

The Rings Of Power

The “One Ring” or “Master Ring”

One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them. In the Land of Mordor where the Shadows lie.

Created by Sauron to rule the other “Rings of Power” he let a great part of his former power pass into it, so that he could rule all the other rings. At the end of the second age Sauron was overthrown, he lost the ring and was banished; but now he has arisen again and he greatly desires it back.

At the beginning of the War of the Ring the One Ring is held by Frodo Baggins a Hobbit in the Shire.

When worn the “One Ring” will give its wearer the following special abilities:

- Invisibility
- Shielded
- Heroic Action
- Spell Point
- Ring Sight

Invisibility

Become completely invisible to all figures, except those that wear a “Ring of Power” or have for a time lived in the Blessed Realm, these figures will have the ability of “Insight” the capability to see into both the normal and extended planes of existence. Whilst invisible the figure does not exert a zone of control and will ignore all other zones of control, except for enemy figures that can see the ring-bearer. A figure that is of the Blessed Realm will not be affected by the invisibility of the “One Ring” if they wear it.

Shielded

The ring-bearer will be shielded through 360° against normal attacks and will still be able to attack each bound. Blades blessed by elven spells, blades of elven origin or Morgûl weapons will all negate the shielding ability of the ring.

Heroic Action

A figure who as the “Iron Will” ability can with the aid of this ring expend an additional hero point each bound.

Spell Point

A figure that is of the Blessed Realm can with this ring use an additional spell point each bound.

Ring Sight

The ring-bearer can see other “Rings of Power” on other figures; these cannot be hidden from the one that bears the ring.

Sauron will exert an over whelming desire to control the ring-bearer when it is worn, the check (25%) is made in every special ability phase (3a) that the ring is worn. A hero point may be expended to prevent this influence. If successful, then Sauron as located the ring-bearer and evil gain control of the figure. In the following special ability phases (3a) the figure may attempt a single roll (15%) to regain its self control; this allows the ring-bearer to willingly remove the ring. If successful, then good regain control of the ring-bearer.

The ring cannot be willingly passed on by a ring-bearer, but it may be taken from a dead or unconscious one. It can be put on at any time within the bound sequence, but not if the figure is in combat.

A good figure that knows what the ring-bearer is carrying may fall under the influence of the “One Ring”. Figures that do not have “Iron Will” and are not in combat must check (15%) every special ability phase (3a) that they are within 10cm of the ring-bearer. A hero point may be expended to prevent this influence. If the check fails, then the figure is influenced to attempt to snatch the ring, evil take control of the figure, which is moved in the special movement phase (4e). Once the madness as taken hold the figure will remain influenced for the rest of the battle.

Snatching the “One Ring”

Any evil or good figure that has fallen under the rings influence, may attempt a single snatch of the ring from the ring-bearer, if it is known what is being carried.

When the snatch is made the figure must be in base contact with the ring-bear. A single attack is made in the normal combat phase (6c), if successful the ring-bearer will make a check against its ability value, if the ring-bear fails then the snatch was successful. If the snatch failed then the ring-bearer may react, but cannot put the ring on whilst in combat and the intention of the snatching figure is now known. The figure will now attack the ring-bearer in normal combat to take the ring by force, if the ring-bearer extract itself from combat, the attacking figure will pursue.

A new ring-bearer will attempt to extract itself from combat and so will carryout an escape move in the next compulsory movement phase (4a). The figure ignores all zones of control and is also exempt from being attacked when it leaves combat, the figure continues to move normally this move.

A figure that snatches the “One Ring” will instantly become neutral; the new ring-bearer will attempt to exit the battlefield by the shortest route possible to its own baseline; it will not attack unless it is attacked. The figure will use a remaining hero points to hasten its flight from the battlefield.

If the creature Gollum attempts to snatch the ring and is successful it will exit the battlefield by the nearest baseline. If Gollum is unsuccessful, it runs and hides and is removed for the rest of the battle.

A figure that as snatched the ring must check (25%) in every special ability phase (3a) to see if the figure puts the ring on, a hero point may be expended to prevent this action. If the check fails and the ring is worn, the figure instantly becomes under the control of Sauron and the evil side. No rechecks are allowed for taking the ring off, as Sauron as control of the figure. If the figure reaches its own baseline, it as mastered the “One Ring” and can now use it at will in any future battles.

In attempting to regain the ring or defend against a failed attack, it is the only time that good can attack another good figure. It is left to the discretion of the good side whether they rain in killing blows or concussion hits against the influenced figure. The ring-bearer will see all attacks as aggressive and will return with killing blows. An unconscious figure will have no further part to play in this battle.

The Nine Rings for Mortal Men

In the year 1697 of the Second Age, Sauron attacked Eregion and captured the nine rings that the elven-smiths had made. In the coming years he distributed these among his greatest allies.

Those who used the Nine Rings became mighty in their day, kings, sorcerers, and warriors of old. They obtained glory and great wealth, yet it turned to their undoing. They had, as it seemed, unending life, yet life became unendurable to them. They could walk, if they would, unseen by all eyes in this world beneath the sun, and they could see things in worlds invisible to mortal men; but too often they beheld only the phantoms and delusions of Sauron. And one by one, sooner or later, according to their native strength and to the good or evil of their wills in the beginning, they fell under the thralldom of the ring that they bore and of the domination of the One which was Sauron's. And they became forever invisible save to him that wore the Ruling Ring, and they entered into the realm of shadows. The Nazgûl were they, the Ringwraiths, the Enemy's most terrible servants; darkness went with them, and they cried with the voices of death.

At the beginning of the War of the Ring the Nine Rings are still held by the Nazgûl.

When worn each of the nine rings will give its wearer the following special abilities:

- Command
- Gallant
- Spell Casting

The ability to cast spells grows over time and is not something that is obtained immediately.

The Seven Rings of the Dwarves

When Sauron attacked Erebor he tortured the chief elven smith Celebrimbor who revealed the location of the seven rings. Sauron took the rings and distributed them between the Seven Dwarven Houses, hoping to ensnare them.

Like all Rings of Power, the Seven Rings enhanced the natural powers of their bearers. The Dwarves who bore the Seven Rings became even more skilled at acquiring and preserving riches. Those who traded in gold amassed more gold, while those who traded in silver or gems or other precious materials increased them in kind. It is said that the Seven Rings were the foundation of the wealth of each of the Dwarf-kings. But Sauron could not dominate the wills of the bearers of these rings, so he sought to retake the seven rings again; three he took by force, but the others were lost, being consumed by Dragons in conquest of the Dwarven lands.

At the beginning of the War of the Ring, Three of the Seven Rings are held by Sauron.

When worn each of the seven rings will give its wearer the following special abilities:

- Command
- Detection
- Crafting

The ability of Detection allows the ring-bearer to detect precious metals and minerals that are naturally located below ground; the bearer can tell if a spot for excavation is likely to yield an above average crop.

Crafting allows raw materials to be fabricated into finished items of excellence. Existing finished items can be crafted anew to produce a richer finish.

The Three Rings of the Elves

Celebrimbor the chief elven smith crafted these rings alone in 1590 of the Second Age; they were untouched by Sauron, but were made with his craft. So when Sauron declared himself with the One Ring, the elves took off the three and hid them from him.

The Three Rings of the Elves are the most powerful of the Rings of Power apart from the One Ring they are Narya, Nenya, and Vilya. Their power is in understanding, making, preserving and healing. They are not weapons, though they can be used to defend against Sauron and his servants. The Three do not make their wearers invisible, like the One Ring.

At the beginning of the War of the Ring Narya the Ring of Fire is held by Gandalf the Grey, Nenya the Ring of Water is in the keeping of Galadriel and Vilya the Ring of Air is upon the finger of Elrond, Sauron suspects but he does not know.

The Three Rings give powers according to their wielder, these powers are elven in nature and relate to the abilities of understanding, making, preserving and healing. With these powers the ring-bearers can maintain and improve the natural surroundings of their lands, although this does take many years, not a task to be taken lightly. Each ring however as the following abilities to help defend against the servants of Sauron.

Narya has the ability to influence all friendly figures within 20cm of the ring-bearer to be Gallant. It also bestows upon the ring-bearer the ability of Flame Command, which gives the bearer protected against fire and the capability to produce larger fires from a smaller fire source. The ring allows the bear to expend one hero point each bound without it reducing the bearer's hero point total.

Nenya has the ability to influence all friendly figures within 20cm of the ring-bearer with Iron Will. It also bestows upon the ring-bearer the ability of Water Sight, which allows the bearer to perceive images of long ago, the present and the future, but which you see not even the wisest can tell. The ring allows the bear to expend one spell point each bound without it reducing the bearer's spell point total.

Vilya has the ability to influence all friendly figures within 20cm of the ring-bearer with Courage. It also bestows upon the ring-bearer the special abilities of Swiftmess and Agility. The ring allows the bear to expend one hero and spell point each bound without it reducing the bearer's points total.

Characters

Sauron, The Dark Lord (98/10/10) Command, Gallant, Iron Will, Smite, Sweep, Terror
 Sauron came into existence before the creation of the world, in the beginning he was not evil and was one of the Maiar, spirits that helped and served the powers known as the Valar. Sauron learnt much from his master who was Aule; he was a smith and a master of crafts and works of skill. But Sauron craved order and wanted to arrange things according to his will, so leaving Aule he went to serve Melkor, who afterwards became Morgoth, The Dark Enemy. Sauron became his most powerful minion and performed many evil deeds in his service in the First Age of Middle Earth.

At the end of the First Age, the Valar waged the War of Wrath against Morgoth and utterly defeated him. In the Second Age Sauron went to Eregion, where Celebrimbor and the Elven-smiths dwelled. Deceiving them he taught many new skills of craftsmanship, and with these Celebrimbor the head smith began forging the Rings of Power. Sauron then forged for himself the One Ring to rule the others. He had to put much of his own strength and will into this ring so that it could master the other Rings of Power. The One Ring allowed him to perceive and control the thoughts of those who bore the lesser Rings. When Sauron put on the One Ring, the Elves were aware of him. They realized they had been deceived and they took off their Rings. Celebrimbor had made these alone, and thus they were untouched by Sauron but they were still subject to the One Ring, so the Elves hid them from him.

Eventually after many year and battles an army of men led by Elendil and an army of elves led by Gil-galad united against Sauron in the War of the Last Alliance. Sauron fought with Elendil and Gil-galad on the slopes of Mount Doom and he killed both, but Isildur, Elendil's heir cut the One Ring from Sauron's hand with the broken shard of his father's sword Narsil and Sauron's spirit fled from his body. But Isildur was soon killed and lost the ring in the Galdden Fields.

In the Third Age Sauron rose again, summoning all that was evil to him in his fastness in Dol Guldur, but he fled in secret again to Mordor when the White Council attacked and drove the evil out. Learning that the One Ring had been found again, Sauron sent the Nazgûl in search of it and once again started to wage war on Gondor, the people of Isildur.

Sauron resides in Barad-dûr within Mordor and commands his armies and servants from there. Although Sauron as once again taken physical form, his power in respect to his former self is weak. He requires the One Ring to unite himself with his former power and so become the Sauron of old.

Sauron will only come forth if he receives the One Ring or Barad-dûr is besieged.

The power of Sauron is so overwhelming that the area of effect of his Terror and Command special ability is 30cm instead of the normal 10cm.

Nazgûl, The Nine Ringwraiths

In the Second Age of Middle Earth Sauron gave nine magical Rings of Power to mortal men, three were great lords of the Númenórean race, the other six were his Generals and Lieutenants who were great lords in their own right. The lords made for themselves and their master mighty kingdoms of great renown. The rings gave each wearer spell casting abilities and longevity beyond that of mortal man, but over time the rings eroded their wills and they became obedient to Sauron, they turned into terrible shapeless wraiths called Nazgûls. But when Sauron fell at the end of the Second Age, so did his lords, but after a respite they arose again with him.

The Nine Ringwraiths in descending order of importance from Mûrazôr Lord of the Nazgul are:

Rank	Name	Ability Value	Hero Points	Spell Points	Special Abilities	Ring Influence
1	Mûrazôr	96	10	10	Agility, Smite, Sweep	30
2	Khuamûl	94	9	10	Agility, Smite	25
3	Dwar	92	9	9	Agility	20
4	Ji Indûr	90	8	9		20
5	Aknôrahil	88	8	8		15
6	Hoarmûrath	86	7	8		15
7	Adunaphel	84	7	7		10
8	Ren	82	6	7		10
9	Ulvatha	80	6	6		5

All nine Nazgûl have the following special abilities:

- Terror
- Stealth
- Iron Will

Each Nazgûl wears a Ring of Power which gives its wearer the following special abilities:

- Command
- Gallant
- Spell Casting

The evil ethereal essence of each Nazgûl will cause a figure that is base contact with it to fall into Despair for the rest of the battle, unless the figure saves against its ability value in the special ability phase (3a) or the figure is Gallant; this ability is known as the “Black Breath”. If successful the figure need not check against that Nazgûl again. A hero point may be expended to prevent the effect of Black Breath by a specific Nazgûl.

In the special ability phase (3a) Nazgûls will influence the bearer of the “One Ring” to wear it, when they are within 10cm of the ring-bearer. The percentage change of influencing the bearer is listed above for each Nazgûl, the chance in accumulative with other Nazgûls that are within 10cm. Fellowship figures that are in base contact with the ring-bearer will each reduce the check by -5, except Sam Gamgee who reduces the check by -10. A hero point may be expended to prevent this influence. A figure that is influenced will wear the ring and will still move freely; it may attempt a single roll (25%) to regain self control in the following special ability phases (3a). If successful the ring-bearer can willingly remove the ring. All uncontested Nazgûl will move directly to the ring-bearer if the “One Ring” is worn whilst the Nazgûls are present on the battlefield, this move is executed in the compulsory movement phase (4a).

The Nazgûl are most perilous at night or in darkness when they become dark shadows that are only vaguely apparent to mortal sight. At these times the Nazgûl will receive the same benefits as a figure that is shielded through 360° and they still may attack each bound. Burning brands will inflict normal damage on these shadowy Nazgûl and they will not receive the benefit of shielding from such attacks.

Ring-bearers who wear a “Ring of Power” and First Born Elves are able to project themselves onto the Nazgûls plane of existence and so inflict greater damage on them, treat all such attacks as “Smite” attacks.

Only blades blessed by elven spells or blades of elven origin can kill a Nazgûl, other blades and burning brands will banish them for the rest of the battle.

Gollum (30) Stealth, Agility

This creature that is named Gollum was once a stoor named Sméagol, he murdered his kin Déagol when the “One Ring” was found. The ring gave Sméagol longevity, he is now nearly six hundred years old, but it consumed his mind and soon he retreated from the world of light, fleeing to the roots of the Misty Mountains. Gollum eventually lost his ring and Bilbo the hobbit by a remarkable chance found it. Gollum is now hunting for his Presence and the hobbit that stole it from him!

Gollum can only appear if the “One Ring” is present on the battlefield. He is exempt from all attacks whilst the “One Ring” is present and is not held by him. Gollum has the special abilities of Stealth and Agility, these allow him to worm his way around figures with his 15cm movement rate.

The evil side moves Gollum in the special movement phase (4e). If Gollum ends his move within 10cm of the ring-bearer then he will attempt to influence it in the next special ability phase (3a). Gollum makes an ability check and if successful the following will happen:

If evil have initiative then they will move the ring-bearer in the special movement phase (4e), instead of the figures normal movement.

If evil do not have initiative then they can cause the ring-bearer to stop for a full movement phase, no movement is possible by the ring-bearer.

The ring-bearer may use a hero point to negate the effect of this influence.

Once only in the battle Gollum can attempt to Snatch the ring from its bearer *see* Snatching the “One Ring”.

Grima “Wormtongue” (50) Stealth, Whisper

This man of Rohan, who fell under the influence of Saruman, became councillor to King Théoden and spy to Saruman the White. He gives crooked council and has ensnared the king with his evil leech-craft hence the name given to him by the people of Rohan “Wormtongue”.

Grima will only appear on the battlefield if the forces of Rohan and Saruman are present. Grima has a movement rate of 15cm and is moved by the force of Saruman in the special movement phase (4e). If he ends his move in base contact with any figures of Rohan, an ability check will be made in the next special ability phase (3a). If successful Grima will hold all figures stationary in conversation for the present movement round, but he himself can then move again in the special movement phase (4e) of this round.

A figure may expend a hero point to negate the influence of this Whisper ability.

If Grima ends his move in base contact with King Théoden, then all the figures of Rohan will automatically be in Despair for the duration that Grima remains in contact, no ability check required. An ability check can be made to stop the king from moving each bound. The presence of Gandalf will negate the Despair if he can end his move in base contact with the king.

Whilst in base contact with the king, Grima will also receive control of all of the King’s Royal Guards; these will be moved by the Saruman force in the normal movement phase.

Grima cannot attack or be attacked by any good figure, but his special abilities will falter altogether if King Théoden or Saruman are killed. Gandalf can attempt to cure King Théoden of the leech-craft if he casts a successful Control spell on the king. Once Grima’s powers are lost he will be removed from the battle.

Weapons

Andúril

This sword was originally called “Narsil” it was crafted in the first age by Telchar the most renowned of the Dwarf smiths in Nogrod. The blade that shone with the light of the sun and moon, it was saved by Elendil who escaped the downfall of Numenor and founded the Realms of Gondor and Arnor in Middle Earth. Elendil fell in battle with Sauron in the War of the Last Alliance and Narsil was broken beneath him, its light extinguished. Isildur his son took up the hilt and with the shard cut the One Ring from Sauron’s finger. The Ring was lost and the pieces of the sword were sent to Rivendell for safe keeping.

Only when the One Ring was found and Sauron had again returned to Middle Earth was Narsil forged anew and it was given a new name by Aragorn its present owner “Andúril” Flame of the West. The sword shone again and the blade was engraved with a rayed sun and a crescent moon with seven stars between them and many runes were written around them.

Condition: Aragorn wears this blade and only after the One Ring comes to Rivendell is it forged anew.

This sword imparts the following special abilities to its wielder:

- Swiftnes
- Sweep
- Smite

On visiting Lothlorien Galadriel gave Aragorn a sheath made especially for Andúril. The sword’s name and lineage were written on it in Elven runes formed out of many gems and it was overlaid with flowers and leaves wrought of silver and gold. The sheath had the special property of protecting the blade that was drawn from it from being stained or broken in battle.

Condition: Aragorn must visit Lothlorien with Andúril to receive the sheath.

The sheath imparts the followings special abilities to its wielder:

- Negate

Glamdring

This sword Glamdring the Foe Hammer was forged by the Elves of Gondolin in the First Age and was the sword of their King Turgon. The blade was lost in the great fall of Gondolin, but miraculously reappears some six thousand years later in the Troll Hoard of Bert, Tom and William in the year 2941 TA. Gandalf the Grey claimed the blade and Elrond of Rivendell identified the blade by the runes that are upon it.

Conditions: Gandalf the Grey holds Glamdring.

This powerful blade as the special abilities of Swiftnes, Smite and Terror; the later ability is reserved for Orcs and Goblins who will not approach within 10cm of the blade unless a successful Terror check as been made in the special ability phase (3a). If successful the Orc or Goblin figure will take no further notice of the Terror effect of the blade, if unsuccessful the figure will flee in panic for a full bound in phase (4a).

The sword also warns of approaching Orcs or Goblins by faintly glowing blue in the dark, so the bearer cannot be surprised or ambushed, the distance for this special ability is 50cm.

Sting

A dagger that accompanied the swords of Orcrist and Glamdring, these blades were all made by the Elves of Gondolin in the First Age of Middle Earth. Sting was found by Bilbo Baggins in the Troll Hoard of Tom, Bert and William in the year 2941 TA. Bilbo first used this sword to kill the Great Spiders in Mirkwood who captured him and his Dwarven friends. It was then that he named the sword Sting.

Condition: Bilbo Baggins holds Sting in Rivendell.

Sting is a light and nimble sword in the hands of any hobbit; this gives the sword the special ability of Swiftiness. The sword also warns of approaching Orcs or Goblins by faintly glowing blue in the dark, so the bearer cannot be surprised or ambushed, the distance for this special ability is 30cm.

Great Bow of the Galadhrim

A powerful bow such as the Galadhrim use it is long and stout and strung with a string of elf-hair. A quiver of slender arrows accompanies the bow.

Condition: Galadriel holds the bow in Lothlorien.

The bow being light and fast bestows the special ability of Swiftiness upon the figure using it allowing an extra attack. The bow also has the special ability of Smite if it shoots a target within 30cm.

Armour or Protection

Mithril Armour

This small corselet was made for a young elf prince in the second age, it is made of rings of mithril, a rare precious metal sometimes called true silver that is beautiful yet harder than steel. The shirt is studded with white gems and is girt with a belt of pearl and crystal. It feels light to the wearer, but is strong enough to turn any blade.

Conditions: Bilbo Baggins holds the armour in Rivendell.

This hobbit sized armour bestows a Wound Recovery Check of 90% to any hobbit or similar sized figure that wears it. Smite attacks have no effect upon this armour, so checks against these attacks are at the full 90%.

Elven Cloaks of Lothlorien

The cloaks are created from a light, but warm silken stuff that the Galadhrim weave. They fasten about the neck with a green leaf brooch veined with silver. These fair garments have the ability to adjust their hue to leaf and branch, water or stone, as described "It was hard to say of what colour they were: grey with the hue of twilight under the trees they seemed to be; and yet if they were moved, or set in another light, they were green as shadowed leaves, or brown as fallow fields by night, dusk-silver as water under the stars."

Condition: The Lady Galadriel and her maidens wove these garments and only if the Ring Bearer comes to Lothlorien will these garments be available.

These garments are not armour and will not turn shaft or blade, but they will bestow the special ability of Stealth upon the figure that is wearing the Elven Cloak.

Special Items

The King's Standard

Wrought in secret and long was its making by the Lady Arwen in Rivendell. When unfurled it was black and no device could be seen upon it, for it was hidden in darkness. But when sunlight broke upon it, there flowered a White Tree, and that was for Gondor; but Seven Stars were about it, and a high crown above it, the signs of Elendil that no lord has borne for years beyond count. And the stars flamed in the sunlight, for they were wrought of gems by Arwen daughter of Elrond; and the crown was bright in the morning, for it was wrought of mithril and gold.

Conditions: Aragorn - King must be present with the standard bearer.

This standard will affect all good figures that are within a 30cm line of sight of the standard. All figures will feel inspired and will gain the special ability of Courage; figures will also receive the abilities of Iron Will and Gallant whilst within this area of effect. If the standard bearer is killed, then all the remaining figures within the army will suffer the affects of Despair and will fight at half their ability value for the rest of the battle.

The standard will be lost if there are no friendly figures in base contact when the standard bearer is killed. If a friendly figure of the same army was in base contact with the standard bearer, then it can be reclaimed in the next bound and declared once again in the following bound. The figure that reclaims the standard will become the new standard bearer.

The Ring of Barahir

In the First Age of Middle Earth Finrod Felagund gave this ring to Barahir as a token of friendship when Barahir saved his life at the battle of Dagor Bragollach. For this ring was like to twin serpents, whose eyes were emeralds, and their heads met beneath a crown of golden flowers, that the one upheld and the other devoured; that was the badge of Finarfin and his house. The ring is now an heirloom of the House of Isildur and a symbol of friendship between Elves and Men.

Conditions: Arwen holds the ring in Rivendell.

The ring as no magical powers, but it will inspire Aragorn when he wears it, being the heir to the House of Isildur. The figure will receive the special ability of Lordship, this ability will increase the figures existing Command ability to 20cm instead of the normal 10cm.

The Great Horn of Gondor

The horn borne by the heirs of the Stewards of Gondor, legend told that if the Great Horn was sounded in time of need within the ancient boundaries of Gondor, it would not go unheard. The Great Horn was made from the horn of a wild ox of Rhun. The ox was slain by steward Vorondil around the year 1980 Third Age. It is bound and tipped with silver and carved with ancient runes. It was hung on a baldric, which is a long belt or strap worn across the chest from one shoulder. The voice of the horn is loud, clear and deep.

Conditions: Boromir carries the horn and can only blow it if not in combat.

All figures within 30cm will be affected when this horn is blown by Boromir. To Gondorian figures the horn bestows Courage; but to enemy figures it imparts Despair and Confusion. The effects last for the length of time the horn is blown, 3 bounds maximum. The sound of the horn is only effective once in any given battle. Whilst blowing the horn no further actions can be undertaken, but Boromir may defend against any attacks. Once in combat Boromir must stop blowing the horn and fight.

Palantiri – The Seven Seeing Stones

Feanor a great craftsman of the Elves made these stones long ago in the Undying Lands. Seven were given to Amandil the leader of those who remained faithful. His son Elendil rescued these from the downfall of Numenor and brought them to Middle Earth. The seven palantiri were distributed throughout the realms of Gondor and Arnor in the year 3320 of the Second Age. Elendil took three of the stones north to Arnor and placed them in Annuminas, the Tower of Amon Sul, and Elostirion in the Tower Hills. Elendil's sons Anarion and Isildur each took two of the palantiri and set them around Gondor in Minas Anor, Orthanc, Minas Ithil, and Osgiliath.

The palantiri were used to communicate with each other, a person with strong will could use a palantir to speak with another person and to see images of things that were occurring within the realms of Gondor and Arnor. Only two palantiri could communicate at one time, a third would find them blank, except for the Osgiliath stone; this was the master stone and could survey all seven stones at once. One by one the stones were lost or captured and at the time of the War of the Ring only four remained.

Conditions: The Minas Ithil stone is held by Sauron in Barad-bur, the Orthanc stone is held by Saruman in the Tower of Orthanc, the Minas Anor stone is held by Denethor in Minas Tirith and the fourth is the Elostirion stone held by Cirdan in the Tower Hills.

Palantiri can only be used for scrying with when there is a light source at the location that is being searched. The light source could be the sun, starlight or firelight, but palantiri do not work in darkness.

Palantir can be used to predict the initial dispositions of enemy forces through scouting with the stone, so when a figure is present at a battle that possess a palantir the opposing force must always set up first.

If the present figure uses the palantir for a full bound (this action must be declared), then in the following bound his army automatically receives initiative, no roll is required.

Elven Rope

A rope produced of hithlain but the Galadhrim of Lothlorien strong, silken to the touch, grey of hue and very light in weight.

Condition: Only available from Lothlorien.

The rope aids climbing and allows a figure to descend 200mm in a bound with only a 10% chance of failure. The rope is 300mm long and may untie itself after the climb, 50% chance.

Healing and Vitality

Athelas

A plant brought by the Númenóreans from the west, it has long leaves and when crushed gives off a sweet and pungent fragrance. The Athelas plant has powerful healing properties when it is used by the king of the line of Elendil. The plant is also known as Kingsfoil in the common tongue and Asëa Aranion by the Elves.

Condition: The plant only grows in places where the Men of Westemnet used to dwell; this includes the areas around Weathertop and the woods of Lossarnach in Gondor. The plant is rare and hard to find.

If used by Aragorn the plant can bestow another Wound Recovery Check to a figure that is fatally wounded, this will take three full bounds to prepare and apply, and if successful the figure will be available for action in the following bound. The Athelas can only be used on a single figure at a time and only once in a battle.

Miruvor of Rivendell

The cordial of Imladris is warm and fragrant when swallowed and gives a new strength of heart and lifts any heavy drowsiness from the limbs, reviving and giving fresh hope and vigour.

Condition: The cordial may be given Elrond of Rivendell.

A small mouthful will restore strength and give vigour to a figure, restoring a single heroic action point and a single spell point. The leathern flask of the Miruvor holds enough for twenty quaffs of the liquor, and each quaff takes a bound to drink.

Lembas

Made by the Elves of Lothlorien, these very thin cakes are baked a light brown on the outside, and inside are the colour of cream. They have a vitality when eaten that is more strengthening than any food made by men. The cakes are also known as Waybread and are wrapped in leaf and keep fresh for many days if not unbroken.

Condition: Only available from Lothlorien

The consumption of a cake takes two full bounds, but it gives strength and vigour to a figure, restoring two heroic action points.

Ent Draught

A drink brewed by the Ents from the waters of the mountain springs of Methedras, the water contains special properties and gives an overwhelming feeling of power that courses through the limbs.

Condition: Treebeard the Ent can only give a draught of this brew.

A quaff of this drink takes one full bound; it gives power to limbs, restoring three heroic action points, three spell points and the special ability of Agility for the rest of the day.

Overview of Personalities

Name	Ability Value	Points		Special Abilities
		Hero	Spell	
Mordor				
Sauron	98	10	10	Command, Gallant, Iron Will, Smite, Sweep, Terror
Nazgûl - Mûrazôr	96	10	10	Agility, Smite, Sweep, Stealth, Iron Will, Terror
Nazgûl - Khumûl	94	9	10	Agility, Smite, Stealth, Iron Will, Terror
Nazgûl - Dwar	92	9	9	Agility, Stealth, Iron Will, Terror
Nazgûl – Ji Indûr	90	8	9	Stealth, Iron Will, Terror
Nazgûl - Aknôrahl	88	8	8	Stealth, Iron Will, Terror
Nazgûl - Hoarmurath	86	7	8	Stealth, Iron Will, Terror
Nazgûl - Adunaphel	84	7	7	Stealth, Iron Will, Terror
Nazgûl - Ren	82	6	7	Stealth, Iron Will, Terror
Nazgûl - Ulvatha	80	6	6	Stealth, Iron Will, Terror
Gothmog	85	7	--	Command, Gallant, Smite
The Mouth of Sauron	70	5	5	Command, Gallant, Iron Will
Isengard				
Saruman – The White	90	9	10	Command, Gallant, Iron Will
Saruman – Sharky	40	3	0	Command
Ugluk	70	6	--	Command, Smite
Fellowship				
Gandalf – The White	95	10	10	Command, Gallant, Iron Will
Gandalf – The Grey	85	9	9	Command, Gallant, Iron Will
Aragorn – King Elessar	90	10	--	Command, Gallant, Iron Will, Lordship
Aragorn – Elessar	85	9	--	Command, Gallant, Iron Will
Aragorn – Strider	80	8	--	Command, Gallant, Iron Will
Boromir	75	7	--	Command, Gallant
Gimli	70	6	--	Sweep, Iron Will
Legolas	60	6	--	Agility, Swiftiness, Iron Will
Pippin – Knight of Gondor	45	4	--	Iron Will
Pippin	30	3	--	Iron Will
Merry – Rider of Rohan	50	5	--	Iron Will, Gallant
Merry	35	4	--	Iron Will
Sam	45	4	--	Iron Will
Frodo	40	5	--	Iron Will, Gallant
Bilbo	15	3	--	
Rohan				
Theoden – King of Rohan	60	5	--	Command, Gallant, Iron Will, Lordship
Theodred – 1 st Marshall of Rohan	70	4	--	Command, Gallant
Eomer – 2 nd Marshall of Rohan	65	6	--	Command, Gallant, Iron Will
Eowyn – Lady of Rohan	50	4	--	Gallant, Iron Will, Smite against Nazgûl Mûrazôr
Erkenbrand – Lord of West Fold Vale	60	3	--	Command, Gallant – (Base as Captain)
Hâma – Captain of the Royal Guard	55	3	--	Command, Gallant – (Base as Captain)
Elfhelm – Marshall of East Fold	55	2	--	Command, Gallant – (Base as Lieutenant)
Grimbold – Marshall of West Fold	50	2	--	Command – (Base as Lieutenant)
Déorwine - Chief Royal Guard	50	1	--	Command – (Base as Company Leader)
Guthláf – Royal Standard Bearer	45	1	--	Gallant, Iron Will

Overview of Characters

Name	Ability Value	Points		Special Abilities
		Hero	Spell	
Gondor				
Denethor - Steward of Gondor	45	4	--	Command, Gallant, Iron Will, Lordship
Boromir - Captain of Gondor	80	8	--	Command, Gallant
Faramir - Captain of Gondor	75	7	--	Command, Iron Will
Faramir - Ranger of Ithilien	70	6	--	Command, Iron Will
Prince Imrahil	75	6	--	Command, Gallant, Iron Will
Iron Hills				
Dain II	80	7	--	Command, Gallant, Iron Will, Sweep, Lordship