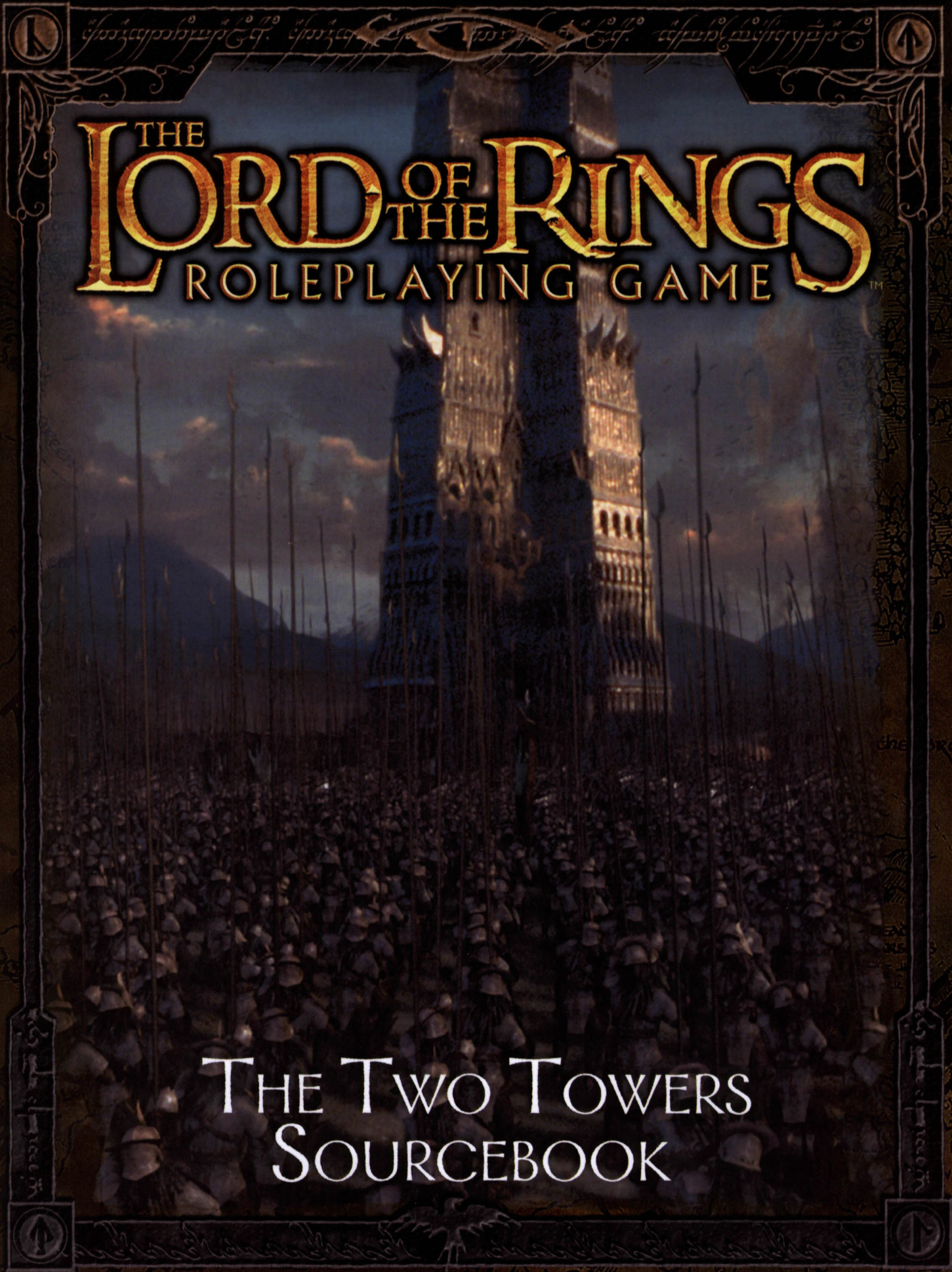




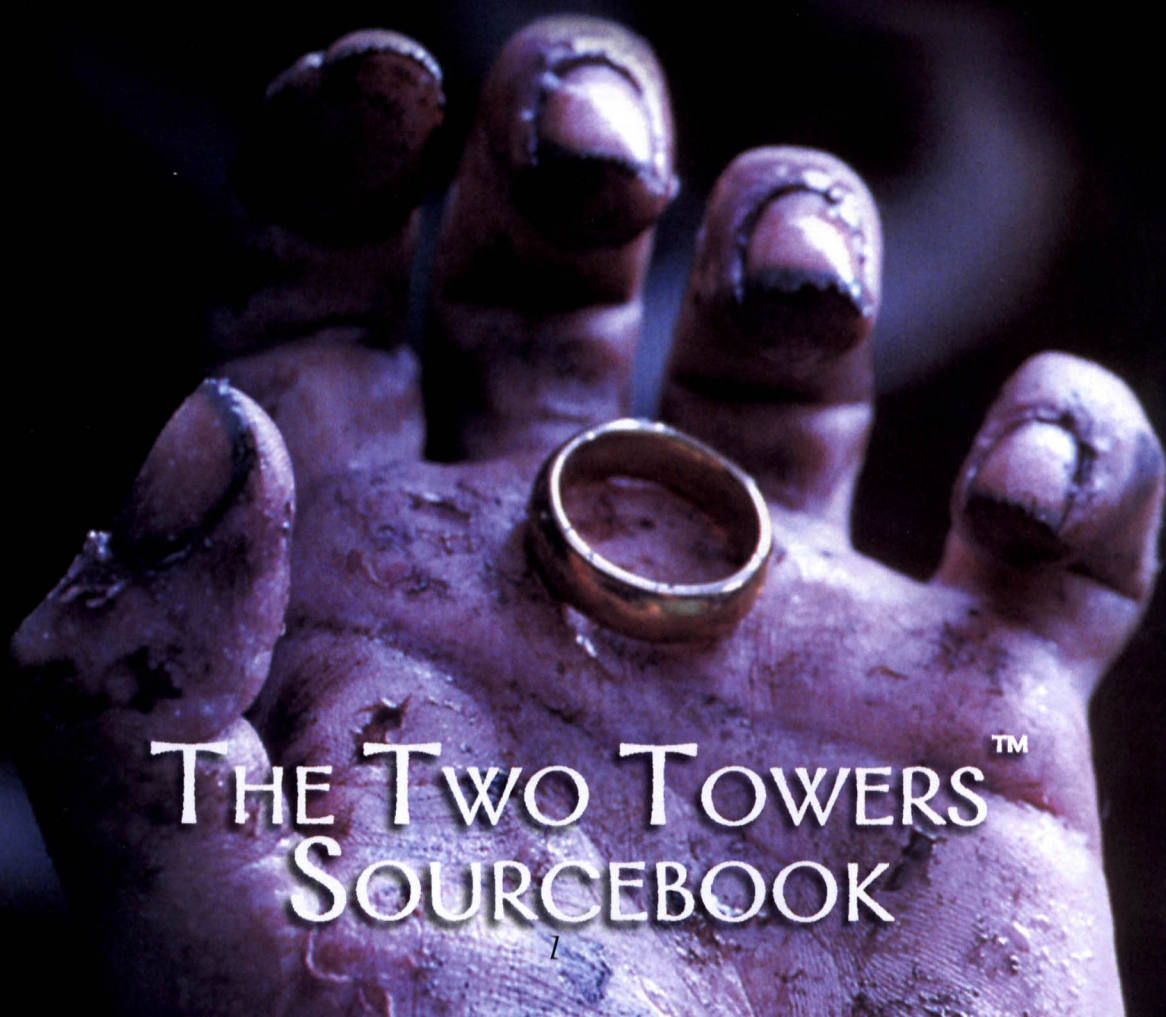
THE LORD OF THE RINGS ROLEPLAYING GAME

THE TWO TOWERS SOURCEBOOK





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SOURCEBOOK

THE LORD OF THE RINGS ROLEPLAYING GAME

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THE JOURNEY CONTINUES

*'Come! We will go now. Leave all that
can be spared behind. We will press on
by day and dark!'*

— Aragorn, *The Two Towers*



Welcome to *The Two Towers Sourcebook*. This book contains a wealth of detailed information about the story, people, and places of *The Two Towers*, as written by J.R.R. Tolkien and filmed by Peter Jackson. It serves as a ready reference to both novel and film that allows players and Narrators of *The Lord of the Rings Roleplaying Game*—as well as other fans of *The Lord of the Rings*—to learn more about the second installment of the greatest work of fantasy ever written.



THE NOVEL AND THE FILM

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

The choice of which of the two contradictory sources to use is entire-

ly up to the Narrator. Those who wish to keep their chronicles closer to Tolkien's original vision should use the details from the novel. Those who prefer Jackson's vision can follow the details from the film instead.

It is also possible to pick and choose elements from both sources. Narrators who do this, however, must take care to account for the differences to avoid inadvertently introducing contradictions into their chronicles. It is clearly safer and easier to adhere to either the novel or the film, but Narrators are free to do what they wish with their own chronicles.

USING THIS BOOK

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

CHAPTER ONE: FOLLOWING THE JOURNEY summarizes the events of both the novel and the film. It shows how the surviving members of the Company of the Ring go their separate ways to find their own, interlinked destinies. Two routes and series of events are shown here: one from the novel and one from the film. If you cannot perfectly recall the events from either source, this is a good place to turn.

CHAPTER TWO: PEOPLE describes in detail the most important characters in *The Two Towers*. This chapter concentrates almost exclusively on the heroes of the Free Peoples, though a few notable minions of Shadow are also described. At its heart, *The Two Towers* is about the heroic figures in it, and that's what the sourcebook you are holding concentrates upon.

CHAPTER THREE: PLACES details the locations that appear in *The Two Towers*, all the way from Eryn Muil to the gates of Mordor and beyond. Each entry features not only information about the place but also includes adventure ideas Narrators can use directly or adapt for their chronicles.

A MAP TO THE TALE

While *The Two Towers Sourcebook* is an essential resource, there is no substitute for experiencing the story yourself. If you haven't already read the novel and seen the film, what are you waiting for? This sourcebook is merely a map. While it can help you better understand *The Two Towers* in its various forms, perhaps providing a bit of perspective that is difficult to find when you are in the middle of the

tale, you can only get the most use out of it if you take the time first to enjoy the original.

THE TALE

The *Two Towers* is the second act in Tolkien's grand epic, *The Lord of the Rings*. As with such pieces, the story becomes more complicated here, and the heroes find themselves in ever more dire straits. While they may achieve certain victories, at the end of this part of the trilogy their fate is never more in doubt.

With the breaking of the Fellowship at the end of *The Fellowship of the Ring*, the tale fragments into three distinct paths—not counting that of Gandalf, who often works behind the scenes.

In the first, Merry and Pippin are carried off and thrust into a situation beyond their understanding. However, their resourcefulness, optimism, and good-naturedness pull them through, providing them not only with freedom but also a powerful new set of friends in the Ents. The two Hobbits, who have mostly felt like baggage up until now, finally make a difference in the conflict with Sauron.

In the second, Aragorn, Gimli, and Legolas pursue the kidnapped Hobbits, only to lose them but find Gandalf. These faithful companions lead the defence of Rohan in the Battle of Helm's Deep, delivering the forces of the Enemy—in the form of Saruman's army—their first real defeat. Aragorn shows himself to be a brilliant leader, capable of rallying an army against a terrifying foe. This carries him one step further toward fulfilling the prophecies that have him reclaiming the throne of Gondor.

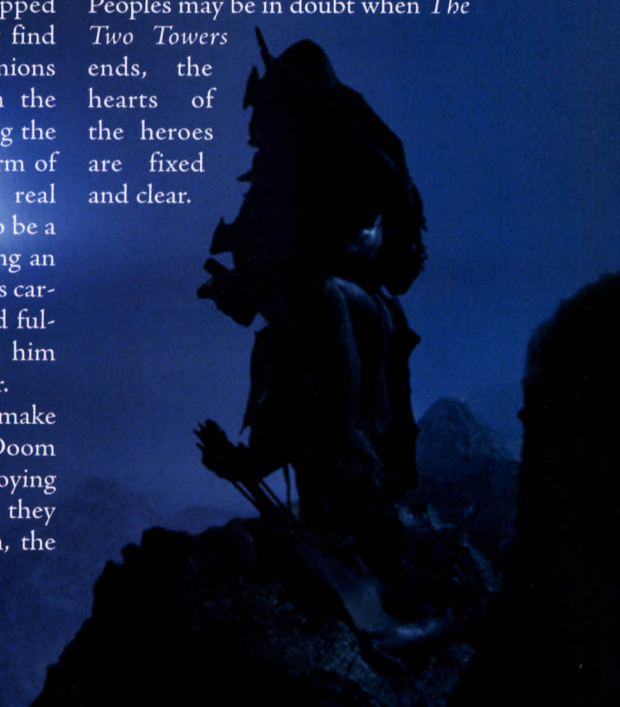
In the third, Frodo and Sam make their way ever closer to Mount Doom and their eventual goal of destroying the One Ring. Along the way, they find an unlikely ally in Gollum, the

pathetic creature from whom Bilbo got the Ring so many years ago.

Gollum's presence is a constant reminder of just how powerful the Ring's influence can be. If Bilbo felt 'stretched thin' by his decades with the Ring, then Gollum's centuries with this burden have pulled him far past the breaking point. Frodo sees all too clearly how such a fate could befall him if he gives into the temptation the Ring presents.

Throughout the book, the heroes are presented with choices. Aragorn, Gimli, and Legolas must decide whether to follow Frodo and Sam or Merry and Pippin. Sam must determine whether to defend the body of his fallen friend or take up his great burden himself and soldier on. As the final conflict with Sauron grows closer, the decisions the heroes must make become ever more desperate. Although the courses that must be taken may seem clear in retrospect, at the moments they are made, the heroes are filled with doubts that nearly paralyze them.

In the end, despite the terrors the heroes face, they get through with heroism, loyalty, and mercy—traits the forces of the Enemy never display. Only in this way do they achieve meaningful victory instead of becoming like those against whom they struggle. While the fate of the Free Peoples may be in doubt when *The Two Towers* ends, the hearts of the heroes are fixed and clear.



FOLLOWING THE JOURNEY

"With hope or without hope we will follow the trail of our enemies. And woe to them if we prove the swifter! . . .

Forth the Three Hunters!"

— Aragorn, The Two Towers



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



Since the film and the novel necessarily diverge, they are covered separately. The novel is summarised first, with the film following on after that. The summary of the film includes notes on where the film and novel differ. This points out areas where Narrators may encounter contradictions and have to determine which is more accurate in their own chronicles.

THE NOVEL

The *Two Towers*, like the other books in the trilogy, is split into two books. The first—Book III—alternately follows two different groups: the first of Merry and Pippin and the second of Aragorn, Gimli, and Legolas. Gandalf appears as well, but only from the point of view of the other heroes. The second book—Book IV—exclusively tracks the journey of Frodo and Sam and their untrustworthy guide, Gollum.



BOOK III

The Two Towers starts up right where *The Fellowship of the Ring* left off. *The Lord of the Rings* was never planned as a series of sequels. Instead, it is an epic tale told in three volumes—or six parts, if you go by the two books in each volume.

Aragorn follows Frodo's tracks to Amon Hen and sits in the Seat of Seeing. Before he can gain any insight, however, he hears Boromir blowing the Horn of Gondor, and he rushes back into the forest to lend the Man aid. He finds Boromir dying from wounds taken at the hands of Saruman's Uruks and Orcs. Boromir reveals that he succumbed to the temptation of the Ring, but Frodo eluded his grasp. He charges Aragorn with returning to Minas Tirith and saving the people of Gondor, then breathes his last.

Legolas and Gimli, fresh from slaying many Orcs, find Aragorn weeping over Boromir's body. Not having time to dig their fallen friend a grave, they place him in one of the Elf-boats given them by Celeborn and Galadriel, stack the weapons of his slain foes about him, and then set him adrift to wash over the falls of Rauros and down the lower stretches of Anduin beyond.

Reading the signs of the battle and at the heroes' camp on Parth Galen—the bit of lawn on the shores of Nen Hithoel, beneath Amon Hen—Aragorn realises that Frodo has set out to Mordor on his own and that Sam has gone with him. This means that Merry and Pippin alone were kidnapped by Saruman's Orcs. Aragorn is faced with a horrible decision: to follow the Ring-bearer and lend him aid or to chase after Merry and Pippin to save them from a horrible fate.

Aragorn realizes that Frodo was right to leave the Company and embark on his own. The Ranger decides to respect that decision and to

chase after the kidnapped Hobbits instead.

The trio race off after the Orcs on foot. Saruman's servants have a sizeable lead on the heroes, but they hope to catch up with the creatures before they reach the shelter of Fangorn Forest or—worse yet—Isengard.

The heroes pursue the Orcs through the rough lands of the western Eryn Muil. The tracks are difficult to follow at night, but during the day they move quickly and unerringly. At one point they stumble upon the bodies of several dead Orcs, and later they find one of the brooches used to clasp together the cloaks that Galadriel gave to the members of the Company in Lórien.



The heroes make their way out of the Eryn Muil and into the wilds of the kingdom of Rohan, home of the Horse-lords, hot on the Orcs' trail. On the third day of their pursuit they spy a force of Rohirrim riding by. The riders race back down the Orc-trail, right at the heroes, but almost pass by the Elf-cloak-clad runners without seeing them before Aragorn stands up and calls out to them.

The leader of the Rohirrim is Éomer, son of Éomund and nephew of King Théoden. He is the Third Marshal of Riddermark (Rohan), a great warrior, well respected by those he leads.

Éomer and Aragorn parley. Éomer is cautious with Aragorn until the latter reveals his name and his position as the heir of Gondor. Éomer then reveals that his force caught and

destroyed the band of Orcs that Aragorn was tracking. The Rohirrim saw no Hobbits during the battle, and the heroes fear that Merry and Pippin were caught up in the slaughter.

Éomer sends his soldiers away for a moment while he speaks with Aragorn. Éomer denies the rumours that Rohan pays tribute to Mordor. The horses that Sauron has from Rohan were stolen by his Orcs. At the moment, Rohan is more concerned with Saruman, though, with whom they've warred for months.

Éomer is under orders to bring all trespassers before his king. However, he decides that he can trust Aragorn, and he lends the heroes horses instead. He asks only that Aragorn return the horses to Meduseld, King Théoden's palace, to prove to the king that Éomer did not err.

The Rohirrim ride off towards Meduseld to report their encounter with the Orcs. Meanwhile, the three heroes ride to the battle site, Aragorn on one horse, Gimli behind Legolas on the other.

When the heroes reach the battle site, they can find no sign of the Hobbits. They camp and set a watch for the night. An old man interrupts them at one point: Saruman, hunting for his missing Orcs and their precious prisoners. Just as the old man disappears the horses race off, leaving the heroes on foot again.

The tale cuts back to Pippin's viewpoint, soon after he and Merry are kidnapped by the Orcs. He recalls Boromir coming to their rescue before the Orcs shot him to death with arrows. Then the Orcs struck him unconscious.

Pippin awakes, bound hand and foot, as the Orcs who captured him and Merry rest for a spell. Merry is still knocked out, but Pippin overhears the Orcs speaking in Westron. As there are Orcs of two different tribes here—Saruman's Uruks and Sauron's Orcs—they cannot understand each other's languages and so rely on Westron instead.

The Orcs argue about whether they should kill the Hobbits or not. A captain from Isengard—a large Uruk named Uglúk—states that his orders are: *'Kill all but NOT the Halflings; they are to be brought back ALIVE as quickly as possible.'* They are not to be searched either.

The leader of the Mordor Orcs—a brutish Orc called Grishnákh—argues that they should ignore Saruman's orders. He wishes to take the Hobbits to Lugbúrz (the Orkish name for Sauron's Dark Tower, Barad-dûr) instead. The two leaders argue, and a fight breaks out. Uglúk and his Uruks slay a few Mordor Orcs while the smaller Grishnákh slinks off to safety.

One of the dead Orcs falls over Pippin. Thinking fast, the Hobbit uses the Orc's knife to cut the cords binding his wrists. He wraps the loose bonds back around his wrists to prevent his captors from discovering his new-won degree of freedom.

An Orc-scout comes back and reports that a single

horseman spied him. Uglúk realizes that this will bring the Rohirrim down on them, so the Orcs gather up their prisoners and start running toward Isengard again. Before they leave, Uglúk cuts the cords binding the Hobbits' feet so they can run instead of being carried.

Since the Hobbits are still in rough shape, Uglúk forces an Orc-liquor down their throats. This burns but heals some of their woes. Merry has a gash along his forehead, and Uglúk smears an Orc-ointment on this. It also burns, but it does the job of healing Merry well. It also wakes him up.

The Orcs race off towards Isengard in the dark, forcing the Hobbits to dash along with them. As they reach the plains of Rohan, Pippin lurches off to the right. He has no hope of escape, but he throws down his Elf-brooch, which Aragorn finds later. He receives a lash from an Orc-whip for his trouble.

The Hobbits run until they fall over with exhaustion, and they are carried from there. The Orcs wish to stop at dawn and hide from the rays of the sun, but Uglúk is determined to push on. He tells the Mordor Orcs they

can run for the forest if they want to escape the Rohirrim, but he's taking the Hobbits to Isengard.

Soon after, Grishnákh and several of his followers catch up with the Uruks. As the two Orc-captains argue, Grishnákh reveals that the Nazgûl are now on winged steeds (Hell-hawks). However, Sauron is keeping them east of Anduin until the War of the Ring begins in earnest.

Uglúk's Uruks and Grishnákh's Orcs race off for Fangorn Forest themselves, soon overtaking those who left before them. As they run, the Rohirrim pursue them all. The Horse-men begin making hit-and-run attacks, closing in to pick off a few Orcs with their bows before racing away again.

As night falls, the Rohirrim surround the Orcs, only three furlongs (three eighths of a mile) from Fangorn Forest. Uglúk has the Hobbits' legs bound again, and he posts a guard to watch over them during the coming fight.

The Rohirrim wait for the sunrise, unaware that another force of Orcs is on its way towards them through the forest. Still, the Horse-men strike at the Orcs tentatively, and Uglúk races off to the fight with his Uruks, leaving the Hobbits unguarded for the moment.

Before Merry or Pippin can even think of escape, Grishnákh is on them, searching them for the Ring. Pippin quickly starts speaking like Gollum and tries to cut a deal with Grishnákh. Instead, the Orc grabs

them both and hauls them off into the darkness to kill them and search their bodies in private. As Grishnákh draws his sword, the Rohirrim see him and slay him.

The Orc-reinforcements arrive, and the battle begins in earnest. Merry and Pippin, hidden in their Elf-cloaks, somehow find themselves on the other side of the battle lines. Pippin frees his hands from his false bonds and uses Grishnákh's knife to cut the remaining cords from Merry and himself. They crawl off a ways and eat some of the *lembas* remaining in their pockets. Then they make for the safety of the forest and the chance to find fresh water to drink.

At dawn, Uglúk makes a desperate last stand against the Rohirrim but falls. The Hobbits, fearful that the Orcs might carry the day, disappear into the forest before the battle ends.

Once safe in the forest, the Hobbits make for a high spot from which they hope to get a decent view of the lands around them. As they look out over Fangorn Forest, Fangorn himself—an Ent also known as Treebeard—reveals himself to them. The Hobbits are astonished to meet a person who so resembles a living tree, but they strike up a conversation and a fast friendship with him.

Treebeard decides to take the Hobbits to one of his homes, so he picks them up and strides off. Near dusk, he stops in Wellinghall, a clearing near the eastern slopes of Mathedras, the southernmost of the Misty Mountains. There, he prepares Ent-draughts for the Hobbits, a filling drink that sustains almost like a meal.

Merry and Pippin tell Treebeard of their travails, carefully editing out any mention of the Ring. He asks them if they have ever seen any Entwives in the Shire. The Entwives left the Ents many centuries ago, and the Ents have been searching for them ever since. Sadly, the Hobbits cannot help him.



Having learned of Saruman's treachery, Treebeard decides that he cannot permit his neighbour to continue down such a dark path that would spell ruin for Fangorn Forest and all the lands beyond.

The next morning, Treebeard feeds the Hobbits more Ent-draughts and then gathers them up for Entmoot, a gathering of his fellow Ents. This takes place in Derndingle, a larger clearing, a bit further south along the slopes of Mathedras, and thus closer to Isengard.

Treebeard tells his fellow Ents of Saruman's treachery and recommends action. The Ents, however, are not a hasty people, and it takes many hours for them to speak even of simple matters. While Treebeard makes his case, he brings the Hobbits another Ent to take care of them. His name is Quickbeam. Hasty for an Ent, Quickbeam has already made up his mind and is happy to watch over the Hobbits rather than listen to the rest of the Entmoot.

At dusk, the Hobbits find themselves in Quickbeam's Ent-house, a circle of rowan-trees through which a spring burbles. They spend the following day wandering about the area with Quickbeam. It is not until the next afternoon that the Entmoot comes to an end.

The Ents are slow to anger, but they are dangerous once roused. They march off to Isengard together, hundreds of trees following in their wake.

That night, they reach Nan Curunír, the Valley of Saruman.

The tale cuts back to Aragorn, Gimli, and Legolas. It is dawn of the night we left them last. The trio searches the battlefield where the Rohirrim defeated the Orcs. Aragorn discovers the trail of Merry and Pippin again, and he and the others follow it into Fangorn Forest.

The heroes find their way to the spot where the Hobbits met Treebeard. From that vantage point, they spot an old man wandering in the woods. Fearful that it could be Saruman again, Gimli urges Legolas to shoot the old man, but Legolas and Aragorn decide against shooting an apparently defenceless wanderer on mere suspicion that he might be the treacherous wizard.

The old man spots the heroes and climbs up to join them in the clearing. After chatting mysteriously with the trio for a moment, he reveals himself as Gandalf—the White.

The friends relate their adventures since their parting at Durin's Bridge in Moria. Gandalf reports that Merry and Pippin are with Treebeard, safe and sound. As such, the four of them must visit Edoras to help shore up Rohan against Saruman's forces.

Before the heroes leave, Gandalf tells how he and the Balrog fell into the abyss below Durin's Bridge and continued their battle deep in the unexplored bowels of the earth

beneath Moria. Gandalf pursued the Balrog all the way up Durin's Stair, a secret spiral stairway that leads from the depths beneath Moria to the very tip of Celebdil, the mountain over it.

In the end, Gandalf slew his foe but was also killed in kind. But then he was sent back to Middle-earth by the powers that had sent him there originally, so many years ago. He returned naked upon the mountain-top, where Gwaihir the Windlord found him, having been sent by Galadriel to find him.

That story told, the heroes march out of Fangorn, and Gandalf whistles for Shadowfax, his mighty horse, to join them. The horses of the others follow in his wake, and all are able to ride once again.

The four heroes ride hard for Edoras and arrive the next morning. Théoden has barred the gates to all who do not know Rohirric, the tongue of Rohan, but Gandalf and Aragorn are well versed in it. He gives the names of the heroes to the guard to relay to Théoden. Shortly, they are admitted into Edoras and brought to Meduseld, the Golden Hall of the king of Rohan.

At the doors to the Golden Hall, Háma—the Doorward of Théoden—greet the heroes and requires them to leave their weapons. They do so grudgingly, although Gandalf manages to keep hold of his staff, claiming it to be little more than a walking stick.

When the heroes enter Meduseld, they find Théoden sitting upon his throne, aged before his time, a shadow of his former self. Gríma Wormtongue, his trusted counsellor, sits at his feet, while his niece Éowyn stands behind him.

Théoden is disturbed to see Gandalf again, who he claims only comes in times of trouble. His mind has clearly been poisoned by Gríma's words. Gandalf banters with Gríma for a moment before he wearies of the effort and strikes down the treacher-

ous counsellor with a bolt of lightning from his staff.

Gandalf then leads Théoden out of Meduseld to look out over Edoras below. The fresh air immediately invigorates the king, and he is soon restored to a semblance of his former self. He sends Háma to retrieve Éomer from his prison, where Théoden had sent the soldier at Gríma's urging. Meanwhile, Gandalf tells Théoden of the perils of the day.



Háma and Éomer arrive, and Éomer again pledges his sword to Théoden. Then Háma goes to retrieve both Gríma and Herugrim, Théoden's blade. In the ensuing conversation, it becomes clear that Gríma's true master is Saruman and that the traitorous counsellor hoped to win Éowyn through his treachery. Given the choice between joining Théoden in war or leaving Rohan, Gríma flees.

Théoden calls for every able-bodied soldier to ready for war. As the people of Edoras assemble, Théoden lunches with the heroes, Éomer, and Éowyn, and they discuss their plans. Afterwards, Aragorn, Legolas, and Gimli are outfitted with armour.

As the heroes are about to leave for war, Éowyn brings them wine for a ceremonial farewell drink. Her attraction to Aragorn is obvious. As the Ranger's heart is already plighted to Arwen, he is troubled by the attention but says nothing.

Before leaving, Théoden places Éowyn in charge of Edoras in his

absence. He also names Gandalf a lord of the Mark and makes a gift of Shadowfax to him. With that, the army of over a thousand Rohirrim ride out from Edoras, bound for war.

The army rides hard for the fords of the Isen, hoping to shore up the forces of Rohan there, at the spot where Théodred, son of Théoden, recently fell defending his home against Saruman's forces. As they approach, they learn that the Rohirrim have been driven back. Erkenbrand of Westfold has taken the bulk of the survivors and retreated to Helm's Deep.

Théoden orders his soldiers to rally with him at Helm's Deep, where he hopes to make a final stand against Saruman's army. As they embark, Gandalf parts with them, riding north towards Isengard instead.

The Riders race back towards Helm's Deep, just ahead of Saruman's host. The Orcs slow a bit to sack and burn as they go, and the Riders arrive in Helm's Deep that night. They find another thousand soldiers waiting there, led by Gamling—a lieutenant of Erkenbrand—but many are too old or too young to fight well. Erkenbrand and the best of his Riders have not yet reached the place.

As the night wears on, the Isengarders grow closer. Just after midnight, a storm that has been gathering overhead breaks with a fury. The Isengarders launch their attack. The defenders wait until the attackers approach the wall of Helm's Deep and then respond with a hail of their own arrows.

The battle rages back and forth throughout the night. Legolas and Gimli are separated and reunited throughout the conflict, and each time they compare the number of Orcs they have killed. The competition is heated throughout.

The Orcs use grappling hooks, ladders, and siege engines to try to scale the walls and topple the gates. They are pushed back time and time

again, but with each attempt they get closer to success.

At one point, the Orcs worm their way up the culvert that runs beneath the wall. Gimli helps stop it up, but the respite is a short one. Soon after, Orcs armed with Saruman's blasting fire set off a charge in the culvert, blowing a hole in the wall. Thereafter, the Orcs come pouring through.

The defenders fall back into the Hornburg, the tower that stands at the northern end of the wall. Aragorn and Legolas end up with them, but Gimli is swept away in the battle, along with Gamling and Éomer. Trapped in the keep, Théoden vows to ride forth at dawn, likely to his doom and that of all who follow him.

Just before sunrise, Aragorn steps out onto the great gates of the Hornburg's outer wall to confront the Isengarders. Some are shaken by his majesty, but the Orcs are unfazed. Just as he leaps back down from the wall, they blast the gates apart.

At that moment, Théoden and his Riders sound the horn of Helm and charge forth, Aragorn and Legolas among them. As they reach the dike below the wall, they see that a forest now stands in the nor-

mally empty Deeping-coomb, the valley that lies below Helm's Deep.

The Isengarders cower between the Riders and the new forest, unsure which way to turn. Before they can rally, Gandalf appears on the ridge overlooking Helm's Deep, leading Erkenbrand and his own force of Riders to the rescue. They charge toward the Isengarders, joined by Théoden's force, driving their foes into the waiting branches of the forest, where the foul creatures are torn to bits by the Huorns, wakeful trees that have come from Fangorn.

After the Isengarders have been routed, the heroes rally together, reuniting with Gimli, Gamling, and Éomer, who led a final stand in the caves of Aglarond, a series of what Gimli claims are the most beautiful caves he has ever seen.

Gandalf announces that he will ride to Isengard to speak with Saruman. Théoden goes with him, taking a small force of Riders along, including Éomer. Aragorn, Gimli, and Legolas accompany them too.

As Gandalf leads the force out of the Deeping-coomb, the Huorns part before them, creating a clear path. On their way, Gimli and Legolas promise to visit both Aglarond and Fangorn together.

er to teach each other to appreciate the beauty of each place. As the heroes leave the new forest, the Ents who herded the trees there reveal themselves briefly and then disappear into the forest just as quickly as they came.

When the heroes and the Riders reach Isengard, they find its walls torn down and the bowl of the place flooded by streams diverted from the mountains. Orthanc, however, still stands. At the gate, they find Merry and Pippin sitting atop heaps of rubble, resting and having a pipe after a good meal pillaged from Saruman's stores.

Treebeard and the Ents, Merry and Pippin tell them, threw down the walls of Isengard and flooded the place, trapping Saruman inside Orthanc, along with Gríma. The Ent leader then set Merry and Pippin down near the gates to greet Gandalf and Théoden and direct them towards Orthanc, which they are only too happy to do.

Merry and Pippin catch up with Aragorn, Legolas, and Gimli as Gandalf and the Riders go to meet with Treebeard. The Hobbits—taller than before, apparently due to the Ent-draughts—relate the tale of their escape from the Orcs and how they came to be found in the ruins of Isengard.

Soon after arriving at Isengard, they say, the Ents led a force of Huorns—sentient trees—to destroy the place. Before they struck, they saw Saruman's force—an army of at least ten thousand, including many of the wizard's Half-orcs—marching off to war leaving the place mostly defenceless.

As the Isengarders marched off, the Huorns and a few Ents followed them. Treebeard and the rest of the Ents attacked Isengard. Saruman retreated to Orthanc and

stoked up the furnace-fires below the plains of Isengard, scorching many Ents before they decided to put his efforts to an end by flooding the place. Soon after, Gandalf arrived and took Treebeard into his confidence. Treebeard assured him that the Huorns would help at Helm's Deep, and Gandalf rode off to find Erkenbrand and lead him there as well. Gríma then rode up after Isengard had been flooded, and Treebeard caught him and sent him off toward Orthanc.

Their stories all told, the heroes walk towards Orthanc to join Gandalf and the Riders. The waters having receded, Gandalf, Théoden, Aragorn, Gimli, and Legolas approach the door of Orthanc to speak with Saruman. Eventually the traitorous wizard appears at the railing of the window overlooking the door.

Saruman tries to use the power of his voice to strike a new alliance with Théoden, but the king shakes off his foul influence. He tries the same trick with Gandalf, but the good wizard simply laughs the efforts off. Saruman becomes enraged and turns to leave, but Gandalf hauls him back with the power of his own voice. With that, he casts Saruman from his Order and the White Council and shatters the betrayer's staff.

As Saruman falls back into Orthanc, Gríma hurls a stone at Gandalf from a higher window. It flies wide of its mark, and Pippin gathers it up and brings it to Gandalf. Sadly for Saruman, Gríma cast away the *palantír* of Orthanc.

Gandalf and the others ride out from Orthanc, bidding good-bye to Treebeard and the Ents. As they go, Gandalf charges Treebeard with keeping Saruman trapped within Orthanc.

Gandalf and his companions camp on the way back to Edoras that night. While all are asleep, Pippin sneaks over and takes the *palantír* from Gandalf so he can get a better look at

it. When he gazes into it, he finds himself before the Lidless Eye of Sauron, and he is struck down. Gandalf finds him, and upon exami-



nation is relieved to see that he is unharmed.

Later, at Aragorn's request, Gandalf gives him the *palantír*. It was once Elendil's and thus belongs to his heir.

Gandalf makes plans to take Pippin and ride ahead to Edoras and from there to Minas Tirith, the capitol of Gondor. Théoden will take Éomer and ten Riders with him back to Edoras soon after. Aragorn, Gimli, and Legolas will take the other Riders with them after that. At that moment, a Nazgûl on a Hell-hawk soars overhead, and they decide to embark at once.

On the road, Pippin asks many questions of Gandalf and receives many answers. The wizard tells the Hobbit of the *palantíri* and how Sauron probably laid his hands on one. The Dark Lord must then have used the stone of Minas Ithil—now

called Minas Morgul—to communicate with Saruman, bending the wizard to his evil will. The Nazgûl they saw was likely on its way to Orthanc to gather Pippin and take him to Mordor, as the Enemy probably mistook him for the Ring-bearer. They resolve to make haste before Sauron discovers his error.

BOOK IV

While Book III concerned itself with the endeavours of many heroes, Book IV is reserved entirely to the journey of Sam and Frodo. The two start off having crossed Nen Hithoel, the lake that sits above the falls of Rauros. They plan to head to Mordor alone, but first they must get out of the Eryn Muil with Gollum still dogging their heels.

The two Hobbits use an Elf-rope to climb down a cliff face on the very edge of the Eryn Muil, hoping to leave Gollum far behind. That night, though, they spy Gollum crawling down the cliff after them, like a monstrous spider. They hide themselves right below where he must come down off the cliff, and when he jumps down the last few feet, they leap on him and capture him.

Sam urges Frodo to tie up Gollum and leave him there, but this is tantamount to a death sentence. Instead, Frodo has pity on the creature. To prevent Gollum from running away, the Hobbits tie a leash around him with the Elf-rope, but its contact burns Gollum's skin. Frodo forces the creature to swear on the One Ring that he will serve Frodo and be good.

Satisfied with Gollum's promise, Frodo orders the creature to guide him and Sam to Mordor. They travel mostly at the darkest parts of night, as the rays of the sun and even the moon hurt Gollum's eyes. However, the closer they get to Mordor, the worse the weather gets, and they can sometimes travel by day under the thickest cover of clouds.

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When Gollum is good, he calls himself Sméagol, the name he bore before his long centuries with the Ring. When he reverts to evil, however, he is fully Gollum once again.

Gollum leads the Hobbits through the Dead Marshes on their way to Mordor. At night, the place is full of ghostly lights, and those who look into the waters of the marshes can see the pale apparitions of those who fell there in battle long ago, when the place was much drier.

As Frodo approaches Mordor, the Ring becomes heavier and heavier. At times, it is all he can do to stand under its burden, but he is usually able to trudge on.

It takes the trio five days to cross the Marshes and reach Morannon, the Black Gate of Mordor. Frodo decides to rest before deciding how to proceed to the gate proper. That evening, Sam hears Gollum arguing with himself, his Sméagol-voice and his Gollum-voice talking back and forth at each other. Sam keeps this bit of information to himself and feigns awakening soon after.

That night, the three march the last bit towards the gate and find it closed. Frodo is determined to enter, since it seems to be the only way. Gollum, fearful that Frodo would be captured and the Ring—which Gollum still covets—taken, tells Frodo of another way into Mordor, a few days' march to the south. Gollum does not

understand that Frodo plans to destroy the Ring, but in any case, the creature hopes to buy himself enough time to figure out a way to snatch the Ring back for himself, despite his promise.

As the Hobbits watch the Black Gate, Nazgûl on Hell-hawks spiral high above, running on foul errands for their evil master. Later, an army of Men from the South march through the Black Gate and into Mordor, joining the Dark Lord's forces. It seems clear that to try to enter Mordor by this path is folly.

Frodo decides to trust Gollum again and take the south road. Gollum hopes to take them through Cirith Ungol, a mountain pass that runs by Minas Morgul and through a tunnel into Mordor itself. Gollum used this way to get in and out of Mordor once before. This is a dangerous plan, to be sure, but far less so than attempting to walk through the well-guarded front gate.

The three march down the southern road. Sam persuades Gollum to catch some food for them. When Sam starts to cook a couple of snared rabbits, Gollum is disgusted, preferring to eat his meat raw. Sam takes care to hide any smoke from the fire, but while he's off washing his pans in a stream, a fern near to the small blaze ignites. Before he can put it out, the

smoke attracts the attention of four Rangers of Ithilien, the land through which they now travel.

The Rangers capture Frodo and Sam easily enough. The leader of the Men, Captain Faramir, interrogates them about their presence in this troubled land, but the Hobbits are tight-lipped about their goals. It soon becomes clear that Faramir is the brother of Boromir and the next in line as the heir of Lord Denethor, Steward of Gondor.

Unsatisfied with the Hobbits' answers but in too much of a hurry to tarry longer, Faramir sets two Rangers to guard the Hobbits: Mablung and Damrod. While the Hobbits wait, Faramir leads an ambush against another army of Southrons composed of the Men of Harad. The battle goes well for the Rangers, and the Southrons are soon routed, along with an oliphaunt, a great grey beast of war.

After the battle, Faramir returns to question the Hobbits further. They tell him as much as they can without speaking of the Ring or their reasons for wishing to travel to Mordor. This does not satisfy Faramir, who is under orders to kill all strangers in Ithilien.

Faramir already knows of his brother's death. He saw Boromir's funeral boat as it drifted down Anduin. Also, the pieces of the Horn

of Gondor were recovered along the river's bank in two different spots. He tries to catch the Hobbits in a clear lie, but he is unable to manage it.

Still not satisfied with the Hobbits' answers, Faramir decides to take them back to his base camp for further questioning. They are blindfolded for the final stretch, to keep the place's exact location a secret. When the blindfolds are removed, the Hobbits find themselves in a cave, looking out from behind a waterfall as the sun sets over Gondor far beyond. The place is called Henneth Annûn.

After the first solid meal the Hobbits have had for days, Faramir chats with the Hobbits, telling them of Gondor, especially of its two greatest cities: Osgiliath and Minas Tirith. They lower their guard a bit, and Sam accidentally lets the existence of the One Ring slip. Suddenly the Hobbits' story all falls into place for Faramir. He asks them what they plan to do with the Ring. Frodo announces that he hopes to cast it into Mount Doom. Then he faints dead away.

In the middle of the night, Faramir awakens Frodo and brings him to a high spot overlooking the waterfall that passes over Henneth Annûn. There they see Gollum snatching fish out of the pool far below, unaware that the Rangers have bows trained on him. Having followed Frodo into this area, Gollum hopes to sate his hunger before searching for his master once again.

Frodo asks Faramir to spare Gollum's life. Faramir agrees, but only if Frodo helps capture Gollum, as they cannot permit the creature to roam freely so near to their hideaway. Frodo complies, and they succeed in snaring the creature. Frodo tries to explain to Gollum that he is saving the creature's life, but Gollum is too angry to listen at first.

For his part, Faramir declares Frodo and all who travel with him to be under his protection, free to roam in Gondor for a year and a day. Frodo declares both Sam and Gollum to be his companions for this purpose.

The next morning, Faramir restocks the Hobbits' supplies and sends them on their way. Gollum and the Hobbits are blindfolded until they are brought a good distance from Henneth Annûn. When the blindfolds are removed, Faramir bids them good-bye, and they part.

The three continue their march southwards. As they get closer, the black clouds rolling out of Mordor's skies darken the sky, permitting them to travel by day as well as night, although there seems little difference between the two.

During the moments when Frodo and Sam rest, Gollum scampers off, presumably to hunt for food. When he returns, he is excited to be off quickly.

As the three come near to Minas Morgul, city of the Nazgûl, Frodo is suddenly overcome with a desire to walk into the place. Sam and Gollum quickly haul him back though, and they continue on up the pass. When they stop for a moment to rest, a red



flare flashes from out of Mordor, and the Witch-king—answering the signal—leads an army clad all in black out of Minas Morgul and to war.

Frodo's hand moves towards the Ring on its own, but before it can get there he manages to divert it to clasp the phial of light Galadriel gave to him in Lórien. The power of the phial clears his thoughts for the moment.

As the army marches off towards Osgiliath, Gollum leads Frodo and Sam up a series of stairs leading into Ephel Dúath, the range of mountains surrounding Mordor to its west and south. They follow this, resting occasionally, until they reach a tunnel that pierces the highest peaks.

Gollum disappears once again while Sam and Frodo rest. When he returns, he seems on the cusp of a decision. When Sam awakens and finds Gollum standing over him and Frodo, he calls the creature an 'old villain' and a 'sneak.' These remarks anger Gollum and set his course of action in his mind. He chooses the evil path.

Gollum leads Frodo and Sam into the tunnel. The place is filled with a foul stench the Hobbits cannot identify. It is dark, and the two Hobbits must feel their way along, sticking to the main path and ignoring side passages. Soon, Sam and Frodo realise that Gollum has gone on ahead of them again, perhaps gone for good.

The Hobbits reach a dead end, and turn back to find the main passage. As they make their way along, they hear a hissing in the dark. Suddenly, Frodo recalls the phial of Galadriel, 'A light when all other lights go out,' as she said when she gave it to him.

In the light, Frodo and Sam finally see Shelob, a huge and monstrous spider-creature who lairs in these tunnels. Gollum has been meeting with her often over the past few days, promising her a couple of tender morsels: Frodo and Sam. While Gollum has sworn not to hurt Frodo, he is happy to let Shelob do his work



for him. He plans to later take the Ring from Frodo's remains.

Frodo manages to drive Shelob away with the phial. The Hobbits scurry forward and find their way blocked with webs. Sam's sword is useless against them, but Sting—an Elf-blade—slashes through them easily.

As they emerge from the tunnel, Sam spots a dark tower overlooking the top of the pass, and sees Sting glowing brightly, a sure sign that Orcs are near. Heedless, thrilled by the prospect of finally leaving Shelob's lair and entering Mordor, Frodo races on ahead.

But then Shelob leaps out of a side passage and attacks Frodo. Before Sam can even shout a warning, Gollum leaps on his back and tries to strangle him. Sam manages to slip free and counterattack the traitor. He chases the creature back to the entrance of Shelob's lair before he recalls Frodo's peril.

Sam wheels about and dashes to save Frodo, attacking Shelob with reckless abandon. He puts out one of her eyes and then gets beneath her, where she finds it impossible to grab or sting him. She tries to squish him under her bulk, but Sam grabs Sting, and the foul spider impales herself on

the Elf-blade. Sam uses the phial of Galadriel to force the great, wounded beast back into her lair.

Sam examines Frodo and believes him dead. After some soul-searching, he decides to take the Ring from Frodo and continue on the Quest of Mount Doom by himself. Before he gets far, though, a force of Orcs comes down from the tower above.

Sam eludes the Orcs by wearing the Ring, but they find Frodo's body. Sam follows them into the tunnels beneath the mountain again, hoping to keep them from despoiling Frodo's corpse. Before he can catch up with the Orcs, though, they pass through the 'dead end'—in reality, a hidden door. Sam listens to two Orc captains chatting about Frodo on the other side of the door. It turns out that Frodo is alive.

Eventually, Sam figures out a way to clamber over the door. Before he can catch up with the Orcs, however, they are safe inside the tower, and Frodo with them.

THE FILM

The *Two Towers* film differs from J.R.R. Tolkien's novel in several noteworthy ways. What follows is a summary of the film's plot, with notes that describe differences from film to novel.

As the film opens, Gandalf's fall from Durin's Bridge in Moria is recalled, but instead of following the Fellowship's flight, we now see Gandalf's descent to the depths of the mountain, where he battles the Balrog as they fall towards a vast underground sea. In the midst of this, we cut to the point where the last film left off: with Frodo and Sam hiking through the Emyn Muil.

While Aragorn, Legolas, and Gimli pursue the Orcs who captured Merry and Pippin across the plains of Rohan, in Isengard, Saruman incites Dunlending wildmen to attack their ancient Rohirrim enemies, whose vil-

lages they proceed to sack and burn. *[In the novel, the attacks on the Westfold consist primarily of Orcs.]* In the wake of these attacks, Théodred, horribly wounded, is brought to Meduseld, near death. Théoden, however, has fallen under the sway of Saruman, his mind poisoned by Gríma Wormtongue. When Éomer reports these things to his king, he is exiled from Rohan as a war-monger for his trouble, along with all those Riders loyal to him. Théodred dies and Gríma makes his intentions for Éowyn known. *[In the novel, Théodred dies defending the Fords of Isen, and Éomer is never formally exiled from Rohan.]*

Across the plains, when the Orcs carrying Merry and Pippin stop for a brief rest, a fight breaks out among the hungry band about whether Merry and Pippin should be eaten. Things look grim for the Hobbits, but suddenly, the Orcs are attacked by Éomer's cavalry, giving them new hope. *[In the novel, the fight is between Orcs loyal to Saruman and Uruks who are part of Sauron's army about whether the Hobbits should be taken to Isengard or Mordor.]*

The next day, Aragorn, Legolas, and Gimli encounter Éomer's company on the plains. Although initially distrustful of the three, the leader of the Horse-men reveals that his party slew all those in the Orc camp the previous night—including, presumably, Merry and Pippin. Further, he warns them that Théoden no longer recognizes his allies. He gives them horses before his company gallops off.

At the site of the fight, Aragorn, Legolas, and Gimli despair. But then Aragorn sees signs that Merry and Pippin may be alive. He reconstructs the events of the previous night, as the Hobbits cut their bonds on a discarded weapon, made their way through the battle, and escaped into Fangorn Forest. We see—in flashback—how all of this happened, and how Merry and Pippin were saved from death at the hands of the pursu-

ing Orc Grishnákh by Treebeard. Although Treebeard suspects that the Hobbits are small Orcs, he decides to take them to the White Wizard, who will know what to do. *[In the novel, the Hobbits are able to convince Treebeard that they are no threat on their own.]*

Meanwhile, Frodo and Sam continue through the Eryn Muil, making little progress, becoming hopelessly lost. Gollum sneaks up on them, hoping to snatch the Ring. They barely manage to turn the tables and tie him with Elf-rope. The rope burns him horribly, and Frodo takes pity on the creature, allowing him to swear upon the Ring that he will guide them to the Gates of Mordor. *[In the novel, Sam and Frodo*



capture Gollum as he leaps from the edge of the Eryn Muil.]

Aragorn, Legolas, and Gimli follow Merry and Pippin's trail into the forest. There they meet Gandalf, who tells them of his battle with the Balrog, his eventual victory at the mountain's spire, and his own rebirth. He reveals that Merry and Pippin are safe. After this happy reunion, Gandalf calls Shadowfax to him, and the four depart for Edoras.

Meanwhile, Gollum leads Frodo and Sam through the Dead Marshes. Gollum cautions the Hobbits against looking into the waters. But Frodo gazes down and feels himself being pulled in by the eyes of the ghostly

creatures beneath the surface. Before Sam can stop him, he falls into the waters. Gollum dives in and saves him. *[In the novel, no one falls into the waters.]*

Gandalf, Aragorn, Legolas, and Gimli arrive at Edoras. Once inside Meduseld, Gandalf casts aside Gríma and successfully battles Saruman for control of Théoden. Aragorn intervenes when Théoden wishes to punish Gríma, and the traitor flees the city. *[In the novel, Gandalf simply takes Théoden outside, rather than having to battle Saruman. Also, Aragorn has nothing to do with the decision to let Gríma go.]*

Théoden buries his son while Gandalf attempts to give him comfort. Just then, two children—Eothain and Freda, refugees of the Dunlending attacks—come over the hill, completely exhausted. *[In the novel, neither Eothain nor Freda, nor their mother Morwen, are ever mentioned.]*

Gandalf and Aragorn counsel Théoden to counterattack the forces of Saruman, but he does not wish to go to war. In any case, he has too few warriors to do any good, since those loyal to Éomer are more than 300 leagues away by now. Théoden decides to move everyone in Edoras to Helm's Deep, where he hopes they will be safe. Gandalf rides off on Shadowfax, telling Aragorn to look for him to return at dawn on the fifth day. *[In the novel, Théoden leaves the women and children behind, with Éowyn in charge. Also, he releases Éomer from prison and all the Riders race off for the Fords of Isen and then to Helm's Deep.]*

Meanwhile, Gollum leads Frodo and Sam to the Black Gate of Mordor. From a safe vantage atop a bluff overlooking the gate, the three watch an army of Easterlings march into Mordor. Just then, the bluff gives way beneath Sam, who goes tumbling down the cliff's face, becoming stuck where he lands. Frodo scrambles down and manages to hide them both

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with his Elf-cloak. As the Black Gate is closing Frodo and Sam hope to dash in unseen. Gollum begs them to let him show them a safer way. Just before the gate slams shut, Frodo decides to trust Gollum and follow him. *[In the novel, Sam doesn't fall, and the Hobbits never get that close to the Black Gate.]*

As the Rohirrim prepare to leave Edoras, Aragorn compliments Éowyn on her mastery of the sword. She voices her fear that she will only be allowed a martial contribution to her people's safety once it is far too late. As the column from Edoras to Helm's Deep moves through the countryside of Rohan, Éowyn asks Aragorn about the Evenstar he wears—the jewel given to him by Arwen. He thinks back to Rivendell, and in flashback, we learn how Elrond tried to convince Arwen of the futility of remaining in Middle-earth to stay beside Aragorn, her love. We see Arwen, amidst a company of Elves, leave Rivendell. Éowyn is saddened at the feelings Aragorn obviously has for the Elf-maiden. *[In the novel, the Evenstar is an entirely different object. Arwen is not specifically addressed.]*

Just then, Gamling and Háma, who ride at the front of the column, spy an Orc-scout mounted on a Warg. They sound the alarm, and Théoden leads a company of Rohirrim—along with Aragorn, Legolas, and Gimli—to attack the scouting party. Aragorn finds himself battling an Orc named Sharku. The Orc's Warg drags the two off in the middle of the fight. After the battle ends, the others follow the trail of blood to find Sharku dying, the Evenstar in his hand. With his dying breath, he claims to have thrown Aragorn over a nearby cliff. *[In the book, this does not happen.]*

Back in Ithilien, while Frodo and Sam sleep, Gollum debates his darker half over whether Frodo can be trusted. After much hand-wringing, Gollum finally embraces the essential goodness of his original nature. The



next day, Gollum gifts Frodo with a couple of rabbits he's killed for dinner. Sam cooks them over Gollum's protests. Later, they see an army of Haradrim—complete with oliphaunts—marching by on their way to Mordor. Then the passing army is ambushed by Rangers of Ithilien led by Faramir, who also capture Sam and Frodo.

At Orthanc, Gríma reports to Saruman, telling him that Théoden will retreat to Helm's Deep. He informs his master of Helm's Deep's only weakness: a small culvert that allows the Deeping Stream passage under the wall. Even so, Gríma objects that a force of many thousands would be required to take the fortification. Saruman reveals the true scope of his forces: an army of more than ten thousand Orcs, who stand ready for battle. Saruman sends them to crush Helm's Deep. *[In the novel, none of this occurs explicitly.]*

Faramir's Rangers take Frodo and Sam to Henneth Annûn. To prove that he is not one of Sauron's spies, Frodo reveals that he was part of the party that left Rivendell in the company of—among others—Boromir. But Faramir reveals that Boromir, who is his brother, is dead. That night, Faramir awakens Frodo and shows him Gollum hunting for fish in the pool beneath Henneth Annûn. Frodo agrees to help capture Gollum if the Rangers will spare the creature's life. Once caught, Gollum accuses Frodo

of treachery. While listening to Gollum's pathetic monologue of woe, Faramir finally guesses that Frodo carries the Ring. He confronts Frodo and tells him that he intends to bring both Frodo and the Ring to Gondor and his father, the Steward Denethor. *[In the novel, it's Sam who slips and reveals the Ring's presence. At that point, Faramir confirms he has no interest in the Ring.]*

Back in Fangorn Forest, Treebeard brings Merry and Pippin to the Entmoot, where the Ents will decide whether to go to war. In the end, the Ents decide that the affairs of Men are not their concern. *[In the novel, the Ents of the Entmoot decide they will go to war against Isengard.]*

Back at Helm's Deep, where the column of refugees has already arrived, Théoden and his company return from the fight against the Orc-scouting party. When Éowyn learns that Aragorn was lost, she nearly weeps. *[In the novel, this doesn't happen.]*

We see Aragorn floating in a river, half-dead. Arwen appears to him in this state, her kiss bringing him back to awareness. Just then, Aragorn's horse finds him and nuzzles him to full consciousness. En route to Helm's Deep, Aragorn spies Saruman's army and rides to warn the Rohirrim. When he arrives, Legolas gives him back the Evenstar—which Éowyn is heart-broken to see him take. Aragorn pleads with Théoden to send for

help against the coming host, but the king is convinced that no one would come, and certainly not in time. He commands all those capable of holding swords to be equipped for the defence of the Keep. Aragorn, Legolas, and Gimli assess the defenders of Helm's Deep and find few if any of them to be warriors. Their chances look slim. Théoden tries to rally his force's spirits, but cannot. That night, Aragorn speaks of hope to Háma's son Haleth, and finds some for himself. At the darkest moment, just before Saruman's forces arrive, Haldir shows up at the head of an army of Elf-warriors 500 strong. *[In the novel, none of this happens.]*

As the Uruks arrive, a storm breaks over Helm's Deep. Then the Uruks attack, and the Battle of Helm's Deep begins. Gimli and Legolas keep count of their kills, turning the horror into a kind of game. Uruks place Saruman's blasting-fire in the culvert, and a suicidal Uruk lights it with a torch. The wall is breached. After some desperate fighting, the defenders retreat to the Keep, thought Haldir is slain on the wall.

Meanwhile, Faramir and his Rangers—who still hold Frodo, Sam, and Gollum captive—have been called to the ruined city of Osgiliath, where the forces of Gondor are under attack. Frodo pleads with Faramir to let him go, pointing out that lust for the Ring has already cost Boromir his life. Then, in the midst of battle, one

of the Nazgûl flies overhead. All take cover, but Frodo finds himself compelled to step forth. As his overwhelmed mind is about to extend the One Ring to the Dark Lord's servant, Sam tackles him. Faramir finally gains an appreciation of the Ring's true nature, and vows to set Frodo, Sam, and Gollum free to continue their mission to destroy it. *[In the novel, Frodo, Sam, and Gollum never get near Osgiliath. Faramir 'shows his quality' and lets them go in Ithilien.]*

In Fangorn, Treebeard offers to leave Merry and Pippin at the north edge of the forest, closest to the Shire. Merry, however, asks him to bring them south. When they arrive at the south edge of the forest, Treebeard sees the full extent of Sauron's destruction of the land: hundreds and thousands of trees—trees Treebeard had known from nut and acorn—reduced to stumps. Outraged, he calls the Ents forth from the forest and they march on Isengard. *[In the novel, the Ents are already resolved to attack Isengard, and this does not happen.]*

Back at Helm's Deep, the defenders have been forced to retreat to the fortress's innermost sanctum. The order is given that the women and children must make for a path that leads from the caves and into the mountains, while the warriors who remain hold off the Uruks. Aragorn rallies the defeated Théoden to one last stand. As the Uruks beat down the door and Gimli sounds the Horn of Helm's Deep, the

remaining defenders ride out on the offensive, charging down the causeway, slaying Uruks left and right.

Just then, dawn breaks. At the top of a nearby pass, Gandalf appears before the sun, leading Éomer and a force of thousands of Men of Rohan. They charge to their king's aid, routing the Uruk army. *[In the novel, the defenders of Helm's Deep are rescued by a force of Huorns brought by Gandalf. They were reinforced by a group of Riders led by Erkenbrand, as Éomer and his Riders were already at Helm's Deep.]*

Meanwhile, the Ents destroy Isengard as Saruman watches in alarm from Orthanc. The Ents break down dams in the mountains and reroute the Isen, sending a flood of water into the ring, laying waste to Saruman's structures and warrens. *[The story of Saruman's downfall is truncated here, compared with the novel.]*

Outside Osgiliath, Gollum guides Sam and Frodo once more. He wanders off for a bit, talking with himself. He wants to kill Sam. He feels Frodo has betrayed him, but he promised not to hurt him. He resolves: 'We could let her do it! And then we takes it once they're dead!' He then bounds out to greet Sam and Frodo and lead them to their doom. *[Again, the film stops well before the book. Presumably, Sam and Frodo will meet Shelob*

in the opening reel of The Return of the King.]

PEOPLE

*'There are some things that it is
better to begin than to refuse, even
though the end may be dark.'*

— *The Two Towers*



s with all great works of story, the most important bits are not the plot itself but the characters who inhabit it. *The Two Towers* features some of the greatest characters in all of fantasy. The major ones are each described in detail in this chapter.

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



The statistics given for each hero describe his state at either the end of *The Two Towers* or (in the case of figures who lived and died before the War of the Ring) at the zenith of his heroism. Some statistics are informed by material presented in *Fell Beasts and Wondrous Magic*, so access to a copy of that book may prove helpful. A character's skills are described in terms of the number of ranks the character has. The numeral does not include attribute, edge, flaw, special ability, or other adjustments. Unless noted otherwise, aster-

isks indicate favoured attributes and reactions.

Many characters appear both here and in *The Fellowship of the Ring Sourcebook*. Rather than repeat details about such characters verbatim in both books, this text assumes you already own the previous volume. Only characters who have changed from one book to the next are dealt with here in detail. The exceptions are the members of the Company of the Ring, who are each dealt with in depth.



THE RING OF
BARAHIR

This ring belonged to Barahir, father of Beren of old. It is an heirloom of the house of Elendil and has thus passed down to Aragorn, along with the shards of Narsil.

In the novels, Aragorn gives the ring of Barahir to Arwen when they plight their troth to each other in Lórien, on Cerin Amroth. In the films, Aragorn apparently never does this, as he still bears the ring when he enters Meduseld, and it catches Gríma's eye. When Gríma tells Saruman of the ring, Saruman recognizes it for what it is and knows who Aragorn must truly be.

When the ring is worn openly, the bearer of the ring gains the noble order ability Deference if he does not have it already. If he does have this order ability, he gains an additional +1 test result bonus to all social skills (except Inspire and Intimidate) instead.

ARAGORN

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

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

SIZE: Medium

ORDERS: Warrior, noble, ranger, captain

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

ADVANCEMENTS: 70

SKILLS: Armed Combat: Blades (Longsword) +10, Climb +6, Debate (Parley) +7, Guise +5, Healing (Herbal Remedies) +10, Inquire (Converse) +7, Insight +10, Inspire +12, Intimidate (Majesty) +12, Jump +6, Language: Adûnaic +3, Language: Black Speech +2, Language: Orkish (dialect) +4, Language: Orkish (another dialect) +2, Language: Quenya +6, Language: Rohirric +4, Language: Sindarin +6, Language: Westron +8, Lore: History (Dúnedain) +7, Lore: Race (The Dúnedain, Orcs) +6, Lore: Realm (Arnor, the East, Eriador, Gondor, Moria, Rohan)

+4, Mimicry (Beasts) +4, Observe (Spot) +10,

Perform: Compose Verse +6, Persuade (Oratory)

+8, Ranged Combat:

Bows (Longbow) +6,

Ranged Combat:

Thrown Weapons

(Dagger) +4, Ride

(Horse) +8, Run +7,

Sea-craft (Sailing) +5,

Search +6, Siegecraft

(Catapult) +8, Stealth

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

EDGES: Allies 8 (the Wise, and various others), Armour of Heroes, Bold, Command 3, Elf-friend, Faithful (the Wise/the West), Fell-handed 2 (all Orcs), Hardy, Healing Hands, Honour's Insight, Incorruptible, Quick Draw, Rank 2 (Chieftain of the Dúnedain; later Rank 4 King of the Reunited Kingdom), Resolute, Stern, Strong-willed, Swift Recovery, Valiant, Valour, Wakefulness, Warrior's Heart, Warwise, Woodcrafty

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

HEALTH: 14

COURAGE: 7

RENOWN: 14

GEAR: Andúril (in the novel), longsword (in the film), dagger, Ranger garb, Elf-cloak of Lórien, chainmail corslet

IN THE NOVEL

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

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



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

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

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

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

In the course of *The Two Towers*, Aragorn begins to come into his own, readying himself to bear the mantle of his destiny as the heir of Gondor. His leadership abilities grow throughout the story. He begins by leading Legolas and Gimli in the search for Merry and Pippin, questioning his decisions the entire way. By the end of the story, he has proven himself as a capable leader of Men, able to rally the Riders of Rohan behind him. The fact that Gandalf gives the *palantír* of Orthanc to Aragorn in the final chapter of Book



ANDÚRIL

'Here is the Sword that was Broken and is forged again! Will you aid me or thwart me? Choose swiftly!'

— Aragorn, *The Two Towers*

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

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

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

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III indicates the wizard's recognition of his old friend's new maturity.

IN THE FILM

Throughout the film, Aragorn adjusts to his growing role as a leader of Men. He struggles with his own doubts, overcoming them just in time to rally Théoden's forces at Helm's Deep, no matter the odds against them. When Théoden gives over command of his forces to Aragorn, he effectively recognises the Ranger's majesty, as well as his claim to ruling all of Gondor, including Rohan.

Aragorn apparently believes that he is about to lose Arwen forever. Because of this, his heart is free to be won by Éowyn. Despite this, he fights against his growing attraction to her. He still loves Arwen after all, and there are more pressing demands for his attention.

IN THE GAME

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

During the time of *The Two Towers*, Aragorn tentatively reveals his true nature to those about him. For decades, he has worked as a Ranger, hidden under the hood of that order's green garb, despite his position as Elendil's heir. Now, he is finally ready to proffer himself as a leader. He feels the dire responsibility of such a position harshly, but he bears up well underneath it. He rarely shares his worst self-doubts with even his closest friends, preferring instead for his decisions to speak for themselves.

In this time frame, Aragorn is less likely to be able to lend help than he is to call for it for himself. At first, he is desperate to save Merry and Pippin,

and later he marshals all of his resources to carry the day at Helm's Deep.

When Aragorn meets strangers these days, he declares his true name and nature proudly and clearly. He speaks truly and with conviction, feel-

ing his way through the demands of diplomacy as he goes. At first, he misses the counsel of Gandalf dearly, but being forced to lead alone seems to do him a world of good.

THE MIGHTIEST OF HEROES

Perceptive readers may notice that some of the characters described in this book have attributes greater than those normally possible for their race. Aragorn, for example, being of Dúnedain heritage, would normally be limited to Bearing 13, but he is listed as having Bearing 14. This is intentional. Aragorn is one of the mightiest heroes Middle-earth has ever produced, and it makes sense for his chief attribute to surpass what is normally possible.

Narrators can incorporate this idea into their chronicles if the player characters become pivotal figures in the fate of Middle-earth. A character who has increased a favoured attribute to the normal racial maximum, and who has gained at least 6 Renown over the course of the chronicle from heroic use of the attribute in question, may request Narrator consideration to increase it a single point further. (Non-favoured attributes are forever capped at the normal racial maximum of 12 plus racial adjustments.) When requesting this consideration, the character pays the normal advancement pick cost to increase the attribute by one point, but does not immediately receive the benefit.

Over the chronicle chapters that follow, the Narrator considers the character's actions and behaviour. Ideally, the Narrator should incorporate scenes where the character's chosen attribute has the opportunity to shine into these adventures. These scenes should not be simple tests that reduce matters to a die roll, even if the test's success or failure is of great importance. Rather, they should be opportunities where the character can—through his roleplaying and choices—demonstrate his heroic mettle as it relates to the attribute in question.

Once these scenes have run their course, if the Narrator feels the character's conduct and heroism in the situations presented reflect the manner of one of Middle-earth's most powerful heroes—on par with such figures as Aragorn and Helm Hammerhand—she grants the attribute increase. If the character's behaviour and choices fail to achieve this level of worth, however, the player is informed that he has come up short. In this case, the advancement picks are lost with no improvement in the attribute. In any case, attempting to increase a given attribute in this way is a one-time endeavour: after either success or failure, the character may never again try to increase it.

It bears noting one final time that increasing an attribute past the normal racial maximum should be an exceedingly rare occurrence, reserved for heroes with many advancements and many successful adventures of great magnitude behind them. Heroes who attempt this great leap too early in their careers can doom future attempts, so players should guard the potential closely until they feel they have truly advanced to legendary status.

FRODO BAGGINS

*'Run, run, and we'll be through—
through before any one can stop us!'*
— Frodo Baggins, *The Two Towers*

RACE: Hobbit (Fallohide)

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

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

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

SIZE: Small (4 wound levels)

ORDER: Noble

ORDER ABILITIES: Courtier, Deference

ADVANCEMENTS: 8

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

EDGES: Allies 6 (Gandalf, Elrond, and others among the Wise), Charmed Life, Elf-friend, Faithful (the Wise), Favour of Fortune, Hoard 3 (Bilbo's treasure), Incorruptible 2, Rank (Hobbit-gentry), Resolute, Stern

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

HEALTH: 8

COURAGE: 4

RENOWN: 2

CORRUPTION: 5

GEAR: The One Ring, Sting, phial of Galadriel, coat of mithril mail, Elf-

THE ONE RING

'It will hold you. But it is more treacherous than you are.

It may twist your words. Beware!'

— Frodo Baggins to Gollum, *The Two Towers*

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

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

The One Ring takes over the will of any who keep it, even for a little time. If a character holds the One Ring, he must make a TN 25 Willpower test to voluntarily get rid of it, subject it to harm, or allow another to see or handle it. He must make a TN 15 Willpower test to avoid striking or fleeing from anyone who asks to see or hold it. If someone succeeds in taking the Ring from a bearer by force, the dispossessed wretch must make a TN 20 Willpower test or be driven mad by grief and desire for it.

The One Ring extends the wearer's lifespan. At first this may seem a wondrous gift, but as time progresses it becomes a burden. The bearer feels 'stretched out,' drawn thin. Eventually, torn by lust for his Ring and despair over this burden, he becomes little more than another wraith under Sauron's command. This takes a great deal of time, however, at least 500 years.

The One Ring grants power according to the wielder's stature. To lesser folk, such as Hobbits, it grants merely the extension of life and the power of invisibility. While invisible, a character cannot be seen, though he could be perceived through hearing or smell. Moreover, he still casts a shadow, though a faint and wavering one. Nor does the Ring conceal any source of light he carries himself—such as a torch or the glow of an enchanted sword—or any sound he might make. In combat, an invisible character receives a +10 bonus to attack tests. Assuming an enemy can even guess where he is to counterattack, all tests to hit the wearer suffer a -10 penalty.

continued (next page)

THE ONE RING (CONTINUED FROM PREVIOUS PAGE)

While wearing the One Ring, a person of sufficient power and will—typically one with at least 10 advancements total, a Bearing of 10 or greater, or a Willpower of +4 or greater—can exercise the power of *Command*. This functions like the spell of the same name, though the wearer need not make any test to resist weariness. The Ring enhances other abilities as well, at the Narrator's discretion. It may provide bonuses to Bearing, Willpower, Inspire, or Intimidate, make all of the wearer's spells 50% or 100% more powerful, or the like. The exact effects vary from character to character, based on the nature, will, disposition, and abilities of the character.

The Ring confers other powers upon its wearer. First, it sharpens his hearing, providing a +4 bonus to all Observe (Hear) and related Perception tests. At the same time, because wearing it thrusts a character into the world of wraiths and shadows, it dims the sight—imposing a -2 penalty on Observe (Spot) and related Perception tests—but allows him to see in the dark (replace all penalties for darkness, fog, or the like with the flat -2 penalty). Second, it allows the wearer to comprehend the speech of all who serve the Shadow as if he had at least 5 levels in the appropriate Language skills.

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

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

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

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

cloak from Lórien, travel gear,
pouch of *lembas*, pipe, pipeweed

IN THE NOVEL

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

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

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

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

Quest to Mount Doom. He left the Fellowship of the Ring at Amon Hen, after Boromir tried to take the Ring from him by force.

In *The Two Towers*, Frodo deals with the consequences of determining to take on the Quest of Mount Doom by himself—the presence of his faithful friend Sam Gamgee notwithstanding. More than anything else, it is his dogged determination that sees him through—at least as far as he gets.

As Frodo comes closer to Mordor, the burden of the Ring becomes greater and greater. It physically drags him towards the earth, and he finds himself wearied more and more with every step.

Frodo's decision to follow Bilbo's example and treat Gollum mercifully is the most fateful of his choices. Were it not for Gollum, Frodo and Sam might still be stuck in the Dead Marshes. And if they had managed to make it out of that sodden place, they might have been caught trying to sneak in through the Black Gate. Of course, in the end Gollum's treachery proves nearly as lethal as any other option, but the kindness that Frodo shows the creature likely helps him

STING

'This is Sting. You have seen it before once upon a time.

Let go, or you'll feel it this time!

— Frodo Baggins to Gollum, *The Two Towers*

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

Poking around in the troll's lair, Bilbo and the Dwarves found three Elf-blades. These no doubt once had belonged to previous victims of the foul creatures.

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

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

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stave off the Ring's domination just a little bit longer.

IN THE FILM

Frodo is filled with steely determination to finish the job he took upon himself in Rivendell at the Council of Elrond. He is guarded and private, laughing rarely. As he gets closer to Mordor, he becomes more and more morose. He has little patience with those who would delay him, as he knows that the Enemy is preparing for an all-out assault on the Free

Peoples. If Frodo does not move quickly, all may be lost.

The Ring increasingly corrupts Frodo throughout the film. This comes to a head in Henneth Annûn, when Faramir learns of the Ring and Frodo fears that it may be taken from him. Frodo knows that the Ring is poisoning his soul, that to keep it much longer may mean he could be lost forever. He need only look to Gollum for an example of that horrid fate.

THE PHIAL OF GALADRIEL

*'The Lady's gift! The star-glass! A light to you
in dark places, she said it was to be.'*

— Sam Gamgee, *The Two Towers*

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

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

THE PHIAL OF GALADRIEL'S EFFECT DURATION

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



IN THE GAME

If encountered during the time of *The Two Towers*, Frodo is guarded about his purpose, stating only that he must enter Mordor by any means available. He might be willing to travel with others for a short while, but eventually his path is sure to take him into mortal danger. When that seems imminent, he is ready to do what he must to lose any strangers tagging along—more for their own safety than his.

The only person around whom Frodo is able to let down his guard is Sam. Without Sam's influence, Frodo would be unrelentingly grim. Frodo appreciates Sam coming along to share the Quest of Mount Doom more than he could ever say. Without such assistance, he would likely have given up all hope long ago.

MERIADOC 'MERRY' BRANDYBUCK

*'Meriadoc, son of Saradoc is my name;
and my companion, who, alas! is over-
come with weariness . . . is Peregrin, son
of Paladin, of the house of Took.'*

— Merry Brandybuck, *The Two Towers*

RACE: Hobbit (Fallohide)

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

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

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

SIZE: Small (4 wound levels)

ORDER: Warrior

ORDER ABILITIES: Evasion

ADVANCEMENTS: 2

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

EDGES: Favour of Fortune, Valour

FLAWS: Enemies (servants of Sauron)

HEALTH: 5

COURAGE: 4

RENOWN: 2

GEAR: Elf-cloak of Lórien

IN THE NOVEL

Meriadoc 'Merry' Brandybuck was born in TA 2982 to Saradoc 'Scattergold' Brandybuck and

Esmerelda Took. As the only son of the Master of Brandy Hall, Merry was the heir of Buckland.

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

Growing up in Brandy Hall, Merry became great friends with his older cousin Frodo Baggins. When Frodo left to live in Bag End while Merry was but six years of age, the young Hobbit determined to remain friends with Frodo. They visited each other regularly over the years. (Frodo is Merry's first cousin once removed on Frodo's mother's side. He's also a second cousin once removed through the Tookes.)

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

While Merry may have been inseparable from Pippin before setting out on the Quest of Mount Doom, he found himself parted from his friend at the end of *The Two Towers*. This represents the maturation of both Hobbits throughout the story. At first, they must rely on each other to survive their capture by the



Orcs. However, by the end of the story they are strong and independent once again, ready to leave each other for a while, each to pursue his own destiny. When Gandalf rides off with Pippin at the end of *The Two Towers*, Merry stays behind with Aragorn instead.



IN THE FILM

Merry matures greatly over the course of the film, especially when considering the lack of wisdom he demonstrated back in the Shire by stealing fireworks and vegetables. Indeed, when the Ents seem to be taking forever to decide what to do about Saruman, it's Merry who rises to the occasion to give them a rousing—if futile—speech.

IN THE GAME

During the time of *The Two Towers*, Merry is rarely in charge of his own time. At first he is at the mercy of the Orcs who captured Pippin and him. Later, he spends his days as a guest of Treebeard and Quickbeam. Only during and directly after the destruction of Isengard does he have any time to get into any kind of trouble—and he uses that time to raid Saruman's larders to find some decent food and even some surprisingly good pipeweed.

Despite his predicaments, Merry is ever the eternal optimist. He never succumbs to despair, no matter how dark the days may get. As he grows taller from the Ent-draughts given him by Treebeard, he also seems to grow more confident, ready to take his place beside members of the other Free Peoples in the War of the Ring.

DAMROD

Mablung and Damrod, soldiers of Gondor, . . . were Rangers of Ithilien, . . . descended from folk who lived in Ithilien at one time, before it was overrun.'

— *The Two Towers*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

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

SIZE: Medium

ORDERS: Warrior, ranger

ORDER ABILITIES: Camouflage, Protector (Gondor), Retreat (Henneth Annûn), Swift Strike

ADVANCEMENTS: 8

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +6, Conceal (Hide Weapons) +2,

Inquire (Interrogate) +3, Inspire +3, Intimidate (Power) +3, Jump +4, Language: Adûnaic +2, Language: Sindarin +2, Language: Westron +3, Lore: History (Gondor) +4, Lore: Race (Orcs) +4, Lore: Race (Men) +2, Lore: Realm (Ithilien) +4, Mimicry (Beasts) +3, Observe (Spot) +8, Ranged Combat: Bows (Longbow) +6, Ranged Combat: Thrown Weapons (Stones) +4, Ride (Horse) +5, Run +4, Search +4, Stealth (Hide, Sneak) +7, Survival

(Forests) +7, Swim +4, Track (Orcs) +4, Weather-sense +4

EDGES: Armour of Heroes, Command (the Rangers of Ithilien), Valiant, Valour, Wakefulness

FLAWS: Duty (to serve Gondor and his father), Enemies (the servants of the Shadow), Fealty (to Gondor/Denethor II)

HEALTH: 10

COURAGE: 3

RENEWN: 2

GEAR: Longsword, longbow, quiver of arrows, spear, Ranger garb, horse

in the impending war. That said, Damrod is resigned to his fate and hopes to do what he can to make the armies of Sauron pay dearly for his life.

IN THE FILM

Damrod does not appear in the film, though that is not to say he does not exist in the world of the film. In all likelihood he is simply one of the Rangers of Ithilien not seen on screen.

IN THE GAME

Damrod can be found almost exclusively within Ithilien and the lands bordering it just to the west of Anduin. Most of his time is spent either in western Osgiliath or roaming through Ithilien itself. He was raised on Anduin's west bank, and he has had the constant threat of Mordor hanging over him and his people for his entire life.

If Damrod meets up with the heroes in Ithilien by himself—or simply without Faramir—he is likely to shoot first and ask questions later. He sees the wisdom in Denethor's orders, no matter how harsh they may seem. Damrod has been patrolling Ithilien for most of his adult life, and the Hobbits are the first people he's seen there—besides his fellows, of course—who might possibly have a good reason to not be killed on the spot.

On a rare occasion, Damrod might be found travelling as far west as Minas Tirith, but that would only be to report in to Denethor if he were so required. When Faramir is absent from Ithilien, Damrod is often left in charge of the Rangers of Ithilien. He is a solid leader, although he lacks Faramir's imagination and flexibility. Were Faramir not around when the Rangers found Frodo and Sam, the Hobbits would certainly have been slain.

RANGER GARB

All had swords at their sides, and were clad in green and brown. . .

. Green gauntlets covered their hands, and their faces were hooded and masked. . .

— *The Two Towers*

The Rangers of Ithilien are renowned for their ability to lay nearly undetectable ambushes. They can move through the forests of Ithilien without disturbing even the animals that live there. While this is partly due to their woodcraftiness, their garb also plays a role.

The garb of the Rangers of Ithilien grants them a +1 bonus to their Stealth tests when they are in lush, wooded areas like most of Ithilien. This bonus does not apply anywhere else. In fact, in a less appropriate setting—like the streets of Minas Tirith—the garb might make them stand out, causing them to suffer a -1 penalty to their Stealth tests.

IN THE NOVEL

Damrod is a Ranger of Ithilien, one of the first ones whom Frodo and Sam meet on their road to Cirith Ungol. He is fair-skinned and tall, with grey eyes and black hair. His ancestors lived in Ithilien long ago, before the forces of the Nazgûl overran the area, sometime after TA 2002.

The Rangers of Ithilien are a special force, each member of which is chosen by Steward Denethor to make forays into Ithilien and harass those who would truck with Mordor. These brave Men are willing to risk their lives to do what little they can against such overwhelming forces in the region between Mordor and Anduin, a battered strip of land that has seen much strife over the centuries. While they patrol through Ithilien, they are covered from head to toe in green and brown, allowing them to blend in better with their lush surroundings.

When Faramir goes off to lead the Rangers in an ambush of a force of Harad marching north to Mordor, Damrod and his friend Mablung are left behind to guard Frodo and Sam. Of the two, Damrod is the more dour, although Mablung is not much more cheery. To Damrod's mind, it's only a matter of time before the Dark Lord conquers all of Gondor, and the Rangers are sure to be the first to fall

THE TWO TOWERS SOURCEBOOK

DÉAGOL

'He had a friend called Déagol, of similar sort, sharper-eyed but not so quick and strong.'

— Gandalf, *The Fellowship of the Ring*

RACE: Hobbit (Stoor)

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

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

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

SIZE: Small (4 wound levels)

ORDER: Mariner

ORDER ABILITIES: Diver

ADVANCEMENTS: 0

SKILLS: Armed Combat: Blades (Dagger) +1, Climb +3, Craft: Cooking +3, Craft: Netmaking +4, Debate (Bargain) +1, Games

(Riddles) +3, Inquire (Converse) +1, Jump +1, Language: Westron +6, Observe (Spot) +1, Ranged Combat: Thrown Weapons +3, Run +1, Sea-craft (Boating) +3, Stealth +2, Swim +4, Weather-sense +3

EDGES: Keen-eyed

HEALTH: 5

COURAGE: 3

GEAR: Fishing pole, boat

IN THE NOVEL

Déagol was a Stoor who lived on the banks of Anduin around TA 2463. He was a simple person who enjoyed fishing the river with his friends and family, who called him Deal for short. In the northern tongues, his name would have been Nahald or 'secret.'

One day, Déagol was fishing with his friend Sméagol in a tiny boat on Anduin, taking some time together on Sméagol's birthday. The similarity of the names of the two Stoors indicates that the two may have been clos-

er than just friends, perhaps cousins or even brothers. In any case, a huge fish caught Déagol's line and pulled him overboard. As he plunged towards the bottom of the river, Déagol spotted something glittering in the mud of the riverbed, which he grabbed and brought to the surface.

Déagol was entirely unaware of it, but the thing he'd found was the One Ring. Upon washing the mud from the Ring, he was thrilled by his new-found treasure. The Ring immediately latched upon his heart, and he started to gloat over his good fortune.

Sadly, Sméagol's heart was caught by the Ring as well. When he set eyes upon the treasure, Sméagol demanded that Déagol give it to him as a birthday present. When Déagol refused, Sméagol strangled him on the spot. In this way, the creature known as Gollum—who was born Sméagol—came to bear the Ring.

IN THE FILM

Déagol does not appear in the theatrical release of the film, though his fate was presumably identical to that described in the novel.

IN THE GAME

The heroes have little chance of meeting Déagol unless the chronicle takes place sometime around TA 2643 and they happen to be wandering through the land of the Stoors on the banks of Anduin, near the Gladden Fields where Isildur and his companions were attacked on their way to Arnor.

That said, the heroes could somehow discover the bones of Déagol. Sméagol buried his friend in the mud of the riverbank, the same mud that had held the One Ring for so many years. These are the bones of one who was a Ring-bearer, even if only for a short time, and they might prove to be of some value, at least in a historical sense.



ÉOMER

*'Then one rode forward, a tall man,
taller than all the rest; from his helm as a
crest a white horsetail flowed.'*

— *The Two Towers*

RACE: Man (Middle Man: Rohirrim)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

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

SIZE: Medium

ORDERS: Warrior, noble, knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Deference, Domain (Third Mark of Rohan), Evasion, Horse Archer, Horsemaster, Mounted Combat, Noble Mien, Shield-wall, Swift Strike 2

ADVANCEMENTS: 27

SKILLS: Armed Combat: Blades (Longsword) +10, Armed Combat: Polearms (Spear) +12, Climb +3, Insight +4, Inspire +6, Intimidate (Majesty) +6, Jump +4, Language: Rohirric +6, Language: Westron +4, Lore: History (Rohan) +5, Lore: Realm (Rohan) +6, Observe (Spot) +6, Ranged Combat: Spears (Spear) +7, Ride (Horse) +12, Run +3, Stealth (Sneak) +6, Survival (Plains) +5, Track (Men) +3

EDGES: Armour of Heroes, Bold, Command 3 (Riders of the Eastmark), Fell-handed 2 (Orcs), Honour's Insight, Keen-eyed, Quick-draw, Rank 3 (Third Marshal of the Riddermark), Valiant, Valour, Warrior's Heart, Warwise, Weapon Mastery (Longsword)

FLAWS: Duty (to safeguard Rohan), Enemy (Saruman and Gríma), Fealty (to King Théoden)

HEALTH: 14

COURAGE: 5

RENOWN: 6

GEAR: Gúthwinë (his longsword), spear, chainmail corslet, helm, small shield, warhorse

IN THE NOVEL

Éomer was born in TA 2991 to Éomund of Rohan and his wife Théodwyn, the sister of King Théoden of Rohan, making him 27 years old at the time of the War of the Ring. Éomer grew up tall and strong, a man of both saddle and sword, respected by those who knew him for both his mettle and his merit. As

THE TWO TOWERS SOURCEBOOK

Théoden's only nephew, Éomer became Third Marshal of the Riddermark, a position of honour that he well earned.

As Éomer grew older, he clashed more and more frequently with his

uncle's favoured advisor, Gríma Wormtongue. This soon earned him the King's disfavour, much to the dismay of the Rohirrim, many of whom hoped that Éomer would be able to talk some sense into the king, who

had been poisoned by Gríma's words. Éomer challenged Gríma frequently, but he was loyal enough to Théoden to never question his king's final word, despite the dismay it caused him.

Éomer leads the force of Riders that destroyed the contingent of Saruman's Orcs who had captured Merry and Pippin. He inadvertently saves the two Hobbits, for if the Orcs had managed to make it into Fangorn, they would have likely been able to proceed to Isengard unmolested, several steps ahead of Aragorn, Gimli, and Legolas.

Like Faramir, Éomer is under orders from his country's ruler to kill or capture any strangers found wandering in the lands under his domain. By all rights, he should bring Aragorn, Gimli, and Legolas straight to Edoras in bonds, but Éomer opts to trust his own judgement over his king's overbroad orders. In total defiance of these orders, he even lends two horses to the strangers.

When Éomer returns to Edoras, he announces his decision. At Gríma's urging, King Théoden throws his nephew into prison for insubordination. At this news, many of the good people of Rohan dismay, for if the king would imprison Éomer, then none are safe.

After Gandalf strikes down Gríma and frees Théoden from the traitor's influence, the king orders Háma to release his nephew. Thereafter, Théoden—recently bereft of Théodred, his only son—declares Éomer his rightful heir, and the two lead the massed forces of Edoras off to confront Saruman's army. Éomer fights valiantly and well at Helm's Deep in his nation's defence.

IN THE FILM

Éomer's part in the film is slightly different. He still challenges Aragorn, Legolas, and Gimli when they arrive in Rohan, and he gives them horses to

FELARÓF

'Felaróf I name you. You loved your freedom. . . . But now you owe me a great weregild, and you shall surrender your freedom to me until your life's end.'

— Eorl, The Return of the King

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

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

DEFENCE: 11

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +9, Intimidate (Power) +7, Jump +12, Language: Understand Rohirric +4, Observe (Spot) +6, Run +12, Stealth (Sneak) +4, Survival (Plains) +8, Swim +6

SPECIAL ABILITIES: Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Progenitor of *Mearas*, Trample

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 19

UNIQUE SPECIAL ABILITIES

PROGENITOR OF *MEARAS*: Felaróf is the ancestor of all *mearas*, the nobility of horses. All *mearas* and other horses that have not been corrupted defer to him. In battle, all such beasts receive a +1 bonus to Willpower tests when within 60 yards of Felaróf.

DESCRIPTION

Eorl's steed is Felaróf, a *mearas*—the father of the modern *mearas*, in fact. Eorl's father Léof died in a futile attempt to tame that horse, and Eorl took its freedom as a weregild. He did so by talking to the horse and demanding its freedom from it. Amazingly, the horse listened, understanding the king's words, and submitted to Eorl, allowing the young king to ride on its back.

The father of the *mearas* and descended from the horses of the West, this beautiful white stallion is one of the greatest horses of legend. Eorl rode him onto the Field of Celebrant and rescued Gondor when the great kingdom looked to be beyond salvation. Eorl rode him without bit or bridle, and the horse suffered no one except Eorl to ride him ever after. The relationship between the *mearas* and the rulers of Rohan was forever cemented after that, and the *mearas* only permitted the Rohirric leaders to ride them, with one notable exception. Gandalf's steed Shadowfax is descended from Felaróf.

speed them on their way. However, instead of allowing himself to be thrown into chains, Éomer leads the bulk of the Riders of Rohan into the wilderness to avoid Gríma using Théoden to sacrifice the soldiers to Saruman. Because of this, once Théoden recovers from Gríma's poison and is ready to defend Helm's Deep, he has few worthy warriors at his side to aid him.

When Théoden embarks from Edoras for Helm's Deep, Éomer and his Riders are reportedly hundreds of miles away. This would mean that there would be no way for someone to reach them and bring them back to Edoras in time to save Rohan.

Despite this, Gandalf does manage to catch up with Éomer and alert him as to the king's change of heart. Because of this, Éomer is able to arrive at Helm's Deep just as the heroes therein charge out to the encroaching horde of Orcs to meet their fate.

IN THE GAME

Heroes who pass through Rohan have a decent chance of encountering Éomer, particularly if they roam through the area the Third Marshal is charged with patrolling: the lands between the Entwash and Anduin, south of Fangorn Forest. Éomer's Riders scout this region frequently, especially now that Orcs rampage through the area from time to time. Éomer is under orders to bring all such trespassers to Edoras, unless they have gained permission from the Lord of the Mark. If they refuse to come along peacefully, he is ready to subdue them by force.

Only heroes with an extremely good reason have any chance of convincing Éomer that he should let them pass unmolested. Even Aragorn only barely was able to persuade Éomer to lend him aid, and the Ranger had to reveal himself as the heir of Gondor to

do so. It's unlikely that any heroes could be as persuasive.

The heroes might also chance upon Éomer if they happen to be in Edoras, particularly if they visit the city well in advance of the War of the Ring, before Éomer is named the Third Marshal of the Riddermark. In any case, the young Man is eager for news of the outside world, particularly of Saruman and the impending war. He hopes to discover some intelligence he can use to discredit Gríma's serpentine whispers and destroy the king's faith in Wormtongue once and for all.



EORL THE YOUNG

'But upon one form the sunlight fell: a young man upon a white horse. He was blowing a great horn, and his yellow hair was flying in the wind.'

— *The Two Towers*

RACE: Man (Middle Man: Rohirrim)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 12 (+3), Nimbleness 8 (+1), Perception 8 (+1), Strength 9 (+1)*, Vitality 11 (+2)*, Wits 8 (+1)

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

ORDERS: Warrior, knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Evasion, Mounted Combat, Horse-master, Swift Strike 2, Tactics, Warrior-born

ADVANCEMENTS: 33

SKILLS: Armed Combat: Blades (Longsword) +12, Armed Combat: Polearms (Spear) +8, Debate (Parley) +4, Inspire +12, Intimidate (Majesty) +10, Jump +8, Language: Rohirric +5, Language: Westron +3, Lore: History (the Éothéod) +5, Observe (Spot) +9, Persuade (Oratory) +4, Ranged Combat: Bows (Shortbow) +8, Ride (Horse) +12, Run +5, Siegecraft (Unit Leadership) +10, Survival (Mountains, Plains) +7, Swim +4

EDGES: Bold, Command 4 (Men of Rohan), Doughty, Faithful (Rohan), Fell-handed 5 (+2, all foes), Hammerhand, Hardy, Honour's Insight, Night-eyed, Rank 4 (King of Rohan), Valiant, Valour, Warrior's Heart, Warwise

FLAWS: Enemies (Dunlendings), Fealty (Éothéod), Oath (of Eorl), Proud

HEALTH: 12

COURAGE: 4

REOWN: 15

GEAR: Longsword, shortbow, quiver of arrows, leather armour, small shield, Horn of Rohan

IN THE NOVEL

Eorl the Young was the chieftain of the Éothéod, a small but brave Rhovanion tribe descended from Gondor's old northern allies. This tall, kingly, handsome young man grew up listening to stories of his glorious ancestors and was eager to inspire his own heroic legacy.

While Eorl was still young, his father Léof was killed while trying to tame an astounding horse by the name of Felaróf. In revenge for his father's death, Eorl hunted the beast, tamed it, and made it his own.

The land of Éothéod was small and hard, but living on it suited Eorl's people well. It was not until they received word that Gondor was under assault that they considered moving far beyond their borders.

Eager to carve out a legend of his own, Eorl decided to stand by the ancient alliance his people had made with Gondor, and he led an army of riders south to come to Gondor's aid.

With the help of Eorl's forces, the Men of Gondor prevailed. In gratitude the ruler of Gondor ceded the land of Rohan to the Éothéod, making Eorl the first King of Rohan. All that was required in return was an oath of an eternal alliance with Gondor, an oath that Théoden maintained once he was freed from the foul influences of Saruman and his spy Gríma.

Eorl does not appear directly in the novel as a character. However, his heirs—and even the descendants of his horse—are key players in the tale. The people of Rohan revered their ancient king above all others, it seems.

IN THE FILM

Eorl does not appear in the film at all, although the land he founded plays a pivotal role.

IN THE GAME

Unless the heroes are playing in a chronicle set several hundred years ago, they are unlikely to encounter Eorl directly. There are always other ways, though.

Perhaps Eorl's ghost returns to Meduseld to plague Théoden about his reluctance to come to the aid of Gondor. This would be something that would have disturbed Rohan's first king terribly, and everyone in Edoras is aware of this. It's possible that there is no ghost, too, but simply a vision that Gríma has engineered in Théoden's fevered mind as a means of torturing the old man and keeping his nobler urges in check.

ÉOWYN

'Thus Aragorn . . . beheld Éowyn, Lady of Rohan, and thought her fair, fair and cold, like a morning of pale spring that is not yet come to womanhood.'

— *The Two Towers*

RACE: Man (Middle Man: Rohirrim)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

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

SIZE: Medium

ORDERS: Warrior, noble, knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Courtier, Deference, Evasion, Horsemaster, Mounted Combat, Swift Strike

ADVANCEMENTS: 14

SKILLS: Armed Combat: Blades (Longsword) +7, Armed Combat: Polearms (Spear) +6, Climb +3, Debate (Bargain, Negotiate) +6, Insight +5, Jump +3, Language: Rohirric +7, Language: Westron +5, Lore: History (Rohan) +7, Lore: Realm (Rohan) +7, Observe (Spot) +6, Ranged Combat: Spears (Spear) +5, Ride (Horse) +9, Run +3, Stealth (Sneak) +6, Survival (Plains) +2, Track (Men) +3

EDGES: Armour of Heroes, Bold, Fair, Honour's Insight, Keen-eyed, Lion-hearted, Night-eyed, Quick-draw, Rank 2 (Lady of Rohan), Valiant, Valour, Weapon Mastery (Longsword)

FLAWS: Duty (to safeguard Rohan), Enemy (Saruman and Gríma), Fealty (to King Théoden)

HEALTH: 11

COURAGE: 5

RENOWN: 6

GEAR: Longsword, spear, warhorse

IN THE NOVEL

Éowyn was born in TA 2995 to Éomund of Rohan and his wife Théodwyn, the sister of King Théoden of Rohan. The younger sister of Éomer, she is only 23 years old at the time of the War of the Ring. She is the primary caretaker of Théoden, and she stands behind his throne, ready to wait on him while he holds court.

Éowyn is neither shy nor retiring, however. She is a skilled rider and swordswoman, able to deport herself in battle as well as any Man.

A beautiful, young woman, Éowyn finds herself the object of Gríma Wormtongue's unwanted attentions. Although she is aware of the traitor's intentions towards her, she pointedly ignores them in an effort to keep peace within her uncle's court. However, she is relieved beyond words when the man leaves Edoras.

When Théoden and Éomer ride off to war with Saruman, Théoden wonders aloud who he could possibly name to rule in his absence. It is Háma who suggests that Éowyn be named to lead the Rohirrim while the Riders are away. Théoden is delighted with the idea, and declares Éowyn to be his substitute until he can return.

IN THE FILM

Éowyn plays a much larger part in the film. While she clearly shows a romantic interest in Aragorn in the novel, the relationship is far more evolved in the film. By the end of the movie, we even find her in Aragorn's arms, raising the question of what will happen in *The Return of the King* when Aragorn learns that Arwen has decided to stay behind with him rather than leave across the Sea with her family.

Gríma's lust for Éowyn is shown more strongly here, and it is yet another of the points that allows the viewer to see how horrible the traitor is. Perhaps Éowyn's growing affection for Aragorn springs from her desire to

be free of the attentions of her uncle's most trusted advisor, but it later blossoms into something more.

Instead of being left behind in Edoras while the Men of Rohan ride off to war, Éowyn is one of the leaders of the stream of refugees marching from Edoras to the protection of Helm's Deep. Along the way, she has many chances to converse with Aragorn, and she finds her attraction to him growing beyond her means to conceal it.

Once at Helm's Deep, Éowyn learns of Aragorn's apparent death, and she finds herself near tears. Soon thereafter, she is charged with getting the women and children refugees to the even more defensible Glittering Caves of Aglarond, forcing her away from the battle in which she would love to take part. Before she can leave, Aragorn arrives safely. She nearly begs him to let her stay, but he points out that it is not within his authority to make that decision. She nearly tells him of her love for him there, but she runs away embarrassed instead.

IN THE GAME

Heroes who travel to Edoras and enter Meduseld have an excellent chance of meeting Éowyn, as she spends most of her days waiting on her uncle, the king. While she has little power of her own, she does have some small amount of influence over Théodred, particularly if she manages to avoid alerting Gríma to her efforts.

Éowyn is headstrong enough that she might actually be persuaded to accompany the heroes on a mission or two, especially if she can be convinced that it is for the good of

Rohan. If she agrees to do so, she is careful not to alert anyone in Meduseld to her plans. King Théoden prefers to shelter his niece from the outside world, much to her dismay. She realizes, though, that his reasons spring from his love for her, and she would prefer not to worry him if possible.

Éowyn can be a strong ally for those visiting Edoras. She knows everyone in the city, and most of the folk there can be counted on to defer to her over most issues. The biggest exceptions are Théoden, Gríma, and Éomer, of course.

ERKENBRAND

*'There in the Hornburg at Helm's Gate
Erkenbrand, master of Westfold on the
borders of the Mark, now dwelt.'*

— *The Two Towers*



RACE: Man (Middle Man: Rohirrim)
RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

REACTIONS: Stamina +5*, Swiftiness +4, Willpower +3, Wisdom +3

SIZE: Medium

ORDERS: Warrior, noble, knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Deference, Domain (Westfold of Rohan), Evasion, Horse Archer, Horsemaster, Mounted Combat, Swift Strike 2

ADVANCEMENTS: 22

SKILLS: Armed Combat: Blades (Longsword) +6, Armed Combat: Polearms (Spear) +12, Climb +3, Inspire +6, Intimidate (Majesty) +6, Jump +3, Language: Rohirric +6, Language: Westron +6, Lore: History (Rohan) +4, Lore: Realm (Rohan) +8, Observe (Spot) +6, Ranged Combat: Spears (Spear) +9, Ride (Horse) +10, Run +3, Siegecraft (Defence) +6, Stealth (Sneak) +9, Survival (Plains) +5, Track (Men) +3

EDGES: Armour of Heroes, Bold, Command 3 (Men of the Westfold), Fell-handed 2 (Orcs), Honour's Insight, Keen-eyed, Night-eyed, Quick-draw, Rank 3 (Marshal of the Westfold), Valiant, Valour, Warrior's Heart, Warwise, Weapon Mastery (Longsword)

FLAWS: Duty (to safeguard Rohan), Enemy (Saruman), Fealty (to King Théoden)

HEALTH: 12

COURAGE: 5

RENOWN: 6

GEAR: Longsword, spear, chainmail corslet, helm, small shield, horn (see insert), mearas horse

IN THE NOVEL

Erkenbrand is the master of the Westfold, a portion of Rohan that

runs along the Ered Nimrais, the mountain range that separates Rohan from Gondor. The central point of defence in the Westfold is Helm's Deep, and Erkenbrand and his people live there in the tower known as the Hornburg.

Erkenbrand brought his Riders to defend against Saruman's incursion at the fords of Isen. Sadly, the fight went ill for the Rohirrim. Théodred, the king's son, was killed in this battle, and Erkenbrand withdrew what forces he could gather into an orderly retreat.

Helm's Deep had fallen into disrepair over the years, as the rigours of peaceful years hardly seemed to demand proper maintenance of the walls. However, with the drums of war sounding in the north and east, Erkenbrand wisely sought to repair the place and make it ready for the battles to come. It was fortunate that he managed this in time, for otherwise the Riders of Rohan would not have had a place in which they could have made a stand against Saruman's forces.

When Théoden and his Riders, accompanied by Aragorn, Legolas, and Gimli, finally arrive at Helm's Deep, they find that Erkenbrand has not yet been able to reach the relative safety of the place. It is feared that he and his soldiers may have been overrun already on the plains, but some still hold out hope for them. Fortunately, Erkenbrand did not leave Helm's Deep undefended, and a large number of those routed at the Fords of Isen manage to find their way to the place before Saruman's army arrives.

During the night that Théoden's Riders defend Helm's Deep, Gandalf manages to locate Erkenbrand and his Men. They arrive atop a ridge overlooking the deep just as the dawn breaks and the people trapped within the Hornburg are making their final stand against the Orcs. Along with the Huorns that appeared in the valley that night, the recently arrived



ERKENBRAND'S HORN

Erkenbrand carries with him at all times a black horn fashioned from the horn of a massive ox. It is inlaid with runes that tell of his history and that of Helm's Deep. It is similar to the great horn of Helm's Deep held in the tower of the Hornburg, but it is not as ancient.

When a Rider of Rohan blows the horn, he gains +2 to Intimidate, as well as +1 to Inspire for a full round. It requires one action to blow the horn.

Riders turn the tide against the Orcs, and the Riders of Rohan manage to carry the day.

Erkenbrand is a tall, strong man who bears a red shield into battle. He carries with him always a black horn that is the sister to the great horn of Helm kept in the tower of the Hornburg. When riding to battle, he lets loose many a blast on this horn, calling his Men to him and shooting terror into the hearts of his foes.

Erkenbrand is fell in battle, but he is merciful when the fighting is done. After the Battle of Helm's Deep, he gathers up the captured Dunlendings who fought for Saruman and puts them to work repairing the damage they helped do to the Hornburg and its wall. When their job is finished, he asks them to swear never to cross the

Isen again while armed or to march against the Free Peoples. In exchange, they are free to return to their homes.

IN THE FILM

Erkenbrand does not appear in the film. Instead, Éomer takes his place as the hero of Rohan who arrives just in time to save the defenders of Helm's Deep from being overrun.

IN THE GAME

Those heroes who wander through the Westfold of Rohan are likely to encounter some of Erkenbrand's Riders and possibly Erkenbrand himself. Wary of Saruman's plans, Erkenbrand has stepped up patrols of the Westfold, and he regularly sends bands of his Riders to roam throughout the land, searching for any hint of an attack from the north.

Those found in the Westfold are not immediately executed. Instead, they are brought before Erkenbrand for judgement. If the strangers' fate proves too difficult for Erkenbrand to puzzle out, he sends them on to Edoras, along with an armed escort. Otherwise, he keeps his own counsel, as he is far too aware of how the words of Gríma Wormtongue have poisoned his king's mind.

Erkenbrand is always eager for news from the world beyond. He fears that Gríma's machinations would keep Rohan unaware of an impending attack until it was too late, so he looks not to Edoras for information, preferring to find his own.

If the heroes are on a mission that pertains to the fate of Rohan, Erkenbrand lends them all the aid he reasonably can. Otherwise, he may ask them to assist him in one deed or another to help Rohan weather the coming storm. Either way, the heroes should find Erkenbrand to be a wise and stolid ally.

FARAMIR

A pretty stroke of fortune! A chance for Faramir, Captain of Gondor, to show his quality! Ha!

— Faramir, *The Two Towers*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 11 (+2), Nimbleness 10 (+2), Perception 10 (+2), Strength 9 (+1)*, Vitality 9 (+1), Wits 12 (+3)*

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

SIZE: Medium

ORDERS: Warrior, noble, captain, ranger

ORDER ABILITIES: Air of Command, Camouflage, Deference, Fires of Devotion, Hero's Strength, Leadership, Protector (Gondor), Retreat (Henneth Annûn), Swift Strike, Tactics

ADVANCEMENTS: 29

SKILLS: Armed Combat: Blades (Longsword) +12, Climb +6, Conceal (Hide Weapons) +4, Debate (Negotiate) +6, Healing (Treat Wounds) +3, Inquire (Interrogate) +4, Insight +8, Inspire +9, Intimidate (Majesty) +7, Jump +4, Language: Adûnaic +3, Language: Quenya +4, Language: Sindarin +4, Language: Westron +5, Lore: History (Gondor) +6, Lore: Race (Men) +4, Lore: Race (Orcs) +6, Lore: Realm (Gondor, Ithilien) +6, Mimicry (Beasts) +4, Observe (Spot) +8, Persuade (Oratory) +6, Ranged Combat: Bows (Longbow) +12, Ranged Combat: Thrown Weapons (Stones) +4, Ride (Horse) +6, Run +4, Search +4, Stealth (Hide, Sneak) +8, Survival (Forests) +7, Swim +4, Track (Orcs) +10, Weather-sense +4

EDGES: Armour of Heroes, Charmed Life, Command 2 (the Rangers of Ithilien), Honour's Insight, Incorruptible, Rank 3 (second son of Denethor II), Valiant, Valour, Wakefulness, Wise

FLAWS: Code of Honour (never lies or goes back on his word), Duty (to serve Gondor and his father), Enemies (the servants of the Shadow), Fealty (to Gondor and Denethor II)

HEALTH: 12

COURAGE: 5

RENOWN: 6

GEAR: Longsword, longbow, quiver of arrows, Ranger garb, horse

Faramir in his youth, much to Denethor's dismay. The steward never trusted the wizard much, but he feared also to interfere in Gandalf's business, even on behalf of his son. Boromir was protected from such teachings, however, which is why Denethor's elder son does not know the wizard when they meet in Rivendell.

At the time of the War of the Ring, Faramir is the captain of the Rangers of Ithilien, a group of woodcrafty Men of Gondor, most of whose ancestors once lived in the wilds of Ithilien, which are now overrun by the

IN THE NOVEL

Faramir was born in TA 2983 to Denethor II—the Ruling Steward of Gondor—and Finduilas—the daughter of the Adrahil, the Prince of Dol Amroth, the greatest of the port cities of Gondor. His brother Boromir—who was part of the Fellowship of the Ring—was older than he by five years. The two boys lost their mother in TA 2988, when Faramir was merely five and Boromir only ten. In a way, they lost their father at that time too, since Denethor became withdrawn and distant after the death of his wife.

Faramir was a wise and kind man, much loved by the Men of Gondor who worked with him.

As the second in line to the stewardship of Gondor,

Faramir never expected to be heir to the

position. That honour belonged

to Boromir

instead, along

for the need

for power

that went

with it.

Gandalf

the Grey

tutored

forces of Mordor. He spends some of his time in Minas Tirith, working with his father, but he prefers to be out in the wild when possible.

Soon after the breaking of the Fellowship, Faramir is on the shores of Anduin and spies Boromir's funeral boat going by, as if in a waking dream. The two halves of the horn of Gondor wash up on the riverbank thereafter, and it is Faramir's terrible duty to have to inform his father of his brother's death. This news sends Denethor into an even greater depression, and it affects Faramir greatly as well. Not only has he lost his beloved brother, but he now finds himself—never his father's favoured son—as the heir to the stewardship of Gondor.

While setting up an ambush against an army marching through Ithilien to join the forces of Mordor, Faramir and his Rangers stumble upon Frodo and Sam and capture the two Hobbits. Faramir is intrigued to learn that the Hobbits were recently travelling with his now-dead brother, and he decides to question them instead of killing them on the spot, as his father has ordered the Rangers to deal thusly with all strangers. He takes the Hobbits to Henneth Annûn to interrogate them, and there he learns that Frodo is the bearer of the One Ring.

Despite the fact that he knows that the One Ring could be used to destroy Sauron, Faramir has no wish to take it from Frodo. He has already said that he would not desire to pick such a thing up from the side of the road for fear of the temptation it might offer him or his betters. Instead, he is happy to send Frodo and Sam on their way, although he counsels them not to trust Gollum, whom his men have also captured, with Frodo's help.

IN THE FILM

In the film, Faramir struggles a bit more with the decision not to make use of the Ring. When Gollum tells Faramir that Frodo bears the One

Ring, Faramir instantly decides to take the Hobbits back with him to Minas Tirith to present the Ring—and the dilemma it presents—to his father. It's not until he reaches the western part of Osgiliath and is about to hand the Hobbits and Gollum over to Mablung that he has a change of heart.

The differences between Faramir and Boromir are less pronounced in the film. In the novel, there is no way that Faramir is willing to consider taking the Ring to Minas Tirith, no matter what Frodo intends to do with it. In the film, Faramir honestly struggles with the decision to go against his father's wisdom, possibly dooming his entire people in the process and certainly throwing away a weapon of awesome power at the least.

IN THE GAME

Heroes who wander through Ithilien during the years before the War of the Ring have a decent chance of encountering Faramir there. As the son of Denethor, Faramir was made the captain of the Rangers at a young age. Although there were certainly a few Rangers who privately grumped about the Steward's decision to put such a young lad in charge of a group of mostly seasoned woodsmen, Faramir worked hard and tirelessly to earn the respect and even love of those who laboured beside him. Within his first year, all the Rangers in Ithilien would agree that there could be no better choice to oversee their band.

Despite this, Faramir is forced to spend some time in Minas Tirith, tending to his various duties to his father. There are many times that Faramir gave thanks that he was the younger brother in his family. Since he wasn't the heir of the stewardship of Gondor—at least until Boromir was killed—there was far less pressure on him to prepare himself for the role of leadership of the greatest of the nations of Men.

Despite this, or perhaps because of it, Faramir is a capable leader, a Man more concerned with the welfare of his people than any illusions of transitory power. Such nobility comes easily to him, making him an even better candidate for the stewardship than his more power-hungry brother, but as a noble figure, he never plots to remove his brother from his path to power. The power itself matters not to him, only what can be done with it. Even that is not such a great temptation to a Man who takes care to know just who he can trust.

SAMWISE 'SAM' GAMGEE

'Don't the great tales never end?'

— Sam Gamgee, *The Two Towers*

RACE: Hobbit (Fallohide)

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

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

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

SIZE: Small (4 wound levels)

ORDER: Craftsman

ORDER ABILITIES: Refuge (the garden at Bag End)

ADVANCEMENTS: 5

SKILLS: Appraise (Fruits and Vegetables) +1, Armed Combat: Blades +2, Craft: Cooking +5, Craft: Gardening +6, Games (Draughts) +2, Lore: History (Hobbits) +3, Lore: Root Vegetables +2, Observe (Spot) +2, Perform (Compose Verse) +2, Persuade (Oratory) +2, Ride (Pony) +1, Stealth (Hide) +4, Survival (Mountains) +3

EDGES: Faithful (Frodo), Favour of Fortune, Keen-eared, Valour

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

HEALTH: 5

COURAGE: 5

RENOWN: 2

GEAR: Dagger, cooking gear, Elf-rope, Elf-cloak of Lórien, pouch of *lem-bas*, box of earth from Lórien

IN THE NOVEL

Samwise Gamgee is a simple Hobbit, right down to his name. In true Hobbitish, Sam's name is Banazîr (Ban, for short), which means 'half-wise' or 'simple.' As the sole member of the four Hobbits of the Fellowship who was not from a noble family, Sam was not as well learned or highly placed as his friends. However, he was the most loyal and trustworthy of them all.

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

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

While Sam may be a Hobbit of the land, he is better educated than most common Hobbits. Bilbo took Sam under his wing and taught him how to read and write at an early age. He also shared many of his songs and poetry with Sam, which seemed to affect Sam's ideas about the world



outside the Shire, inspiring a deep desire within him to someday visit the Elves. Sam took to words so well that he has become a bit of a poet himself, a talent that he doesn't often share, despite the fact that he is actually quite decent at it.

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

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

Although Frodo tried to leave behind the whole of the Fellowship at Parth Galen, Sam staunchly refused to let him. He is not the most sophisticated or educated of the Hobbits,

but there is no one around who can match him for loyalty. Gandalf charged Sam with looking after Frodo, and there is nothing that could dissuade him from doing so, even marching straight into Mordor.

Sam acts as Frodo's common sense throughout the novel, keeping his head about him when Frodo is distracted by the rigours of his burden. He is naturally suspicious of Gollum. While it may be this very suspicion that sets Gollum off in the end, Sam is shown to be right to not trust the creature entirely.

Sam's honest nature sometimes gets the better of him. He immediately feels that Faramir is someone he can trust, and because of this he lets slip the fact that Frodo is carrying the One Ring. Even with this gaffe, though, Sam's instincts are proven right, as Faramir steadfastly refuses to take advantage of the Hobbits.

IN THE FILM

Sam's relationship with Frodo is closer in the film than in the book. He is less of a trusted employee and more of a lifelong friend. He does call Frodo 'Mr. Frodo' from time to time, but this is the exception rather than the rule.

In the film, Sam does not slip up about the Ring in front of Faramir. He plays his cards a bit more closely to his chest, happy to distrust just about anyone he thinks might be a threat to Frodo. Fortunately, Faramir proves just as trustworthy in the end.

IN THE GAME

During the time of *The Two Towers*, Sam is focused entirely on taking care of Frodo as the two march towards and into Mordor on the Quest of Mount Doom. He treats all strangers with suspicion, and—this far from the Shire—everyone is a stranger.

GAMLING

'Gamling the Old looked down from the Hornburg, hearing the great voice of the Dwarf above all the tumult. "The Orcs are in the Deep!" he cried.'

— *The Two Towers*

RACE: Man (Middle Man: Rohirrim)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

REACTIONS: Stamina ± 0 *, Swiftiness +1, Willpower +1, Wisdom +3

SIZE: Medium

ORDERS: Warrior, knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Evasion, Horsemaster, Mounted Combat, Swift Strike

ADVANCEMENTS: 10

SKILLS: Armed Combat: Blades (Longsword) +4, Armed Combat: Polearms (Spear) +8, Climb +1, Inspire +2, Intimidate (Power) +2, Jump +1, Language: Rohirric +5, Language: Westron +5, Lore: History (Rohan) +7, Lore: Realm (Rohan) +7, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +6, Ride (Horse) +9, Run +1, Stealth (Sneak) +5, Survival (Plains) +5, Track (Men) +2

EDGES: Armour of Heroes, Bold, Honour's Insight, Keen-eyed, Night-eyed, Quick-draw, Rank 1 (advisor to nobles of Rohan), Valiant, Valour, Warrior's Heart, Warwise

FLAWS: Duty (to safeguard Rohan), Enemy (Saruman), Fealty (to King Théoden)

HEALTH: 7

COURAGE: 5

RENOWN: 3

GEAR: Longsword, spear, chainmail corslet, helm, small shield, warhorse



IN THE NOVEL

Gamling the Old is the caretaker of Helm's Deep. A prized lieutenant of Erkenbrand, Gamling's main duties are to keep the Hornburg and the wall across the deep in top condition. He also handles the procurement of food, drink, and other necessary items for the place. He tries to keep enough stores so that Erkenbrand's people could hold off a long siege in Helm's Deep if they were forced to, but these are times of war, and such preparedness is not always possible.

Gamling has a son who works alongside him at Helm's Deep. At the time of the War of the Ring, Gamling is too old to be one of the Riders any longer, and his son is too young. Despite this, the lad clearly holds ambitions of one day joining the Riders and serving in their proud tradition, just as his father once did before him.

While Gamling may have given up his status as an active Rider many years back, he is still a strong leader of Men and a capable warrior. At the battle of Helm's Deep, he leads one of the bands of soldiers that fight to defend the wall against the encroach-

ing tide of Orcs. He stands alongside Gimli when the Orcs first crawl under the wall through the culvert, and he and the Dwarf work together to help plug the hole.

Towards the end of the Battle of Helm's Deep, Gamling ends up a part of the forces of Rohan that are trapped outside of the Hornburg when the Orcs come pouring in through the shattered wall. He, Éomer, and Gimli rally the cut-off Men and lead a retreat into the Glittering Caves of Aglarond. It is Gamling who knows the ways of this place well enough for the Rohirrim and their allies to hide within the caves indefinitely. Using the old man's knowledge, though, the soldiers even manage to mount a counterattack against any Orcs foolish enough to pursue them into the Glittering Caves.

In the course of the Battle of Helm's Deep, Gamling and Gimli develop a great deal of respect for each other. This friendship continues when Gimli returns in later years, bringing with him a caravan of Dwarves to settle in the Glittering Caves of Aglarond.

IN THE FILM

In the film, there is no Erkenbrand, so Gamling cannot work as his lieutenant. Instead, he is another of King Théoden's most trusted soldiers. He lives and works at Edoras, and he helps escort the refugees from that fair city to Helm's Deep.

Gamling is a confidant of Théoden, who sorely needs to surround himself with people he can trust now that Gríma Wormtongue has been exposed as a nefarious traitor in league with Saruman. He is a friend not only to his king but also to Háma, making him one of the most valued people in the king's inner circle.

As a warrior, it falls to Gamling to help assess the quality and quantity of the Men who stand ready to defend Helm's Deep from Saruman's forces.

He is saddened by what he has to report, as the refugees have few among them who are capable warriors, although all of the able-bodied Men stand ready to do what they can.

IN THE GAME

Heroes who travel through Rohan might very well encounter Gamling at some point, especially if they visit Helm's Deep. Gamling is a storehouse of knowledge about the region, and he remembers Aragorn from when the Ranger fought for Théoden's father Thengel.

While Gamling is not a person of great power in his own right, he has some influence with both Erkenbrand and Théoden. Those who wish to speak with the rulers of Rohan could do far worse than to have Gamling as an ally in their cause.

Additionally, Gamling would be a perfect choice as an emissary of either Erkenbrand or the king who wishes to find heroes to quietly perform missions for these leaders. If there are duties that might be too sensitive for a Rider of Rohan to manage, Gamling could be tasked with finding discreet outsiders who wish to curry the king's favour. The heroes of a chronicle that either centres or passes through Rohan would be a perfect match.

GANDALF THE WHITE

'Behold, I am not Gandalf the Grey, whom you betrayed. I am Gandalf the White, who has returned from death.'

— Gandalf, *The Two Towers*

RACE: From across the Sea

RACIAL ABILITIES: Agelessness (Gandalf suffers no effects from illness or ageing, though he appears to age at a very slow rate); Invulnerability to normal weapons

ATTRIBUTES: Bearing 18 (+6)*, Nimbleness 12 (+3), Perception 15 (+4), Strength 12 (+3), Vitality 12 (+3), Wits 18 (+6)*

REACTIONS: Stamina +6, Swifttness +6, Willpower +9*, Wisdom +8

SIZE: Medium

ORDERS: Magician, wizard

ORDER ABILITIES: Dwimmer-crafty (Fiery Missile, Kindle Fire), Final Strike, Imposing, Mastery of Magic, Sense Power, Spell Specialty (Fire), Spellcasting 9, Staff, Staff of Power (see *Fell Beasts and Wondrous Magic*, pages 88–90), Wizard Spellcasting 9, Wizardly Power

ADVANCEMENTS: 90



NARYA, THE RING OF FIRE

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

— *The Return of the King*

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

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

SPELLS: *Animal Messenger*, *Beast Speech*, *Blinding Flash*, *Break Binding*, *Burning Sparks*, *Create Light* (100-foot radius) (ability), *Display of Power* (ability), *Enhance Food*, *Evoke Awe* (no gestures, incantations), *Farseeing* (no gestures, incantations), *Fiery Missile*, *Finding and Returning*, *Fireshaping*, *Flame of Anor* (no incantations), *Guarding-spell*, *Imitation-spell*, *Ithildin-fire*, *Kindle Fire* (range, multiple objects), *Lightning*, *Mind-speech* (ability), *Naming*, *Opening-spell*, *Quench Fire*, *Resist Fear* (ability), *Shatter*, *Shutting-spell*, *Smoke-weaving*, *Spellbinding* (multiple targets), *Spoken Thoughts* (ability), *Sundering*, *Transformation*, *Veil*, *Voice of Command*, *Watershaping*, *Wizard's Fist* (see *The Fellowship of the Ring Sourcebook*, page 56), *Wizard's Hand*, *Word of Command* (no incantations)

SKILLS: *Armed Combat: Blades* (Longsword) +7, *Armed Combat: Clubs* (Staff) +7, *Craft: Fireworks* +7, *Debate* (Negotiate) +10, *Healing* (Treat Illness) +8, *Inquire* (Converse) +6, *Insight* +13, *Inspire* +15, *Intimidate* (Power) +18, *Language: Adûnaic* +4, *Language: Black Speech* +4, *Language: Khuzdul* +4, *Language: Orkish* (dialect) +4, *Language: Quenya* +6, *Language: Silvan* +6, *Language: Sindarin* +6, *Language: Wargs* +4, *Language: Westron* +6, *Lore: Realm* (Arnor, Eriador, Gondor, Moria, Shire, Wilderland) +6, *Lore: History* (Dwarves, Elves, Hobbits, Men) +10, *Lore: Magic* +12, *Lore: Moria* +4, *Lore: Rings of Power* +6, *Mimicry* +4, *Observe* (Spot) +8, *Persuade* (Oratory) +10, *Ranged Combat: Thrown Weapons* (Stones) +5, *Ride* (Horse) +6, *Search* +5, *Survival* (Forests, Plains, Mountains) +6,



Saloner 2000

Teamster (Carts) +3, Weather-sense +4

EDGES: Allies 10 (Elrond, Galadriel, and others of the Wise and powerful), Armour of Heroes, Charmed Life, Curious, Elf-friend, Faithful (the West), Favour of Fortune 6, Incorruptible, Indomitable, Keen-eyed, Night-eyed 1, Stern, Strong-willed, Wakefulness, Wise

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

HEALTH: 15

COURAGE: 8

RENOVN: 40

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



IN THE NOVEL

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

Among Gandalf's many accomplishments were entering Dol Guldur

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

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

Dwarves to Erebor (the Lonely Mountain) and helped them in the Battle of Five Armies.

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

When Gandalf learned of the magic ring that Bilbo had found in the bowels of the Misty Mountains,

GLAMDRING

'Here at least is my sword, goodman Háma. Keep it well.

Glamdring it is called, for the Elves made it long ago.'

— Gandalf, *The Two Towers*

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

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

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

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

SHADOWFAX

'That is Shadowfax. He is the chief of the mearas, lords of horses, and not even Théoden, King of Rohan, has ever looked on a better.'

— Gandalf, The Two Towers

ATTRIBUTES: Bearing 12 (± 3), Nimbleness 12 ($+3$), Perception 10 ($+2$), Strength 16 ($+5$), Vitality 13 ($+3$), Wits 9 (± 1)

REACTIONS: Stamina $+5$, Swiftsness $+2$, Willpower $+2$, Wisdom $+1$

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) $+12$, Inspire $+9$, Intimidate (Majesty, Power) $+8$, Jump $+12$, Observe (Hear, Smell, Spot) $+7$, Run $+12$, Stealth (Sneak) $+9$, Survival (Plains) $+9$, Swim $+11$, Track (Smell) $+8$

EDGES: Armour of Heroes, Bold, Charmed Life, Command (all other horses), Dodge, Doughty, Faithful (Gandalf), Fell-handed 2 (all Orcs), Hardy, Indomitable 4, Night-eyed, Rank 4 (king of all horses), Strong-willed, Swift Recovery, Tireless, Travel-sense, Valiant, Valour, Wakefulness, Wary

SIZE: Large (2 levels Healthy)

HEALTH: 24

COURAGE: 5

SPECIAL ABILITIES: King of *Mearas*, Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Trample

UNIQUE SPECIAL ABILITIES

KING OF MEARAS: Shadowfax is the king of all *mearas*; all *mearas* and other uncorrupted horses defer to him. In battle, all such beasts receive a $+3$ bonus to Willpower tests when within 60 yards.

DESCRIPTION

Shadowfax is a descendant of Felaróf (see page 34), king of the *mearas*, ruler of the horses of Rohan, and the finest horse in all of Middle-earth. His coat shines like silver in the daylight and becomes the colour of shadow in the night. All other horses defer to him, and they delight in his approach, instantly recognising him as their leader.

As the leader of the *mearas*, Shadowfax was reserved for only the King of Rohan to ride. However, the proud beast remained untamed when Gandalf came to Rohan after escaping imprisonment atop Orthanc. When Gandalf asked for help, Théoden—still under the sway of Isengard by way of Gríma—bade the wizard to take whatever horse he would and begone. Gandalf chose Shadowfax and rode off, angering the king, despite his relief at the wizard's departure.

Shadowfax and Gandalf have a true bond that cannot be broken. The beast allows none but Gandalf to ride him, except at Gandalf's request. This bond is strong enough to reach across countless leagues so that if Gandalf bends his mind to it he can call Shadowfax to him from any distance.

Once Gandalf returned Théoden to health, the king offered Gandalf a gift of the wizard's own choosing. Gandalf chose Shadowfax, this time given freely and not as a begrudged loan. In his gratitude, Théoden gave up his finest horse gladly.

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

'Gandalf' was the name given the Wizard by Northern Men (meaning 'Elf of the Staff'), although they also called him the Grey Pilgrim or the Grey Wanderer. The Elves called him Mithrandir ('Grey Pilgrim'), the Dwarves Tharkûn ('Staff-Man'), and the Men of the South Incánus ('North-spy'). Others had even differ-

ent names for him, not all of them complimentary or kind.

Gandalf is kind and gentle with his friends, but he does not suffer fools gladly, especially in matters of life or death. While he enjoys listening to songs and puffing on a bit of pipeweed, his mind is constantly burdened with important matters, not the least of which is how to prevent Sauron from conquering all of Middle-earth, as he has tried to do at least twice before. He is a friend to all the Wise, and his council is eagerly sought by those who recognize him for the power that he is.

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

Despite his great power and influence, Gandalf preferred to spend his time with simple, honest folk. While the rest of the Wise—and most of the rest of the world—ignored the Shire, for instance, Gandalf made friends there and came to love the land and its

people, who were constantly able to surprise him. It is well that he did, of course, for without the aid of Hobbits, the One Ring might never have been found, and the Fellowship of the Ring would never have been formed.

When he confronted the Balrog of Moria on Durin's Bridge, Gandalf cast the creature into the abyss below but was in turn dragged into it himself. He battled the creature from the depths of the mountain to its very peak. Although he slew the Balrog in the end, he was slain as well.

GANDALF'S STAFF

'The staff in the hand of a wizard may be more than a prop for age.'

— Háma, *The Two Towers*

Like each of the others in the Order of Wizards, Gandalf has fashioned a Staff of Power to act as a focus of his magical might. It is uniquely attuned to Gandalf, and it can be fully wielded only by him. Although Gandalf's original staff was lost during his battle with the Balrog, he has fashioned a new one with all the abilities of the old. It has the following powers, which are described in greater detail in *Fell Beasts and Wondrous Magic*, on pages 89–90.

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

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

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

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

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

After Gandalf died in his battle with the Balrog, he was sent back to Middle-earth by the Valar to complete his mission to help the Free Peoples, with greater power and wisdom than ever. He took—or was given—the title ‘the White.’ After healing from his injuries in Lórien, he freed King Théoden of Rohan from the spell of Gríma Wormtongue’s evil counsels, helped lead the way to victory at Helm’s Deep, and confronted Saruman in Isengard. In short, he was the chief architect of the policies of the Free Peoples in opposition to Sauron.

After returning to Middle-earth, Gandalf was even more powerful than before. In addition to his higher attributes, greater number of spells, and so forth, he cannot be harmed by ordinary weapons. Only an enchanted weapon, or a weapon wielded by a being of great power—such as a Nazgûl—can harm him.

IN THE FILM

Gandalf is much the same in the film as in the novel. However, he takes slightly different actions to bring about the destruction of Saruman’s army. His most important accomplishment is to rally Éomer and his men and bring them to the rescue. In the novel, he does this with Erkenbrand instead, a character that does not appear in the film.

Of all the characters in the film, Gandalf more than anyone else perhaps understands just what is at stake, even more so now that he has returned from death. Gandalf is a true friend to all of the Free Peoples, no matter how badly they may sometimes misunderstand him.

IN THE GAME

Of all the characters described in this book, Gandalf is the one that a party of heroes is most likely to meet,

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

During the time of *The Two Towers*, Gandalf’s attention is focused on healing himself and dealing with Saruman. At certain times, he may be available for short meetings or consultations with other heroes, but these times are rare, and such gatherings would have to be kept short. In particular, if the heroes happened in be in Lórien while Gandalf was convalescing there, he would certainly be available to advise them, if not actually lend them a hand.

Alternatively, the heroes could join Gandalf in his mission. They could ride with him to Edoras, Helm’s Deep, or Isengard, giving aid where they are most needed, according to the White Wizard’s orders. In this fashion, they could truly contribute to the rescue of Rohan and the downfall of Isengard.

GIMLI

‘Forty-two, Master Legolas! . . . Alas!

My axe is notched: the forty-second had an iron collar on his neck.’

— Gimli, The Two Towers

RACE: Dwarf

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

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

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

SIZE: Small (but still 5 wound levels)

ORDER: Warrior

ORDER ABILITIES: Battle-hardened, Favoured Weapon (Battle Axe), Swift Strike

ADVANCEMENTS: 29

SKILLS: Appraise (Gold) +6, Armed Combat: Axes (Battle Axe) +12, Conceal (Hide Treasure) +3, Craft: Jewellery-making +3, Debate (Parley) +3, Insight +4, Inspire +4, Intimidate (Majesty) +5, Language: Khuzdul +6, Language: Westron +5, Lore: History (Dwarves) +6, Lore: Moria +2, Lore: Realm (Erebor) +5, Observe (Spot) +5, Perform (Sing) +3, Run +5, Search +3, Siegecraft (Catapult) +5, Smithcraft (Weaponsmith) +6, Stealth (Sneak) +3, Stonecraft (Building) +5, Survival (Mountains) +3, Track (Orcs) +3

EDGES: Bold, Dodge, Doughty, Elf-friend, Eloquent, Fell-handed 2 (Orcs), Hardy, Night-eyed, Resolute, Valiant

FLAWS: Enemy 2 (Orcs)

HEALTH: 14

COURAGE: 5

RENOUN: 4

GEAR: Battle axe, Dwarf-chainmail corslet, Dwarf-helm, Elf-cloak of Lórien, threads of Galadriel’s hair, Book of Mazarbul

IN THE NOVEL

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

Gimli sat by his father’s side at the Council of Elrond as Glóin told of the messenger that Sauron had sent to the Lonely Mountain, looking for

Bilbo. He sat quietly throughout the affair, listening intently, but saying nothing. When the Council of Elrond decided to send a Fellowship south to Mordor with Frodo to destroy the One Ring, Gimli was put forward as the best available representative of the Dwarves, and he accepted the assignment with his traditionally grim determination.

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

In the chase after Merry and Pippin's captors, Gimli was consistently the one who counselled caution over haste. To him, it was more important not to lose the trail than to run headlong into the dark, hoping to catch up with the Orcs. While this strategy may not have worked as well as might have been hoped, Aragorn decided to listen to Gimli's advice even when Legolas was pressing for the trio to move on faster.

As a Dwarf, Gimli had a natural distrust of Fangorn Forest, heightened further by the warnings he'd heard of the place when in Lórien. Despite this, he was willing to let his friend Legolas show him how to appreciate the beauty of the place.

Gimli was uncomfortable for much of the novel, as Dwarves are not made for quick travel. Several times he was forced to ride atop a horse, although always sitting behind another rider who actually controlled the beast.

During the Battle of Helm's Deep, Gimli was finally in his element once the Orcs breached the fortress walls and he was able to wade into battle against them, hewing all about him with his axe. He slew forty-two of the creatures, besting Legolas's count by a single Orc.

At the end of the tale, Gimli makes the most astonishing discovery of his life. While evading the Orc army that comes pouring through the shattered wall of Helm's Deep, the Dwarf temporarily takes refuge in the Glittering Caves of Aglarond. By his own account, these are the most beautiful caves he has ever seen, and he insists that his good friend Legolas return with him at some point in the future so he can share this wonder with him. Legolas agrees, but only if Gimli promises to return with him to Fangorn Forest for a better look there as well.

IN THE FILM

Gimli often serves as the comic relief in the film. This may cut against the image of the doughty, stolid Dwarf-warrior of tradition, but it also

means that Gimli gets all of the best lines.

While travelling to Helm's Deep, Gimli strikes up a friendship with Éowyn, conversing with both her and Aragorn for a while. The Dwarf is deeply saddened later when he must be the one who informs Éowyn of Aragorn's apparent death. Later, there are few more thrilled than he to see the Ranger alive once again.

IN THE GAME

During the time of *The Two Towers*, Gimli is almost constantly on the move. He is part of the race after the captured Hobbits, and from the conclusion of that hunt he moves directly to Edoras and from there to Helm's Deep.

For a hero to interact with Gimli at this time, he would almost certainly have to be one of the Riders of Rohan. A hero working with Éomer would have the best chance of encountering the Dwarf, as he could meet Gimli during the hunt for the Hobbits and then later fight alongside him at Helm's Deep. If the hero is a Dwarf, Gimli is delighted to meet one of his kin so far from home. Gimli has not seen a live Dwarf since he left his father in Rivendell, and he has few hopes of doing so again any time soon.



GOLLUM

*'I will not touch the creature. For now
that I see him, I do pity him.'*

— Frodo Baggins, *The Two Towers*

RACE: Hobbit (Stoor)

RACIAL ABILITIES: Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-Roots

ATTRIBUTES: Bearing 6 (± 0), Nimbleness 10 ($+2$), Perception 8 ($+1$), Strength 9 ($+1$), Vitality 10 ($+2$), Wits 7 (± 0)

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

SIZE: Small (4 Wound Levels)

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

EDGES: Night-eyed 2

FLAWS: Oath (to serve Frodo)

HEALTH: 11

RENOWN: 1

CORRUPTION: Corrupt

SPECIAL ABILITIES: Cunning, Malicious Strength, Throttling

UNIQUE SPECIAL ABILITIES

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

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

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

IN THE NOVEL

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

After hiding Déagol's body, Sméagol—whose name was

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

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

Gollum lived there under the mountains for over 450 years, keeping

the Ring—his ‘precious’—and himself hidden from all searching eyes, including those of Sauron and Saruman. Then, in TA 2941, he dropped the Ring—or it fell from him—and Bilbo Baggins, lost and alone in the depths of the Misty Mountains, found it and picked it up.

Gollum wandered about Middle-earth for years after that, hunting for Bilbo and the Ring that Bilbo had ‘stolen’ from him. He even ventured into Mordor, where he was soon captured. Sauron himself interrogated the creature before allowing him to escape, and the Dark Lord learned of the Ring’s fate and of the name Baggins in the course of his questioning.

Eventually Gollum found himself in Moria as he tried to move westwards through the Misty Mountains. He was trapped behind the West-gate when the Company of the Ring entered the place, escaping the wrath of the Watcher in the Water as they went. Gollum recognized that some of the Company were Hobbits. He followed them for some time then, realizing that one of them had the Ring. When the Company entered Lórien, Gollum was hot on their heels, and Frodo actually spotted him at one point.

When Frodo and Sam leave the rest of the Fellowship behind, Gollum is right after them. He swims across the lake and tracks the Hobbits through Emyn Muil, keeping just far enough behind them that he hopes they cannot see him. Now that they are without their larger friends to protect them, Gollum hopes to be able to sneak up on the Hobbits while they are sleeping and take the Ring back from them. To his great frustration, he is captured instead and forced to pledge loyalty to Frodo by swearing by the Ring, the thing he holds most precious in the world.

While in service to Frodo, Gollum displays something of a split personality. When old Sméagol pops up in his head, his eyes turn a ghostly pale, but when Gollum is in control, the

creature’s eyes glow greenly instead. When conflicted over his growing feelings of affection for Frodo, who has shown him much mercy, the Gollum and Sméagol personalities argue out their differences aloud, the colour of the creature’s eyes shifting with nearly every sentence.

At times, Gollum seems like he might be able to find some kind of redemption in Frodo’s mercy, but events somehow conspire against him. Sam is eternally suspicious of the creature, which causes Gollum no end of anger. Also, when Frodo helps the Rangers of Ithilien to capture Gollum, the creature’s trust in his new master is shattered. In the end, Gollum’s lust for the Ring is too strong to deny. Given the chance, he decides to betray Frodo and Sam to Shelob, hoping that the great spider will do his dirty work for him.

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

IN THE FILM

Gollum is the same hateful creature in the film as he is in the book. While he is seen little throughout *The Fellowship of the Ring*, he plays a pivotal role in *The Two Towers*.

Sam and Frodo capture Gollum early on in the film, and he is with them throughout most of the rest of the tale. Gollum is a more active creature in the film, and the battle between his two warring selves is even more desperate. He is more reckless

and vengeful too. When Frodo helps the Rangers of Ithilien capture the creature, Gollum takes his revenge by telling Faramir that Frodo is carrying the Ring. What Gollum hopes to gain by this is unclear, since taking the Ring from Faramir would certainly be more difficult than gaining it from Frodo. Perhaps he hopes to make a grab for it in the confusion if Frodo and Faramir struggle for it.

IN THE GAME

During *The Two Towers*, Gollum is almost always with Frodo on the Quest for Mount Doom. Despite the fact he is helping Frodo get into Mordor, Gollum does not guess his new master’s true purpose. If he did, he would certainly do everything in his power to stop Frodo instantly, as the thought of the Ring being destroyed would be almost too much for the creature to bear.

To encounter Gollum during this time, the heroes would have to be somewhere along Frodo’s path. If they are Rangers of Ithilien, they may meet Gollum when he is captured at the pool beneath Henneth Annûn. Alternatively, there are a few moments when Gollum is by himself, off hunting for food or running ahead of the Hobbits to cut his deal with Shelob. It’s possible for the heroes to run into him at one of these times, but Gollum would likely do everything he could to avoid them.

Despite his reputation as being a great sneak, Gollum actually manages to get captured twice in the course of the tale. Frodo and Sam grab him the first time, but the Rangers of Ithilien could certainly have killed him when they spied him as well. The creature is preoccupied by the proximity of the Ring, and he doesn’t always pay as much attention to what’s going on around him as he normally might.

GRISHNÁKH

'Grishnákh say this: Saruman is a fool, and a dirty treacherous fool. But the Great Eye is on him.'
— Grishnákh, *The Two Towers*

RACE: Orc

RACIAL ABILITIES: Armour (tough skin, 1), Curse of Daylight, Natural Weapon (claws, 1 point)

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

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

SIZE: Medium

ORDER: Warrior, captain

ORDER ABILITIES: Air of Command, Evasion, Favoured Weapon (Scimitar)

ADVANCEMENTS: 10

SKILLS: Armed Combat: Blades (Scimitar) +10, Inspire +7, Intimidate (Fear) +8, Language: Black Speech +3, Language: Orkish (dialect) +4, Language: Westron +4, Lore: Race (Orcs) +4, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +7, Run +7, Search +3, Siegecraft (Unit Leadership) +3, Stealth (Sneak) +5, Track (Scent) +1

EDGES: Command, Night-eyed 2, Tireless, Travel-sense, Warrior's Heart

FLAWS: Battle-fury, Fealty (to Sauron), Grasping, Hatred (Dwarves, Elves), Rival (Uglúk)

HEALTH: 10

RENOUN: 1

GEAR: Orc-chainmail, small shield, scimitar, longbow, quiver of Orc-arrows

UNIQUE SPECIAL ABILITIES

CURSE OF DAYLIGHT: Orcs suffer a -4 test modifier to all tests while in sunlight. When they travel (see

'Travelling' on page 251 of the core rulebook) Orcs suffer 'night-time' modifiers during the day, but no modifiers at night.



IN THE NOVEL

Grishnákh is the leader of the Mordor Orcs who capture Merry and Pippin and race away with them for Isengard. He is under orders to work with Saruman's Uruks, but he constantly suspects both the wizard and his minions of treachery against Sauron. He doesn't feel the need to back up his assertions of such with proof. Given the chance, he's ready to slaughter all of the Uruks and take Merry and Pippin back to Mordor with him.

As an Orc, however, Grishnákh is weaker than Uglúk, the leader of the Uruk-hai on the trail to Isengard with him. Worse yet, the Uruks outnumber the Mordor Orcs, so despite Grishnákh's bluster about needing to follow Sauron instead of Saruman, there is little he can do to stop Uglúk's forced march back to Isengard.

Grishnákh is a bully at heart, full of vicious words when he feels confident in his power. However, as soon as Uglúk stands up to Grishnákh's accusations, the Mordor Orc slinks away, leaving the camp entirely.

Later, just when things are looking darkest for Uglúk and the Orcs and

Uruks under him, Grishnákh returns. He claims to be there to make sure that the prisoners are taken to Isengard, but he's really just waiting for his chance to act. Although it's never stated outright, it's more likely that Grishnákh and the fellows he took with him when he left found themselves unable to escape Rohan. The Rohirrim probably herded the Orc-captain back towards the others so that they could contain them and attack them all at once. Grishnákh, of course, would try to put the best spin possible on this.

When the Rohirrim attack, it looks bad for the Orcs right away. Grishnákh is patient though. As soon as Merry and Pippin are left unguarded, he sweeps in and grabs them up, searching them for the Ring he knows they are supposed to have on them. Perhaps he hopes to take the Ring for himself and use it to escape the Rohirrim.

Frustrated by his inability to find the Ring, Grishnákh picks up the Hobbits and carries them off so he can search them more thoroughly and privately. Before he can do so, though, he runs into a Rider and is killed.

IN THE FILM

Grishnákh is essentially the same character in the film. There are some differences, however. While he does bicker with Uglúk, Grishnákh doesn't actually leave the war party to strike out on his own at any point. Instead, he sticks with the Uruks until the bitter end.

Most importantly, when Grishnákh grabs Merry and Pippin and dashes off with them, he actually makes it through the circle the Riders of Rohan have laid around the Orcs. In the darkness, he manages to reach the borders of Fangorn Forest and disappear within, out of reach of the horsemen's spears.

Before long, though, Grishnákh comes to the same violent end. As he

stands within the ancient forest and threatens the Hobbits, Treebeard makes quick work of the brute.

IN THE GAME

Before the War of the Ring, Grishnákh splits his time between Mordor and Rohan. He and his Orcs have become expert at the lightning raids that plague some of the homesteads in the more remote parts of Rohan, and they have pillaged many a black horse for the stables of Mordor.

As the war approaches, Sauron becomes more and more suspicious of Saruman. He sends Grishnákh out to work for Saruman, alongside the wizard's own minions. He tells Saruman that these trusted Orcs are to be sent along on all of the most important missions. This certainly includes any efforts to find and capture the Ring-bearer.

Grishnákh makes no secret about why he's been sent to Isengard. In his mind, Saruman is clearly not to be trusted, and given a chance he would be all too happy to do the wizard the

Grishnákh would itch for the opportunity to do the heroes harm, and he stands all too ready to arrange for an 'accident' to take them down.

Grishnákh is almost never found alone. He prefers to surround himself with at least a half-dozen Orcs, preferably many more. He likes to lead from the rear, encouraging his soldiers into battle ahead of him. This way, if the battle turns against him, Grishnákh can quietly slink away. Otherwise, he stands ready to leap forward and take credit for the actions of others.

HALDIR

In the days of old, my people stood beside the King of Gondor. We come to honour that allegiance.'

— Haldir, *The Two Towers* film

RACE: Elf (Silvan)

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

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 13 (+3)*, Perception 14 (+4), Strength 8 (+1), Vitality 11 (+2), Wits 12 (+3)

REACTIONS: Stamina +4, Swiftiness +7*, Willpower +5, Wisdom +4

SIZE: Medium

ORDERS: Archer, captain, warrior

ORDER ABILITIES: Air of Command, Deadly Shot, Evasion, Far Shot, Favoured Weapon (Longbow), Leadership, Mighty Shot, Swift Shot, Swift Strike, Tactics, Warrior-born

ADVANCEMENTS: 30

SKILLS: Acrobatics (Balance) +7, Armed Combat: Blades (Longsword) +12, Climb +8, Debate (Parley) +8, Insight +8, Jump +5, Language: Quenya +4, Language: Silvan +7, Language: Sindarin +4, Language: Westron +7, Lore: History (Elves) +5, Lore: Realm (Lórien) +6, Observe (Hear, Spot) +9, Ranged Combat: Bows (Longbow) +12, Ride (Horse) +6, Run +6, Search +3, Stealth (Sneak) +10, Survival (Forest) +8, Track (Orcs) +5

EDGES: Accurate, Command 2 (Company of Elf-archers), Charmed Life, Dodge,

courtesy of removing his white-haired head.

If Grishnákh encounters the heroes, he is prone to attacking them on sight, particularly if there are any Dwarves or Elves amongst them. The only thing that would prevent this would be an order from Saruman or Sauron to work with the heroes—for now. Still,



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Eloquent, Fair, Keen-eyed, Quick-draw, Swift Recovery

FLAWS: Enemy (Orcs)

HEALTH: 12

COURAGE: 5

RENOWN: 5

GEAR: Longsword, Elf-bow of Lórien (see page 57), quiver of arrows, chainmail corslet

IN THE NOVEL

Haldir does not appear in *The Two Towers* at all, although Sam mentions him by name at one point when talking about the Elf-rope he procured in Lórien. However, he has an important role in *The Fellowship of the Ring*.

Haldir is the leader of the Elves who accost the surviving members of the Fellowship as they enter Lórien. His job is to patrol the woods of western Lórien, keeping out strangers of all kinds and slaying any Orcs foolishly enough to brave the forest.

As a leader of the patrols, Haldir has taken pains to learn Westron so he can communicate clearly with any who might wander into Lórien. It also comes in useful for him when listening in on conversations between Orcs, since those creatures often use Westron to speak with each other, especially when they hail from differing tribes.

Unlike the Elves of Rivendell, most of the Elves of Lórien are happy to leave some distance between themselves and any visitors unrelated to their people. Haldir, on the other hand, is curious about such peoples. Since he speaks the common tongue, he is often called upon to deal with the rare visitor directly.

When the Fellowship enters Lórien, Haldir greets them with his two brothers: Orophin and Rúmil. After speaking with Legolas and Aragorn, he decides to bring them to Caras Galadon, to speak with Celeborn and Galadriel, the rulers of Lórien. He is reluctant to bring Gimli

into the forest, as the Elves of Lórien have a poor relationship in these days with Dwarves, but he is persuaded to do so. As the heroes get closer to Caras Galadon, however, he insists on blindfolding Gimli. To show support, the entire Company of the Ring is blindfolded, including Legolas, whom the Elves trust most of all.

Eventually, word reaches Haldir that the Company is expected, and he is able to remove the blindfolds. While he still harbours some suspicions about his new guests, he always treats them with respect.

In Caras Galadon, Haldir is the Elf of Lórien the members of the Company see the most. He spends a great deal of time talking with Legolas, to the exclusion of the others at some moments. However, he is attentive to their needs and is a great help to them until they leave fair Lórien behind.



IN THE FILM

In *The Fellowship of the Ring*, Haldir plays a brief part. He is again the leader of the Elves who accost the members of the Fellowship as they enter Lórien. He is not seen much beyond this.

In *The Two Towers*, however, Haldir has a much more important role at the head of an army of Elf-archers five hundred strong. They arrive at Helm's Deep just ahead of Saruman's army, but they are ready and waiting for the attackers as they march up to the wall of Helm's Deep.

The arrival of the Elves reforges the Last Alliance of Men and Elves,

which was last seen at the end of the Second Age, thousands of years ago. This repairs the rift that has existed between the peoples ever since Isildur refused to destroy the One Ring, taking it for himself. It is finally cause for hope in the new war against the forces of the Dark Lord.

Without the Elf-army, the Rohirrim defending Helm's Gate would surely have been lost. As it is, they still must fight a battle against overwhelming numbers of foes.

In the course of the conflict, Haldir manages to save Aragorn's life by shooting an attacker with an arrow. Sadly, he himself is overthrown by Saruman's soldiers soon after. Try as he might to fight his way through the Uruks to come to his friend's aid, Aragorn cannot reach Haldir in time to make a difference.

IN THE GAME

Of the Elves of Lórien, Haldir is perhaps the one most likely to encounter any from outside that fair land. He patrols the western edges of Lórien, those nearest the Misty Mountains, regularly, only coming to Caras Galadon when time permits or duty requires it. Any who come into Lórien from that direction may find themselves at the end of Haldir's bow.

Also, since Haldir speaks Westron, he makes a fine choice when someone must be sent from Lórien to elsewhere. Haldir has been to Rivendell several times, and he would be one of the Elves most likely to be sent to Rohan or Gondor should that need arise.

Despite any appearances, Haldir is not a fast friend to the rest of the Free Peoples. However, he understands the value of alliances, and he knows that the Elves have no hope of standing against Sauron alone. If they are to succeed in their war against him, they shall require help, and the time to start building such alliances is well before Sauron's forces attack.

HELM HAMMERHAND

'You talk of a staff! If Helm dislikes a crooked staff that is thrust on him, he breaks it. So!'

— Helm Hammerhand, *The Return of the King*



RACE: Man (Middle Man: Rohirrim)
RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 10 (+2), Nimbleness 9 (+1), Perception 8 (+1), Strength 14 (+4)*, Vitality 13 (+3)*, Wits 6 (+0)

REACTIONS: Stamina +6*, Swiftiness +4, Willpower +2, Wisdom +2

SIZE: Medium

ORDERS: Warrior, noble, captain

ORDER ABILITIES: Armour of the Hammerhand, Battle-Hardened, Evasion, Favoured Weapon (Brawling), Hero's Strength, Honour's Insight, Night-eyed, Swift Strike 2, Tactics, Warrior-born

ADVANCEMENTS: 33

SKILLS: Armed Combat: Polearms (Spear) +10, Climb +6, Debate (Parley) +4, Inspire +10, Intimidate (Majesty) +10, Jump +8, Language: Rohirric +5, Language: Westron +5, Lore: History (Rohan) +5, Observe (Spot) +9, Persuade (Oratory) +4, Ranged Combat: Bows +8, Ride (Horse) +7, Run +5, Siegecraft (Unit Leadership) +8, Stealth +5, Survival (Mountains, Plains) +7, Swim +4, Unarmed Combat (Brawling) +12

EDGES: Bold, Command 4 (captain of the forces of Rohan), Doughty, Faithful (Rohan), Fell-Handed 5 (+2, all foes), Hammerhand, Hardy, Rank 4 (King of Rohan), Valiant, Valour, Warrior's Heart, Warwise

FLAWS: Enemies (Dunlendings), Oath (of Eorl), Proud, Stiff-Necked

(Note: Fey was also appropriate after the death of his last son)

HEALTH: 19

COURAGE: 4

RENOWN: 12

UNIQUE ORDER ABILITIES

ARMOUR OF THE HAMMERHAND: It was said that 'if Helm bore no weapon no weapon would bite on him.' If Helm fights unarmed, his skin becomes the equivalent of 7 points of armour.

IN THE NOVEL

Helm does not appear in the novel itself, but he is referred to many times. The last king of the first House of Eorl was arguably its greatest, and he certainly ranked among the greatest warriors of the Third Age. Helm was described even in his later years as 'a grim man of great strength.'

Helm's most famous conflict involved a half-Dunlending named Freca. Freca attempted to gain control of Rohan by arranging a marriage between his son Wulf and Helm's daughter. In doing so, Freca told Helm: 'Old kings that refuse a proffered staff may fall on their knees.'

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Helm did not take this insult lightly. He killed Freca with a single blow from his fist and immediately outlawed Freca's family. Unfortunately Wulf proved to be a more dangerous adversary than his father. He returned with an army of Dunlendings and conquered Edoras during the Year of the Long Winter. Helm fled to the Hornburg, where the surviving Rohirrim endured a long siege.

After the death of his last surviving son that season, Helm became fey. He went out into the winterlands alone, clad in white. He stalked like a Snow-troll into the camps of his enemies, where he slew many men with his bare hands. Eventually, the Dunlendings' fear of Helm became so great they fled when they heard the sound of his horn.

One night, men heard the horn blowing, but Helm did not return. In the morning, as the sun shone upon the mountains for the first time in months, the Rohirrim spotted a white figure standing alone on the dike at the front of the valley. It was King Helm, who stood dead as a stone, but his knees were unbent.

Soon afterward, Helm's sister-son Fréaláf led a force of the knights of the Riddermark and attacked Edoras, where he avenged Helm's death by slaying the usurper Wulf. When the winter ended, Rohan's allies in Gondor were finally strong enough to send an army to help its northern neighbours, and Rohan was cleared of Dunlendings for many years to come. Helm was buried in a mound in Edoras, and Fréaláf became King.

Years later, Helm's ghost was said to still haunt the deep that was named after him for his exploits there. While this wraith does not make an appearance in the novel, his presence is still felt throughout the place. After all, Helm's Deep has never fallen as long as there were Rohirrim there to defend it.

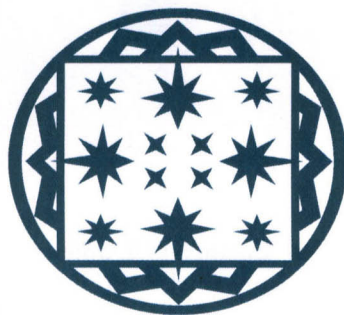
IN THE FILM

Helm does not appear in *The Two Towers* film adaptation at all.

IN THE GAME

Unless your chronicle is set during King Helm's reign, there is little chance that your heroes could ever meet him. Those who find themselves in Helm's Deep, however, might encounter his ghost and have the opportunity to interact with it.

Anyone passing through the Westmark of Rohan or into Edoras is sure to hear of the legendary King Helm. He is easily the most respected figure in the history of Rohan. Artefacts from his reign would fetch a high price in Edoras, could they ever be found. This could be a chance for the heroes to wander the hills around Helm's Deep or even the Glittering Caves of Aglarond in search of the long-lost belongings of Rohan's greatest king.



LEGOLAS

'So you have come all the way from Mirkwood, my good Elf? A very great forest it used to be!'

— *Treebeard to Legolas, The Two Towers*

RACE: Elf (Sinda)

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

Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

ATTRIBUTES: Bearing 9 (+1), Nimbleness 14 (+4)*, Perception 14 (+4), Strength 8 (+1)*, Vitality 12 (+3), Wits 12 (+3)

REACTIONS: Stamina +4*, Swiftess +7, Willpower +5, Wisdom +4

SIZE: Medium

ORDERS: Warrior, archer

ORDER ABILITIES: Deadly Shot, Evasion, Far Shot, Favoured Weapon (Longbow, Shortbow), Mighty Shot 3, Swift Shot 2, Swift Strike 2, Warrior-born

ADVANCEMENTS: 25

SKILLS: Acrobatics (Balance) +8, Armed Combat: Blades (Long Knife)+10, Climb +8, Insight +6, Jump +7, Language: Quenya +4, Language: Silvan +4, Language: Sindarin +6, Language: Westron +4, Lore: History (Elves) +5, Lore: Realm (Mirkwood) +6, Observe (Spot) +10, Perform: Sing +4, Ranged Combat: Bows (Longbow, Shortbow) +12, Ride (Horse) +4, Run +7, Search +3, Stealth (Sneak) +10, Survival (Forest) +8

EDGES: Accurate, Ambidextrous, Armour of Heroes, Charmed Life, Dodge, Fair, Keen-eyed, Quick-draw, Swift Recovery, Two-handed Fighting

FLAWS: Enemy (Orcs)

HEALTH: 13

COURAGE: 5

RENOVN: 5

GEAR: Two long knives, arrows, Elfbow of Lórien, quiver of arrows, Elf-cloak of Lórien, chainmail corslet

IN THE NOVEL

Legolas (Sindarin for 'Green-leaf') is the son and heir of Thranduil, the King of the Woodland Realm in Northern Mirkwood. He was presumably part of his father's court when Thorin and Company were captured in Northern Mirkwood and held in Thranduil's dungeons for so

long, and he likely fought at the Battle of Five Armies, but he is not mentioned in *The Hobbit*.

When Orcs attacked the Woodland Realm and freed Gollum in TA 3018, Thranduil sent Legolas to bear the news to Elrond and Gandalf. At the Council of Elrond, he told of Gollum's escape, explaining how the creature had tricked his guards into waiting in a dangerous part of the forest until after dark, when the Orcs could attack.

Later, Legolas was selected to represent the Elves in the Company of the Ring. He accepted the honour gladly.

Legolas wears green and brown clothing, unadorned with jewels, all the better to blend into the wooded lands of his father's kingdom, in which he was raised. He carries a bow and quiver, and he keeps a long, white knife tucked into his belt.

Legolas is a proud representative of the Elves, but he is not terribly wise in the ways of the world outside of Mirkwood. There are times when he says something that could be construed as arrogant without actually mean-

ing it. He has a good heart, however, and he is willing and ready to learn. His friendship with Gimli teaches him much, opening his eyes in a way that centuries in Mirkwood never could.

While on the trail of Merry and Pippin, Legolas pressed his companions always to follow the path as hard and as swiftly as they could. Of the three chasers, Legolas was the most tireless. Despite this, he could not forge ahead of his friends, for Aragorn was the only one able to fully read the signs of the Orcs' progress.

At Helm's Deep, Legolas deported himself well, slaying 41 Orcs with his bow, being bested in his total only by Gimli, who slew 42. Despite the fact that he was the only Elf at the Battle of Helm's Deep his faithfulness to his friends never wavered.

He was

willing to give his life to help them carry the day, although he was skilled enough to never have to pay that ultimate price.

IN THE FILM

Legolas's friendship with Gimli develops throughout the film, although a bit differently. In the novel, the bond between the Dwarf and Elf seems born of the mutual wonder they have in exploring the world around them and the ties they've formed by being the only ones of their kind in the Company of the Ring. In the film, their friendship grows but is coloured by their constant rivalry with each other. This is best illustrated in their Orc-slaying competition at Helm's Deep when Legolas claims to steal Gimli's last kill. Legolas clearly poaches the kill simply to get Gimli into an uproar, and the Dwarf does not disappoint him in the least.

In the film, Legolas is not the only Elf at Helm's Deep, at least not by the end of the battle. In any case, he still stands apart from the Elf army there, as those warriors hail not from his Mirkwood home but from fair Lórien.

ELF-BOW OF LÓRIEN

'Legolas sat above on the parapet, fingering his bow, and peering out into the gloom.'

— *The Two Towers*

When the Fellowship left Lórien, Galadriel gave to Legolas a better bow than the one he had carried with him from Mirkwood. This heroic longbow grants Legolas a +2 test result bonus to Ranged Combat.

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IN THE GAME

During the time of *The Two Towers*, Legolas is constantly with Gimli and Aragorn. At first he accompanies them on the trail of Merry and Pippin, and from there he travels to Edoras and then to Helm's deep in their company. This leaves him few ways to interact with the player characters unless they are either Rohirrim or—if you wish to use the film's sequence of events—part of the Elf-army Haldir leads into Helm's Deep.

Legolas is reticent throughout most of the trip, at least when it comes to dealing with those outside of his circle of friends. As an Elf, his people are little involved in the War of the Ring at this point. For the moment, Sauron is focusing his efforts on the downfall of Gondor. When the mightiest kingdom of Man falls, the Elves are sure to be next, but that moment is not now.

In the meantime, Legolas is content to observe carefully and offer help and advice where it is clearly needed. He watches with wonder as Aragorn comes into his own as a leader of Men, and the Elf even surprises himself by forging a friendship with a Dwarf. From this point on, Legolas is sure to be far friendlier to any Dwarves he meets, hoping that they might be nearly as delightful as his good friend Gimli.

MABLUNG

Mablung and Damrod, soldiers of Gondor, . . . were Rangers of Ithilien, . . . descended from folk who lived in Ithilien at one time, before it was overrun.'

— *The Two Towers*

RACE: Man (Dúnadan)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled



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

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

SIZE: Medium

ORDERS: Warrior, ranger

ORDER ABILITIES: Camouflage, Protector (Gondor), Retreat (Henneth Annûn), Swift Strike

ADVANCEMENTS: 8

SKILLS: Armed Combat: Blades (Longsword) +10, Climb +6, Conceal (Hide Weapons) +2, Debate (Negotiate) +2, Healing (Treat Wounds) +1, Inquire (Interrogate) +4, Inspire +5, Intimidate (Power) +4, Jump +4, Language: Adûnaic +2, Language: Sindarin +2, Language: Westron +3, Lore: History (Gondor) +4, Lore: Race (Men) +2, Lore: Race (Orcs) +2, Lore: Realm (Ithilien) +4, Mimicry (Beasts) +4, Observe (Spot) +7, Ranged Combat: Bows (Longbow) +10, Ranged Combat: Thrown Weapons (Stones) +4, Ride (Horse) +6, Run +4, Search +3, Stealth (Hide, Sneak) +6, Survival (Forests) +6, Swim +4, Track (Orcs) +4, Weather-sense +3

EDGES: Armour of Heroes, Command (the Rangers of Ithilien), Valiant, Valour, Wakefulness

FLAWS: Duty (to serve Gondor and his father), Enemies (the servants of the Shadow), Fealty (to Gondor/Denethor II)

HEALTH: 10

COURAGE: 3

RENOWN: 2

GEAR: Longsword, longbow, quiver of arrows, Ranger garb, horse

IN THE NOVEL

Mablung is the companion of Damrod, both of them being close followers of Faramir and Rangers of Ithilien. Like most Men of Ithilien, he is fair-skinned and tall, with grey eyes and black hair. Although Mablung's ancestors were long since run out of Ithilien by Orcs and other creatures of Mordor, he joined the Rangers so he could stand on the front lines of the fight against Sauron that has been brewing for generations of Men.

The Rangers of Ithilien are a special force, each member of which is chosen by Steward Denethor to make forays into Ithilien and harass those who would truck with Mordor. These brave Men are willing to risk their

lives to do what little they can against such overwhelming forces in the region between Mordor and Anduin, a battered strip of land that has seen much strife over the centuries. While they patrol through Ithilien, they are covered from head to toe in green and brown, allowing them to blend in better with their lush surroundings.

When Faramir goes off to lead the Rangers in an ambush of a force of Harad marching north to Mordor, Mablung and Damrod are left behind to guard Frodo and Sam. Of the two, Mablung is by far the more charismatic, although solely in the quiet way of the Rangers, who sometimes spend hours if not days or weeks without uttering a word for fear of alerting their enemies as to their location.

Mablung bears some hope in his mind that the Free Peoples might someday overcome the Dark Lord, although he has no idea how this could happen. Still, the words and deeds of Faramir encourage him, and—for the moment, at least—this seems to be enough for him.

IN THE FILM

Mablung's role in the film is different. He is no longer a Ranger of Ithilien. Instead, he is a soldier of Gondor who leads the forces of Steward Denethor in western Osgiliath, across Anduin from the shattered, Orc-infested side of the once-proud city.

We only see Mablung for a short while. After crossing Anduin, Faramir plans on handing Frodo, Sam, and Gollum over to Mablung with orders to speed them all to meet with Denethor in Minas Tirith. Mablung is ready and willing to comply with these orders, and he actually ties up the Hobbits himself, cementing their status as prisoners of war.

Mablung is astonished when Faramir counters his original statements and orders the prisoners to be

set free. Still, despite the fact he knows that this act goes against the explicit orders of Steward Denethor, Mablung is more loyal to Faramir and opts to follow his friend's will instead of that of Faramir's father. Mablung is certainly aware that by doing so he could very likely share any ill fate that might befall Faramir due to his father's rage, but the soldier is not swayed by such concerns. If Faramir believes these strange people with him should be let go, then Mablung stands ready to trust his judgement, even with his life.

IN THE GAME

Where Mablung can be found depends on whether you choose to follow the plot of the film or the novel. If you go with the novel, then Mablung can be found almost exclusively within Ithilien and the lands bordering it just to the west of Anduin. Most of his time is spent either in western Osgiliath or roaming through Ithilien itself.

If you go with the film instead, Mablung spends the vast majority of his time in Osgiliath, where he is stationed as a leader in the army of Gondor. He joins in the struggle against the Orcs when they invade the eastern part of the city, and he is there when the bridge falls. After that, he is almost always in western Osgiliath. The only exceptions are when he races back to Minas Tirith for new orders.

If Mablung meets up with the heroes by himself—or simply without Faramir—he is likely to shoot first and ask questions later. He sees the wisdom in Denethor's orders, no matter how harsh they may seem.

When Faramir is absent from Ithilien, Mablung is sometimes left in charge of the Rangers of Ithilien, especially if Damrod is gone too. Mablung is a solid leader, always stolidly upbeat despite the odds.

QUICKBEAM

'Hm, hm, he is the nearest thing among us to a hasty Ent.'

—Treebeard, *The Two Towers*

RACE: Ent

ATTRIBUTES: Bearing 9 (+1), Nimbleness 6 (±0), Perception 10 (+2), Strength 16 (+5)*, Vitality 14 (+4)*, Wits 10 (+2)

REACTIONS: Stamina +6*, Swiftiness +2, Willpower +3, Wisdom +3

SKILLS: Armed Combat: Natural Weapons (Branches) +6, Debate (Parley) +4, Healing (Trees) +5, Inquire (Converse) +3, Inspire +8, Intimidate (Power) +6, Language: Entish +8, Language: Sindarin +7, Language: Westron +7, Lore: Ents +6, Observe (Spot) +5, Persuade (Oratory) +2, Run +10, Stealth (Hide) +8, Weather-sense +4

EDGES: Doughty, Gift of Tongues, Hammerhand, Hardy, Travel-sense

FLAWS: Battle-fury, Hatred (Orcs), Reckless

SPELLS: *Fog-weaving, Misdirection, Power of the Land, Slumber, Spellbinding, Sundering.* All of these can be cast as abilities.

SPECIAL ABILITIES: Armour (8), Brew Ent-draught, Natural Weapon (branches, 2d6), Root and Stone, Shroud, Trample (3d6), Vulnerability (axes), Vulnerability (fire)

SIZE: Huge (8 Wound Levels, 4 Healthy)

HEALTH: 20

COURAGE: 3

UNIQUE SPECIAL ABILITIES

BREW ENT-DRAUGHT: Quickbeam can prepare Ent-draughts (see page 100) for himself and up to five guests, up to three times per day.

ROOT AND STONE: Ents can quickly demolish the structures of Men. By focusing their attentions on any such



structure and spending a full round action, an Ent can do 1d6 plus its Strength modifier in points of Structure damage. (See pages 242–3 of the core rulebook for more information on how structures are damaged.)

SHROUD: Ents can create a cloud of shadow around themselves and their companions. This is similar to the spell *Mist of Speed*. While within this cloud, however, the Ents and those with them may move at twice their normal Movement Rate without fatigue, as long as the cloud remains.

IN THE NOVEL

While Treebeard is the first of the Ents that Merry and Pippin meet in the book, they also spend a great deal of time with one other: Quickbeam. Also called Bregelad (Sindarin for 'Swift-tree'), this particular Ent was known amongst the Ents for being able to come to conclusions more quickly than most Ents.

Quickbeam is tall, and the skin on his arms and legs is smooth and shiny, while the rest of him resembles a greyish rowan tree. His lips are reddish, and his hair is the colour of old moss. For an Ent, he is particularly mobile, and his voice is high and clear.

Treebeard introduces Merry and Pippin to Quickbeam on the first day of the Entmoot in Fangorn Forest. The elder Ent realizes that his Hobbit guests are probably already bored by how long the Entmoot is taking, and it is bound to take a great deal more time. Treebeard brings

Quickbeam to them to keep them company until the Entmoot is over. Quickbeam has already made up his mind about

what to do about Saruman, so he is free for the moment.

Quickbeam takes the Hobbits with him to his nearby Ent-house, where they can talk and relax and partake of Ent-draughts. That night, he tells them the reason why he could come to a conclusion about Saruman so hastily. Many years ago, Quickbeam's home was filled with rowan trees. They surrounded him with their beauty, and he loved them very much. As the years grew darker, though, Orcs from Isengard came and chopped down the trees and hauled them away to fuel Saruman's terrible forges. For this reason, Quickbeam is ready to destroy Isengard and all who reside within it.

The Hobbits spend the next few days with Quickbeam, rarely wandering far from his home. When the Entmoot comes to an end, though, they all join the march towards Isengard.

Quickbeam takes great delight in the destruction of Isengard. In fact, he leads the charge into the place just as the last of Saruman's army marches off towards Helm's Deep. He is so fast that he nearly manages to catch the wizard before he safely bars himself inside Orthanc.

At one point, when the dust has settled a bit, Quickbeam is put in charge of watching Orthanc to make sure Saruman cannot escape. As one of the hastier Ents, he is well suited to this job. There is little chance of anyone sneaking by him.

IN THE FILM

Quickbeam is not identified by name in the film, although it is fair to assume he is one of the Ents at the moot. There is little need for his role in the film, however, as the Entmoot doesn't take nearly as long as it does in the novel.

IN THE GAME

Quickbeam is one of the friendliest and most outgoing of the Ents of Fangorn Forest. Even Treebeard is probably less likely to make himself know to outsiders, since Treebeard usually lets most intruders pass by him while he still wrestles with the decision about what to do with them. Those heroes who pass through Fangorn Forest could do a lot worse than to find a friend in Quickbeam.

Quickbeam is hot to kill any and all Orcs he can get his hands on. If Saruman ever wanders across his path either, woe to the wizard, as the Ent would have no compunction about cutting down Saruman just as fast as his Orcs cut down Quickbeam's rowan trees.

It's possible that Saruman knows of Quickbeam's rage and even where the Ent's house is, since the place is fairly close to Isengard. That said, the Orcs of the area give Quickbeam's home a wide berth these days, as to enter it is certain death for them. Word of this has likely gotten back to Saruman, who probably doesn't care to force a fight with the Ents quite yet.

Quickbeam hopes one day to bring down the walls of Isengard, but he is consistently frustrated by the lack of willingness to take action on the part of his fellow Ents. They talk and talk for days on end and never resolve anything. Despite this, Quickbeam holds his elders in respect that has been hard-learned by him over the years. If he could just get them to rally to action, he would be thrilled. He knows that to take on Isengard himself would be folly, but there is little that could withstand a concerted attack by the full number of Ents still residing in Fangorn Forest.

If the heroes and Quickbeam stumble across each other, he is first and foremost concerned with making sure that they are not Orcs. If they have any Orcs with them—as a prisoner, say—it takes a great deal of

diplomacy to restrain him from killing the Orc on the spot.

Otherwise, if the heroes are friendly and respectful of living trees, Quickbeam greets them warmly and asks of news of the outside world. While he normally doesn't care about such things, he hopes to learn information that can help him to rouse his fellow Ents against Saruman. If any of the heroes has an axe, Quickbeam treats him with caution. Those who wish to be friends with the Ent should put such weapons away.

If the heroes need a guide through Fangorn Forest—or an ally of any other sort in the area—Quickbeam is a perfect choice. Unlike his fellow Ents, he is able to deal with outsiders quickly enough to rarely frustrate them with the laconic attitudes common to his race.

SARUMAN THE MANY- COLOURED

'Saruman's face grew livid, twisted with rage, and a red light was kindled in his eyes. He laughed wildly.'

— *The Two Towers*

RACE: From across the Sea

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

ATTRIBUTES: Bearing 16 (+5), Nimbleness 12 (+3)*, Perception 14 (+4), Strength 8 (+1), Vitality 10 (+2), Wits 16 (+5)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +8*, Wisdom +5

ORDERS: Magician, wizard

ORDER ABILITIES: Cross-Order Skill (Smithcraft), Final Strike, Imposing, Mastery of Magic, Sanctum (Isengard), Sense Power, Spellcasting 7, Staff, Staff of Power

(see *Fell Beasts and Wondrous Magic*, pages 88–90), Wizard Spellcasting 3, Wizard's Heart, Wizardly Power

ADVANCEMENTS: 41

SPELLS: *Animal Messenger, Bane-spell, Beast Speech, Beast Summoning, Blade Preservation, Break Binding, Command, Crafting-spell, Create Light (2 picks), Display of Power, Enslave Beast, Evoke Awe, Farspeaking, Guarding-spell, Imitation-spell, Kindle Fire, Lightning, Mind-speech (ability), Opening-spell, Quench Fire, Resist Fear, Shadows and Phantoms, Shatter, Shutting-spell, Slumber, Spellbinding, Spoken Thoughts (ability), Sundering, Veil, Victory-spell, Voice of Suasion (ability), Voice of Command, Wizard's Guise, Wizard's Hand, Word of Command*

SKILLS: Appraise (Gems) +3, Conceal (Hide Weapon) +2, Craft: Jewellery-making +6, Craft: Wheels and Gears +6, Debate (Negotiate, Parley) +12, Guise +4, Healing (Treat Wounds) +3, Inquire (Interrogate) +4, Insight +8, Intimidate (Power) +10, Language: Black Speech +4, Language: Easterling +3, Language: Haradrim +2, Language: Orkish (Isengard-dialect) +5, Language: Quenya +8, Language: Sindarin +8, Language: Westron +8, Lore: History (Elves, Men) +10, , Lore: Race (Orcs, Uruk-hai) +7, Lore: Magic +10, Lore: Rings of Power +10, Mimicry +4, Observe (Spot) +8, Persuade (Charm, Fast Talk, Oratory) +12, Search +6, Siegecraft (Blasting-fire) +1, Smithcraft (Weaponsmith) +10, Stonecraft (Building) +3

EDGES: Craftmaster, Fair, Foresighted, Friends (his network of spies), Hoard 5, Honey-tongued, Strong-willed, Wise

FLAWS: Arrogant, Grasping, Hatred (Gandalf), Oath (to perform his mission for the Valar; foresworn), Proud

HEALTH: 12

COURAGE: 6

RENOWN: 23

CORRUPTION: Corrupt

IN THE NOVEL

Chief of the Order of Wizards—and said by many to be its most powerful member—Saruman the White was the first of the Five Wizards to arrive in Middle-earth, around TA 1000. During his early years in Middle-earth, he travelled extensively, even into the wide East, and earned the friendship of the Lords of Gondor, whose lore he studied. In those days, the Elves called him ‘Curunír’ (Sindarin for ‘Man of Skill’).

So great was his power and wisdom and the respect in which he was held that he was made the head of the White Council when it formed in TA 2463. In return for Saruman’s efforts on behalf of the Free Peoples, Steward Beren of Gondor granted him control of Isengard in TA 2759. From that time Saruman dwelt there exclusively, ceasing most of his travels.

Like all of the Five Wizards, Saruman resembles a Man, though he is in fact from across the Sea. He has a long face with a high forehead and deep, dark eyes that quickly reflect his anger, scorn, or supposed benevolence and tolerance. He has white hair and a white beard, though with strands of black about the lips and ears. Until he revealed himself openly to Gandalf in TA 3019, he wore robes of white, and so was known as Saruman the White. Thereafter he wore robes that changed colour as he moved, and he had a ring on his hand, one of his own making. He then called himself Saruman of Many Colours.

When Saruman’s Uruks do not return with the two Hobbits they captured near the falls of Rauros, he becomes agitated enough to venture forth from Isengard to investigate the problem himself. He arrives in time to witness the aftermath of the battle between his minions and the Riders of Rohan. Gimli actually spots the

SARUMAN’S RING

‘But I rode to the foot of Orthanc, and came to the stair of Saruman and there he met me and led me up to his high chamber. He wore a ring on his finger.’

— Gandalf, *The Fellowship of the Ring*

Saruman wears a minor ring that he has fashioned himself. All such rings have a similar hold on their bearer to the one exerted by the One Ring. Any mortal bearing such a ring must make a TN 20 Willpower test to be rid of it or subject it to harm. He must make a TN 5 Willpower test to avoid striking or fleeing from anyone who asks to see it or hold it. If a minor ring is taken from a mortal by force, he must make a TN 15 Willpower test or be driven mad by desire for it. Immortal creatures—such as Elves and members of the Order of Wizards—ignore these effects.

Saruman’s ring is made of white gold, encrusted with diamond dust that glitters with many colours. He who wears it is granted the edge Command 3. However, the edge applies only to Orcs and Uruks. Such creatures instantly recognize anyone wearing Saruman’s ring as a leader of their kind, no matter what his race may be. It does not help the wearer to command such minions well, but they are certain to listen to his words and treat him with some measure of respect.

wizard wandering in Fangorn Forest that evening, but Saruman disappears before the Dwarf and his friends can do anything about it.

Discouraged that the Hobbits have escaped him, Saruman returns to Isengard to rally his forces in an attempt to curry favour with the Dark Lord by crushing the Rohirrim once and for all. He sends out nearly all of his soldiers to battle, directing them to attack Théoden's defenders at the fords of Isen and then march onwards to take Helm's Deep.

Unfortunately for Saruman, this leaves Isengard nearly defenceless when the Ents show up to exact their revenge. They destroy the ring of Isengard, driving the wizard's cowardly remaining minions before them.

Then they flood the valley in which

Orthanc stands, extinguishing the forged buried beneath the land there and trapping Saruman in the tower.

When Gandalf and Théoden arrive to discuss Saruman's surrender, he has not given up yet, despite the fact that both his army and the walls of his fortress have been utterly destroyed. He tries to charm the two leaders with his magically enhanced voice, but they are too wise to him now for

such tricks to work again.

When Gandalf and his friends leave Orthanc, Saruman remains

SARUMAN'S STAFF

'Saruman, your staff is broken.'

— Gandalf, *The Two Towers*

Like each of the Five Wizards, Saruman has fashioned a Staff of Power to act as a focus of his magical abilities. His is made of a thick length of hardwood stained a solid black. Before Gandalf destroys it, Saruman's staff has the following powers, which are described in greater detail in *Fell Beasts and Wondrous Magic*, on pages 89–90.

DEFENCE: In combat, Saruman's staff counts as a large shield. In addition, he can make one free parry attempt per round with it.

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

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

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

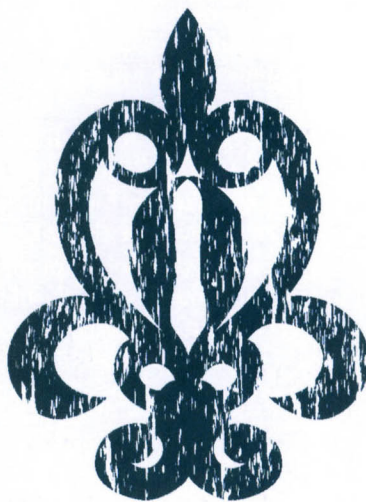
with his remaining ally, Gríma Wormtongue, who is too cowardly to leave him. Sadly for him, Gríma throws the *palantír* of Orthanc down at Gandalf in an attempt to kill him. This thoughtless act cuts Saruman off from his sole means of communicating with Sauron, and the Dark Lord is sure not to be pleased by this development.

IN THE FILM

Saruman is even more active in *The Two Towers* than he was in *The Fellowship of the Ring*. He is making his move to establish himself as a true power in Middle-earth, and conquering Rohan is his first major goal. To aid him in this, he has established some amount of direct control over the mind of Théoden, the King of Rohan. This control is reinforced by Saruman's spy, the traitorous Gríma Wormtongue, who worked his way into the king's confidence over the years until he became Théoden's most trusted counsellor.

Saruman's first taste of defeat comes when he loses a battle of wills with Gandalf over the control of Théoden's soul. The loss actually blasts the wizard back across his sanctum in Orthanc, alerting him to the fact that the resurrected Gandalf is more powerful than he was before.

Because of this fact, Saruman decides that it is time to attack Rohan in force before Gandalf and his allies can hope to rally the forces necessary to stop him. This unwittingly leaves him defenceless against Treebeard and his Ents and Huorns. At the end of the film, Saruman's forces have been defeated, and Isengard—with the exception of Orthanc—has been destroyed.



IN THE GAME

While Saruman spends most of his time sequestered in Orthanc, his influences are felt far and wide, both for good and for ill. It's possible that the heroes may encounter either him or his minions if they wander anywhere near to the Gap of Rohan.

Unwary heroes who venture near to Isengard may find themselves pursued by patrols of Orcs or even Uruks. Before the War of the Ring, these creatures pretend to be working on their own, and Saruman denies knowing much of them, clucking his tongue at how dangerous it has become to be abroad in these dark days. However, after Saruman's treachery is finally revealed, these openly wear the mark of the White Hand, an icon designed to terrify all who see it, for it represents the greatest betrayal of the age.

Before Saruman is unmasked, most people consider him to be one of the greatest friends of the Free Peoples in Middle-earth. He would certainly use this to his advantage at every turn. Those heroes who petition for his help or simply stop by to visit would find him a welcoming host, but he always begs a small task from them in exchange for his wisdom and hospitality. This is often something related to his search for the Ring, although the heroes would

be hard pressed to realize this, as Saruman is subtle in his machinations.

Some heroes may find that they have been tricked into performing some great evil in Saruman's name. If they confront the wizard, he apologizes and offers soothing words to balm their battered consciences. He assures them that he had no idea that events would turn so badly, and they can hardly blame him or themselves for that. Then, if they permit him to do so, he turns around and sets another task before them, one that would theoretically allow them to redeem themselves but which is more likely to end in either more misery for the heroes, or in their death.

If confronted about his treachery, Saruman goes to great lengths to explain his recent actions to any who question him. He claims that the people of Rohan have allied themselves with the Dark Lord and need to be eradicated. What better a tool to use against such people than Orcs, creatures formerly of the Enemy, whom they now serve?

Similarly, if any heroes were to come to Isengard during or after the Ents' destruction of it, Saruman claims that the Ents are minions of Sauron attempting to kill him, the leader of the White Council. The heroes could be fooled into fighting on behalf of Saruman, even finding themselves facing off against Gandalf himself when he comes to call.

By irrevocably destroying Saruman's staff, Gandalf is declaring Saruman a traitor to his Order who has broken his oath to work against Sauron with the White Council. By this action, Saruman loses his ability to work magic and is cast from the White Council and the Five Wizards in disgrace. Furthermore, even the spells of sorcery are beyond his grasp. He is no longer a wizard but simply a creature of pity.

SHARKU

RACE: Uruk-hai

RACIAL ABILITIES: Claws, Tough Skin

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

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

SIZE: Medium

ORDER: Captain, warrior

ORDER ABILITIES: Air of Command, Evasion, Swift Strike, Warrior-born

ADVANCEMENTS: 14

SKILLS: Armed Combat: Blades (Orc-longsword) +8, Inspire +6, Intimidate (Fear) +8, Language: Black Speech +3, Language: Orkish (dialect) +4, Language: Westron +4, Lore: Race (Orcs) +4, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +8, Ride (Warg) +8, Run +5, Siegecraft (Unit Leadership) +5, Stealth (Sneak) +3, Track (Scent) +1

EDGES: Bold, Command (Pack of Warg-riders), Dodge, Fell-handed (Men of Rohan), Keen-eyed, Night-eyed 2, Warrior's Heart

FLAWS: Battle-fury, Fealty (to Saruman), Hatred (Dwarves, Elves), Reckless

HEALTH: 15

GEAR: Orc-chain-mail, small shield, Orc-longsword, longbow, quiver of Orc-arrows, Warg

name by which they called him: Sharkey. This name appears only in the novel *The Return of the King* and is applied only to Saruman.

IN THE FILM

Sharku has only a brief role in *The Two Towers*, but it's an important one. He leads the Warg-riding Orcs who attack the caravan of Rohirrim refugees on their way from Edoras to Helm's Deep. In the course of that attack, he struggles with Aragorn in a battle to the death.

Sharku is one of the many Orc-captains in Saruman's army. He and his Warg-riders constitute one of dozens of patrols criss-crossing the region, hunting for any Rohirrim wandering through the area. They have been finishing off small groups of refugees who have escaped from the many tiny settlements Saruman's forces have burnt to the ground in recent days. They aren't really prepared for attacking a group as large

as the one heading for Helm's Deep, but Sharku hopes to hit the caravan hard and then run off and find even more Orcs to join him for a later attack.

Sharku revels in war, and he especially delights in the terror he inspires in innocent women and children. His Warg and he work together almost as one, each responding wordlessly to the other's needs. He is a formidable foe on the battlefield, which is how he has managed to ascend to his position of authority.

When the Warg-riders attack the refugee caravan, Aragorn, Legolas, Gimli, and every other able-bodied soldier steps up to meet the challenge. Being the leaders they are, Aragorn and Sharku naturally gravitate towards each other, each sensing that the defeat of the other would be a terrible blow to their respective foes.

Aragorn leaps up to grapple with Sharku, and the two are dragged off atop Sharku's Warg away from the rest of the battle. When the fight is over, the forces under Théoden are victorious, but Aragorn and Sharku are still missing. The victors follow a trail of blood the

IN THE NOVEL

Sharku does not appear in *The Lord of the Rings* at all. However, Sharku means 'Old Man' in the Black Speech of Mordor. The Orcs of Isengard used this word to give Saruman the nick-



two leaders left behind them as the Warg they were on sprinted off. It comes to an end near a great cliff. Sharku lies at the edge of the cliff, dying. With his dying breath, he laughs that he managed to throw his foe over the cliff, still battling the Warg. As he breathes his last, his hand opens, revealing the Evenstar in his palm, torn from Aragorn's chest.

IN THE GAME

As one of Saruman's Uruks, Sharku spends most of his time before the War of the Ring in Isengard or thereabouts. He could be found there or perhaps cutting down trees in nearby Fangorn Forest. Any heroes wandering through the region are unlikely to encounter Sharku, since Saruman is doing his best to keep secret the fact that he has Uruks in Isengard.

Once Saruman's treachery is revealed, though, the wizard sends out his Uruks in force to terrorize the people of Rohan. This is a task at which Sharku excels. He and the Uruks under him may have once been part of a larger force, but they quickly decide that they would rather enjoy pillaging parts of this innocent land on their own. They slaughter any Men they find, pillage the settlements of Rohan, and torch the fields of crops.

Sharku and his Warg-riders are but one small unit in Saruman's army, but they represent a chance for the heroes to make a stand against a roughly equivalent force. While the heroes certainly can't hope to prevail against the united forces of Saruman—at least not without an army of the Free Peoples backing them up—they can do their part by excising these smaller bands of marauders when and where they are found.

SHELOB

*Most like a spider she was, but huger
than the great hunting beasts, and more
terrible than they because of the evil pur-
pose in her remorseless eyes.*

— *The Two Towers*

ATTRIBUTES: Bearing 13 (+3), Nimbleness 10 (+2), Perception 10 (+2), Strength 16 (+5)*, Vitality 12 (+3)*, Wits 9 (+1)

REACTIONS: Stamina +5*, Swiftiness +6, Willpower +4, Wisdom +3

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs, Horns) +8, Climb +9, Craft: Traps (Web) +7, Intimidate (Fear) +10, Jump +8, Observe (Spot) +7, Run +6, Stealth (Sneak) +9

SPECIAL ABILITIES: Armour (4), Multiple Attacks (claws, fangs, horns), Natural Weapon (claws, 1d6+3), Natural Weapons (fangs, 2d6+3), Natural Weapon (horns, 2d6), Poison (can choose deadly poison or poison of sickness; see box), Stench of Shelob, Terror, Webs of Shelob

SIZE: Mammoth (7 Wound Levels, 3 Healthy)

HEALTH: 17

RENOWN: 1

UNIQUE SPECIAL ABILITIES

STENCH OF SHELOB: Shelob's belly gives forth an unimaginably foul stench. Those who approach within 20 yards must make a TN 10 Stamina test or suffer a -2 test penalty to all tests as long as they remain. Those who fight her from within this radius must make a TN 15 Stamina test to attack at all. Those who fail suffer a -3 test result penalty as long as they remain in her deadly presence. If a character tries to attack her from beneath, apply an additional +5 TN modifier.

WEBS OF SHELOB: Shelob can weave thick, sticky webs. Cutting through a strand requires 5 points of damage from an edged weapon. Pulling one apart requires a TN 20 Strength test. A victim who has been completely wrapped up must make a TN 30 Strength test to break free. Furthermore, Shelob can quickly weave tough walls of webs to surround and trap her prey. If Shelob makes a TN 10 Craft: Traps (Web) test, she can build a web 5 feet tall and 5 feet wide as a full-round action.

SHELOB'S POISON

DEADLY POISON

TYPE: Injury

ONSET: 1 minute

POTENCY: +12 TN

TREATMENT: +12 TN

EFFECT: 2d6 points of damage

SECONDARY EFFECT: 1d6 points of damage

STAGES: 20

POISON OF SICKNESS

TYPE: Injury

ONSET: Immediate, then 1 minute per stage

POTENCY: +10 TN

TREATMENT: +10 TN

EFFECT: Reduce Strength and Vitality by 2d6 immediately. Reduce each by 2 additional points at each stage increment. At 0 in either, the victim falls unconscious, though continues to lose points. Lost points return at the rate of 1 per hour after all stages have run their course.

SECONDARY EFFECT: Half the reduction (1d6 at onset, 1 point per stage) described above.

STAGES: 20 after immediate effect

IN THE NOVEL

Shelob is the largest of the monstrous spiders known to roam Middle-earth. She is the queen of all such creatures, and her brood plagues other parts of the world, most notably in the darkest parts of Mirkwood. She is an ancient creature, the offspring of Ungoliant, the evil spider-beast that was the terror of the First Age.

Shelob is as large as a horse. Her body is entirely black, bloated and sagging with the internal rot that exudes from her in the form of a nearly unbearable stench. Her massive head sits atop a thin neck and is topped by nasty horns hanging over two, large, multifaceted eyes that glitter with malice. She has eight legs, each of which ends in a vicious claw, and she can move and climb upon them like a great hunting cat. The sting of her bite can either disable or kill any sorry enough to taste it.

Shelob dwells within caves in Cirith Ungol (Sindarin for 'Cleft of the Spider') in the Ephel Dúath. She does not serve Sauron, but he is aware of her presence and tolerates it. By hunting those who pass through Cirith Ungol, she guards the pass for Sauron, intentionally or not. From time to time, the Dark Lord sends some hapless creature up to the caves for punishment at her hands, and Shelob always appreciates the easy meal.

Fearing that the Ring might have made its way back to Mordor, Gollum struggled for many years to find a safe route into the place. In TA 3000, he discovered Cirith Ungol, and he tried to use it. Shelob captured him then, but the treacherous creature was canny enough to convince her to let him live if he would promise to bring her people for her meals from time to time.

Gollum makes good on that promise many times over the years. Eventually, he sees his chance to put

Sam and Frodo at the top of Shelob's menu, and he takes it. As he guides the Hobbits closer to Cirith Ungol under the pretence of getting them into Mordor, Gollum races ahead to inform Shelob that he is about to bring her a couple of tasty morsels for her larder.

Gollum leads Frodo and Sam into the tunnel at the top of Cirith Ungol and then abandons them there to their fate. When Shelob creeps forward to attack the Hobbits in the darkness, Frodo uses the phial of Galadriel to force her back. This victory is short-lived, however, as Shelob uses a side passage to clamber up and around the sides of the Ephel Dúath so she can ambush the Hobbits once again.

Shelob manages to capture Frodo by stinging him with her disabling venom. She then webs him up to carry him away with her, to be fed upon at her leisure. Before she gets far, though, Sam attacks her, putting out her eyes. She attempts to crush him beneath her bulk, but he braces himself beneath her, and she ends up impaling herself upon it.

Shelob's wounds could very well be lethal to her, but she is able to scurry away before Sam can finish her off. Whether she dies from the wounds or can find a way to survive even these crippling blows is impossible to tell.

IN THE FILM

Shelob does not appear in *The Two Towers* film at all. At the end of the film, Gollum comes to a decision to take the Hobbits to her, but he does not even mention her by name.

IN THE GAME

Throughout the First Age, Shelob could be found in the land of the Elves to the west of the Blue Mountains, before the defeat of

Morgoth cast that land into the Sea. She somehow managed to escape that destruction and worked her way south until she ended up in the mountains around Mordor.

In the early Second Age, it's possible that Shelob could be found just about anywhere in northwestern Middle-earth where there is a place dark enough for her to hide and enough prey for her to feast upon. She likely spent a good deal of time in Mirkwood, for instance, as many of her brood are there.

Eventually, Shelob found her way into Cirith Ungol in the Third Age. She was there when the Nazgûl marched their army over the pass and conquered Minas Ithil in TA 2002, although up until that point she kept her presence secret from the Men of Gondor who lived in Minas Ithil.

If the heroes wish to enter Mordor for some reason, the most likely route is through Cirith Ungol, via the same route taken by Frodo and Sam. Those who learn of this path and attempt to take it are doomed to encounter Shelob. Even if she is not warned of their approach—as Gollum alerted her to the Hobbits—she often keeps the far end of the tunnel through the mountains blocked with webbing. The noise of someone trying to cut through it should notify her of the intruder's presence.

Shelob rarely bothers to toy with her prey, preferring to sting them first and eat them later. She does not speak any tongue, making it difficult to communicate with her. She is intelligent enough to understand some bits of Westron, but her mouth cannot form the words. Gollum always speaks to her in Westron, taking her silence for acquiescence. When angered, she has tried to sting him more than once.



THÉODEN

'So that is the King of Rohan! . . . A fine old fellow. Very polite.'

— *Peregrin Took, The Two Towers*

RACE: Man (Middle Man: Rohirrim)
RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 8 (+1)*, Nimbleness 5 (±0), Perception 6 (±0), Strength 7 (±0)*, Vitality 5 (±0), Wits 5 (±0)

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

SIZE: Medium

ORDERS: Warrior, noble, knight

ORDER ABILITIES: Born to the Saddle, Deference, Domain (Rohan), Horse Archer, Horsemaster, Mounted Combat, Shield-Wall, Swift Strike, Warrior-born

ADVANCEMENTS: 16

SKILLS: Armed Combat: Blades (Longsword) +10, Armed Combat: Polearms (Spear) +9, Debate (Parley) +5, Inspire +6, Intimidate (Majesty) +4, Language: Rohirric +5, Language: Westron +3, Lore: History (Rohan) +8, Lore: Realm (Gondor) +4, Lore: Realm (Rohan) +9, Observe (Spot) +4, Persuade (Oratory) +4, Ranged Combat: Bows (Shortbow) +3, Ride (Horse) +9, Siegecraft (Unit Leadership) +6, Survival (Plains)+3

EDGES: Command 4 (the Riders of Rohan), Honour's Insight, Night-eyed 1, Rank 4 (King of Rohan), Resolute, Stern

FLAWS: Duty (to rule Rohan properly), Enemy (Saruman), Fealty (Rohan)

SPECIAL ABILITIES: Wretched Influence of Wormtongue

HEALTH: 9

COURAGE: 5

REOWN: 15

GEAR: Herugrim (longsword), spear, chainmail corslet, helm, small shield, *mearas* horse

UNIQUE SPECIAL ABILITIES

WRETCHED INFLUENCE OF WORMTONGUE: While Théoden is under Gríma Wormtongue's influence, all of his attribute scores are reduced by 3, all of his reactions are reduced to ±0, and he has a -3 test modifier to all skill tests. After he is cured by Gandalf, the onus of this special ability is forever removed.

IN THE NOVEL

Théoden, son of Thengel, was the seventeenth King of Rohan. He ascended to the throne upon the death of his father in TA 2980. At the time, Saruman had already begun causing trouble in Rohan, but the situation became far worse during Théoden's reign.

As the Shadow in the East grew, Saruman openly declared himself a foe of the Mark, claiming the lands of Rohan for himself. Even worse, one of the King's chief counsellors, Gríma Wormtongue, was secretly an agent of Saruman. Gríma used his twisted words to weaken the King before his time, filling his heart with such despair that he found it almost impossible to summon the will to defend his people against Saruman's forces. This caused a great deal of strife among the people of Rohan, for they still loved their king and dared not move openly against him despite the fact that it was clear that Gríma had somehow poisoned his mind.

With the coming of Gandalf to Meduseld, however, Théoden is renewed, and he immediately decides to lead his people into battle against Saruman. He orders his nephew Éomer freed and declares the younger man to be the heir to his throne, as Théoden's son Théodred had already died trying to defend the fords of Isen against Saruman's incursions. He then orders every able-bodied Man in Edoras to ready himself for war and ride with the king.

Théoden leaves his niece Éowyn in charge of Edoras while he is gone to war. Throughout all of the dark years, she cared for him personally, and he is confident that she knows the nation and its people as well as or better than anyone else. They are sure to be well cared for in her hands.

When Théoden realises that the fords of Isen are truly lost, he directs his Riders toward Helm's Deep, a fortified valley in which he hopes to make a desperate last stand against Saruman's invading force. The Riders and their friends are horribly outnumbered, though, and even with the aid of the fortifications it seems clear that they have little hope of carrying the day.

Despite his renewed vigour, Théoden is 71 years old when he leads his Riders out to battle. The rigours of the road, combined with the desperate situation in which the king suddenly finds himself, cause him to flirt with despair again and again. With the help of such heroes as Aragorn, however, he manages to throw off such thoughts. Even at the worst moment of the Battle of Helm's Deep, he determines that it is better to die fighting than to let hopelessness rule him. Fortunately, Erkenbrand and his forces arrive at the bleakest moment to help drive Saruman's army back.

After the victory at Helm's Deep, Théoden shows the Men who fought for Saruman mercy. They are to rework the fortifications of Helm's Deep and then leave Rohan forever, but their lives shall not be forfeit. The king knows all too well how effective the lies of Saruman are, and he has pity for those who shared the fate from which he suffered for so long.

Théoden also shows mercy to Gríma, who is perhaps the least deserving of it, considering all the damage he did to Rohan over the years. Time and time again, Théoden offers Gríma a chance to prove his loyalty to his king, but Gríma consistently sides with Saruman instead.

THE TWO TOWERS SOURCEBOOK

mostly out of fear of Saruman and his own inability to believe that anyone could ever truly forgive him for his traitorous actions.

Once Helm's Deep is in hand, Théoden rides with Gandalf to Isengard to confront Saruman. When the king finally meets the wizard, he samples the honey of Saruman's tongue first-hand, but he is unmoved by Saruman's words, no matter how sweet they may sound. In this, he shows that is his truly and fully his own Man once again, never to come again under the heel of another. What's more, Théoden tosses aside the chance to mend fences with Saruman—probably the politically wiser move—as he knows he cannot trust the wizard not to turn on him at the first sign of the shifting of the tide of the War of the Ring. Instead, he is determined to do what is right by bringing Saruman to justice. The only way he knows he can find peace with Saruman is when the wizard is dead.

Leaving Saruman trapped in Orthanc by a guard of Ents, Théoden and his contingent of Riders turn once again toward Edoras. They hope to return home briefly before the War of the Ring begins in earnest.

IN THE FILM

In the film, Théoden is much the same character as he is in the novel, but he finds himself in different circumstances. Instead of being imprisoned, Éomer has been exiled from Edoras with nearly all of the Riders. This puts the king in a much harder position, as he has few warriors with which to defend Edoras or Helm's Deep.

When Gandalf cures Théoden, it's clear that the king is being controlled remotely by Saruman, with Gríma offering more sensitive guidance in person. This is different than in the novel, but it helps to explain the sudden change in Théoden's personality more clearly. It's not just that he has

fallen into such despair after years of Gríma's advice. It's also that his mind has long been under the traitorous wizard's sway.

Freed of Saruman's influence, Théoden decides that the only thing to do is gather together the people of Rohan left to him and take refuge behind the fortified walls of Helm's Deep. At various points throughout the tale, it is clear that Théoden despairs of ever surviving Saruman's invasion of Rohan. He has too little might on his side, it seems, and little chance of any help arriving in time. This helps highlight how amazing it is when Haldir arrives with an army of Elf-archers in tow.

The destruction of the Elf-archers, along with most of the rest of the defenders of Helm's Gate, only serves to reinforce Théoden's despair. At one point, it becomes so deep that he essentially abdicates control of his forces to Aragorn, who still seems to hold out hope.



IN THE GAME

Any heroes who pass through Rohan must deal with the orders of Théoden if not with the man himself. Those who run afoul of the law of the

land may quickly find themselves hauled into Meduseld for judgement as well. If this happens while Gríma still holds sway over the king, this could easily go badly for the heroes. Otherwise, the heroes should find Théoden to be a wise ruler, full of mercy.

If the heroes come to Edoras while Gríma still controls the king's mind, they find the gates of the city shut to them, unless at least one among them knows the tongue of Rohan (Rohirric). Otherwise, they are considered to be foes of the king, as suspicion rules the land in these dark days.

Still, if the heroes remain near Edoras for some time, word of their arrival should reach the ears of Gríma. If the traitor feels the heroes could be of some use to him, he contacts them privately. Perhaps Gríma needs some task performed that he knows that any Man of Rohan would refuse. Unwary or ignorant heroes might be a bit less reluctant, though, particularly if they believe they are performing such a task to curry the favour of the king—or at least of the king's most trusted advisor.

After Théoden is freed from Gríma's foul influence, he is a changed man. However, he acts swiftly, so unless the heroes happen to be in Rohan at the time, they have few opportunities to interact with him. If they are in Edoras or nearby, he may summon them and ask them to bear messages begging for help to any potential allies of Rohan. Perhaps he sends them to search for Erkenbrand, not realizing that Gandalf has this mission well in hand. Or maybe he simply asks them to ride with him to war. If so, they can expect to find themselves quickly embroiled in the Battle of Helm's Deep, an epic chapter in any chronicle.

PEREGRIN 'PIPPIN' TOOK

*A fool, but an honest fool, you remain,
Peregrin Took.'*

— Gandalf, *The Two Towers*

RACE: Hobbit (Fallohide)

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

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

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

SIZE: Small (4 Wound Levels)

ORDER: Warrior

ORDER ABILITIES: Evasion

ADVANCEMENTS: 2

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

EDGES: Charmed Life, Curious

FLAWS: Enemies (servants of Sauron)

HEALTH: 6

COURAGE: 5

RENOWN: 2

GEAR: Elf-cloak of Lórien

TA 2990 to Paladin Took and Eglantine Banks. As the son of the Thain, Pippin was heir to the rulership of the Shire.

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

Puttering around Bag End, Merry became great friends with his older cousin Frodo Baggins, who had lived there with Bilbo since the year before Pippin was born. (Frodo is Pippin's second cousin once removed on Frodo's mother's side.)

Pippin was a nearly inseparable friend of his first cousin, Merry Brandybuck. Although Merry was eight years older than Pippin, the two spent a great deal of time together from their

childhood on. While the pair were full of the exuberance and incaution of youth (and their Fallohide heritage), Pippin was far and away the more reckless of the two. He was merely 28 years old when they set out with Frodo for Rivendell. Despite the fact that Pippin was in line to become the Thain of the Shire, he was squarely in his irresponsible *tweens* during the War of the Ring, as Hobbits do not come of age until they reach 33 years of age.

The Orcs who attacked the Fellowship near the falls of Rauros had orders to kill everyone but the Hobbits. Those small folk were to be captured and brought back to Isengard alive and unsearched. Boromir gave his life to defend both Merry and Pippin, but to no avail.

IN THE NOVEL

Peregrin
'Pippin' Took
was born in

The two friends were captured and carried off.

While being carried to Isengard, Pippin awakens before Merry, and he manages to not only figure out the details of their circumstances but also cut the bonds on his wrists, a feat that comes in handy later in the tale. This is really Pippin's chance to shine, as he proves that he is able to keep his head about himself in even the direst of circumstances.

When Grishnákh makes off with the two Hobbits to search and kill them in the confusion during the attack by the Riders of Rohan, it's Pippin who realizes what the Orc is after. Thinking quickly, he does his best impersonation of Gollum, hoping to fool the Orc into thinking that he might have the Ring on him, giving the Hobbit a bit of leverage in the situation. This causes the Orc enough frustration that he inadvertently alerts the Rohirrim to his location and is immediately slain.

Pippin and Merry instantly charm Treebeard with their evident good natures. He rewards them with Ent-draughts, which actually cause the Hobbits to grow several inches over the next few days, signalling they have once again matured beyond their humble beginnings.

When Gandalf and Théoden confront Saruman in Orthanc, Pippin is there too, sitting on the steps of the tower next to Merry and feeling a bit useless. When Gríma tosses the *palantír* down at Gandalf, it's Pippin who scrambles to recover it. However, he glances into it, and his curiosity is piqued. Later, when Gandalf is sleeping, Pippin takes the *palantír* from him and peer into it, instantly finding himself under the glare of the Lidless Eye.

This rash act inadvertently fools Sauron into thinking that Saruman has captured a Hobbit. When the Nazgûl dispatched to Orthanc to collect the Hobbit comes back to Mordor with news of Saruman's defeat, the War of the Ring is sure to begin in earnest. This may spell

Saruman's end, but it is sure to anger the Dark Lord as well.

At the end of the book, Pippin rides off with Gandalf towards Edoras and then Minas Tirith. He and Merry are finally separated, allowing each the possibility of finding his own part in this epic.

IN THE FILM

Pippin plays his role as a character of comic relief to the fullest in the film, though he still takes vital actions to ensure the heroes' successes. It is Pippin who leaves behind the brooch given to him by Galadriel that helps Aragorn track them, and it is he who finally convinces Treebeard—by diverting his path through the tree-fields destroyed by Isengard—that something must be done about Saruman.

In the film, Pippin is nothing if not irrepressible. Even the ordeal of being captured by the Orcs does little to truly dampen his spirits. He is prepared for worse, and he may yet find it.

IN THE GAME

During the time of *The Two Towers*, Pippin is rarely in charge of his own time. At first he is at the mercy of the Orcs that captured Merry and him. Later, he spends his days as a guest of Treebeard and Quickbeam. Only during and directly after the destruction of Isengard does he have any time to get into any kind of trouble—and he uses that time to raid Saruman's larders to find some decent food and even some surprisingly good pipeweed.

Despite his predicaments, Pippin is ever the eternal optimist. He never succumbs to despair, no matter how dark the days may get. As he grows taller from the Ent-draughts given him by Treebeard, he also seems to grow more confident, ready to take his place beside members of the other Free Peoples in the War of the Ring.

TREEBEARD

'Hoo! Now that would be telling! Not so hasty.'

—Treebeard, *The Two Towers*

RACE: Ent

ATTRIBUTES: Bearing 12 (+3)*, Nimbleness 6 (±0), Perception 10 (+2), Strength 16 (+5), Vitality 14 (+4), Wits 11 (+2)*

REACTIONS: Stamina +6*, Swiftiness +2, Willpower +3, Wisdom +3

SKILLS: Armed Combat: Natural Weapons (Branches) +10, Debate (Parley) +12, Healing (Trees) +8, Inquire (Converse) +8, Insight +8, Inspire +10, Intimidate (Power) +12, Language: Old Entish +10, Language: Sindarin +7, Language: Westron +8, Lore: Ents +8, Observe (Hear, Spot) +5, Persuade (Oratory) +7, Run +10, Stealth (Hide) +8, Weather-sense +5

EDGES: Doughty, Eloquent, Gift of Tongues, Hammerhand, Hardy, Indomitable, Rank (eldest of the Ents), Travel-sense, Wise

FLAWS: Battle-fury, Hatred (Orcs)

SPELLS: Fog-weaving, Misdirection, Power of the Land, Slumber, Spellbinding, Sundering. All of these can be cast as abilities.

SPECIAL ABILITIES: Armour (8), Brew Ent-draught, Natural Weapon (branches, 2d6), Root and Stone, Shroud, Trample (3d6), Vulnerability (axes), Vulnerability (fire)

SIZE: Huge (8 Wound Levels, 4 Healthy)

HEALTH: 22

COURAGE: 3

RENOWN: 5

UNIQUE SPECIAL ABILITIES

BREW ENT-DRAUGHT: Quickbeam can prepare Ent-draughts (see page 100) for himself and up to five guests, up to three times per day.

ROOT AND STONE: Ents can quickly demolish the structures of Men. By focusing their attentions on any such structure and spending a full round action, an Ent can do 1d6 plus its Strength modifier in points of Structure damage. (See pages 242–3 of the core rulebook for more information on how structures are damaged.)

SHROUD: Ents can create a cloud of shadow around themselves and their companions. This is similar to the spell *Mist of Speed*. While within this cloud, however, the Ents and those with them may move at twice their normal Movement Rate without fatigue, as long as the cloud remains.

IN THE NOVEL

Treebeard is an Ent, a race of creatures that resemble living trees and are the oldest living race on Middle-earth at the time of the War of the Ring. Also known as Fangorn, he is the oldest of the surviving Ents, making him the eldest creature in the entire land. He was young when the forests first sprang to life, and the forest in which he and his folk reside—Fangorn Forest—is named after him.

Like all Ents, Treebeard resembles a tree, and he can blend in well with a forest of them. He stands about fourteen feet tall and has skin that resembles green and grey bark. His arms and legs are covered with smooth, brown skin, and he wears a bushy grey beard that looks something like old moss growing on a framework of twigs. His eyes are a deep brown, but they sparkle with a green light.

Treebeard enters the tale when he discovers Merry and Pippin standing in a clearing and looking out over Fangorn Forest to the plains beyond. Hearing the Hobbits comment that they ‘almost’ like the place, he feels compelled to point out that he might ‘almost’ dislike them if he knew them better. Both he and the Hobbits are astonished at each other, neither of

them having heard of the other's race before. They quickly find that they each have kind souls, though, and they take a fast liking to each other. The Ent brings the Hobbits to his Ent-house, a spring-fed hollow in the forest, and feeds them nourishing Ent-draughts.

The Hobbits tell Treebeard of their journey from Rivendell and their escape from Saruman's Orcs, being careful to omit any mention of the One Ring. Treebeard suspects that they are withholding something from him, but he doesn't consider it important enough to bother with at the moment. The news that Saruman is working with Orcs and is in league with Sauron, though, troubles him deeply.

The next morning, Treebeard informs the Hobbits that he has called an Entmoot, a meeting of all the Ents in Fangorn Forest. They leave to join it immediately after breakfast, and they soon arrive at Derndingle, a wide clearing where the Entmoot is to take place. Treebeard leads the Entmoot, telling the other Ents of Saruman's treachery and calling for taking the fight to the wizard. As the Ent language is long and convoluted, it takes three days for the Ents to rouse themselves to war, but once they are ready they march on Isengard right away.

At Isengard, Treebeard leads the Ents into battle. He directs their efforts as best he can, including instructing them to route streams of water into Isengard, flooding the place's shallow bowl and trapping Saruman within. He later speaks with Gandalf about the troubles in Helm's Deep and sends the Huorns to come to Théoden's aid.

At the end of the novel, Treebeard watches over Isengard and Saruman and Grima, who are still caught within Orthanc. He promises to restore the place to its natural state once again.

IN THE FILM

Treebeard is much the same character in the film. However, he is a bit more active from the moment he appears on the screen. When Grishnákh carries Merry and Pippin into Fangorn Forest to question and kill them, Treebeard find them and squashes the Orc flat.

Soon after, Treebeard decides to take the Hobbits to Derndingle for the Entmoot. When the outcome of the Entmoot goes against Merry and Pippin, it is Treebeard—after a bit of manipulation from Pippin—who finally realises the extent of Saruman's depredations and calls the Ents to decisive action.



IN THE GAME

Before the War of the Ring, Treebeard can only be found in Fangorn Forest. Ents can cover a great deal of ground quickly with their long strides, but they hesitate to be away from their Ent-houses for long for fear that something could befall their beloved trees therein. Quickbeam's horrifying story of how his rowan trees were chopped down by marauding Orcs under Saruman's control is just one bitter example of what can befall the homes of wandering Ents.

That said, Treebeard is one of the best-travelled Ents in all of Fangorn Forest. The entire forest is named for him, after all, and he sees himself as a custodian of the whole place, including every kind of tree therein. Also, Treebeard is probably the most extroverted of the Ents. If he stumbles across the heroes—or any other visitors to Fangorn Forest—he is likely to

confront them, while most of the other Ents would probably be more than happy to let the intruders wander by unmolested, as long as they aren't actively attacking any trees.

Treebeard is friendly enough to any visitors who don't attempt to cut down any live trees. He is curious about the outside world, having long felt the winds of war curling in from the East. For most, he is happy to have a simple conversation, including a warning about leaving the trees of the forest alone. If the heroes can tell him aught of any of the White Council, though—especially of Gandalf and Saruman—his interest is truly piqued.

If the heroes are unwise enough to harm any living trees within Fangorn Forest and Treebeard learns of it, he deals with them harshly. If he catches the heroes in the act of violating a tree, Treebeard attacks the heroes immediately, calling any nearby Ents or Huorns to his side to aid him in defending the forest. If he catches up with the vandals after the fact, he is just as angry, but he might be willing to listen to reason from those who unknowingly trespassed in his land.

After the War of the Ring, Treebeard can be found in Isengard, working with the other Ents and Huorns there to transform the place into a peaceful garden. This project is sure to take many years, so it may be possible to find Treebeard walking between Isengard and neighbouring Fangorn Forest as well.

Rousing Treebeard to action should prove nearly impossible unless it directly affects the Ents and their trees. They care little for the outside world, wishing only to be left alone. Only years of attacks from Saruman's minions forced the Ents to finally rouse themselves to respond. Nothing less has a chance of garnering a similar response, although Treebeard himself might be persuaded to lend a hand in certain matters if his help alone would be enough.

UGLÚK

'I am Uglúk. I command.'

— *The Two Towers*



RACE: Uruk-hai

RACIAL ABILITIES: Claws, Tough Skin

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

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

SIZE: Medium

ORDER: Captain, Warrior

ORDER ABILITIES: Air of Command, Evasion, Swift Strike, Warrior-born

ADVANCEMENTS: 12

SKILLS: Armed Combat: Blades (Orc-longsword) +10, Inspire +7, Intimidate (Fear) +9, Language: Black Speech +3, Language: Orkish (dialect) +4, Language: Westron +4, Lore: Race (Orcs) +4, Observe (Spot) +6, Ranged Combat: Bows (Longbow) +7, Run +10, Siegecraft (Unit Leadership) +5, Stealth (Sneak) +3, Track (Scent) +1

EDGES: Bold, Command (Company of Saruman's Uruk-hai), Hammer-hand, Night-eyed 2, Stern, Tireless, Travel-sense, Warrior's Heart

FLAWS: Battle-fury, Fealty (to Saruman), Hatred (Dwarves, Elves), Rival (Grishnákh)

HEALTH: 12

RENOUN: 2

GEAR: Orc-chainmail, small shield, Orc-longsword, longbow, quiver of Orc-arrows

IN THE NOVEL

Uglúk is the leader of the band of Orcs who capture Merry and Pippin near the falls of Rauros. An Uruk, he is loyal to his master Saruman above

all others. This is a cause of tension between him and the Mordor Orcs commanded to work under him, but it bothers Uglúk little enough. He simply kills those who hesitate to follow his orders.

Uglúk likes his power, and he takes every opportunity to abuse it. Since his authority springs from the word of Saruman, all of the Uruks who work with him obey him unquestioningly. They know that if they fail to do so they risk the anger of both Uglúk and Saruman, either of which often entails a quick death.

As one of Saruman's Uruk captains, Uglúk knows that Saruman is constantly scheming against Barad-dûr. He takes pride in this, believing that he serves the power who will someday rule all of Middle-earth. To his mind, Sauron's age has passed, and it's only a matter of time before Saruman ascends to the Dark Lord's throne.

Uglúk may be vicious and bloodthirsty, but he is not stupid. He knows that his job is easier if he doesn't have to kill every one of his underlings in the course of getting it done.

He doesn't like having to work with Grishnákh and his Mordor Orcs, for instance, but he knows that they can have their uses. Not the least of these is to act as fodder in a battle, weakening any foes as the Orcs die so that the Uruks can have an easier time of sweeping clean the field of battle.

Uglúk is a canny leader. If he can help it, he takes care to ensure that he always has the edge in any conflict. When he set out from Isengard to attack the Fellowship and capture the Hobbits, he took more Uruks than Orcs with him, just in case the soldiers of Mordor decided to rebel at any point. Then, as the battle commenced, he sent the Orcs into battle first, further reducing their numbers and the threat that they might try to abscond with the Hobbits to Mordor after the fight.

After Uglúk and his Orcs capture Merry and Pippin near Nen Hithoel, the Uruk captain hurries his captives and soldiers off at a flat-out sprint for Isengard. First, he is trying to outrun any pursuers. Second, he knows that the more time his outfit spends on the plains of Rohan the greater the

chance that a patrol of Riders might spot them. Third, he is eager to get the Hobbits to Isengard before any of the Orcs with him decide that having fun with the captives would be worth risking the wrath of Saruman.

When Grishnákh challenges Uglúk's authority, the Uruk kills a handful of Orcs. In the confusion, Grishnákh slinks off, just as Uglúk expects. The Uruk knows that all of the Orcs with him are inherently cowards who only understand violence—just like him. He always acts accordingly, which is how he's advanced so far in Saruman's ranks.

Uglúk does his best to organise a defence against Éomer's Riders when they encircle and attack the Orcs. His first priority is to keep the prisoners alive, but he eventually is forced to ignore them to try to save his own hide. Despite this, he is killed in the ensuing battle, loyal to Saruman to the end.

IN THE FILM

Uglúk is much the same in the book as he is in the film, in the end meeting his fate at the hands of the Riders of Rohan under Éomer's

authority. He fights well but is doomed from the start.

IN THE GAME

As one of Saruman's Uruks, Uglúk can only be found near or within Isengard before the War of the Ring. Saruman does not wish to tip his hand before he is ready, so all of his Uruks and Orcs are under orders to keep out of sight of outsiders. If word got out that Orthanc towered over a massive army of Orcs, there is little doubt that the Free Peoples would move against Saruman immediately, perhaps before he is truly ready for such a conflict.

As the War of the Ring gets closer, Saruman becomes bolder about sending his Uruks out further from Isengard. Uglúk, in particular, is one of his most trusted captains, which is why the Uruk is trusted with the vital task of bringing the Hobbits to Orthanc. After Gandalf is captured, it's possible to find Uglúk anywhere within 10 leagues of Isengard. His venture to capture the Hobbits in the Eryn Muil is the farthest abroad he is sent during this time, however.



GRÍMA WORMTONGUE

'At [Théoden's] feet upon the steps sat a wizened figure of a man, with a pale wise face and heavy-lidded eyes.'

— *The Two Towers*

RACE: Man (Middle Man: Rohirrim)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 10 (+2)*, Nimbleness 6 (+0), Perception 8 (+1), Strength 5 (+0), Vitality 5 (+0), Wits 9 (+1)*

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

SIZE: Medium

ORDER: Magician, noble

ORDER ABILITIES: Courtier, Spellcasting

ADVANCEMENTS: 3

SPELLS: *Command* (no gestures), *Voice of Command* (no gestures), *Voice of Suasion* (no gestures)

SKILLS: Armed Combat: Blades (Longsword) +1, Conceal (Hide Treasure) +3, Debate (Negotiate) +5, Inquire (Converse) +3, Inspire +4, Intimidate (Power) +4, Language: Rohirric +4, Language: Westron +3, Lore: Realm (Rohan) +4, Observe (Spot) +3, Persuade (Charm) +6, Ranged Combat: Thrown Weapons (Dagger) +1, Ride (Horse) +4, Stealth (Sneak) +2

EDGES: Eloquent, Furtive, Hoard, Honey-tongued 2, Night-eyed, Rank (advisor to Théoden)

FLAWS: Craven, Dark Secret (servant of Saruman), Enemy (Gandalf), Fealty (Saruman and Théoden)

HEALTH: 5

COURAGE: 4

GEAR: Longsword, horse



IN THE NOVEL

When we first meet Gríma, also called Wormtongue, he is sitting on the steps beneath King Théoden's throne. Although he is in a position inferior to that of the king, both physically and socially, he stands between the king and the rest of the world. He is the filter through which Théoden gains all information about the lands outside of Meduseld, and conversely most of Théoden's orders pass through him too.

The son of Gálmód, Gríma came from a good family in Edoras, enough so that he was awarded a position of trust within Meduseld, despite his lack of skill both with a horse and arms. Somehow, though, Saruman turned Gríma to his own needs, making him a secret traitor to his homeland.

How Saruman twisted Gríma's heart is unclear. Perhaps the wizard used sorcery to control the man's mind, although it seems that Gríma was a willing participant in Saruman's evil plans. More likely, Saruman was able to offer Gríma things that he wanted. Control over the destiny of Rohan was certainly one of these, but the lure of Éowyn's hand may have been an even more irresistible promise.

No matter the cause, Gríma certainly served his true master well. When Aragorn, Legolas, and Gimli follow Gandalf into Meduseld to meet with Théoden, they find the king aged far beyond his years, mostly by the despair that Gríma has been feeding him on a daily basis for months on end. Instead of embracing Gandalf as a much-needed but unlooked-for ally in a trying time,

Théoden actually blames the wizard for his current woes. This claim is patently untrue, but while it is Théoden's voice we hear, the words clearly belong to Wormtongue instead.

The last time Gandalf visited Meduseld, he was on his way to Rivendell after finally managing to escape Orthanc, where Saruman had imprisoned him atop the tower. At the time, he was in too much of a hurry to deal with Wormtongue, and he asked only for the loan of a horse, which Théoden begrudgingly granted, simply to get rid of the 'troublesome' wizard. When he returns as Gandalf the White, he must deal with Théoden directly to rally the king to the cause of the Free Peoples. When Gríma interferes, Gandalf simply strikes the man down.



The effect of Gríma's fall on Théoden is immediately apparent and all to the good. While Gríma lies stunned on the floor of the throne room, Gandalf leads the king into the sunlight outside of Meduseld, and the years almost instantly melt away from the man, along with most of the despair that Gríma fed to him.

Once Gríma recovers, the reinvigorated Théoden asks him to ride to war with him and prove his claim of loyalty. Gríma, ever the coward, attempts to convince Théoden to let him stay in Edoras and rule as the king's steward until he returns from the war. Théoden is no longer fooled by the traitor, but he repeats his original offer, stating that Gríma must ride to war or leave Rohan forever.

Gríma chooses to run for it. At Théoden's order, the ex-counsellor is given a horse and free passage from Rohan.

Scared, but sure that Saruman shall prevail, Gríma rides for Isengard. When he arrives here, he finds the place destroyed by the Ents and their Huorns. He tries to leave, but Treebeard captures him before he can escape. Gandalf managed to beat Gríma to Isengard, and he warned the Ents about the traitor.

Treebeard gives Gríma the option of waiting with him for Gandalf and Théoden to arrive or entering Isengard to meet with Saruman. Frightened of Gandalf more than Saruman, Gríma—who cannot swim—wades through the flooded bowl of Isengard to enter Orthanc.

When Gandalf and Théoden finally arrive at Orthanc, Gríma opens the window on the balcony overlooking the front door and talks with the visitors. Ordered to fetch Saruman, he complies.

Later, just after Gandalf shatters Saruman's staff, Gríma grabs a large stone and hurls it down at Gandalf from above, although he misses the wizard entirely. Unfortunately for him, this is the *palantír* of Orthanc, which Saruman is sure to miss sorely.

At the end of the novel, Gríma is trapped within Orthanc with Saruman, the place still guarded by the Ents, who plan to flood Isengard once again.



IN THE FILM

Gríma's role in the film is essentially the same as that in the novel. However, his treachery runs deeper. When the king's son Théodred comes back injured from battle with Saruman's forces, Gríma secretly poisons the heir to the throne of Rohan while he still lays wounded. His desire for Éowyn is more overt as well, putting him into more direct conflict with Aragorn for the lady's attentions.

Gríma's influence over the king is strong within the film, but it benefits more directly from Saruman's magic, which helps to bend the king's will. In the novel, it seems that Théoden's frailty is brought on and sloughed off more due to the inherent magic of Middle-earth rather than any spell, but in the film it's clearly due to Saruman's sorcery.

When Théoden recovers, he immediately decides to put Gríma to death, but Aragorn intervenes on Gríma's behalf, asking for mercy for the pitiful wretch. This is despite the

fact that Gríma's influence has had the terrible effect of encouraging Éomer to run off with most of the Riders, leaving Edoras undefended against Saruman's marching army. Théoden sees the wisdom in such mercy, though, and lets the traitor slink away.

Gríma informs Saruman of the culvert that runs under the wall of Helm's Deep. From this, Saruman forms his plan to use his blasting-fire to bring down the wall. Once Gríma sees the extent of Saruman's Orc-army and realizes the gravity of the corrupt wizard's ambitions, he feels remorse—too late—at the depth of his own treachery.

IN THE GAME

Those who visit the halls of Meduseld are sure to encounter Gríma, especially as the War of the Ring nears. Before then, he infrequently rides to Isengard in secret to meet with Saruman and report to him of what is happening in Edoras. If the heroes encounter him near or in Isengard, he is sure to tell them he is there on the king's business, taking counsel with Rohan's powerful neighbour. In essence, this is the truth—twisted, of course, to Gríma's own ends.

If the heroes are truly strong and fearsome champions of the Free Peoples, Gríma is happy to do whatever he can to undermine them, particularly if they stand against Saruman. If the heroes are actually working with Saruman—likely because the wizard fooled them into doing so—Gríma acts like their best friend.

Gríma almost never takes a stand directly against someone—unless he is sure he can get away with it. An inveterate coward, he prefers to instead turn others against his enemies whenever possible, allowing the ideas he plants in their heads to do his work for him.

PLACES

'Caves, they say! Caves! Holes to fly to in time of war, to store fodder in! . . .

[D]o you know that the caverns of Helm's Deep are vast and beautiful?'

— Gimli to Legolas, *The Two Towers*

The magic of Middle-earth is often not to be found in the hands of wizards, but in the very land itself. The lands of *The Two Towers* brim with magic, wonder, and horror, from the Dead Marshes to the Glittering Caves. This chapter features descriptions of these truly fateful places, along with adventure seeds. The Narrator should pick and choose from them as she wishes, applying them to the chronicle as best suits its needs.

AGLAROND

Adjacent to the fortress of Helm's Deep is a vast network of deep caverns known as the Glittering Caves of Aglarond (Sindarin for 'Glorious Chamber'). During the War of the Ring, they served as a storehouse for the fortress of the Hornburg and as a place where the Rohirrim could wage a last stand if the Hornburg fell.

The Glittering Caves are famous for their great natural beauty. They

were formed by tumultuous upheavals of the White Mountains during the early First Age of Middle-earth and carved out of the natural sandstone of the Ered Nimrais by the Deeping Stream that served as the major waterway of Helm's Deep. Aglarond is known as the Glittering Caves because its walls are laced with crystals, gemstones, and ore, all of which glitter in torchlight. These treasures were not mined by the Rohirrim.

The caves can be reached on foot from the Hornburg through the nar-



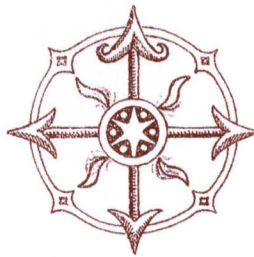
rows of the Deeping Coomb, a series of choke points in the Deeping Valley that are easily defended in time of war. Within Aglarond itself, secret tunnels connect the caves with hidden exits in the White Mountains, providing an easy escape route for those aware of them. This would require a Lore: Realm (Rohan) test (TN 10).

During the Battle of Helm's Deep in the novel, Gimli, Éomer, and a band of Rohirrim were driven back to these caves, where they held firm against a large force of Orcs and Uruks. Despite the fact he was fighting for his life at the time, Gimli immediately fell in love with the place and struck a friendly wager with Legolas that only he could adequately describe their beauty. Gimli later won this bet, and it was said to be the first time a Dwarf ever bested an Elf in a contest of words.

The size of the Glittering Caves is a matter of conjecture. Éomer said that 'hundreds' could lie hidden in the caves, while Gimli described them as 'chamber after chamber . . . hall opening out of hall, dome after dome, stair beyond stair.'

Gimli described Aglarond as filled with 'columns of white and saffron and dawn-rose . . . fluted and twisted into dreamlike forms; they spring up from many-coloured floors to meet the glistening pendants of the roof' and 'filled with an everlasting music of water that tinkles into pools, as fair as Kheled-zâram in the starlight.'

Upon one's first sight of the splendour of Aglarond, any Dwarf may be smitten with wonder. A Dwarf who sees Aglarond for the first time must make a TN 10 Willpower test or be awe-stricken for one round and unable to act. Immediately thereafter, the Dwarf gains a +2 bonus to all physical tests for the next three rounds, as he is deeply motivated to defend such a beautiful place. After departing the Glittering Caves, visitors forever after gain a +2 test bonus to Perform tests when describing them in poem, tale, or song.



ADVENTURE HOOKS

While the Glittering Caves may not be well known outside of the borders of Rohan, they are certainly prominent in the minds of the Rohirrim. Here are three adventure seeds prepared to help you illuminate the caves. The suggested length of the adventure is shown in parentheses after its title.

TRAPPED: (short) The son of a prominent Rider of Rohan has gone missing somewhere near Helm's Deep, and everyone is looking for him. The heroes are charged with plumbing the depths of the Glittering Caves, as it's feared that the boy may have been drawn into the place by rumours of the sights therein.

The boy is easy enough to find with a bit of exploration. Getting him out is another task entirely. The child is currently trapped on a crumbling ledge of rock hanging out over a deep chasm. A Man's weight on the ledge would surely collapse it, and the boy is too small and frightened to be trusted to hold on tightly to any rope tossed down to him.

PROVISIONS: (medium) As the War of the Ring approaches, inventories taken of the provisions stored in the Glittering Caves show that substantial quantities of them are going missing. This is a serious matter, and the Rohirrim would like it investigated. The mission is ideal for a group of outsiders who have no ties to those who might be behind the thefts. Théoden fears that these crimes are

being committed by traitors within his own people, and Gríma is happy to fuel these thoughts, as they keep the king from thinking long on the problem of Isengard.

The culprit is a woman who is the granddaughter of a Dunlending who settled on the edges of Rohan and married a Rohirric woman there. On her grandfather's knee, the thief heard tell of the treachery of the Rohirrim, so her loyalties lie with Dunland. Lately most of the resources of Dunland have been confiscated by Saruman to bolster the fortunes of Isengard, and the people of that land are hungry. Learning of the stores in the Glittering Caves, the thief decided to pilfer them for her grandfather's countrymen.

Catching the thief may prove tricky, as she is well acquainted with the winding ways of the caves and uses her knowledge to help her elude any pursuit. Although she is a thief, she is not violent. If cornered, she surrenders rather than be killed. If the characters apply diplomacy to the situation (as opposed to force), they might be able to make some allies among the Dunlendings and gain a future advantage against Saruman.

DELVING: (long) It is the Fourth Age, and Rohan has triumphed over its enemies. The Glittering Caves are old and beautiful, and many areas are unexplored. The blasting fire Saruman's army used during the Battle of Five Armies caused a wall to collapse, and a vast new area of the caves was uncovered. The King of Rohan would like this area explored.

What the heroes find in this vast, uncharted region of the caves is up to the Narrator. No matter who or what might inhabit the place, if the heroes can clean it out, they earn the gratitude of both the King of Rohan and of Gimli, who hopes to set up a colony of Dwarves here to fashion the Glittering Caves into the greatest underground home in all of Middle-earth.

CLITTERING CAVES OF ACLAROND



THE BLACK GATE OF MORDOR

'Across the mouth of the pass, from cliff to cliff, the Dark Lord had built a rampart of stone. In it there was a single gate of iron. . . .'

— The Two Towers

The Black Gate of Mordor is the fortified gap at the mouth of the Ered Lithui (Sindarin for 'Mountains of Ash'). At the end of the Second Age, the armies of the Last Alliance used this pass for their assault on Mordor, and after the fall of Sauron, the Men of the young kingdom of Gondor built two great towers here: Narchost and Carchost (also known as the Towers of the Teeth), which sat on each shoulder of the pass. These

citadels were meant to contain the evils that remained in Mordor and to guard against the Shadow should it ever return to its black home.

However, as Gondor declined, the towers fell into disrepair, and they ultimately failed in their purpose. After Sauron returned and showed himself openly, he seized the towers, repaired them, and built a huge stone rampart across the pass. In the centre of this rampart, Sauron built a single, huge gate of iron: the Morannon (Sindarin for 'Black Gate').

The ramparts were unceasingly guarded by Uruk-hai sentinels, and the gate would not open unless one knew a secret password. The defences were bolstered by hundreds of fortified caves and boltholes in the cliff face that housed a host of Orcs, allowing Sauron or his lieutenants to summon an army at a moment's notice. The number of troops that could be stationed here could probably be estimated in the tens of thousands.

When Sam, Gollum, and Frodo journeyed to Mordor, Frodo intended to use this pass to cross into the Black Land. Once they finally beheld this impregnable fortress, however, they realised they could not safely enter Mordor this way. Gollum suggested that Frodo go south and cross over the mountain around Mordor by way of Cirith Ungol instead, advice which almost proved to be Frodo's undoing.

ADVENTURE HOOKS

The Black Gate of Mordor is one of the most dangerous locales in all of Middle-earth, barring only Mordor itself. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

PASSWORD: (short) King Denethor of Gondor wants to know the password to open the Black Gate. The heroes are charged with procuring it. Working with the Rangers of

MORANNON



THE TWO TOWERS SOURCEBOOK

Ithilien, they arrange to ambush a small company of Easterlings and extract the password from their leader. True heroes will, of course, not resort to torture, although they may struggle with the temptation. Wittier souls may attempt to trick the words from an Easterling's head instead.

The Rangers of Ithilien help disguise the heroes as Easterlings to make it easier for them to travel near to the Black Gate without fear of being captured themselves. Once the heroes reach the wasteland in front of the Black Gate, they need only await their chance to attack. If the heroes are spotted, they may find themselves being questioned by a troop of Uruks on patrol. Even if the heroes manage to convince the Uruks that they really are Easterlings, the Uruk-captain tries to hustle them into Mordor to join the ranks of the Easterlings therein, putting the heroes in a hard spot.

SHOOTING THE MESSENGER: (medium) As a young man, Prince Gartog of Rhûn was welcomed by Ecthelion (father of Steward

Denethor) as a guest in Minas Tirith, where he was received with courtesy and respect. The young Easterling impressed all who met him, and he displayed a noble character that few in Gondor have ever associated with the Men of the East.

Now an old but hale Easterling chieftain, Gartog has led his best warriors into an alliance with Sauron. Despite this, Denethor is convinced that Gartog's loyalty to Mordor is shaky at best. The steward believes the prince might switch sides if he were reminded of his boyhood days in Gondor. Denethor reveals that Gartog is currently a guest within the tower of Carchost. None in Gondor knows how Denethor learned of such things, but all know that the steward is a man of vision.

The heroes are charged with reaching Gartog and persuading him to ally with Gondor against Mordor. To that end, they are to disguise themselves as Easterlings, travel to the Black Gate, reach Gartog's embassy in the tower of Carchost, and deliver a scroll that contains Denethor's message of friendship. Getting to Gartog is far easier said than done. Not only do the heroes have to evade capture by the Orcs and Uruks constantly marching around the place, they also have to get through all of Gartog's soldiers, loyal Men who protect him ceaselessly.

ENSLAVED!: (long) While traveling through Ithilien—either on patrol with the Rangers or simply passing through—the heroes are captured and taken to the Black Gate.

BLACK GATE FORTIFICATIONS

FORTIFICATION	PROTECTION	STRUCTURE
Carchost, Narchost	6	90
Morannon gate	7	8
Morannon wall	9	14



There, they—along with captured Gondorians, Dalesmen, and Dwarves—are being used as slave labour to bolster the defences of Sauron the Great.

The primary and most obvious goal for the heroes is to win their freedom. However, Carchost and Narchost are also command centres for many of Mordor's armies. While working as slaves, the heroes learn of the location of copies of Sauron's battle plans for Gondor and Rohan. If they can manage to steal these and bring them to either Denethor or Théoden, they strike a mighty blow against Sauron on behalf of the Free Peoples.

CIRITH UNGOL

'[S]ome dark terror . . . dwells in the passes above Minas Morgul. If Cirith Ungol is named, old men and masters of lore will blanch and fall silent.'
— Faramir, *The Two Towers*

The realm of Mordor itself is a giant fortress surrounded by virtually impassable mountain ranges, but it has one weak spot: the pass of Cirith Ungol (Sindarin for 'Cleft of the Spider'). This is located on the Ephel Dúath and accessible via a northward path in Morgul Vale. Unless someone knows exactly where to look (as Gollum did), it requires a Perception Test (TN 15) to find it when looking up at the mountains.

Reaching this road requires a dangerous climb. First, you must climb a narrow ledge over the Morgul Road, then navigate two long and ancient stairways: the Straight Stair and then the Winding Stair. The stairs of Cirith Ungol are a gruelling and dangerous climb. It requires an Acrobatics (Balance) check (TN 15) to safely navigate each staircase. If

either test fails, the hero takes 1d6 points of damage from falling at some point on the climb.

The Straight Stair was cloven into the mountainside and through the erosion of the centuries has become an uneven and treacherous passage. The Winding Stair is the longer of the two stairways and rides the ridges of the Ephel Dúath until it reaches high into the mountains, where it opens up into a series of tunnels (Torech Ungol, 'Lair of the Spider') that has been bored through the upper peaks. Here the monstrous Shelob lives. Torech Ungol passes through the mountains for about ten miles. At its eastern end is an undergate to Tower of Cirith Ungol, a citadel that had been built by Gondor on the eastern slopes to keep a watch on Mordor during the early years of the Third Age.

Sometime during the First or early Second Age, Shelob, greatest of the spiders of Middle-earth, came down from the North and settled in the pass. The pass was under the control of Gondor for many years, but even the greatest warriors of Gondor—during the height of its power—could not slay her, and Cirith Ungol acquired a dreadful reputation. When Sauron governed Mordor, Shelob found a kindred spirit. The Dark Lord referred to her as 'his cat' and fed her prisoners for sport.

When Sauron captured Gollum, he allowed the wretched creature to use Cirith Ungol to escape from Mordor. Within Torech Ungol, Gollum encountered Shelob and made a pact with her. She agreed to give the emaciated creature his freedom, provided that he promised to deliver unwary travellers into her maw.

When Frodo made it clear that he intended to go to Mordor, Gollum offered to lead him into Cirith Ungol. Despite the warnings of Faramir (who knew the pass's reputation), Frodo, Sam, and Gollum crossed into Morgul Vale, endured the gruelling

trek up the two great stairs, and entered the tunnel. Here Gollum betrayed them. Shelob overcame Frodo, and Samwise, mistakenly believing that Frodo was dead, took the Ring from his master and decided to continue the Quest on his own. Frodo's body was captured by Orcs and taken into the Tower of Cirith Ungol.

The tunnel of Torech Ungol is filled with the stench of centuries of Shelob's defilement, 'as if filth unnameable were piled and hoarded in the dark within.' When characters enter the tunnel, they need to make a Stamina test (TN 10) or become immobilised by nausea for 1d6 rounds. Once inside the tunnel, additional Stamina tests (TN 8) are required in places where the defilement is particularly heavy.

ADVENTURE HOOKS

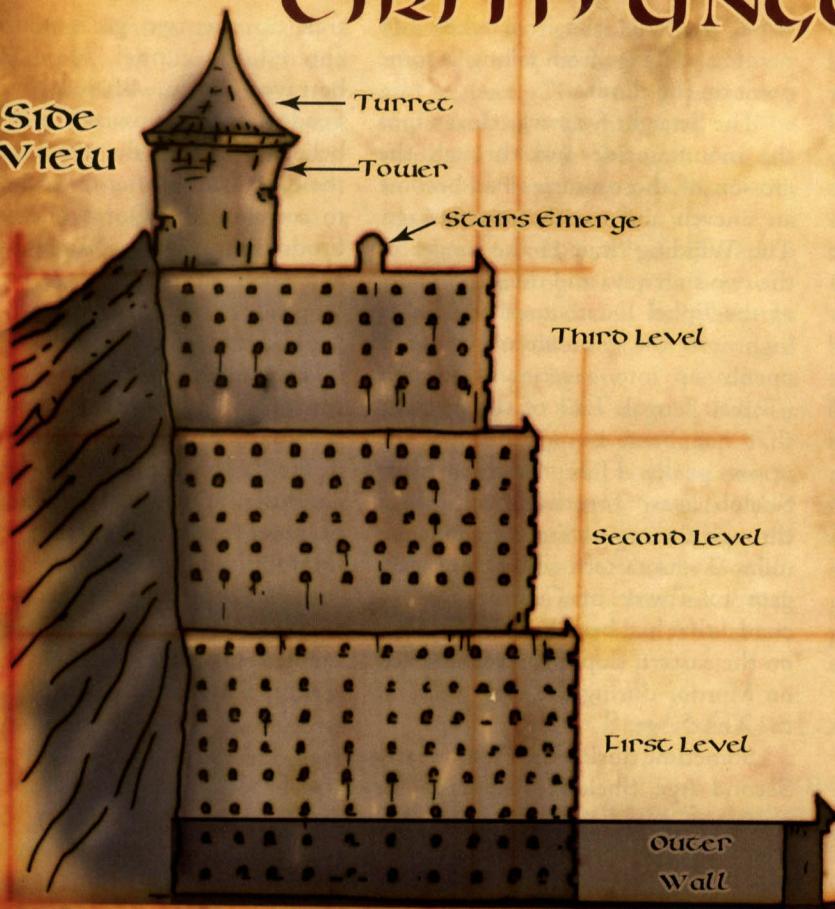
Only those foolhardy enough to want to enter Mordor—or brave enough to try to escape from it—are likely to enter Cirith Ungol. Still, there may be other reasons. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

THE QUEST OF TORECH UNGOL: (short) After the end of the Third Age, King Elessar of Gondor has a special quest for any knight of Gondor, Arnor, or Rohan brave enough to attempt it: Enter the tunnel of Torech Ungol and make certain Shelob is dead.

Heroes who rise to the challenge of this quest discover that Shelob is alive and very much recovered from the wound that Sam dealt her. However, she is also very hungry, as the Orcs on whom she normally feeds have lately been in short supply. She attacks any potential quarry with extreme ferocity.

CIRITH UNÇOL

Side View



Plan View



A RANGER IN NEED: (medium) Dariman, a Ranger of Ithilien, was captured by Orcs, but he managed to escape and make his way onto the Winding Stair. The heroes are charged with rescuing him, possibly at the request of Faramir, whose Rangers are busy engaged with the Easterlings in other parts of the land.

Unfortunately, Dariman forgot the Ranger's most important rule for surviving in Morgul Vale: Don't drink the water. He's been poisoned, and he's dying. The heroes must cure his ailment before he can be safely moved. See page 117 for details on the poison.

EYES IN THE DARK: (long) The heroes are asked to station themselves near the crossroads of Ithilien and keep watch on Minas Morgul. One night, when one of the heroes looks upwards at the pass of Cirith Ungol, he gets the feeling that something is looking back at him.

Upon his return to civilisation, that hero discovers that large numbers of spiders are attracted to any place where he resides, and he experiences horrible nightmares where he's being watched by many eyes. He's also sleepwalking during these nightmares—and attempting to commit violent acts that involve wrapping the victims in a blanket-cocoon and draining them of blood. To find a cure for this madness, the heroes may have to return to Cirith Ungol to prepare a poultice made of Shelob's remains.

THE DEAD MARSHES

'The only green was the scum of livid weed. . . . Dead grasses and rotting reeds loomed up in the mists like ragged shadows of long-forgotten summers.'

— *The Two Towers*

East of Rauros and the Eryn Muil sprawls one of the most terrifying places in Middle-earth: the Dead Marshes. This vast (approximately 2,000-square-mile) region of swamp was once part of Dagorlad, the battlefield before the Black Gates where the forces of the Last Alliance overcame the armies of Mordor. After the battle, this area was used as a burial ground for Elves and Men, but over the course of the Third Age, the Marshes swallowed the graves.

The dark powers of the age were drawn to the death that lingered there, and the Marshes received a terrible enchantment. At night, those who peered down into the Dead Marshes beheld the faces of the dead lit by candlelight. Over their long history, more than one person became so entranced by the marsh-lights that he was drawn to his doom.

Even without the magic of the graves, the Marshes are a treacherous

place for travellers. The region is composed of mostly slimy mud at its edges and a vast network of pools, streams, and bogs at its centre. A person must skip from island to island to safely traverse the perilous land. When Frodo, Sam, and Gollum passed through the Marshes, only Gollum's knowledge of the region kept them from drowning or becoming entranced by the lights.

South of the Dead Marshes is a no-man's land choked with ash and cracked mud, in which nothing green could live. This area, which encompasses hundreds of square miles in front of the Black Gate, provides the outside world with a taste of Mordor.

The mud and muck of the Dead Marshes is a potential death trap. For every ten miles that a party travels through the Marshes, the heroes must collectively make a TN 10 Survival test, using the best character's Survival skill. If this fails, every character must make a TN 10 Swifttest or fall into a sinkhole. Those who do then suffer drowning damage until they die, are pulled to safety, or manage to extract themselves with a successful Climb test (TN 15).

Certain areas in the Dead Marshes are inhabited by Marsh-wraiths, ancient spirits that beguile travellers and try to lure them to their doom.

MARSH-WRAITH

ATTRIBUTES: Bearing 10 (+2)*, Nimbleness 6 (+0), Perception 6 (+0), Strength naught, Vitality 15 (+4)*, Wits 6 (+0)

REACTIONS: Stamina +4*, Swifttest +0, Willpower +2, Wisdom +2

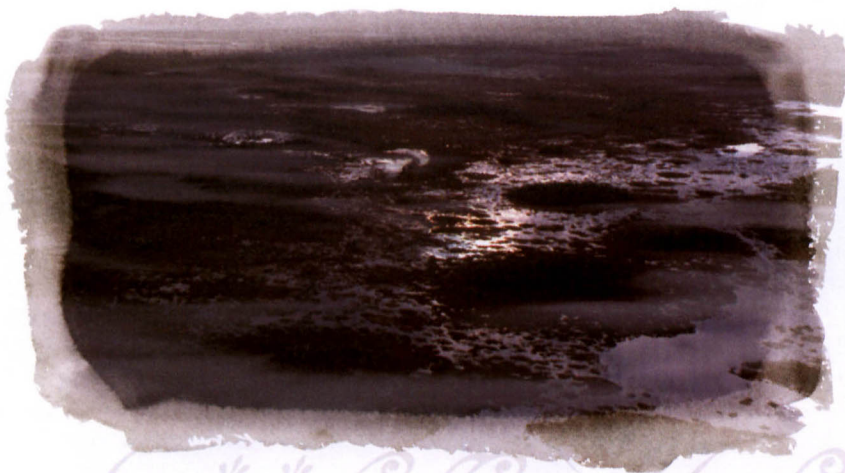
DEFENCE: Naught

MOVEMENT RATE: 3 yards

SPECIAL ABILITIES: Entrancing Light, Forever Tethered, Incorporeal, Invulnerable (all physical harm), Stench of Death, Vulnerable (see below)

SKILLS: Intimidate (Power) +6

FLAWS: Hatred (living things)



DEAD MARSHES



SPELLS: *Power of the Land*
SIZE: Medium
HEALTH: Naught

UNIQUE SPECIAL ABILITIES

FOREVER TETHERED: A Marsh-wraith may not travel more than one mile from its centre of power, the place where its body is forever entombed beneath the marsh-loam.

VULNERABLE: The only way to battle a Marsh-wraith is to engage it in a contest of wills (see page 222 of the core rulebook). Marsh-wraiths typically refuse to enter these contests, however, and the only way to compel an engagement is to travel to its centre of power. When a Marsh-wraith is defeated in a contest of wills, it is dispersed permanently.

ENTRANCING LIGHT: A Marsh-wraith can manifest an entrancing light directly above its centre of power. Anyone who stares into this light must make a Willpower test opposed by the Marsh-wraith's Bearing. If the target fails, he is drawn into the nearest pool and begins to drown (see page 245 of the core rulebook). Alternatively, the Marsh-wraith can simply hold the target there, staring into the water until he starves. In this case, the target can attempt a new opposed test to break free once per day.

STENCH OF DEATH: Within a mile of its centre of power, the Marsh-wraith can draw upon the stench of death to plague those who approach it. Within this area, all living creatures must make a Stamina test (TN 15) or suffer a -3 penalty to all physical tests.

DESCRIPTION

These malevolent beings are the spirits of ancient warriors trapped forever beneath the Dead Marshes. Ancient bones, buried deep, are their only physical remains, but they can manifest within a mile of this centre of power as insubstantial, horrific

phantasms trailing rotting flesh and garments, grasping for any living creature unlucky enough to come nearby.

Not all of the dead beneath the Dead Marshes have become Marsh-wraiths, though there are few—if any—places within the Dead Marshes that are not within a mile of at least one Marsh-wraith's centre of power. Where these creatures' areas of influence overlap they typically ignore one another, each individually wishing no more than that the living be lured into the muck.



ADVENTURE HOOKS

The Dead Marshes are a foul place for anyone to be stuck in for any length of time, but some unlucky heroes may find their fate leads them there. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

JOURNEY THROUGH THE SWAMP: (short) While battling Orcs in the Emyrn Muil, the party of heroes was dispersed. One of them headed into the Dead Marshes and hasn't been seen since. The heroes must rescue him.

While in the swamp, the heroes discover that their comrade has fallen in love with the face of a beautiful maiden that stares up at him through a pool. He has become so entranced by the dead vision that he stares at it to the exclusion of all else. To break the spell, the heroes must defeat the Marsh-wraith in a contest of wills.

FELL ARE THE FENS: (medium) Orcs have been employing a new poison, one derived from plants that can be found in the Dead Marshes. The heroes are tasked with finding the flower and bringing it back to a herbalist so that he can concoct an antidote.

The plant is *aegloth* (Sindarin for 'abhorrent bloom'), a ghastly purple and white flower that's roughly the size and shape of a tulip. Unfortunately, the plant is only found in the deepest and most dangerous part of the swamp, and it's so potent that if it's mishandled (TN 8 Survival test) the handler suffers the effects of the poison.

REMEMBERED: (long) In Minas Tirith, a ghostly woman wreaks destruction once every century, burning many homes in the second circle of the city. The time for her return is fast approaching. Loremasters have determined that the apparition belongs to Alvedriel of the House of Unanwen, and that the spirit grieves for her husband Corëmor, who joined the Last Alliance and died fighting before the Black Gates. If her husband's bones are recovered and properly laid to rest in Rath Dínen, then Alvedriel's spirit can find peace.

The bones are located beneath the Dead Marshes, but Corëmor's spirit does not wish to leave those with whom he fought and died. Moving his bones to the house of the dead would neither appease him nor assuage his wife's grief. Instead, the heroes need to find the body of Corëmor's captain, a mighty soldier of Minas Anor whose troops vowed to follow him even into death. This body is found near the centre of the Marshes, and moving it to Minas Tirith would release his soldiers' spirits from the Dead Marshes too.

AEGLOTH POISON

TYPE: Injury

ONSET: 1 minute

POTENCY: +10 TN

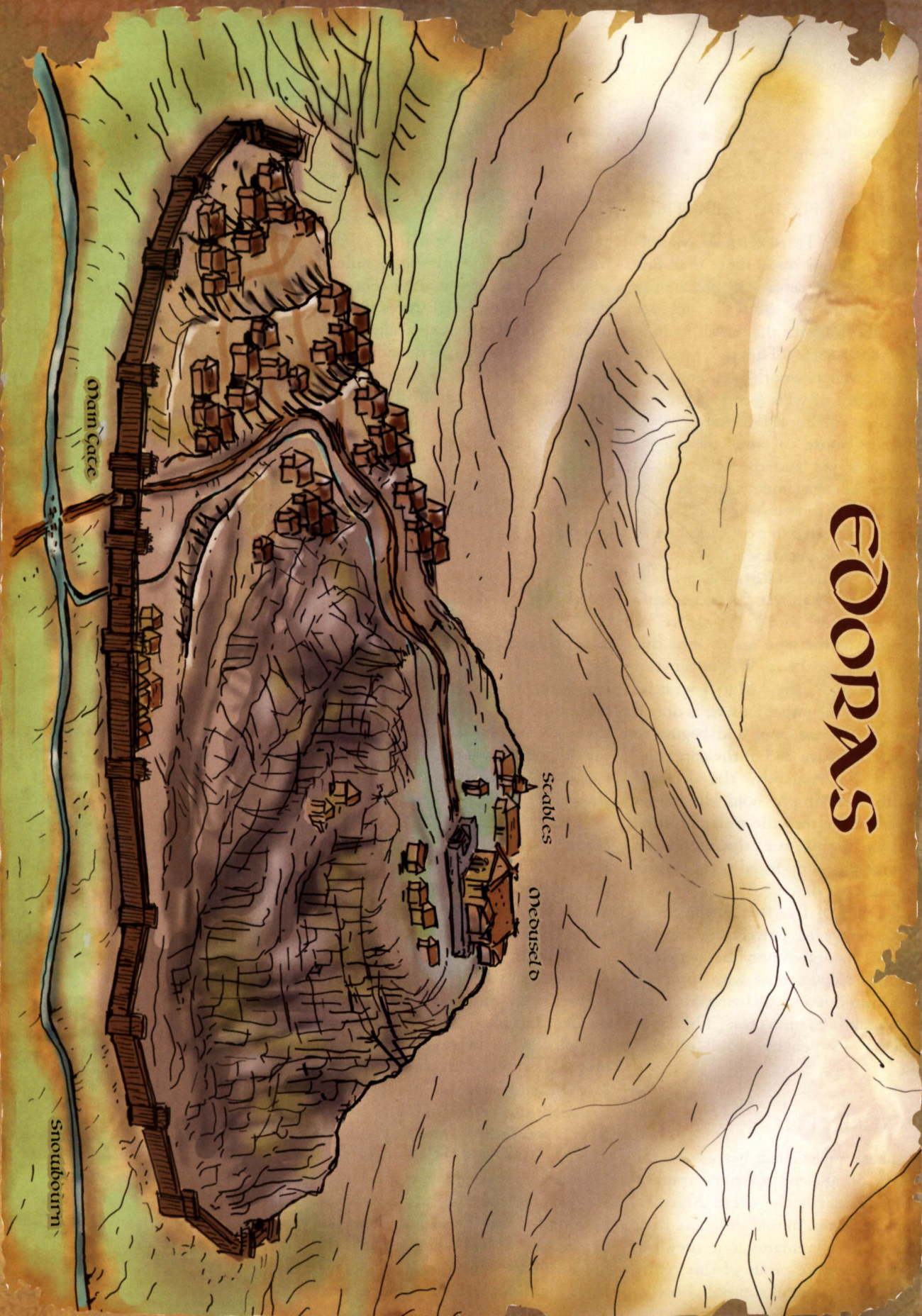
TREATMENT: +10 TN (possession of an antidote reduces this to ±0)

EFFECT: 1 full Wound Level

SECONDARY EFFECT: One-half Wound Level

STAGES: 3

EDORAS



EDORAS AND MEDUSELD

‘The light of it shines far over the land. . . There men in bright mail stand; but all else within the courts are yet asleep.’

— Legolas, *The Two Towers*

When the Horse-Lords came down from Rhovanion and settled on the Plains of Rohan in TA 2510, they needed a central seat at which to consolidate their power. King Eorl chose Edoras—a tall, green foothill of the White Mountains—as his capital.

Unlike Helm’s Deep, which was built around the previously existing fortress of the Hornburg, Edoras reflects a more Northern style. Eorl’s son Brego completed its palace, Meduseld, in TA 2569. Edoras remained under the control of the Rohirrim until the Long Winter of TA 2758, when Dunlendings allied with a Rohirric traitor named Wulf came down from the North in force and overthrew the Rohirrim. King Helm Hammerhand and his forces

retreated to the Hornburg, but Helm died there that winter while hunting the Dunlending invaders.

Helm’s sister-son Fréaláf later gathered a force from Harrowdale for a counterattack, and he slew Wulf in the Golden Hall itself. Edoras remains the capital of Rohan through the time of Théoden and beyond, though in desperate times—including during the War of the Ring—its people are moved to the nearby sanctuary of Harrowdale.

EDORAS

Edoras is a city on a hill, with the Golden Hall of Meduseld sitting on a terrace at its peak. At the foot of the city stand the burial mounds of the Kings: nine mounds (one for each king of the line of Eorl) on the west side of the gate, seven mounds (one for each king of the line of Fréaláf) on the east side. The mounds are covered in *simbelmynë* (Sindarin for ‘evermind’), a tiny white flower that blooms on burial mounds at all times of the year.

During the War of the Ring, the gates of the city were heavily guarded,

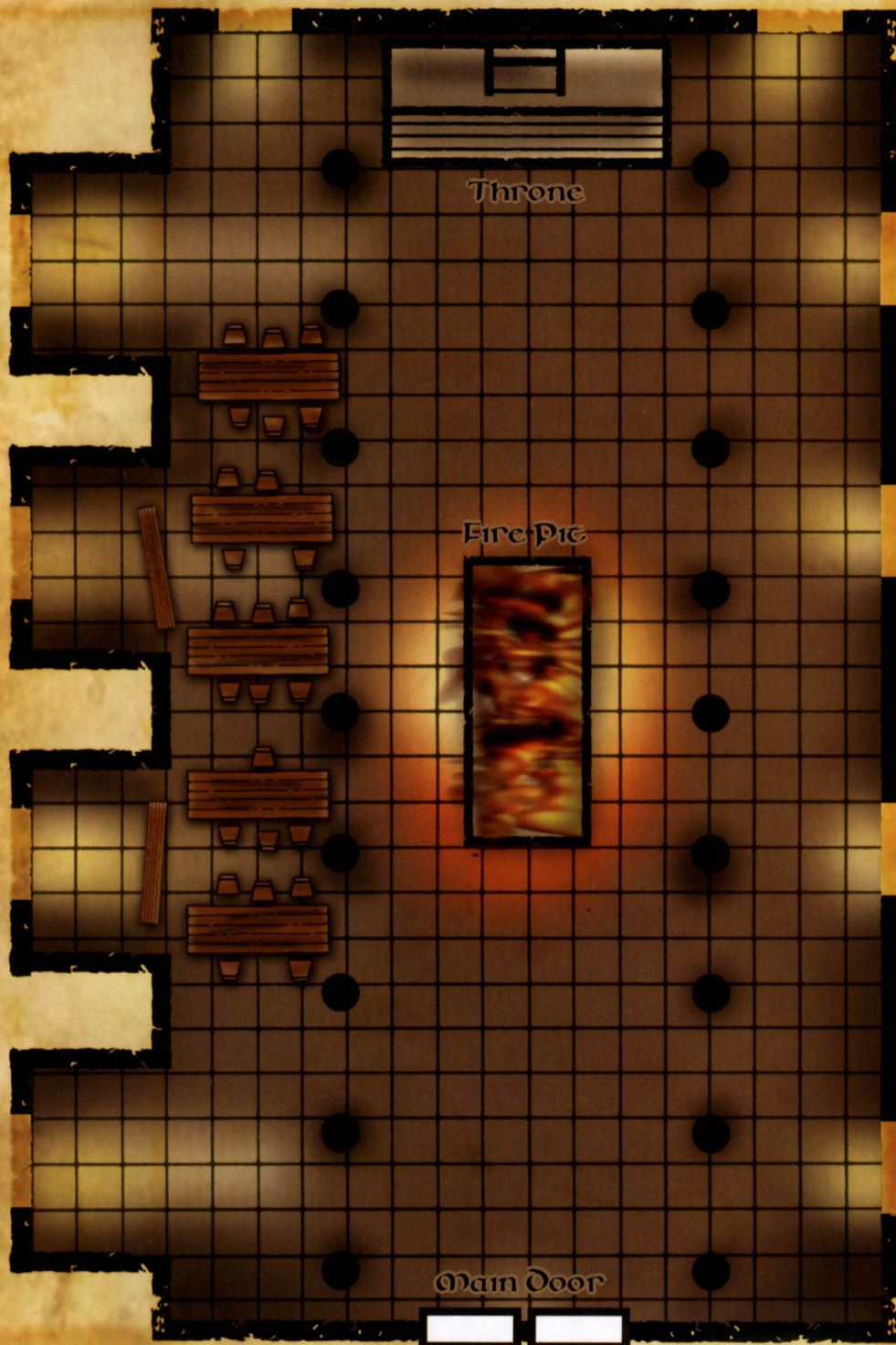
and only those who spoke the Rohirric tongue or who came from Minas Tirith were permitted entry. Due to the influence of Gríma Wormtongue on King Théoden, this was a time of great paranoia and fear throughout the capital, and outsiders were not trusted.

Homes in Edoras are wooden, though the streets are paved with stone, with steps in place where the slopes were steepest. Edoras is the most civilised city to be found between Eriador and Gondor, and it is not hard to find smiths, armourers, butchers, growers, or finished goods and services there. Its prices are comparable to those found in the northern reaches of Middle-earth, though horses are *never* sold, no matter the offered price.

Merchants might look twice if paid in the currency of the North, but a silver penny is still a silver penny, be it from Bree, Dale, or Edoras. The currency of Gondor is accepted without question. If people are perceived as having Dunlending blood—or belong to races other than Man—merchants are usually reluctant to trade with them, as they are unknown and therefore to be feared.



THE GREAT HALL OF MEDUSELD



One square = 5 feet

MEDUSELD

Meduseld, the Golden Hall, sits on a green terrace at the peak of the hill of Edoras. A spring provides fresh water for the inhabitants. One of the fountains, outside the hall, gushes from a stone carved to resemble a horse's head, creating a stream that flows beside the main road of Edoras. A high, broad, stone stairway leads to the hall's entryway, a door guarded by three Rohirrim knights at all times.

At the time of the War of the Ring, Háma is captain of the guard and the chief doorwarden. He greets guests and makes certain that they don't pose a threat to the king. Visitors are expected to leave weapons outside the hall when they have an audience with the King or his counsellors.

Meduseld is almost entirely composed of a single, great hall, long and wide, with numerous pillars. At its centre squats a great hearth, while the king's chair perches on a dais on the south side. In each corner of the hall is a small tower where members of the royal house sleep. These chambers also house their personal effects and treasures of the royal house.

Even in a royal house such as Meduseld, furnishings are kept simple and comfortable. The floor is littered with straw and sweet-smelling herbs, which conceal the smells of the age. The main decorations are tapestries woven from fine fabrics (the Rohirrim women are skilled weavers) and gold, which depicted the history of the kingdom. Shields also line the wall, emblazoned with the horse insignia of Rohan.

At mealtime, tables are brought into the great hall and set up like trestles, food is brought on silver plates, and drinks are poured into silver goblets. Chairs are reserved for the king and his lady and his most honoured guests, while other people sit on benches during meals and stand at all other times. A small kitchen stands adjacent to Meduseld, and the cook (or a cupbearer to serve wine) can be

roused to serve the king's needs at any time. In a royal hall such as Meduseld feasting is common. At such times, the table overflows with generous portions of wild pig, game birds, breads and vegetables, and plenty of wine and mead.

In other places, people might sleep in the central hall, but the king keeps accommodations for his guests in one of the four towers. One tower is reserved for the king and his family, another for important ministers—like Gríma Wormtongue—a third tower for guests, and the fourth for the royal armoury and the king's treasury.

Travellers all sleep in a single chamber, each with a bed for sleeping and a chest to store their goods. Bedding consists of a large, straw-filled mattress and an animal-skin pillow covered with skins and quilts. Often, four to six travellers share a bed so their shared body heat can keep it warm, especially in freezing temperatures. Animal skins are hung over windows to keep out the draught.

The tradition of Rohan is that of hospitality to guests, so except in time of extreme need, guests in Meduseld are treated well, receiving generous portions of food and drink. Guests are also encouraged to share news of foreign lands, tell tales of their own exploits, or perform for their hosts. Guests of exceptional capabilities might also be asked—and expected—to perform tasks for the lord of the hall. This tradition extends well beyond the walls of Meduseld. Most travellers are welcome in people's homes throughout Rohan—except in wartime—and given ample food and wine, stabling, and a place to sleep. However, travellers are also expected to repay people's hospitality by helping with common chores.

ADVENTURE HOOKS

Edoras is one of the most important cities of Man in Middle-earth. Here are three adventure seeds that

might fuel your imagination for adventures therein. The suggested length of the adventure is shown in parentheses after its title.

WARDENS: (short) The heroes need to procure an audience with Théoden, but the doorwardens have been ordered to let no one enter unless they are accompanied by a knight of Rohan who will vouch for their behaviour.

The heroes must find a sponsor to help them enter Meduseld. This is far easier said than done, of course, as many of the Riders of Rohan distrust strangers in these troubled times.

THE HEALING OF THÉODEN: (medium) The heroes arrive in Rohan prior to the events of *The Two Towers* and find that Théoden has fallen grievously ill. Unfortunately, Freamund, the best healer in Rohan, was accused of attempting to poison Gríma Wormtongue and was forced into exile.

The heroes must either smuggle Freamund into the Golden Hall without Wormtongue noticing—Háma may help—or find a way to clear his name—which would be much more difficult. If they offer up their own healing abilities, Gríma brands them as spies who hope to finish the job that they probably started by bringing their diseased selves to this pristine land.

THE POISONED HORSE: (long) In the Fourth Age, an ancient evil lurks in the halls of Edoras. Wormtongue, at Saruman's behest, left a poisonous mineral in a container and placed it deep beneath Meduseld, next to the spring of the Rohirrim. Now that container has come open, and poison is gushing from the horse-head spring and befouling the water of Edoras. People are dying.

The heroes must go to Isengard to determine what foul poison Saruman placed in the water and therein discover its antidote. Also, Wormtongue's poison could be present for years unless it is removed, so the heroes should endeavour to determine exactly where Wormtongue poisoned the spring and remove the package.



EMYN MUIL

*‘[T]hey had worked steadily eastward. . .
 . But always they found its outward
 faces sheer, high and impassable, frowning
 over the plain below. . .’*
 — *The Two Towers*

The Emyrn Muil (Sindarin for ‘Dreary Hills’) is a range of broken, ancient hills that once defined the northern border of the kingdom of Gondor. The Emyrn Muil includes the hilly, wooded terrain around Argonath, Rauros, and Nen Hithoel and a sharp divide into a nearly impassable labyrinth of razor-sharp rocks, broken hills, and cliff faces. The western edge of the Emyrn Muil marks Rohan’s eastern border. South-east of Rauros, there are no surviving landmarks such as the Argonath, though it’s possible that unmarked ruins could be scattered in the region.

Orc patrols can be found in the Emyrn Muil near Anduin, though not in great numbers, and they almost always stick to the eastern shore of the Great River. Given their love of hilly terrain, it’s also certain that Orcs live in hidden boltholes within the hills. In *The Two Towers*, Frodo and

Sam avoid the bulk of the hills by skirting to the east.

The broken terrain of the Emyrn Muil is extremely difficult to navigate. Every two hours a company spends attempting to navigate this terrain, the company needs to make a Survival test (TN 8, let the best available character make the roll). Should this fail, every character is required to make an Acrobatics (Balance) check (TN 10), and anyone who fails takes 3d6 points of damage from falling.

ADVENTURE HOOKS

Few would be foolish enough to chance travelling through the Emyrn Muil without great need. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

THE LONE ORC OUTPOST: (short) Denethor, Steward of Gondor, wishes to see if he can draw the Enemy out with an unexpected strike. He orders a small band of Rangers to enter the Emyrn Muil and attack a small Orc outpost located on its south-east edge, near the Dead Marshes.

The outpost is integrated into a cliff-face. It’s well defended from the front, but if one scales the cliff and

comes down from above, it may be possible to catch the Orcs off-guard.

THE FORGOTTEN GARDEN: (medium) Word has it that a large cornfield was spotted several years ago on a plateau on the Emyrn Muil. The Entwives grew corn, and some Ents believe that one of the Entwives may have come back from the East and is searching for them. They would like the heroes to check out the report.

It turns out that the corn wasn’t grown by Entwives but by a family of Men originally from the lands near Dale. However, the family has a legend of being taught the secrets of corn-growing by Entwives only a few centuries ago. Even this news is enough to lighten the heart of any Ent.

HERITAGE: (long) In the Fourth Age, King Elessar of Gondor wants a group of Rangers to go to Emyrn Muil and map out the ruins of ancient Gondorian settlements.

This is a project that could take years to complete. Heroes involved must clear out old Orc-holes, discover haunted ruins, and explore cracks and crevasses that have opened up over the centuries in the Emyrn Muil. These may lead to places that haven’t been explored since the First Age of Middle-earth—which should, of course, lead to further adventures.



LANCORN FOREST

FANGORN FOREST

*[T]here are hollow dales in this land
where the Darkness has never been lifted,
and the trees are older than I am.’
— Treebeard, The Two Towers*

Oldest of the surviving woods of Middle-earth, Fangorn Forest is located near the south-eastern end of the Misty Mountains, just north-east of Isengard. It is rumoured to be an extremely dangerous place, filled with evil tree-spirits that attack and devour any walking thing they encounter. Few animals live in this wood, and in most places the trees are so tightly bundled as to be impassable. Recently Saruman has sent his Orcs into the forest to supply him with timber, but the trees are resisting.

In the First Age, the forests covered much of Middle-earth, and the Ents could wander all the way from the Blue Mountains to Anduin without seeing a break in the forests. But as the populations of Orcs and Men grew, those populous and rapacious races felled trees and used timber for building and for burning, and slowly the forests dwindled. Gradually the Ents retreated into the deepest woods of Middle-earth.

The Ents of Fangorn endured longer than the rest. Here the Ent known as Fangorn (Sindarin for ‘Treebeard’) led a thriving community of Ents that raised numerous Entlings. However, no race in Middle-earth was untouched by Shadow. During the Second Age of Middle-earth, the Entwives became discontent with life in the forest. Lovers of groves, bushes, and domesticated plants, they preferred gardens to forests. Desiring a place to grow their crops, they ventured into the lands east of Anduin and planted fields beyond number. They shared

the secrets of horticulture and agriculture with Men, who were eager to receive this knowledge. But in the middle of the Second Age, things changed.

Sauron the Deceiver forged the One Ring of Power and made his home in the land of Mordor, and he plotted the overthrow of all Middle-earth. There was war between the Elves and the Dark Lord, and the Entwives were caught between them, the spear, and the shield, and they were scattered. At the end of the Second Age, Treebeard decided to visit the Entwives and look upon his beloved wife Fimbrethil again—for she had been very beautiful in the youth of the world—but he could not find her. The fields of the Entwives were now known as the Brown Lands. They had been burnt by war long ago, and the Entwives were nowhere to be found.

The Ents searched for the Entwives for many years, but to no avail. The only product of their futile search was the songs of lament composed by Elves and the bards of Gondor that commemorated the fruitless quest. In time, the Ents heard the forest call them home, and so they returned to Fangorn, where they spent the remainder of the age, and they passed into legend.

Few Ents remained outside Fangorn. Many of these and some within the forest became so worn and embittered by the long years so that they were changed into Huorns, black-hearted creatures who hate all creatures that walk, be they Man, Orc, or beast. Huorns—indistinguishable from normal trees until they attack—infected the trees around them with their dark spirit. Whatever tales that spoke of the kindness of the Ents were forgotten, and Fangorn Forest became a place of dread. Huorns are described in greater detail on pages 31–2 of *Fell Beasts and Wondrous Magic*.

One who dared the dangers of Fangorn was Saruman the White,

purportedly the greatest wizard of the age. Many times he sought Treebeard’s advice and listened carefully as the Ent shared his storehouse of accumulated wisdom. At first, the great wizard professed friendship with the Ents, but over the years his heart grew colder, and he became more manipulative. Eventually the mighty Saruman forgot all about Ents and came to regard Fangorn Forest solely as a source of firewood, fuel for his many furnaces. This proved to be a fatal miscalculation. Ents are slow to anger, but they are a devastating enemy when they are provoked.

Fangorn Forest is home to many varieties of trees, including broadleaf deciduous trees such as oaks, and tall conifers such as pine. In many places, the trees are so tightly bunched together that it’s impossible for anyone other than an Ent to walk through them. Even when there’s room to walk, the forest is best described as ‘stuffy.’ Characters moving at any pace faster than a walk (see page 214 of the core rulebook) must make a TN 7 Nimbleness check each time they attempt a movement action. Those who fail fall prone over a tree root or tenacious shrub. Complete failure (or worse) results in 1d6 points of damage in addition.

Strangers do not find Fangorn a very welcoming place. The Ents mistrust everyone except Elves, and among Huorns even the friendliest of the Elves wouldn’t be safe. There are very few notable geographic features in this tangled mass of roots and branches, though Treebeard had one special hill in the south-east corner of the forest that he would climb when he wanted to stop and think about the outside world. This was the place where he first encountered Merry and Pippin. Other places in Fangorn include Treebeard’s home at Wellinghall, and Derndingle, the site of the Entmoot.

ENT-DRAUGHTS

*'The drink was like water . . . but reminded them of the smell of
a distant wood borne from afar by a cool breeze at night.'*

—*The Two Towers*

Ent-draughts are potent mixtures that embody the powerful natural forces the Ents command. While the Ents brew these mystical draughts for themselves, they may offer also offer them to visitors they hold in high regard.

A serving of this marvellous liquid restores two lost Weariness Levels and provides a +2 test bonus to Stamina tests against Weariness for the next three hours. It also heals minor injuries, restoring 1d6 + 1 lost Wound Points. If a character has such refreshment for three days in a row, the liquid causes the character to grow an inch or two taller and to become healthier than ever, gaining +1 to his Strength, Vitality, or Stamina score. This last benefit can only be gained once, but can increase an attribute past its typical racial maximum.

Unfortunately, the properties of Ent-draughts—both the 'standard' Ent-draught described above or the additional draughts below—fade when the liquid is bottled or removed from the forest. Only Ent-draughts received within Fangorn or directly from an Ent possess the properties mentioned above. Nonetheless, for those who have heard of such things the Ent-draughts are highly sought after, and many herbstmasters would pay dearly for even a faded sample of this fabled substance.

OTHER ENT-DRAUGHTS

By no means are the Ents capable of making only one potent brew. Any Ent with the special ability Brew Ent-draught can create any of the following draughts.

DREAM-DRAUGHT: This liquid tastes similar to the standard Ent-draught, except for a slightly milky taste. Those who taste this sleep an untroubled sleep and receive a +2 bonus to any test they're required to make if someone or something attempts to disturb their slumber. Furthermore, when they awake, they are better attuned to the path fate has in store for them and may receive a revelation. For one day, the hero has the Foresighted edge. If the hero already has this, he may attempt to see his destiny not once but twice in a session. A person can receive the benefits of Dream-draught only in his life.

GRIEF-DRAUGHT: This liquid has a heavier taste than the regular Ent-draught, reminiscent of a pine forest soaked in a downpour. The Ents share this beverage only with the Elves, for it is a melancholy brew that brings forth memories of days long past. Anyone who drinks this liquid remembers the past more clearly, speaks of it more eloquently, and receives a +2 bonus to any Lore: History, Lore: Realm, Perform: Sing, Perform: Compose Verse, and Perform: Play Musical Instrument tests for the next three hours. However, anyone who drinks this powerful brew three or more days in a row becomes melancholy and is prone to burst into tears at the slightest provocation unless he makes a Willpower Test (TN 10). If a hero fails this check three times, he gains the Fey flaw.

STARLIGHT-DRAUGHT: The Starlight-draught is most precious of all Entish brews, for it is the most difficult to make and is only drunk on special occasions. This brew shines in starlight, and its slightly sweet taste is reminiscent of *lembas*. A drink of this liquid restores all lost Weariness Levels, and anyone who drinks this for three or more days in a row gains +1 Perception under the light of the Star of Eärendil (whose light can be faintly seen if one looks deeply into the drinker's eyes), as well as a point of Courage. This Perception bonus can increase that attribute past the typical racial maximum. This benefit may only be received once, and is not cumulative with the effects of a Wind-draught.

WIND-DRAUGHT: This liquid tastes similar to the standard Ent-draught but has a slight kick to it, like the smell of smoke carried on the wind. Those who drink this liquid become more alert, receiving a +2 to Perception tests for the next three hours. Anyone who drinks this for three or more days in a row gains +1 to his Perception score, and his eyes and ears permanently become slightly larger. This benefit can only be gained once, and can increase the imbiber's Perception past its racial maximum, but is not cumulative with the effects of a Starlight-draught.



WELLINGHALL

'At the far end the rock-wall was sheer, but at the bottom it had been hollowed back into a shallow bay with an arched roof. . . .'

— *The Two Towers*

Although one might not expect it, like human shepherds, Ents have houses too. Wellinghall is found on top of the roots of the Last Mountain, the southernmost peak of the Misty Mountain, near the source of the River Entwash. It is Treebeard's Ent-house, a place where the keeper of Fangorn goes to rest when he tires of wandering through the forests.

Wellinghall is set on a hill that is approached through a pair of evergreen trees whose branches hang like gates. Once the gate opens—of the trees' own volition—an avenue of perfectly spaced trees marks the way to Treebeard's dwelling.

There are no seats in Wellinghall, but there is a stone table and a storage area where Treebeard keeps jars of Ent-draughts. A bed of low grass provides the rare visitor a bed on which to rest.

DERNDINGLE

'[T]hey were descending into a great dingle, almost as round as a bowl, very wide and deep, crowned at the rim with the high dark evergreen hedge.'

— *The Two Towers*

The forest of Fangorn is a deep and ancient place, and by the end of the Third Age it had become a rare event for the Ents to gather in Entmoot and discuss the affairs of the outside world. Derndingle was the Ents' meeting place, located in the south of Fangorn. This bowl-shaped depression was probably one of the few places large enough to hold a gathering of Ents, and it was also close to Isengard.

In *The Two Towers*, Treebeard carried Merry and Pippin down from Wellinghall and left them in Quickbeam's care while the Entmoot took place. (Derndingle was also close to Quickbeam's Ent-house and it's possible that the youngest and 'hastiest' Ents in Fangorn lived in this region.)

ADVENTURE HOOKS

Curiosity or a true sense of adventure may lead the heroes into Fangorn Forest—or sheer desperation. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

A PASSAGE THROUGH FANGORN: (short) Due to a foul curse or some unforeseen circumstance, the heroes find themselves mysteriously transported into some dark, heavy wood. The company needs to discover where they are and how they can escape.

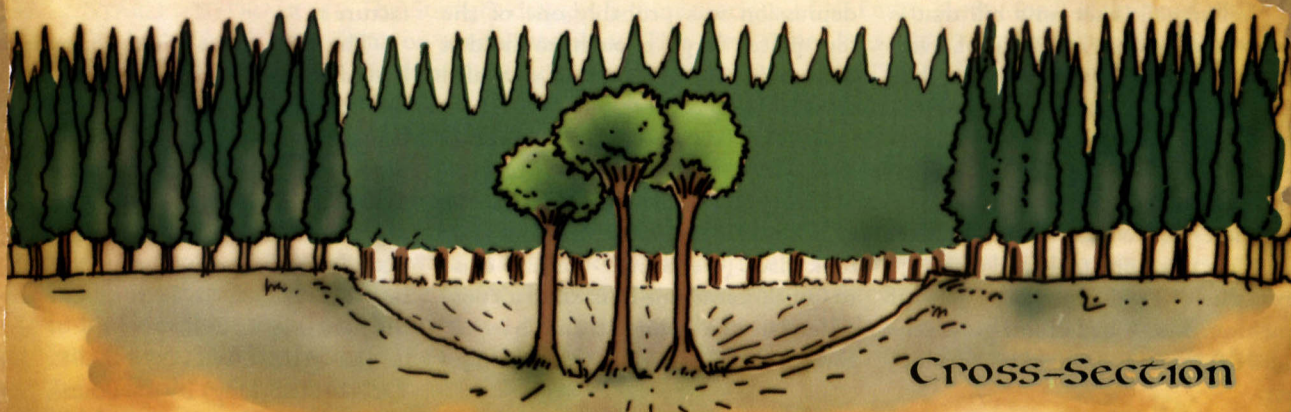
The heroes soon figure out that they are in Fangorn, but what may not be immediately apparent is that they weren't sent there by teleportation, but by a *Command* spell that ordered them to walk into the deeps of Fangorn and then forget their journey. The heroes may want to learn how and why this happened, but first they need to escape from the woods alive.

DRAUGHT-QUEST: (medium) It's the Fourth Age, Gondor is booming, and Minas Anor has become the greatest city in Middle-earth. But that prosperity is not enough for a trader named Gorlim. Gandalf may have believed that 'he that breaks a thing to find out what it is has left the path of wisdom,' but clearly Gorlim does not. He is convinced he can make a fortune if he can discover the secret of Ent-draught and learn how to manufacture it.

The heroes are hired to go into Fangorn, locate Treebeard's secret dwelling at Wellinghall, find some Ent-draught, and return enough of the beverage that its effects can be reproduced. Clearly Gorlim is not aware that the liquid loses its potency outside of Fangorn Forest, and the heroes are likely to learn about this the hard way as well.

IN THE WILLOW-MEADS OF TASARINAN: (long) It's the Fourth Age of Middle-earth, and while the victory

DERNDINGLE



for Men is sweet indeed, the victory for the older races is equally bittersweet. To repay the Ents for their service in the War of the Ring, King Elessar entrusts the heroes with a great quest: to discover the fate of the Entwives and—if possible—reunite them with the Ents. In any event, the heroes must report to Treebeard once they complete the quest.

This quest—aside from tying up a dangling plot thread from the trilogy—is a good vehicle to send the heroes into lands that are only names in *Lord of the Rings*. The Entwives have clearly passed beyond the lands revealed in the novels and films.

HELM'S DEEP

'Still some miles away, on the far side of the Westfold Vale, lay a green coomb, a great bay in the mountains, out of which a gorge opened in the hills.'

— *The Two Towers*

The last line of defence in Rohan was the fortress of Helm's Deep, a huge bastion built into a mountain-side in the west of Rohan. Here the Rohirrim could hold off armies much larger than their own, which they were forced to do with some frequency, both against Orcs and the men of Dunland.

Helm's Deep was located in a coomb (or deep valley) known as the Deeping Coomb. The Deeping Stream, which was born from the winter snows of the White Mountains, came out of the valley and roughly cut the complex in two halves. The Deeping Stream also provided a supply of fresh water for the keep.

In the early years of the Kingdom of Gondor, the citadel of Helm's Deep—the Hornburg—was built as a sister tower to Angrenost (Isengard). It kept watch on the Gap

of Rohan, which was inhabited by Dunlendings who were hostile to Gondor, and it protected the land routes that connected Gondor with its northern sister, the kingdom of Arnor.

In later years, the tower fell into disuse, and when the Éothéod—under King Eorl—settled the land, Gondor happily ceded control of the Hornburg to the Rohirrim. In TA 2758, when Dunlendings and the forces loyal to the traitorous Wulf overran Rohan, Helm Hammerhand retreated to this refuge. It became a sanctuary for many of the Rohirrim through the siege and the Long Winter that followed. Helm himself earned a fearsome reputation during this siege, and after Helm's death the people of Rohan honoured his memory by naming the citadel 'Helm's Deep.'



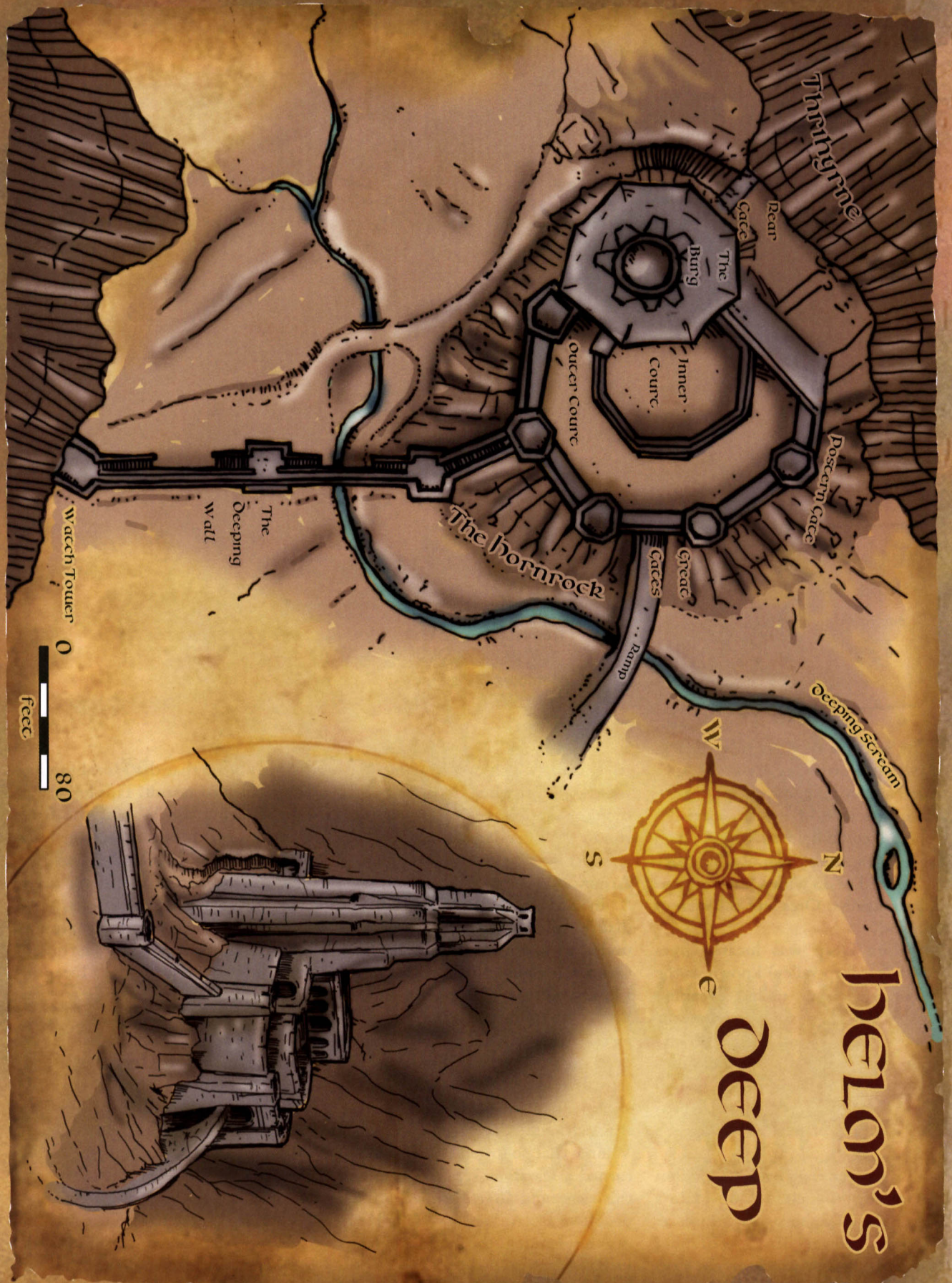
HELM'S DEEP FORTIFICATIONS

FORTIFICATION	PROTECTION	STRUCTURE
Deeping Wall	7	12
Watch Tower	5	50
Hornburg, Great Gate	7	6
Hornburg, Outer Wall	7	10
Hornburg, Inner Wall	7	8
Hornburg, Rear Gate	5	5
Burg Tower	6	110

Men boast that the Hornburg has never fallen to assault. This boast was tested during the War of the Ring when Saruman's armies streamed out of Isengard and Dunland in numbers that the Rohirrim had never seen, aided by Saruman's magic.

Helm's Deep was built around multiple layers of defence. The outermost defence was the Deeping Coomb itself. The narrow, deep valley gave the Rohirrim a good, basic, defensive location. The next line of defence was Helm's Dike, a mile-long trench and rampart located two furlongs (about a quarter mile) from Helm's Gate. Even when there weren't enough defenders to man the barricades, this would at least slow the enemy advance.

The first manned defence was the Deeping Wall, which surrounded the deep and extended south towards the



mountain. This structure was twenty feet high 'and so thick that four men could walk abreast along the top, sheltered by a parapet over which only a tall man could look.' Clefts in the wall allowed the defenders to rain arrows on the enemy. The battlement was reached from a door in the outer

court of the Hornburg and three flights of steps from the rear of the fortress. The southern side of the Deeping Wall extended several hundred feet past the Hornburg and joined a second mountain spur, where a wall tower was built. This protected the approach to the Narrows and the

Glittering Caves, which were the Rohirrim's final refuge.

Once an enemy made their way past the Deeping Wall, they had to confront the fortress of the Rohirrim itself: the Hornburg.

NEW SIEGE WEAPONS

The Battle of Helm's Deep in *The Two Towers* film presented a number of new siege weapons, each of which is described below. Refer to pages 242-3 of the core rulebook for more information on the statistics that describe siege weapons.



GRAPPLING BALLISTA: This large, wheeled weapon fires a giant grappling hook which trails a heavy rope to the top of a fortification's wall. Upon firing, the leader of the ballistae's crew must make a TN 5 Siegecraft (Grappling Ballista) test to see if the hook is successfully set. This test is modified by any factors that typically modify Ranged Combat tests (see Table 9.16: Ranged Combat Tests on page 230 of the core rulebook).

Once the hook is set, troops can either ascend the rope directly by making TN 10 Climb tests or hoist up siege ladders (see below) to enable the besiegers to climb up even more easily.

Defenders can attempt to cut the ropes attached to set hooks. To do so, they must inflict 15 points of damage with edged weapons. They can also attempt to detach the hook, which requires an opposed test comparing the defenders' Strength or Siegecraft with the ballista captain's original test result to set the hook.

WEAPON	DAMAGE	RANGE (YARDS)	CREW	SHOTS
Grappling Ballista	None*	5/15/45/90/+15	3	1 per 3 minutes

*Missiles fired by these weapons do no structural damage. A Medium-sized or smaller target unfortunate enough to be struck with the hook fired by a grappling ballista suffers 3d6+3 points of damage.

SIEGE TOWER: These forty- to fifty-foot wheeled towers are essentially covered ladders that allow attackers to climb onto a fortress's battlements without exposing themselves to arrow-fire. When set in place by their crew, all Climb tests become Simple (TN 5), and attackers receive a -10 test penalty to hit climbers with missile weapons until they reach the top.



SIEGE LADDER: These oversized ladders, which can accommodate two Medium-sized climbers abreast, require only a Simple (TN 5) Climb test to ascend. Climbers are exposed as they climb, however, and are typically easy targets of arrow-fire.

Siege ladders can be toppled by wall defenders. Doing so requires an opposed test pitting the defender's (or defenders') Strength versus the Siegecraft of the crew-leader who set the ladder. Anyone climbing a ladder when it is toppled takes appropriate falling damage (see page 245 of the core rulebook).

THE HORNBURG

The great citadel of the Hornburg is the centre of Rohan's defences. It rests upon the Hornrock, a huge slab of stone that juts out of the side of the Thrihyrne, one of the northernmost of the White Mountains. The fortress sits atop a precipice fifty feet above the coomb. The slope can only be climbed on the western face.

Two courtyards—an outer and an inner court—surround the citadel, each surrounded by walls at least as tall and as thick as the Deeping Wall. The outer wall of the Hornburg has three entrances: the Great Gates on the north side; the Postern Door next to the cliff, through which Aragorn and Éomer passed to defend the main gates; and the Rear-gate, through which Aragorn and Legolas escaped the Orcs in the Deep. At the top of the Great Gates stands a stone arch with a walkway at the rear. This is where Aragorn stands to watch the sunrise and to taunt the foe during a break in the battle.

The 'lofty' main keep is about 150 feet in height, and its walls are several feet thick. The interior of the Hornburg has quarters for the Lord of the Westmarch and his family, as well as a large chamber similar to the Golden Hall of Meduseld. Helm's Horn is housed in the top of the tower, where it can be sounded in time of need.

ADVENTURE HOOKS

Helm's Deep is the site of one of the greatest battles in the War of the Ring. Here are three adventure seeds that might fuel your ideas of how to incorporate it into your chronicle. The suggested length of the adventure is shown in parentheses after its title.

THE UNDISTURBED CHAMBER: (short) It is the beginning of the Fourth Age. Within the Hornburg there is a room that has been locked

since the days when the realm of Gondor was at its height and its stewards held the tower in trust for its kings. A key to that door has been found among the artifacts of Saruman in Isengard. King Éomer wants you to open it.

The room is small, but it contains a powerful and ancient relic, something that the Narrator should devise to fit the needs of her chronicle.

DEAD AMBASSADORS (medium): It is the beginning of the Fourth Age. An embassy of headmen from Dunland has come to Helm's Deep to discuss their relations with Rohan. Unfortunately, they're dying one by one, and the soldiers are discovering them with their faces frozen in terror. Some say that Helm's wraith, insulted by the idea of peace with Dunland, is responsible for these attacks. Erkenbrand isn't as sure, so he hopes to enlist the heroes to investigate.

The culprit wants people to think it's Helm's ghost, but it isn't. In fact, a local wise woman is behind the killings. The mother of a soldier slain at the first Battle of the Crossing of the Isen, she's unable to accept the idea of peace with Dunland and is prepared to do whatever she can to sabotage it.

HELM'S WRAITH (long): It is the beginning of the Fourth Age. The ghost of Helm Hammerhand has troubled the lands around Helm's Deep long enough, and King Éomer wishes for the hero's spirit to be put to rest permanently. However, he has no idea why Helm's wraith still periodically appears in Rohan, nor does he know how to end its earthly sojourn.

To uncover the mystery of King Helm, the heroes are required to delve deeply into ancient histories, in the end learning that they need to make a pact with the descendants of Freca, who must provide a werewild to Rohan to repay the debt incurred by their ancient evil. They must then swear an oath of eternal loyalty to Rohan and break Helm's Horn to consecrate the pact.

ISENGARD

*A peak and isle of rock it was . . . black
and gleaming hard: four mighty piers of
many-sided stone were welded into
one. . . .*

— *The Two Towers*

Isengard is located in the small valley located near Mathedras, the southernmost peak of the Misty Mountains. The source of the River Isen lies in this valley, from which Isengard derives its name. Isengard is best known as the home of the wizard Saruman. He lives in the great tower of Angrenost (better known as Orthanc), a monolith that rises five hundred feet into the sky. With the exception of Sauron's own tower of Barad-dûr, Isengard is the strongest fortress in Middle-earth. No known force—including the fury of the Ents—was able to even scratch its great stone walls.

Built in the early Third Age by the Dúnedain, Isengard was the front line of Gondor's defence against Orc-incursions from the Misty Mountains. The Great Plague struck this region hard in TA 1636, killing most of its inhabitants. The final blow against the region was landed by the Balchoth—an Easterling tribe allied with Sauron—who invaded in TA 2510 and slaughtered most of the people still living here.

The Éothéod—forefathers of the people of Rohan—came to Gondor's aid during this troubled time. As a reward for their efforts, Gondor ceded all of the lands to them but kept Isengard under Gondor's control. After Dunlendings captured the citadel during the Long Winter of TA 2758, the Steward of Gondor became convinced that Isengard needed to be governed by a strong hand, so he gave the keys of Orthanc to Saruman. The valley was renamed Nan Curunír, the

ISENÇARD

Mechedras

Fangorn

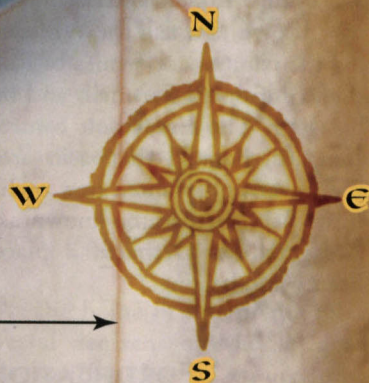
Orchard

Isen River

Fords of Isen

4000 Feet

Cross-Section



THE TWO TOWERS SOURCEBOOK

Valley of Saruman—'the Wizard's Vale'.

The King of Rohan was glad to have Saruman as a neighbour, but that friendship did not last long. Saruman harboured great ambitions, and one of the things he most desired was the *palantír* of Orthanc, the tower's fabled Seeing-stone. This desire led him to commit a fatal mistake.

Centuries earlier, Sauron had captured the *palantír* of Minas Morgul. When Saruman began to use the Orthanc-stone, he found himself pitted against the will of Sauron himself. Saruman was soon corrupted. Under Sauron's guidance, he came to see Mordor not as an enemy, but as a convenient ally and a stepping-stone to greater power. He betrayed the Free Peoples and the White Council he led, and he bred half-Orcs within Isengard's walls.

In the end, Saruman's ambition led him to make war against his former friends in Rohan. Their resistance was greater than he expected, but it was a seemingly insignificant matter—his Orcs' incursions into Fangorn Forest—that proved to be his undoing. Angered by the destruction of their forest, the Ents of Fangorn attacked Isengard while Saruman's Orcs were away waging war against Rohan, and Saruman was overthrown. Gandalf the White, leading the triumphant armies of Rohan, then confronted Saruman and broke his staff. The Ents took control of Isengard, flooded the basin around the tower, and planted new orchards in its fields. It became known as the Treegarth of Orthanc, a place of beauty and healing.

Isengard lay in the western part of Nan Curunír, sixteen miles from the mouth of the valley and a mile west of the River Isen. Its two main distinguishing features were a one-mile diameter ring of stones—acting as a barrier wall—and the tower of Orthanc itself.

THE VALLEY, THE STONE CIRCLE, AND THE INNER COURT

Nan Curunír is a sheltered valley, open only to the South, through which the River Isen flowed. Once the land was fair and green, for the Isen was fed by many springs and lesser streams flowing from the foothills of the Misty Mountains, and the land was very fertile. By the time of the War of the Ring Saruman had despoiled it. While his slaves tilled enough farmland to feed his people, most of the valley became a tangle of weeds, thorns, and brambles, and all of the trees were felled. A well-paved highway led south out of the Vale. Saruman's territory was marked by a tall black pillar on which a great stone rested, a White Hand that pointed north to Saruman.

A mile out from the Orthanc tower stands the Ring of Isengard, a great wall that marks Isengard's outer court. This is a ring of black stones, cunningly fitted together without gaps or weak points, one hundred feet in height. The ring 'stood out from the shelter of the mountain-side, from which it ran and returned again.' The stones are polished with extreme care to a fine smoothness. This makes

climbing them a Virtually Impossible (TN 25) task.

The only entrance into Isengard is a tunnel shaft that was bored through the south side of the ring-wall. This is sealed with a huge, iron gate which (when unbarred) can be moved with a simple thrust and makes no noise. The tunnel is 30 yards long and nois- es within it echo noticeably.

THE BREEDING PITS OF ORTHANC

'I wonder what he has done? Are they Men he has ruined, or has he blended the races of Orcs and Men? That would be a black evil!'
—Treebeard, *The Two Towers*

In the film of *The Fellowship of the Ring*, Saruman uses a large underground complex under Orthanc as an Uruk-hai breeding facility. While the creation process as shown in the movie is probably a lot faster than Tolkien envisioned, the Narrator can use these breeding pits as a place to create new 'mutations' and monsters.

Characters who wander through the pits and caverns beneath Isengard may also encounter Uruks and half-Uruks who are as tough as Lurtz, Saruman's chief captain in the first film. It's possible that a remnant of Saruman's Uruks banded together in these caverns and crept from there into the Misty Mountains to become a threat to the kingdoms of Man in the Fourth Age.

FORTIFICATIONS AROUND ORTHANC

FORTIFICATION	PROTECTION	STRUCTURE
Ring of Isengard	10	20
Ring of Isengard, gate	7	6
Orthanc	14	200
Orthanc, door	14	10

On the left-hand side of the tunnel going in is a stair that leads to the guardroom. (Here Merry and Pippin served lunch to their friends when the army of Rohan arrived at Isengard.) Normally the guardroom houses a small garrison. It has a long table, a hearth and chimney, and two separate storerooms that are overflowing with food, pipeweed, and provisions. Several windows look from the guardroom into the tunnel, and one of the storerooms has a stair that leads into a narrow opening above the tunnel.

When a person emerges from the tunnel, he can see that the plain of Isengard is hollowed like a shallow bowl. During Saruman's early years it was a green place, lined with earthen avenues and shaded by fruit trees. After Sauron corrupted Saruman's will, the wizard lost his love for living things, and the trees were felled. The roads are paved with dark, heavy flagstones and lined with pillars instead of fruit-trees—some made of marble, some of copper and iron—all of which are joined by heavy chains. Eight avenues converge on the central tower.

Within the circle of Isengard are houses for thousands of people—workers, servants, slaves, and warriors—and stables for the wolves and Wargs who served as the Orcs' steeds in battle. In many places, Saruman drove deep shafts through the earth down into caverns that lay beneath Isengard, and roofed them with low mounds and stone domes 'so that in the moonlight the Ring of Isengard looked like a graveyard of unquiet dead.' Inside these caverns Saruman built treasuries, storehouses, armouries, smithies, and great furnaces that created much pollution. At night, the vapours steam from the vents, 'lit from beneath with red light, or blue, or venomous green' so that a foul-coloured smoke constantly rises over the Vale.

The Ents flooded the tunnels and vents after they broke the ring of Isengard, trapping the wizard and

Gríma Wormtongue within the central tower: Orthanc.

ORTHANC

The great tower of Orthanc (Sindarin for 'Mount Fang,' Rohirric for 'the Cunning Mind') resembles the ring wall, constructed from black stone, but reaching approximately five hundred feet in height. The tower is actually composed of four slabs of stone welded together to form one great slab, except at the summit, where the four connected towers open up into gaping horns, 'their pinnacles sharp as the points of spears, keen-edged as knives.' A narrow space separates the four horns, on which rests 'a floor of polished stone, written with strange signs.' This was the place where Saruman imprisoned Gandalf the Grey while the Black Riders rode from Mordor in search of Frodo.

The only entrance into Orthanc is a single (east-facing) iron door that can be reached by a flight of twenty-seven steep steps. Above the door are many windows and a balcony shuttered with iron bars. This is the terrace from which Saruman addressed Gandalf and Théoden and tried to stave off his ruin.

Each of the four towers contains many chambers and stairs, and the structure also is sunk down through the bedrock and into the large, underground complex under the rest of Isengard.

LOWER STOREY: Orthanc is a mighty fortress, but the Dúnedain who built the tower also valued comfort. There are many chambers within Orthanc, including comfortable living quarters, guest quarters, kitchens, and libraries. Chambers on the edge of the tower feature windows that could be securely closed and shuttered.

Saruman had many servants (he preferred to be served by Men rather than by Orcs) who served him without question. Orthanc was always a busy place during his reign.

SARUMAN'S CHAMBER: Saruman had what Gandalf referred to as a 'High Chamber,' where (in the novels) he attempted to persuade Gandalf to abandon the Free Peoples and enter the service of Sauron. This room, located many storeys above the balcony, is also where Saruman kept the *palantír*.

THE SUMMIT: The summit of the tower of Orthanc was also Saruman's prison. It is accessible by a narrow staircase of 'many thousand steps' that leads from Saruman's high chamber directly to the roof.

If Saruman successfully uses a *Spellbinding* spell against a target, and the victim is brought to the pinnacle of the tower, the runes carved there continuously cast counterspells on him, effectively preventing the use of magic. The runes automatically counterspell any of the following spells, at the very least: *Animal Messenger*, *Bane-spell*, *Beast Speech*, *Beast Summoning*, *Blade Preservation*, *Break Binding*, *Command*, *Crafting-spell*, *Create Light*, *Display of Power*, *Enslave Beast*, *Evoke Awe*, *Farspeaking*, *Guarding-spell*, *Imitation-spell*, *Kindle Fire*, *Lightning*, *Mind-speech*, *Opening-spell*, *Quench Fire*, *Resist Fear*, *Shadows and Phantoms*, *Shatter*, *Shutting-spell*, *Slumber*, *Spellbinding*, *Spoken Thoughts*, *Sundering*, *Veil*, *Victory-spell*, *Voice of Suasion*, *Voice of Command*, *Wizard's Guise*, *Wizard's Hand*, *Word of Command*. The effective Bearing of the runes is 26. The counterspells contained in these runes are designed not to interfere with Saruman's magic.

ADVENTURE HOOKS

As the home of one of the most powerful denizens of Middle-earth, there are countless adventures that could spring from Isengard. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.



A SPY IN ISENGARD: (short) It is the Third Age, just prior to the first Battle of the Fords of the Isen. Théodred son of Théoden recruits the heroes to spy on the Orcs near Isengard. Saruman's forces have been more active lately than ever, and Rohan fears an attack from that quarter.

While spying on the Orcs, the heroes intercept a messenger to Dunland. The letter he bears states that the Orcs intend to kill the Prince at the coming battle and that no loss-

es are unacceptable if it results in the 'removal' of Théoden's son. Can the heroes get back to Théodred in time to warn him? Will their warning do any good?

THE GREAT URUK: (medium) It's the Fourth Age, and a band of Orcs from the ruins of Isengard have established themselves in a cave near Mathedras. The leader of the Orcs is a great Uruk warrior who has been described as 'nearly as tall and as broad as a troll' and 'a black magician of con-

siderable might.' His band has led armed incursions deep into Rohan, where they slew Elfhane, son of Marshall Elfhelm, at the Fords of Isen.

When Sauron fell, most of the Orcs of Middle-earth, now leaderless, scattered to the four winds in fear. These Uruks, however, are clearly intelligent and capable soldiers acting with deadly intent. The King of Rohan is extremely worried about this band and would like the heroes to track down these creatures and eliminate them.

THE RINGS OF SARUMAN

'For I am Saruman the Wise, Saruman Ring-maker.'

— Saruman, *The Fellowship of the Ring*

After Sauron made the One Ring, many people attempted to duplicate his success by making their own Rings of Power. One of these people was Saruman, who greeted Gandalf at Isengard, wearing a ring of his own craft.

As these rings are meant to imitate the One Ring, all such rings have a similar hold on their bearer to the one exerted by the One Ring. Any mortal bearing such a ring must make a TN 20 Willpower test to be rid of it or subject it to harm. He must make a TN 5 Willpower test to avoid striking or fleeing from anyone who asks to see it or hold it. If a minor ring is taken from a mortal by force, he must make a TN 15 Willpower test or be driven mad by desire for it. Immortal creatures—such as Elves and members of the Order of Wizards—ignore these effects.

If members of a heroic company in the Fourth Age are interested in looking for minor magic rings, the ruins of Isengard are one place where they might be found. While the power of most of Saruman's rings would fade after his death, rings that aren't directly related to his control may retain their potency for many years. While the Narrator should create rings to fit the needs of his chronicle, some of the rings that might have been crafted by Saruman are described here.

RING OF THE MACHINE: This dull, rusted-iron ring was crafted for the master smith of Saruman's furnaces. An agate is set in the ring. Aside from its magical properties, the ring serves as a key that must be placed into a slot to ignite one of Saruman's special furnaces.

The Ring of the Machine is magically hot, as though it were always slowly burning. He who wears it must make a Stamina test (TN 8) every twelve hours or the ring burns his finger, and he loses a Health point.

The ring bestows the following bonuses to whoever wears it: +1 to all Academic tests and +2 to all Craft test. It also adds +2 to all Stamina tests that involve withstanding smoke, fumes, and stench.

RING OF THE URUK-HAI: This barbed steel ring was inset with a rough garnet stone. It was crafted as a command ring for Saruman's captains.

This ring's power is triggered when it comes in contact with the black blood from an Uruk. Since the ring is supposed to be worn by an Uruk, they typically draw their own blood by squeezing their hand against the barbs. When it is used in this way, the ring costs the Uruk 1 Health point, which must heal naturally. When the ring tastes blood, the wearer receives +1 to all Physical tests and +2 to all Intimidate (Fear) tests against Orcs and Uruks. The power lasts for 1 round per point of the wearer's Bearing.

Non-Uruks who wear this ring may find themselves becoming more bloodthirsty and Uruk-like. Any time a hero slays an enemy in battle while using the power of this ring, he must make a Corruption test (TN 8) or acquire one point of Corruption. If the wielder slays someone out of combat, the Corruption test difficulty rises to TN 15.

ITHILIEN



DEAD WIZARD'S HOME: (long) It is the Fourth Age of Middle-earth. Several years ago, a son was born in a small village in Rohan—a baby boy. This would be a joyous event, but when the child was born, instead of crying, he spoke in a clear man's voice: 'My name is Curunír. I wish to be taken home.' Years later, the child has grown to manhood. He is by all accounts a masterful young man, learned beyond his years in lore and skilled in the crafting of devices. He now wishes to be taken to the summit of Orthanc, in the hope that he can learn more about himself.

The King of Rohan asks the heroes to accompany the youth and determine who—or what—this young man is. Is he Saruman reborn? Is he Saruman's seed, one final blasphemy by the White Wizard against the Powers of the West? Or is he something else created by Saruman's magic? Will he help the heroes unlock the secrets of Orthanc, or is he tainted by evil and destined to lead them into death?

ITHILIEN

'Spring was already busy about them: fronds pierced moss and mould, larches were green-fingered, small flowers were opening in the turf, birds were singing.'

— *The Two Towers*

The Anduin Vale between the White Mountains and the Mountains of Shadow was divided into two regions: Anórien on the west side of Anduin, and Ithilien on the east side. Ithilien was known as 'the garden of Gondor' for its wide variety of flowering plants. Sheltered from Mordor by the mountains of the Ephel Dúath, Ithilien remained green and beautiful, even as the Shadow grew.

The main city of Ithilien was Minas Ithil, which sat on the Ephel Dúath and guarded the main pass

into Mordor. Two great roads ran through Ithilien. The King's Road travelled west-east between Minas Ithil and Osgiliath, and the Harad Road ran north-south between the Towers of the Morannon and the crossings of the river Poros in South Gondor. A great statue of a sitting king—which was nearly as large and as magnificent as the figures of the Argonath—watched the crossroads that intersected these two roads, despite its head having been removed by vandals.



For the first eighteen centuries of the Third Age, the region was widely inhabited, but then a Great Plague came out of the East and struck down the inhabitants. With its defences weakened, the Witch-king and the other Ringwraiths came down from the North, besieged Minas Ithil, and captured it. With its major citadel under the control of a terrible enemy, most of the people of Ithilien fled across Anduin. The few who remained were a hardy folk—skilled at fighting Orcs and other servants of the Enemy—the Rangers of the South.

Throughout the last millennium of the Third Age, Ithilien remained a battleground. When the Uruk-hai first came out of Mordor and attacked Gondor, the Rangers of Ithilien were on the front lines of the

kingdom's defence. But while the Rangers heroically held back the Shadow, they could not overthrow it.

Gradually the Orcs of Mordor overwhelmed the inhabitants of Ithilien, and in TA 2901 the rulers of Gondor founded refuges such as Henneth Annûn to prepare against the day when the Men of Gondor could not openly hold territory on the vale. That day came sooner than even they expected.

In TA 2954, Mount Doom burst into flame, the heralds of Mordor proclaimed that Sauron the Great had returned, and the remaining inhabitants of Ithilien either fled or were slaughtered by the Orc-armies that streamed out of Minas Morgul. After that, until the War of the Ring, only the Rangers dared to venture beyond Anduin. Gondor moved back its defensive lines to the ruins of Osgiliath and the nearby island of Cair Andros.

Southern Ithilien was not as verdant as the North. South of the Emyrn Arnen—the rich hills south of the crossroads—the climate became dryer and less habitable. This was South Ithilien, commonly referred to as 'Moon-land.' The Haradrim coveted these lands and often attacked the people of Gondor still there. The most noteworthy battle was at the Crossings of the Poros (TA 2885), when the twin sons of King Folcwine repaid Gondor for the help it had given Rohan after the Long Winter by giving up their lives. The princes' burial mound—the Haudh in Gwanur (Sindarin for 'Mounds in the Shadow')—was set on the shores of Anduin and became a place of dread for the southern enemies of Gondor. However, as Mordor's power increased, so did that of its Haradrim allies, so by the time of the War of the Ring, South Gondor (including southern Ithilien) was firmly under Haradrim control.

henneth annûn



Cave Overview

one square = 10 feet



0 80
Feet

HENNETH ANNÛN

It was as if they stood at the window of some Elf-tower, curtained with threaded jewels of silver and gold, and ruby, sapphire and amethyst. . . ?

— *The Two Towers*

Henneth Annûn (Sindarin for 'Window on the Sunset') was one of a number of refuges established by the Dúnedain in Ithilien after attacks by Uruk-hai from Mordor made it clear such refuges would be needed. Henneth Annûn was built in TA 2901, carved out beneath a stream that ran from the Ephel Dúath ('the Mountains of Shadow') to the River Anduin near the island of Cair Andros. Such refuges proved useful after Sauron declared himself openly in TA 2954 and the inhabitants of Ithilien were forced to flee the land.

Henneth Annûn is a cave complex carved into the side of Ithilien's largest waterfall. The falling water conceals the sanctuary from prying eyes. The location of Henneth Annûn is known only to the Rangers of Ithilien, a secretive organisation led—at the time of the War of the Ring—by Faramir. This order has the unhappy task of spying on Morgul Vale and striking against the servants of the Dark Lord whenever they encounter them.

Henneth Annûn's location is a carefully kept secret. No one outside the ranks of the Rangers can be brought here without first being blindfolded. The path to the refuge is long and twisted and located next to a river whose spray sometimes makes for treacherous footing. Those using the path are required to make two Acrobatics (Balance) checks (TN 6) to safely reach the sanctuary. If either test fails, the person takes 1d6 points of damage from falling.

When finally unblindfolded, visitors find themselves standing on the doorstep of the sanctuary cave: a

ledge of stone that thrusts outwards from the cave mouth into a streaming waterfall, and which is framed by a low, rough arch. The cave is 'wide and rough, with an uneven stooping roof.' It is large enough to hold several hundred men, as well as food supplies and tables at which the Rangers and any guests may dine. The refuge is lit by torches, which are kept concealed from the outer world. In the rear, the grotto narrows to form a small chamber that can be curtained off, providing a place where Faramir—or whoever currently commands the Rangers—can have some privacy.

The cave itself may be rough and unfinished, but when the sun shines through the water curtain at sunset, it is a sight to take the viewer's breath away.

The falls of Henneth Annûn cascade into a deep pool. This is also considered part of the complex, and any who come to the pool without the permission of the Rangers is to be shot and killed—though, at Frodo's request, Gollum was spared. A set of very slick stairs—an Acrobatics (Balance) check (TN 6) to avoid falling; 3d6 points of damage if the test is failed—leads down to the pool.

ADVENTURE HOOKS

As the borderland separating Gondor proper from Mordor, there are many opportunities for conflict in Ithilien. Here are three adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

DEATH AT THE HEADLESS KING:

(short) A patrol of Rangers has disappeared. They were supposed to inspect the crossroads for Orc-sentries, but they never returned. The heroes are asked to confirm their deaths and reclaim their bodies or bring them back alive. Neither Orcs nor Haradrim have been seen in the

region, and there's been no movement in Morgul Vale for nearly a week.

A trap has been set on the statue at the crossroads. Any man of Gondor who looks upon the statue of the headless king is subject to a *Spellbinding* spell. The spell has a +3 Willpower modifier for purposes of the opposed test. There are currently five Rangers trapped near the statue. The spell needs to be broken and the Rangers freed from its influence before the next Orc-patrol comes along and slaughters them.

AMBUSH: (medium) While traveling in Ithilien, the heroes run into a patrol of Rangers led by Damrod. They've been looking for spies in Ithilien—people who may have learned of the location of Henneth Annûn—and now they think they've found them in the heroes!

The heroes need to convince Damrod that they are not spies—or at least convince the Rangers to not kill them on the spot. Wise heroes may offer to help the Rangers discover the whereabouts of the true spy. The Man in question is actually a Dunlending, an expert scout sent by Saruman to aid the Lieutenant of Minas Morgul—and to keep an eye on Ithilien for the White Hand, of course. Unfortunately, the Dunlending has discovered the location of Henneth Annûn, and he's on his way back to Minas Morgul to inform the Ringwraiths of the location of the Rangers' last safe refuge. He needs to be stopped *now*.

RESETTLEMENT: (long) It's the beginning of the Fourth Age, and Gondor is victorious. King Elessar wants to see Ithilien resettled, and Prince Faramir asks the heroes to map the ruins of old Ithilien villages, starting in the Emyr Arnen and travelling south-east. Once the heroes discover a suitable location, they are to found a village, attract settlers, and secure the area for Gondor.

Of course, nothing is safe so close to Mordor, even in the Fourth Age of the world.

MINAS MORGUL

‘[T]he topmost course of the tower revolved slowly, first one way and then another, a huge ghostly head leering into the night.’

— *The Two Towers*

If Mordor physically resembles the wrath and mood of its accursed master, much the same can be said of Minas Morgul (Sindarin for ‘Tower of Foul Sorcery’). What was once grand, noble, and full of life has been transformed into a ghastly, undead mockery of a city, just as its master, the Witch-king, is a ghastly, undead mockery of a man.

Long ago, Minas Morgul was known as Minas Ithil (Sindarin for ‘Tower of the Moon’), back when it was a beautiful city on the eastern edge of Gondor. A millennium ago, it was conquered by the Dark Lord’s greatest servants, and ever since it has been an untouchable bastion of evil and one of the greatest strongholds of the Shadow in Middle-earth.

Minas Ithil was built at the end of the Second Age, when Isildur and Anárion escaped the destruction of Númenor and came to the land that is now Gondor. The two brothers divided the land and founded sister cities on the sides of the opposing mountain ranges: Minas Anor in the west and Minas Ithil in the east. Sauron’s armies overthrew Minas Ithil when he returned to Mordor, but the city was rebuilt after the Dark Lord was defeated in the War of the Last Alliance. Throughout much of the Third Age, when Gondor was at its peak, Minas Ithil was a place of beauty. Even though it sat in the shadow of Mordor, its people prospered.

That changed in TA 1636, when the Great Plague came from the east

and ravaged Gondor. As Gondor’s easternmost city, Minas Ithil was especially devastated. It never fully recovered its strength or influence, and the guard on Mordor weakened.

In the north of Eriador lay Gondor’s sister realm of Arnor, a kingdom founded by Isildur’s father Elendil. While Gondor’s empire was at its unassailable height in the middle of the Third Age, the forces of Sauron concentrated on destroying this northern realm. The Witch-king of Angmar—chief of the Sauron’s Nazgûl, the Ringwraiths—led this evil army.

During this time, Arnor divided into sub-kingdoms, which fell to Angmar one by one. Finally the situation became so desperate that in TA 1974 the Dúnedain of the North requested aid from their ancient southern ally, Gondor. Alas, the Gondorian host arrived too late to save the realm of Arnor—the last of its kingdoms fell in TA 1975—but Gondor was not deterred, for her host was led by Prince Eärnur, the mightiest warrior the Dúnedain had produced since Isildur. Eärnur was determined to win glory for himself by defeating the legendary Witch-king on the field of battle.



The Witch-king laughed at the thought of being challenged by a small army from Gondor, but he grossly underestimated them, for even a sending-force of the army of Gondor was far greater than any threat the Lord of Angmar had previously faced. The two armies clashed, and in less than one day Gondor's army undid centuries of conquest, and the realm of Angmar was forever destroyed. But Prince Eärnur was denied the glory he sought. When the Witch-king closed with him for the final battle, Eärnur's steed panicked and carried him far away from the fray. The Witch-king, though he himself was driven from the north, proclaimed that the prince was a coward. Eärnur was furious, and despite a prophecy from Glorfindel that said 'far off yet is [the Witch-king's] doom, and not by the hand of man will he fall,' the champion of Gondor was determined to complete his task.

But his enemy struck first and dealt a graver blow than anyone foresaw. In TA 2000, the Witch-king gathered the other Ringwraiths and—accompanied by a force of Orcs from Mordor—attacked the weakest of Gondor's strongholds: Minas Ithil. Despite Gondor's best efforts, the Dúnedain could not overcome Morgul-inspired madness or the Witch-king's sorcery. Minas Ithil fell in TA 2002 and was thereafter transformed into Minas Morgul, a citadel of evil.

Eärnur was furious that his old enemy was now taunting him on his very doorstep. In TA 2050, seven years after Eärnur took the throne, he could not be restrained any longer, and so he rode into Morgul Vale with a small but valiant band of men. None of them were ever seen again. Eärnur's death marked the end of the age of kings in Gondor. Threats continued to come out of Morgul Vale while the Third Age lasted, for Gondor could not retake the city, even up until the time of the War of the Ring.

THE MORGUL VALE

Among the many threats and dangerous places within Morgul Vale are:

THE MORGUL BRIDGE: The entrance to Minas Morgul lies close to the crossroads, along the eastern road. At the head of Morgul Vale runs a foul stream crossed by a great white bridge. 'Figures stood there at its head, carved with cunning in forms human and bestial, but all corrupt and loathsome. The water flowing beneath was silent, and it steamed, but the vapour that rose from it, curling and twisting about the bridge, was deadly cold.'

The bridge is 40 yards across. Anyone who isn't a servant of the Witch-king or Mordor who tries to cross the bridge must make a Fear test (TN 25) every round he is on the bridge. When a hero crosses the bridge, if he makes a Perception test (TN 15) he spots the ancient path that leads up to Cirith Ungol. It is neither used nor patrolled, as the Witch-king is confident that Shelob will eliminate any intruders who brave that dark and dangerous path.

MORGUL FLOWERS: The flowers of Morgul Vale are also very dangerous. The ground and waters of the valley are covered in blossoms that are described as 'pale white flowers. Luminous these were too, beautiful and yet horrible of shape, like the demented forms in an uneasy dream; and they gave forth a faint sickening charnel-smell; an odour of rotteness filled the air.'

Every hour walking through the valley, a company of heroes must make a Survival test (TN 10, basing the test on the best Survival skill in the group). Failure indicates the heroes have come too close to a glade of especially noxious flowers and need to make a Stamina test or fall subject to Morgulbloom poison.

MORGUL THORNS: On a complete failure on the survival test listed above, the company of heroes find they've wandered into a patch of

Morgul thorns. These beanstalks do not have the baleful odour of Morgul flowers, and they remain dormant during the day, their blooms hiding in bean cases nearly as tough as leather. It is perfectly safe to walk through these fields when the sun is shining. However, at night (or when the Shadow has come from Mordor to block the day), the Morgul thorn pods open and become a terrible danger.

Every person who walks through a field of open Morgul thorn pods must make a Perception (Spot) test (TN 8). A hero who fails this is pricked by a Morgul thorn.

The Morgul thorn acts like a Morgul blade. When it pierces flesh, it inflicts 1d6-1 (minimum of 1) points of damage to the victim, and it feels as if a dart of purest ice had entered the flesh. The thorn enters the body, and like a Morgul blade shard, it begins to move its way towards the victim's heart. Until the tip is removed, the wound cannot heal fully, and the victim suffers a -2 penalty to all tests, above and beyond any other penalties. Healing such a wound requires a TN 25 Healing test. Still worse, the thorn continues to do another 1d6-2 (minimum of 1) points of damage every day until the victim is healed or dies.

MORGULBLOOM POISON

TYPE: Inhaled
ONSET: Immediate
POTENCY: +5 TN
TREATMENT: +5 TN
EFFECT: 1d6 Vitality loss
and 1d6 Nimbleness loss.
If the victim scores complete failure or worse on his Stamina test he gains a point of Corruption as well.
SECONDARY EFFECT: 1d6 Wits loss
STAGES: 2

Morgul Vale



THE MORGULWIND: In the early morning and early evening, when the sea wind picks up and blows down the vale of the Anduin, pollen from Morgulblossoms is lifted up by the wind and blows across the Morgul Vale, spreading its poison.

When the Morgulwinds blow, everyone who has not taken shelter is subject to the effects of the poison. Because the poison is diffused by the wind, its potency has a -0 penalty. However, those who are exposed to it must also make a Fear test (TN 15) against the innate evil magic present in Morgul Vale.

THE CITY

Like Minas Tirith, Minas Morgul is a city on a hill, with terraced layers leading up to a summit in the centre. Less grand than its western sister, Minas Morgul is built on a series of tiers, three elevated platforms that were carved out of one of the tall hills of the lower Ephel Dúath.

The first layer of Minas Morgul is inhabited by thousands of Orcs, Uruks, and skilled Men of the East who have been corrupted into the service of Mordor. Recently those Men cleared away many of the buildings and hovels in the first tier to construct a great smithy. Within this smithy, Gothmog, lieutenant of Morgul, supervises the construction of powerful war engines that his masters hope will shatter the gates of Minas Tirith and allow the Morgul armies to enter the White City.

On the second tier, along the mountainside, stands a huge gate that's part of a massive series of fortifications that are built into the Ephel Dúath here. This is the Morgul-road, an elevated highway that makes a painful journey over the Morgul Pass into Mordor. The Morgul Pass is a high passage over a slight dip in the mountains. Cirith Ungol is lower, though its broken stairs are more dif-

ficult to climb and less accommodating to the passage of arms.

The third tier of Minas Morgul is crowned by its great tower, the Tower of the Moon, known to the Orcs as the Thrukzarbûl (Black Speech for 'Eye of Madness'). This tower is even taller than the Tower of Ecthelion in Minas Tirith and once radiated moonlight, but now its light is that of Morgul: corrupt and deadly. At night, this terrible light shines down upon the vale and seeks out the enemies of Mordor. Anyone not in the service of the Dark Lord needs to make a Willpower Test (TN 10) or be noticed by the forces of the tower. If this happens, a patrol is sent out to kill the hapless spies.

The tower contains a throne room commonly occupied by the Witch-king, though in an odd parallel of the Stewards of Gondor, he sits on a chair at the foot of the throne, reserving the upper seat for his lord: in this case, Sauron. At the top of the tower perches the Sammath Ithil (Sindarin for 'Chamber of the Moon'), an ancient observatory used by the astronomers of Gondor long ago. This room once housed the *palantír* of the tower, which is now in the possession of Sauron. Currently, the chamber is used as a focus for the spell that searches the Vale for intruders.

The roof of the tower is used as a stable for the Witch-king's personal steed, a Hell-hawk. When the Nazgûl is not in flight, this fearsome creature is kept ready here, awaiting his master's command.

Minas Morgul is almost entirely populated by Orcs, for Easterlings and Haradrim have as little love for Minas Morgul as any other living creature. Their representatives and armies are usually sent to the Morannon, unless the Lord of Mordor truly wishes to give them a lesson in fear.

THE WATERS OF MORGUL

'[B]ut do not drink of any stream that flows from Imlad Morgul, the Valley of Living Death.'

— Faramir, *The Two Towers*

The waters of Minas Morgul are a baneful poison to the Free Peoples. They do not refresh thirst, except when death ends it forever. The poison of Morgul water has the following effect:

TYPE: Ingested

ONSET: One minute

POTENCY: +5 TN

TREATMENT: +5 TN

EFFECT: 1d6 Bearing loss. If a victim scores a complete failure on his Stamina test, he gains a point of Corruption as well.

SECONDARY EFFECT: 1d6 Wits loss

STAGES: 2

A Survival check (TN 15) can be used to locate safe drinking water in Morgul Vale. In all likelihood, melting mountain snows from the Ephel Dúath and rain water provided for the people of the vale (such as Orcs) who needed to slake their thirst, though the inhabitants do drink the Morgul waters when they have to choose between sickness and death.

THE EYRIE OF HELL-HAWKS AND THE TOWER THRUKBORÛN

High above the city of Minas Morgul and nestled amongst the tallest crags of the Mountains of Shadow, the flying steeds of the Black Riders sleep in their stone eyries. Screeching unworldly cries that bespeak the Great Darkness from which they came, the Hell-hawks fly above the vale, honing their flying skills so they may better serve the Nazgûl. The Hell-hawks do not patrol the pass over Cirith Ungol—that has other, deadlier guardians—but they do guard Cirith Morgul, the jagged and treacherous pass that leads over the Ephel Dúath into Mordor, which the Dark Lord uses to send an endless, unhappy stream of Orcs to reinforce the armies of Morgul Vale. The eyries can be reached from a high stair within the first level of Minas Morgul itself.

The eyries are adjacent to a tall and dreadful tower, which has no name in human tongue, but is called Thrukborûn in the speech of Mordor ('Eye of the Damned'). Rising high above the shoulders of the Ephel Dúath, this prison has a clear view of the entire Morgul Vale. From here, visitors can even see across Anduin, and at some hour when the sun still shines, a person looking westwards can faintly discern the sight of Minas Tirith, shining fair as a pearl upon the shoulders of Mindolluin. But this view is not comforting, for when the Enemy captures a Man of Gondor and even the dungeons of Barad-dûr cannot break his spirit, Sauron sends him here to keep watch upon the city he once loved. He who looks upon Minas Tirith from the windows of this citadel sees this city as Sauron sees it—with loathing and hatred—and when his hatred of Minas Tirith has become such a corruption in his souls that he cannot stand to even look upon the city, Sauron feigns mercy and allows the Man of Gondor

MINAS MORGUL FORTIFICATIONS

FORTIFICATION	PROTECTION	STRUCTURE
Cirith Morgul, Wall	9	14
Cirith Morgul, Gates	7	8
Minas Morgul, City Gates	8	8
Minas Morgul, Outer Walls	14	20
Minas Morgul, Inner Walls	12	18
Thrukborûn	9	90
The Tower of the Moon	12	150

to return into the world so he may wreak an unhappy vengeance against his perceived foes.

Few ever lasted long enough in the dungeons of Barad-dûr to achieve this fate, and those few who did and 'earned' their release were quickly killed, for Denethor Steward of Gondor seems to know who is being kept prisoner in the tower, and he refuses to let these twisted souls walk freely in his lands. Perhaps this is why Sauron has taken great pleasure in placing an iron chair atop the tower's highest battlement, on which it is writ 'The throne of Denethor, Lord of Gondor' in the Black Speech.

Those who are imprisoned in Thrukborûn quickly go mad. A Willpower test (TN 10) is needed every time they look out the window and gaze upon Minas Tirith. If this fails, they acquire a point of Corruption.

Next to the citadel of the Thrukborûn is the blackened husk of a great tree, which was transported to the slope of the upper mountain and planted by Orcs. Nailed to the tree is the desiccated husk of King Eärnur, still wearing the livery of the kings. His body is stained with the offal of the Hell-hawks, and his decapitated head, marked with the symbol of the Lidless Eye on its forehead, is held in his hands.

ADVENTURE HOOKS

As the home of the Witch-king and the other Nazgûl, Minas Morgul is one of the most dangerous places in all of Middle-earth. Here are three

adventure seeds that might fuel your imagination. The suggested length of the adventure is shown in parentheses after its title.

FLOWERS FOR THE GRAVE: (short) A plague wind has come out of Morgul Vale, and the garrison of Osgiliath has been stricken. A herbalist from Lossernach is there to help, but he needs fresh Morgul flowers so that he may concoct a medicine to treat the disease. The task of the heroes is to secretly enter Minas Morgul, collect assorted plant samples from the Vale, and return to the herbalist. To do so, they risk not only capture and torture at the hands of the Nazgûl but also the poison of the very plants they are supposed to collect.

RESCUE FROM THRUKBORÛN: (medium) Berenar, a Ranger of Ithilien, has been taken prisoner by the Enemy. He is currently being held in the Thrukborûn, and Faramir wants him rescued before he is broken. He is too busy with other matters to send any Rangers to Berenar's aid, however. As such, he asks the heroes to enter Minas Morgul, make their way up the Thrukborûn stairs, enter the tower, and free Berenar.

This is difficult even without complications; Berenar has not been broken yet, and he plans more than just a simple escape. Berenar doesn't want all of his suffering to go for naught, so he plans to attempt one of the great deeds of heroism in the entire history of Gondor: to recover the remains of King Eärnur so they may be properly interred in Rath Dínen. Unfortunately, the bones of Eärnur are always watched. Any attempt to retrieve them



RUINED CITY OF OSCLIATH

City Center



is sure to be met by the vigilance of the Hell-hawks and their vile masters.

'MINAS ITHIL IN MORGUL VALE SHALL BE UTTERLY DESTROYED': (long) It's the Fourth Age of Middle-earth, and King Elessar has commanded the destruction of Minas Morgul. While the Witch-king is dead and the power of Mordor is broken, Minas Morgul is still a dangerous place. The heroes are charged with leading the assault on Minas Morgul, tearing it down—stone by rotten stone—and cleansing the Vale of every trace of the evil sorcery that once befouled it.

OSGILIATH

*'So do we ever watch the shores nigh
Osgiliath, which our enemies now partly
hold, and issue from it to harry our
lands.'*

— *Faramir, The Two Towers*

Osgiliath (Sindarin for 'Citadel of the Stars') was once the greatest city of Middle-earth. It lay directly between Minas Ithil and Minas Anor and straddled the Anduin, building up on either side of the Great River.

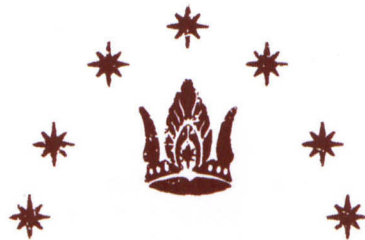
Built as the city of Elendil in the South, Osgiliath was the capital of Gondor during the early years of the Third Age. Its magnificence was so great that at its peak it was said 'precious stones are pebbles in Gondor for children to play with.' But no golden age lasts forever. During the reign of King Eldacar, civil war broke out, and in TA 1437, the *palantír* of the city was lost.

In TA 1636, another grievous blow was struck when the Great Plague devastated its people. So few people remained in Osgiliath that the capital was moved to Minas Anor.

Another blow came in TA 2002, when the Witch-king conquered Minas Ithil. Instead of being the centre of the realm, Osgiliath was now

the eastern shield of Minas Tirith. Osgiliath endured for centuries, until TA 2475, when the great stone bridge over Anduin was broken. Its inhabitants finally fled. Osgiliath acquired a haunted reputation as a city of ghosts, and only soldiers in the service of Gondor were allowed to walk its streets.

When Denethor became Steward of Gondor, he decided to strengthen his realm's defences. One of his most important victories was the recapture of Osgiliath, which Gondor then held as an outpost. They repaired the bridge that crossed Anduin, and the Rangers began to move into Ithilien in strength.



This resurgence was temporary, however. In the year before the War of the Ring, Mordor attacked in force to hide the Nazgûl's crossing over Anduin, and Gondor was forced to destroy the bridge. When the Witch-king came, the Men of Gondor routed, and only the combined valour of Boromir and Faramir prevented the situation from becoming a complete disaster. At the time of the War of the Ring, Gondor still holds a garrison on the western side, but the eastern part of the city has been abandoned to Sauron's Orcs.

In *The Two Towers* film, Faramir takes Sam, Frodo, and Gollum through the ruins of eastern Osgiliath into western Osgiliath, which, despite daily Orc-incursions, is still in

Gondorian hands. There Frodo encounters one of the Nazgûl and nearly hands the Ring over, which convinces Faramir that Frodo's quest to destroy it ought not be arrested.

At its height, Osgiliath was a glorious place, a city of lamps and bridges and waterways. Anduin was navigable from its mouth all the way to Osgiliath, so there were many quays along the riverbanks. The centrepiece of the city was the Tower of the Stone, a bastion where the city's *palantír* was kept. This was the Master-stone of the Seven, the only *palantír* capable of eavesdropping on what the other stones were seeing. The Master-stone was much larger than the other stones and could not be moved by a single person. Also within the Tower of the Stone was a great hall with two thrones, one for Isildur and one for Anárion, which symbolised their shared power.

ADVENTURE HOOKS

The war-ravaged city of Osgiliath is a prized point of contention between the armies of Sauron and the Free Peoples. Here are three adventure seeds that offer opportunities for epic adventure therein. The suggested length of the adventure is shown in parentheses after its title.

RAID ON CARCHAROTH: (short) The Orcs are building a great catapult on the eastern shore of Anduin, and it has been enchanted so it can carry larger shot and hurl it further than any other catapult that has ever been built. This great engine—black as Trolls' blood, with a howling, silver wolf's head on its accursed prow—is to be pulled by *mûmakil* and loaded by the strongest of Sauron's *Olog-hai*. It can rain catapult shot well beyond the first circle of the city, and it thus represents a greater peril during the expected siege of Minas Tirith than any of Sauron's other mortal weapons.

CARCHAROTH

WEAPON	DAMAGE	RANGE (YARDS)	CREW	SHOTS
Carcharoth	4d6+3	40/160/400/800	8	1 per hour

By some mistake, the pieces of Carcharoth have arrived on the eastern banks of Osgiliath before its appointed hour. The heroes have one opportunity to destroy this weapon before the armies of Mordor arrive in force—before this abomination can be fully assembled. They must take advantage of that opportunity at all costs.

BRIDGE ON THE RIVER ANDUIN: (medium) Men from Gondor have been taken prisoner by the Orcs in western Osgiliath and are being forced to rebuild the bridge over Anduin so Sauron's forces can move their great war engines across the river. The heroes are asked to infiltrate the workers and help destroy the bridge.

There is one potential complication. The commander of the workforce, an extremely capable and disciplined engineer from Pelargir, has become so proud of the quality of his work that he's forgotten what the bridge is going to be used for. He may attempt to prevent the heroes from destroying his 'masterpiece.'

SEARCH FOR THE STONE: (long) It is the Fourth Age. The *palantír* of Osgiliath has been missing for many centuries, for it fell into the River Anduin when the Tower of the Stone was destroyed. However, the stone is nearly indestructible, and it is heavy enough to resist being moved by the currents of the Great River. Though many have tried (unsuccessfully) to find it over the years, lately other things have been found that were thought to be irretrievably lost, and King Elessar hopes that perhaps the *palantír* might added to the list of recovered treasures.

The heroes are charged with searching the River Anduin and finding the stone.



ROHAN

*'Through Rohan over fen and field where
the long grass grows / The West Wind
comes walking, and about the walls it goes.'*

— *The Two Towers*

North of the Kingdom of Gondor are the wide-open fields once called Calenardhon, now known as Rohan. Ruled by the faithful kings of the House of Eorl, Rohan is Gondor's staunchest ally. Its territory was vast and largely unsettled. Rohan stretches from the River Isen, skirts east and north along the edges of Fangorn Forest as far as the River Limlight, then follows the Limlight to its eastern border along Anduin. Its western border, which follows the Rivers Isen and Adorn, is a little more dubious, largely because of the presence of the Dunlendings on the lands adjacent to the south-western slopes of the Misty Mountains. Its southern border is the edge of the White Mountains, and the River Glanhir in the east.

The Rohirrim were originally the Éothéod, a small but mighty tribe descended from ancient northern allies of Gondor who lived in Rhovanion north-west of Mirkwood. The Éothéod were founded by Frumgar, a great northern chief whose son Fram slew the dragon Scatha and enriched his people with the great drake's hoard. However, the Dwarves coveted Fram's treasury, and there was enmity between the Éothéod and the Dwarves ever after.

In TA 2509, the Balchoth invaded the land of Gondor from the East.

Cirion, the Ruling Steward of Gondor, desperately sent messages to anyone who might be able to assist him. Cirion didn't hold much hope that his messages would be answered, but one of them reached Eorl, Chief of the Éothéod, who received the messenger gladly.

Eorl remembered the stories told by his fathers of the greatness of the stone cities of the south, and how they alone stood against the Shadow. When asked whether he would help Gondor, he said, 'Where shall we flee the darkness if Mundberg falls? I will come.'

Eorl gathered his cavalry, and they rode down from the North. Eorl, riding his legendary steed Felaróf, looked like a figure riding from the myths of the First Age. The Éothéod came down upon the Balchoth and their Orc-allies on the field of Celebrant, when Gondor expected no one to aid them. The Balchoth army was broken and scattered, and Cirion fought his way through the Easterling host and looked upon Eorl's face with wonder. The Éothéod pursued the Balchoth and annihilated them, and so that threat to Gondor was ended.

The lands of Calenardhon had been depopulated by the many misfortunes that Gondor had endured over the centuries, and it occurred to Cirion that the land would be safer if the Éothéod controlled it, so he offered the land to Eorl in exchange for an oath of undying alliance. Eorl was then led to the tomb of Elendil near Halfirien Wood, where he swore that oath, and the realm of Rohan (Sindarin for 'Horse-land')—the kingdom of the riders—was born. To the people of Gondor, the riders were known as the Rohirrim.

The Rohirrim called their kingdom the Riddermark (Rohirric for 'border kingdom of the riders'). Rather than living in the stone towers that had been left to them by the men of Gondor, they built their own capital at Edoras in a more rustic style, for Rohan had a primitive, agrarian soci-

ety. Its people grew corn, drank mead, raised horses, wove great tapestries, and fought wars. Unlike its southern neighbours, the Rohirrim had little use for civilised comforts, but those crafts they did employ (such as weaving) they performed with great skill. They valued gems and the smithing of weapons, and in the larger towns people bought and sold goods, but most villages preferred to barter for supplies. Rohan was not a land of wizards, though it acquired magical treasures throughout the years, such as the Horn of Rohan, which came from Scatha's hoard.

Rohan was divided into two distinct geographic regions: the West-mark (or Westemnet, which included the land west of the Entwash) and the East-mark (or Eastemnet, which included the land from Entwash to Anduin). The lands surrounding Edoras were considered the king's land and belonged to neither Mark.

The East-mark was a land of wide plains, hills, and grasslands watered by the many streams and rivers of the region. There were no major settlements, but many small villages and hamlets dotted the region. Alburg, a small town in the Folde south-east of Edoras, was the region's major centre. Many herds of horses roamed the plains. The West-mark, which included the White Mountains and the Gap of Rohan, was more heavily settled, especially around Helm's Deep.

Rohan's traditional enemy was Dunland, a hard place filled with a brutal people who lived south-west of the Misty Mountains and who had always coveted the lands of the Rohirrim. By the time of the War of the Ring, the Rohirrim were also harassed by the Orcs of Mordor—who raided the horselands of the Eastemnet and stole as many black stallions as they could lay their claws on—but the most serious threat came from the wizard Saruman in Isengard. Corrupted by Sauron, Saruman wanted to conquer Rohan. He raised an army of Orcs,

Dunlendings, and Uruk-hai and placed his agent Gríma Wormtongue in the king's household to weaken it.

At the time of the War of the Ring, the King of Rohan is Théoden son of Thengel, an ageing but capable ruler who has fallen under Gríma's spell. His heir is his son Théodred, who dies a tragic death at the first battle of the Fords of Isen. His other heirs are his sister-son (nephew) Éomer and Éomer's sister Éowyn, a spirited young woman who serves as Théoden's nursemaid but who harbours the secret ambition of becoming a shield-maiden and fighting in battle.

Rohan is a military society with a large, standing army that constantly patrols its borders, even in times of peace. The army of Rohan was divided into companies of horsemen called



'éored.' A full éored contained not less than 120 men (including the captain) and was supposed to be a one-hundredth part of the Full Muster of Rohan—not including those of the King's Household.

Marshal of the Riddermark (or Mark) was the highest military rank and the title of the king's three lieutenants, commanders of the royal forces. The First Marshal's ward was the capital, Edoras, and the adjacent King's Lands, including Harrowdale.

He commanded the Riders of the Muster of Edoras, also drawing from whatever armies in the West-mark and East-mark were closest to the capital.

The Second and Third Marshals were assigned commands according to whatever region faced the greatest threat. Théoden took the role of First Marshal when he ascended the throne, and his son Théodred was Second Marshal, based at Helm's Deep, while Éomer was Third Marshall and had control over the East-mark, using Alburg in the Folde as his home base. During Théoden's illness, Elfhelm controlled the Muster of Edoras and its garrison and was effectively Fourth Marshal. Each marshal controlled his own éored. Unfortunately in later years, the real power in Meduseld, the court of Edoras, was Gríma Wormtongue.

Gríma's rise to power is an intriguing mystery. Although he was not physically imposing and was loathed by everyone except Théoden King, this 'wizened' man somehow became the most influential man in the kingdom. In the end, however, he found himself overmatched by Gandalf the White, and Théoden—and his kingdom—were saved.

ADVENTURE HOOKS

The land of Rohan is wide and wild. Here are three adventure seeds to trigger intrigue among the Riders of Rohan. The suggested length of the adventure is shown in parentheses after its title.

THE HORSES OF ROHAN: (short) Members of an éored invite the heroes to help them capture and break wild horses who are wandering in the Eastemnet near Anduin. By itself, this could be enough for a short adventure, but the heroes encounter a raiding party of Mordor Orcs while they are cut off from the main force. They need to sneak or fight their way

back to the éored so that they can exterminate these invaders.

A MESSAGE FOR EDORAS: (medium) In the days before Théoden is healed, Théodred discovers evidence that a traitor lurks in Meduseld. He asks the heroes to bring a message to the king to warn him. However, according to Théodred's information, the traitor isn't Gríma Wormtongue. It's Háma, the doorwarden of Meduseld.

The heroes may be obligated to deliver the message, but Théodred confesses that he has misgivings about this. In his experience, Háma is beyond reproach. Is Háma being framed? It's up to the heroes to uncover the truth.

A FELL SUMMER, A SEASON OF CROWS: (long) It's the Fourth Age, and though the first years were as glorious as the triumph of the West, all glory is fleeting. For the third summer is a row, the sun has been oppressive over the Riddermark, and the grasslands are drying up. Fires are frequent and widespread, and many horses have burned. Is this fell summer a coincidence, or is this some lingering curse of Saruman's? Either way, can any human force prevail against it? It's up to the heroes to get to the bottom of this mysterious drought and, if possible, put an end to it.

ZIRAKZIGIL: DURIN'S TOWER

*'I threw down my enemy, and he fell
from the high place and broke the moun-
tain-side where he smote it in his ruin.'*

—Gandalf, *The Two Towers*

Moria lies beneath three of the Misty Mountains' loftiest peaks, known in Khuzdul as Barazinbar, Bundushathûr, and

Zirakzigil. Upon this last—known in Sindarin as Celebdil and Westron as Silvertine—stands Durin's Tower. Situated at the top of the Endless Stair, which reaches to the lowest bowels of the mountains and connects to caverns throughout Moria, Durin's Tower was built in the days of Moria's greatness as a secret retreat for the rulers of the Dwarves. It was here that Gandalf's battle with the Balrog of Moria—the Battle of the Peak—ended in defeat for the creature of flame and shadow. The map and description detail this structure before this battle, for afterward much of it was ruined.



Durin's Tower comprises three levels. The bottom contains a great study with a mighty fireplace and stone shelves that once housed hundreds of tomes and scrolls bearing the accumulated lore of generations of Dwarves. In the days of the War of the Ring, many of these have been blown to a thousand points across Middle-earth, but some of the shelves are protected by locked Dwarf-doors. The knowledge inside these—which includes the personal journal of Durin VI and maps detailing much of Moria—would be of incalculable value to the entire Dwarf-race.

The second level is a bedchamber. In the days of Moria's greatness the stone bed was covered with the finest pillows and linens Dwarf-goods could purchase. These have long since rotted, and only the stone base and corner-pillars remain. A large stone armoire, however, is still locked against the elements, and contains—among rotted clothing—enduring Dwarf-treasures of great value.

The third level is an open roof ringed by battlements. Ancient

Dwarf-enchantments prevent snow from accumulating here, and the majestic panorama is like none other in Middle-earth.

For more information on Durin's Tower, the Endless Stair, and Moria in general, see *Khazad-dûm: The Delving of Durin's Folk*, in the Moria boxed set.

ADVENTURE SEEDS

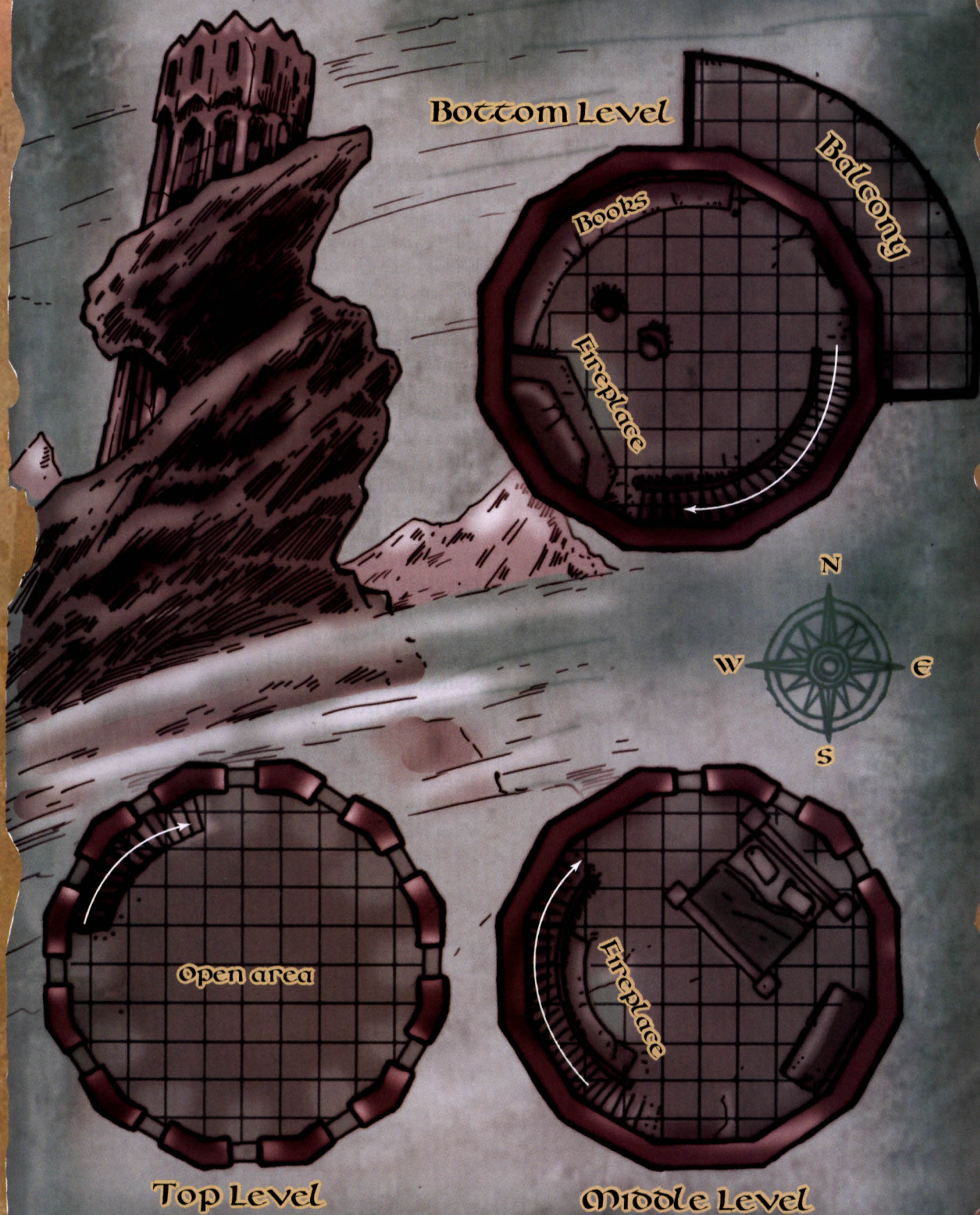
Though long deserted, Durin's Tower remains a place of great significance. Here are three adventure seeds to fuel your imagination.

ANCIENT DWARF-LORE: (short) New interpretations of certain scrolls at Rivendell suggest the existence and location of Durin's Tower. Elrond despatches a group containing both Elves and Dwarves to rediscover the ancient spire and recover the lost Dwarf-lore hidden therein.

A SECOND BANE: (medium) Sauron has despatched one of his most powerful lieutenants—perhaps one of the Nazgûl—to occupy Durin's Tower, either to keep watch over the Balrog's activities or to take its place in the wake of its death. This new threat must be dealt with, and by mighty heroes, if Moria is ever to be reclaimed by Dwarves.

THE BANE'S GUARDIANS: (long) During the War of the Ring, one of the Wise despatches a small band of heroes to guard the fallen body of Durin's Bane until such time as Gandalf, or another skilled in mighty magic, can make sure it is disposed of and the magic of the peak cleansed of its malign influence. This charge seems simple enough, but the characters' presence—and perhaps their curiosity, if they venture down the Endless Stair into Moria—arouses the interest of the Orcs who dwell within the mountain. Of even more danger, perhaps, are the ill effects the Balrog's ruined corpse has wrought on the subtle magic of the place.

DURIN'S TOWER



APPENDIX

With all the different languages used in *The Lord of the Rings*, it can be difficult to know how to pronounce a particular word, especially since many of these languages have their own particular pronunciation schemes. Suggested pronunciations of many words used in this book are provided below.

Aglarond [AG-lar-ond]	Henneth Annûn [HEN-neth AN-noon]
Anárion [a-NAR-ee-on]	Huorn [WHO-orn]
Andúril [an-DOO-ril]	Isen [EYE-zen]
Barahir [BAR-a-heer]	Isengard [EYE-zen-gard]
Celeborn [KE-leb-orn]	Isildur [is-IL-doe]
Celebrant [KE-leb-rant]	Ithildin [ith-IL-din]
Cerin Amroth [KER-in AM-roth]	Ithilien [ith-IL-ee-en]
Cirith Ungol [KIR-ith OONG-ol]	Khazad-dûm [KHA-zad-DOOM]
Déagol [DAY-a-gole]	Legolas [LEG-o-las]
Dúnadan [DUNE-a-dan]	Lembas [LEMB-ass]
Dúnedain [DUNE-e-dine]	Mearas [may-ARE-ass]
Edoras [EY-dor-ass]	Meduseld [MED-oo-seld]
Elendil [el-EN-dil]	Minas Morgul [MEEN-ass MOR-gool]
Eryn Muil [EM-in MOO-il]	Minas Tirith [MEEN-ass TIR-ith]
Éomer [EY-o-mer]	Mithril [MITH-ril]
Eorl [EY-orl]	Morannon [mor-AN-non]
Éothéod [EY-o-THEY-od] (“th” as in “thin”)	Narsil [NAR-sil]
Éowyn [EY-o-win]	Nazgûl [NAZG-ool]
Eriador [AIR-ya-dor] (“air” like you breathe)	Osgiliath [os-GIL-ee-ath]
Fangorn [FANG-orn]	Rauros [RAW-OO-ros]
Faramir [FAR-a-meer]	Rohan [ROW-han]
Felaróf [fe-la-ROFF]	Saruman [SAR-oo-man]
Galadriel [Ga-LAD-ree-el]	Sauron [SA-OO-ron]
Gandalf [GAND-alf]	Sharku [SHAR-koo]
Gil-galad [GIL-GA-lad]	Shelob [SHEE-lob]
Glóin [GLOW-in]	Sméagol [SMAY-a-gole]
Gríma [GREE-muh]	Théoden [THEY-o-den] (“th” as in “thin”)
Grishnákh [grish-KNOCK]	Uglúk [ug-LOOK]
Haldir [HAL-deer]	Vilya [VIL-ya]







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'The last host of the Eorlingas has ridden forth. It will not return without battle.'

—Théoden, *The Two Towers*

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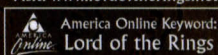


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