

J. R. R. Tolkien's

The Lord of the Rings™

Vol. I

CLUE BOOK



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The Lord of the Rings™
Vol. 1

As seen in the Palantiri, the Seeing Stones of the Kingdoms of the Dunedain, there are many secrets of Middle-earth that can elude even the most tenacious explorer, and riddles that can surpass the understanding of even the Wise.

To aid those who are bewildered by the challenges of Middle-earth, we have used the Seeing Stones to compile a list of clues and revelations, to be used as the Wise sees fit, to guide the Ring in its journey through Middle-earth, to its ultimate destination of Mount Doom.

This book is a collection of lore, maps, and wisdom that covers the first part of that Quest, from the departure of the Ring in the Shire, to the rescue of the Ring in the dread tower of Dol Guldur. It is written in a lowly style, so the Wise might understand it better, and easily use its secrets for the defense of the Free Peoples of Middle-earth.

If you wish the challenge to be great, use this book sparingly, for it is said that a quest that is too simple is not a quest at all. However, it is the choice of the Wise to determine what knowledge is too great and what knowledge is too little, and we have decided to be as complete as possible, so you may make that choice with certainty.

Of the secrets that are not revealed in this book, only the Valar knows.

AREA ONE: THE SHIRE

"I want to see the wild country again before I die, and the mountains; but he is still in love with the Shire, with woods and fields and little rivers."

*- Bilbo,
"A Long Expected Party"*

I. General Conversation

The word "NEWS" is virtually guaranteed to give a response. However, there are a number of false, or partially false rumors, and some references may not be totally clear.

The rumors of the sorcerer in the Old Forest is totally false. No one is ensorcelling the good people of Buckland. Gandalf has not been turned into a statue near the Last Bridge; however, there is a statue of Gandalf by the Last Bridge west of the Ford of Bruinen (see Area 4). The Lost Kids refers to Taffy and Freddi. The "drunken dwarf" in the Green Dragon Inn refers to Druin. The woman (or witch) in the Buckland Tavern refers to Athelwyn.

II. Bag End

For all the events in Area One, refer to the map that comes in the game manual. There are several puzzles in Bag End, one of which is critical to winning the first part of the game.

In the library of Bag End, use a READ skill. This will refer the reader to Paragraph #182. This will also automatically give every member of the Fellowship the word of power !Luthien, which is necessary to stop the Black Riders at the Ford of Bruinen.

There is a locked chest in one of the rooms. Use Pippin's PICKLOCKS skill to open this chest. There are silver pennies inside, which the party may take to purchase rations and torches. There is also a single torch and set of rations in the room directly east of the locked chest.

III. Lobelia

Lobelia Sackville-Baggins wants one thing from life -- Bag End. Before the game begins, Frodo will have already sold Bag End to her; now she wants the key. If Frodo does not trade her the key on the road southwest of Bag End, she will cause trouble for him later in the game (see Brandy Hall). If he gives her the key, then the Fellowship will not be able to enter Bag End; explore

Bag End before giving Lobelia the key.

IV. Anson Goodbody

Anson Goodbody is looking for his dog. Search the fields west of his home and south of Bag End to find the dog. The dog is unwilling to join the party. Use Sam's CHARISMA skill to recruit the dog. However, the dog will not walk too far from his home; if the Fellowship tries to take the dog into Buckland, it will leave. If the dog is returned to his home, Anson Goodbody will give a useful warning and a shovel.

V. The East Woods

The East woods (which are in the north of the Shire but east of Bag End) are the home of many wild wolves. The wolves will howl three times before they attack; trading rations to these wolves will cause them to run away immediately. In the northwest corner of the woods, near the river, is a bush with the very rare and precious healing herb, athelas. Trading this herb to the healer that lives south of the Ghost-King's cave will allow him to heal the party. In the woods near some ruins is one of the Lost Kids, Taffy Proudfoot. Taffy will automatically join the party if Fredi Grubb is present. Otherwise, she will refuse to join the party. To recruit an un-

willing Taffy, use a CHARISMA skill. In any event, Taffy (and Freddi) will not leave the Shire. In the southern part of the East Woods is a cliff with a cave in its center. To enter the cave use the CLIMB skill. Do not try to climb into the cave from the spot directly above it, as this will cause the Fellowship to stumble down the cliff face.

VI. Cave of the Ghost-King

The cave of the Ghost-King Amonar is located on a cliff face south of the East Woods. Be certain a torch is equipped here. Without light it is impossible to see anything or get the Star Key. An illuminate spell will also serve as an effective light source. When the cave is entered, there will be a passageway going North and a passage leading west over an abyss. Take the northern passage first. Defeating the spider in combat will allow Freddi Grubb to join the Fellowship. He will join automatically. The Star Key and an axe will be found here. The axe belongs to Druin's dead uncle. The Star Key is useful in several places. Once the Star Key has been obtained, go back to the western passage. Use a JUMP skill to cross the abyss. Once this is crossed, turn north until the path is blocked by a doorway. There is a star-shaped key hole. The Star Key will

open this door, an entrance to the crypt of the ancient prince of Arthedain, Amonar.

In Amonar's crypt, there are special items and another star shaped keyhole. Do not take the items until the Star Key has been used. If these items are taken, the Ghost-King will come to life and attack. In all likelihood, he will kill the Fellowship unless they have gotten lots of high powered help. Using the Star Key will stir the Ghost King to life, and he will ask a Question. If the answer is "No", he will attack. If the answer is "Yes", the items may be taken safely. The items consist of silver pennies and the Ghost Ruby. This is one of the three pieces of the broken sword, Narsil, which must be brought to Rivendell to be reforged. Saying "yes" will also cause Amonar to appear and help against the wights in the barrow south of Dol Guldur, near the end of the game.

VII. Lotho and Ted's House

South of Bag End is the Mill, which is owned by Lotho Sackville-Baggins and run by Ted Sandyman, two hobbits who are NOT friends of the hobbits of the Fellowship. Lotho and Ted will insult the members of the Fellowship if any attempt is made to talk with them. If the Fellowship tries to attack

them, then men will appear and attack the Fellowship. Don't attack Lotho or Ted.

VIII. The Mill

The Hobbiton Mill is currently being run by Big Folk, Men in the service of the corrupted wizard Saruman. They will throw out anyone who tries to enter during the day, and attack anyone who enters at night. To get by them, enter at night, and use the SNEAK skill when they are asleep. Once the guards have been evaded, the Fellowship will discover a big machine in another room. Pressing "Y" at the prompt will blow it up. Blowing up the Mill machine does very little, except that the Mill closes for the remainder of the game and Lotho gets very annoyed.

IX. The Green Dragon Inn

This is where Druin is located. To recruit Druin, trade him the axe found in the Ghost-King's cave. Be sure to question Druin about "NEWS" before recruiting him, also ask him (and all other dwarves that the Fellowship encounters) about "MORIA".

X. Great Road Goods

This is where Jolly Proudfoot is waiting for Taffy. As soon as Taffy is brought here, she will leave the party, and Jolly will offer free rations as a reward.

Also, Jolly will sell rations and torches here for a reasonable price.

XI. The Grange

This is where Farmer Grubb resides. If Freddi Grubb has been rescued from the spider in the cave of the Ghost-King, bring him here, and Farmer Grubb will give the Fellowship a pony.

XII. Buckland Bridge

Avoid this place. Cross the Brandywine at the Buckland Ferry. If the Black Riders were not slain at the Ford of Bruinen, a Black Rider will be present here. If this advice is ignored and the Fellowship finds itself in battle against the Black Rider, the word of power !Elbereth will drive him away. Otherwise, it's a fight that the party is not likely to win.

XIII. Gildor and the Elves

Travelling into the southwest part of the Shire will take the Company into Green Hill Country. Travelling westward on the road will cause a Black Rider to appear, but be driven away by the elves. Travelling eastward on the road will give a warning about a Black Rider; if the party continues eastward, a Black Rider will appear and attack. If the party continues westward, they will encounter the elf Gildor, who

will lead the Fellowship to a stone circle. There, he may be questioned about the Black Rider, Gandalf, and Elbereth. In addition, Gildor will give the leader of the Fellowship the word of power !Elbereth, which may be used in combat against a Black Rider and will drive him away.

XIV. Hawkeye

East of the stone elven circle, the players will learn that someone is watching them. This watcher is Pellisar, a Ranger commonly known as Hawkeye. After a few seconds, Hawkeye will appear. Answer "Y" to the prompt in Paragraph #50. Hawkeye will then join the Fellowship. However, a few seconds after responding to this paragraph, an orc will appear and attack. If Hawkeye is in the party when the orc is defeated, he will escort the Fellowship to his cave.

XV. Hawkeye's Cave

This is one of the most dangerous places in the Shire. If the party enters with Hawkeye, they will not come alone -- two Black Riders will follow them. As soon as Hawkeye hears the Riders, he will give the Fellowship his weapons and ask them to leave by the northwest passage. If the Fellowship does not obey, they will get involved in a combat against two Black Riders. If the party flees, they will eventually

find a passage leading north. As soon as they enter this passage, Hawkeye will die, having sacrificed his life for the Fellowship. They will find a chest containing rations, silver pennies, Hawkeye's signet ring, and a part of the blade of Narsil. This, along with the Ghost Ruby or the Broken Wing, is needed to reforge Anduril. The signet ring must be placed in the crypt of the dunedain in Rivendell for Hawkeye's soul to find peace. Once the exit beyond the twisting passage is used, then the Fellowship cannot leave that way again. However, by searching in Hawkeye's cave using the CLIMB skill, they can enter and exit this cave multiple times. If the party comes here after the Ford of Bruinen event, then no Black Riders will appear.

XVI. Farmer Maggot's House

Farmer Maggot has a problem: when he met the Black Riders, his son fell victim to the Black breath. He needs the Fellowship to get him a healer. Do not enter Young Maggot's room without bringing a healer. If the Fellowship tries to enter without a healer, the dogs will attack. If dogs are slain, the boy will die. Instead, go north of the Maggot's house, cross the bridge, and turn immediately westward. Searching carefully,

the Fellowship will find a house with a healer. That healer will immediately join the Fellowship. Take him to Maggot's house, and enter Young Maggot's room. The dogs will not attack now, and the healer will heal the boy. In gratitude, Farmer Maggot will offer some mushrooms. Use the GET command to take them.

XVII. Brandy Hall

If the players arrive near Brandy Hall and they have not given Lobelia the key, trade her the Bag End key immediately. If Frodo delays, the Shirriff will come and take the Ringbearer away, and the Black Riders will get him (and the Ring), and the game will be over. If Lobelia is given the Bag End Key, then the Fellowship may proceed to Brandy Hall. Upon arriving at Brandy Hall, the Fellowship will discover that a ghost has taken up residence in the library. As a result, Esmerelda Brandybuck, the matriarch of Brandy Hall, will not allow anyone into Brandy Hall. To enter Brandy Hall, use either a CHARISMA or a SNEAK skill. This will get the Fellowship entry past Esmerelda. Once Brandy Hall has been entered, two things should be done. First, go down to the cellar and use PERCEPTION in the bathtub. The Gate Key is there. This key unlocks the

Hedge Gate and allows the party to enter the maze of the Old Forest. The second task in the cellar is to use PERCEPTION in the master bedroom (where Master Saradoc is located), and find the pipe and pipeweed. Trading either to the ghost in the library will cause him to disappear. Once the ghost is gone, use a READ skill to discover valuable clues. Master Saradoc also has useful information about Bree and the Old Forest.

XVIII. Cotton Farm

This farm is the home of the Cotton family, old friends of the Gamgees; Rose Cotton is particularly beloved by Sam. If the Fellowship visits Rose and Sam is in the party, Rose will give a token of her affection. This token will be useful in the crypt of Thadred under Weathertop.

XIX. Bucklebury Tavern

This tavern is where the Company will find Athelwyn, a sorceress who claims to be from the White Council. She can be useful, but she is also in league with the evil Wizard Saruman, and will betray the Fellowship if given a chance. Also, if the characters enter this tavern with Druiin, he will leave the party to return to a life of drinking. For this reason alone, the Bucklebury tavern is not a recommended place to visit.

XX. Hedge Gate

The Hedge Gate is a private entrance used by the Brandybucks to enter the Old Forest. The Hedge Gate is locked; as previously mentioned, the Gate Key is located in the bathtub of Brandy Hall.

XXI. Eastern Entrance

West of the Buckland Bridge is the exit from the Shire. However, the exit is guarded by a Black Rider. To avoid the Old Forest maze, come here and use the word of power !Elbereth in combat to defeat the rider. Otherwise, the battle will be long and hard, and chances of victory will be small. Some might try to sneak through this entrance by going alone and using the Ring. This is not advised; the Black Riders can easily detect the Ring and attack its Bearer.

AREA TWO: The OLD FOREST, the QUEST of LILIES, the BARROW DOWNS, and GORTHAD

"But the Forest is queer. Everything in it is very much alive, more aware of what is going on, so to speak, than things are in the Shire. And the trees do not like strangers."

*- Merry,
"The Old Forest"*

I. The Old Forest Maze

The labyrinth of the Old Forest is one of the most difficult areas of the game; it is BIG! There are, however, several ways to solve the maze. The easiest way is to head directly south, until it is impossible to go any further, then head east to a dead end with a narrow hedge. Here, there is a brown bird tied to a tree. Use a CLIMB skill and free the bird (if someone climbs the tree it will be auto-

matically assumed that the bird is freed). Once the bird is free, walk into the east wall of the hedge slightly north of the tree. Here, there is a secret exit that will take the Fellowship out of the Old Forest. When the party has crossed to the other side of the hedge, continue the eastward until the river is reached. The Fellowship is now free of the Old Forest. The other (harder) way is described in the journal in the library of Brandy Hall; refer to the map provided in this book.

II. Old Man Willow

The most malevolent of the trees of the Old Forest is Old Man Willow. If the Fellowship approaches this tree, it will drag people inside and try to smother them. There are two ways to rescue those who have been captured by the Willow Man. First, use the word of power !Helpelp. This will summon the Master of the Forest, Tom Bombadil, who is a friend to elves. Tom will then rescue everyone who was taken by the Willow Man. The other way to rescue kidnapped members of the Fellowship is to use a PERCEPTION skill. This will reveal a secret entrance in Old Man Willow. Use the secret entrance, recover the lost members, and leave. However, within Old Man Willow are some special items: a bow, some silver pennies, and the

Smith's Ring, which is referred to in Paragraph #159 (the Smith's Ring is broken, but can be reforged by the smith Curudol in Lorien). Once the Smith's Ring is taken, however, the tree will begin to fill with water. If a CLIMB skill is used, the Fellowship will make their way to the surface and escape Old Man Willow; otherwise, they will drown.

III. The House of Tom Bombadil

The house of Tom Bombadil is a place of rest and healing. Just entering Tom's house will soothe the pain and fatigue of the long journey through the forest. All damage sustained by the party will be instantly healed; this will happen every time this house is entered. Until Goldberry has been visited, Tom Bombadil will be present. He will ask to see the Ring. Show Tom the Ring, and he will reward the Fellowship with the word of power !Bombadil. This is useful in the Great Barrow. Travelling upstairs, the party will encounter the beautiful Goldberry. Goldberry, alas, is not feeling very well. She will need lilies to regain her strength. If the Fellowship brings her lilies, she will reward them by increasing their Endurance, Life, Will, Luck, and Dexterity scores by two points each. Also within the second storey of the House of Tom Bombadil

is a bedroom where the Fellowship may sleep. If the Ring-bearer sleeps here, he will receive a dream, and the word of power !Angmar. Outside of Tom's abode is a garden. The Fellowship is free to take all of the items from the garden and use them on the Quest. Directly south of Bombadil's house is a pool where Goldberry's lilies normally grow. If PERCEPTION is used here, the Fellowship will discover that the lilies of this place were killed by an early frost.

IV. Red Oak Tree

This Red Oak tree is located above the waterfall near Withywindle's cave; using PERCEPTION here will allow the Fellowship to obtain the Red Acorns needed to recruit Rudy oak.

V. Withywindle's Cave

Withywindle is a river spirit, and the mother of Goldberry, Tom Bombadil's wife. Withywindle's cave is located behind the waterfall; approaching the waterfall from the north side of the cave will allow the Fellowship to enter it. In the first chamber of these caverns is a pool. On the north side of the pool is the spider sword, a small sword usable by hobbits. This sword is also useful in destroying the magic webbing under Weathertop where the Broken Wing (wingguard) of the

Sword That Was Broken is hidden. Travelling east, then south, the Fellowship will discover a wall of solid ice. Behind this wall is the Ice Staff of Durond. However, only the use of a countermagic spell will allow the Fellowship to get to the Staff. Within this cave is Withywindle; a rather unfriendly spirit. Showing her Goldberry's token will soften her mood. If the springstone is traded to her, she will provide the lilies that are needed to heal Goldberry.

VI. Ruddyoak, Black Alder, and the Springstone

Travelling west and south of Tom Bombadil's house, it is only a short distance to Ruddyoak, a spirit of the trees that is native to the Old Forest. If the Red Acorn is traded to Ruddyoak, he will join the party. Also in this region is the evil tree spirit known as Black Alder. If he is encountered here, he will attack. However, Black Alder will not attack if Ruddyoak is present in the party. The Springstone is located on top of a hill directly south of Ruddyoak. Use a shovel to dig it free, then take it to Withywindle, and she will give the Company lillies to take to Goldberry.

VII. The Barrow Downs

The Barrow Downs is one of the most dangerous places in the game. Barrow wights roam the Downs at night, anxious to slay any living creature they encounter. Worst of all, though, is the fog of doom; when the Fellowship enters the Barrow Downs fog, their membership will dwindle until all have been taken by the great wight and held prisoner in his barrow. There is, however, an easy way to defeat the fog. Stand in one place until all of the Fellowship have been captured. When the leader reappears on the altar, use the word of power !Helpelp or !Bombadil. This will cause Tom Bombadil to appear; Tom will defeat the wight and free the Fellowship. While in the Great Barrow, be certain to have someone unlock the chest in the wight's treasury. There is more silver here than there is anywhere else in the game, and the Barrow Daggers are the most effective weapons that a hobbit can use. North of the Great Barrow is another barrow. Do not grab the thief's gem, or wights will appear and attack. The exit can be found on the south side of the barrow. Southeast of the Great Barrow is another barrow full of treasure. If the great wight has been defeated, then it will be unguarded. Another noteworthy feature of the Downs are

the stone circles. Some contain the spirits of men who walked within them and became trapped; the only way for these men to escape is to kill anyone unfortunate enough to enter these circles. However, the stone circle directly east of the Great Barrow has special properties. Dropping items in the stone circle will reveal valuable information. Several of the barrows were sealed long ago by the people of Arthedain and Cardolan. It is impossible to break these seals.

VIII. The Barracks

On the far edge of the Barrow Downs is Gorthad, the hidden stronghold of the Wizard Saruman. Here, many men are gathering to further Saruman's plan to control this region. On the left-hand side of the barracks is a table. Use a SNEAK skill to get past the men who are guarding this place, then use READ by the table. This will give the password that you need in Gorthad to get past the guards.

IX. Oldenad

Sharkey's Shipping is a place where useful supplies can be bought; prybars are available for sale in very few places in Middle-earth, and the White Hand is useful to get past the guards in Gorthad. The staircase in Sharkey's Shipping is one of two ways to enter Gor-

thad. However, if anyone goes near this staircase, Oldenad will refuse to sell you goods. The stair leads into the first level of Gorthad.

X. Gorthad Level One

The first level of Gorthad consists of several chambers, as shown on the Map Provided:

(1) Cellar: This is the entrance from Sharkey's shipping.

(2) Cavern Entrance: This is another entrance to Gorthad, from a concealed (and locked) door in the cliff.

(3) Store room: Many boxes and crates are stored here, and chest with rations and silver pennies. Use PICK-LOCKS to open this chest.

(4) Guard room: Several guards are posted here. Use the password from the barracks as a question, and they will allow the Fellowship to pass unmolested; however, they will attack immediately if Nob Appledore is in the Fellowship, or if the other guards in Gorthad were attacked. A battle against guards is a very tough battle; it is probably a good idea if the Fellowship were to go to Bree and get armor and/or additional members if they intend to combat guards in Gorthad, or rescue Nob Appledore.

(5) Jail: The jail of Gorthad contains one prisoner: Nob Appledore, a hobbit from Bree. If Nob is freed, he will give the Fellowship something of great value if he is returned to his home -- but the guards will attack on sight if he is in the Fellowship. To free him, get the rusty keys from the orc guard and use them here.

(6) Orc Guard: There is an orc guard sleeping here. Use a SNEAK skill to approach the guard, then use PERCEPTION near the table. Once this is done, grab the Rusty keys.

(7) Stairway to Level Two.

(8) Stairway to Level Three.

XI. Gorthad Level Two

Again, refer to the map provided in this book. This level contains the orc mines of Saruman, among other features.

(1) Stairway to Level Two.

(2) Guard room. They will demand a pass. Use the White Hand here.

(3) Mines. Here there are snaga (slave) orcs digging. Unless you choose to attack them, they will ignore you. Use PERCEPTION to find the shovels and picks that are scattered around the rubble. If a shovel or pick is used here, an evil spirit will escape -- this is

the Moria Doom spirit that will plague the Fellowship in the mines of Moria. However, only by freeing this spirit can the party get the Golden Wheel; the Wheel is critical to getting Durin's Axe in Moria and can provide protection against the Balrog.

(4) Dressing Room. This is a lady's dressing room, belonging to Athelwyn. Use a READ skill here to get an excerpt from her diary.

(5) The Black Book. This book reveals obscure secrets about Moria, but is highly evil. If the party uses a READ skill four times on this book, then someone in the Company will turn evil and attack. Do not read this book. To destroy it, use a firefinger spell.

XII. Gorthad Level Three

Refer to the map of Gorthad in this book.

(1) Stairway to Level One.

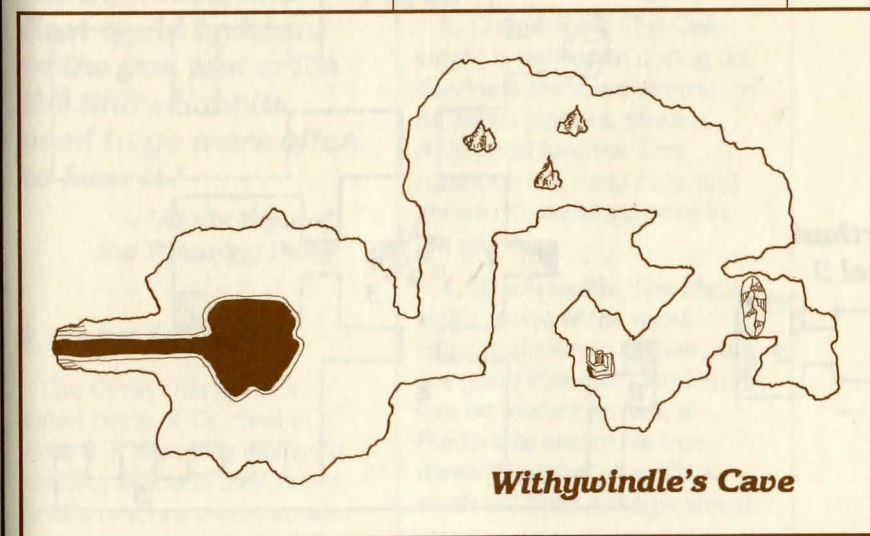
(2) Grimbosh's Chamber. Grimbosh is an uruk-hai (great orc). He also knows why the Fellowship is in Gorthad. When the Fellowship enters his room, he will demand that they surrender. If the answer is "yes", the game is over. If the answer is "no", he will attack. If Athelwyn is here, she will turn against the Fellowship and join Grimbosh in his attack. If Grimbosh (and Athel-

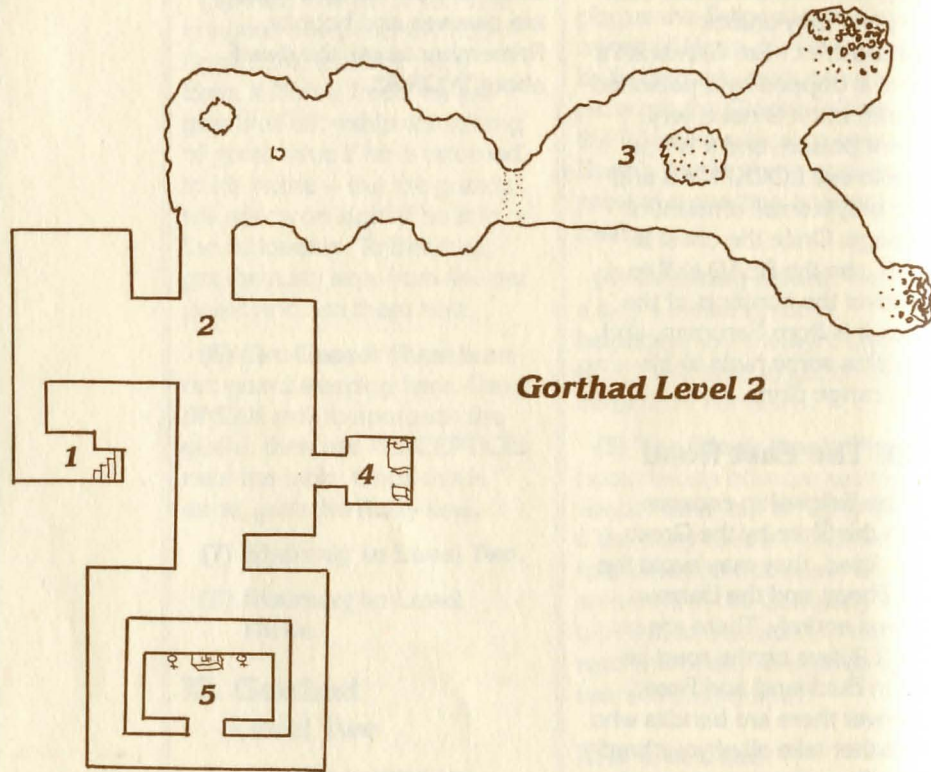
wyn) has been defeated, then the party may unlock Grimbosh's chest. Grimbosh's chest is trapped by a poisoned needle, but it is not a very potent poison, and it is possible to use LOCKPICKS and take only a small amount of damage. Once the chest is open, use the READ skill to discover the contents of the letter. It is from Saruman, and contains some hints to his long range plans.

XIII. The East Road

If the Fellowship escapes from the Shire by the Great East Road, they may avoid the Old Forest and the Barrow Downs entirely. There are no Black Riders on the road between Buckland and Bree, however there are bandits who will either take all of your hard-won silver pennies, or attack you. The East Road is not very

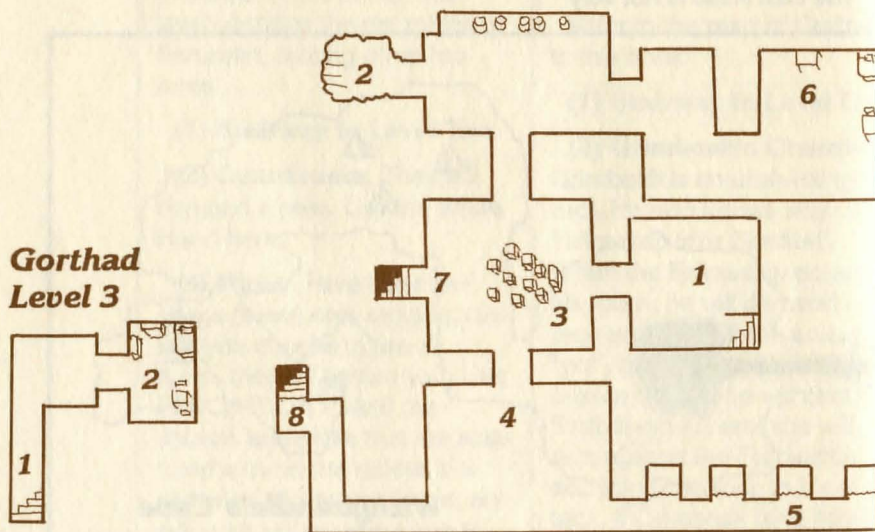
safe. Also on the East Road are dwarves and hobbits. Remember to ask the dwarf about "MORIA".





Gorthad Level 2

Gorthad Level 3



AREA THREE: BREE and WEATHERTOP

"For Bree stood at an old meeting of ways; another ancient road crossed the East Road just outside the dike at the western edge of the village, and in former days Men and other folk of various sorts had travelled much on it.

Strange as news from Bree was still a saying in the Eastfarthing, descending from those days, when news from North, South, and East could be heard in the inn, and when the Shire-hobbits used to go more often to hear it."

- "At the Sign of the Prancing Pony"

I. EAST ROAD

The Great East Road is located north of Gorthad in Area 2. It proceeds eastward, twisting east and then south, until it reaches a crossroads.

The eastern path leads to Bree. The southern path leads to a dead end, where a pack of hungry wargs will attack anyone who comes near. This is a place to avoid unless the Fellowship is at full strength.

II. BREE, ARCHET, STADDLE and COMBE

The town of Bree is a pleasant and rustic community; however, recent troubles in the South have brought strange men there. Do not be surprised if it has become a dangerous place. Refer to the map for the following locations:

1. Tom Pickthorn's Hole.

Tom is usually a friendly hobbit, but he dislikes strangers.

2. Willie Banks' Hole.

Willie is usually a friendly hobbit, but he dislikes strangers.

3. Oakwright. The Oakwright is only open during the day. Here there are several useful items: prybars, shovels, picks, and torches. The runerock is a curio only, and serves no useful purpose in the game.

4. Blacksmith. The Blacksmith is one of the most respected people in Bree, and is a good friend of Gandalf. He can be trusted; in fact, if Frodo tells him of his true name "Baggins", the blacksmith will offer a magic shield.

The Blacksmith of Bree is the only place in this game where weapons and armor may be bought; the Blacksmith sells chain mail, leather armor, shields, and daggers.

5. West Gate. This is the western entrance to Bree. It is closed at night.

6. East Gate. This is the eastern entrance to Bree. It is closed at night. It is also the place where Athelwyn will ambush the Fellowship if she left them at the Prancing Pony.

7. Bob Wheathead. Bob Wheathead sells rations and warm clothes. He is also a friend of Rayf Brogan and knows the password to get into his hole.

8. Willa Bloom. Willa Bloom's Curio Shoppe sells many exotic items, most of them of dubious usefulness. The spirit charm is an expensive fake, and does absolutely nothing. The White Hand is useless except in Gorthad. The gold ring can be traded to the Lady Arwen in Rivendell to get her favor, but there are other items that can be traded to her that don't cost fifty silver pennies. Willa Bloom is a practising witch, in league with Saruman and Athelwyn. Questions about "Magic" and "Witch" will cause her to attack; if Athelwyn is present, she'll join in the attack, along with some human ruffians.

9. Healer. The healer of Bree is someone who will heal the Fellowship. Just get close to him, and he will heal the party. However, after the second healing the Bree healer will not be available to the party, as he will be away searching for the proper roots and leaves necessary to continue his healing.

10. Ned Bushdock. Ned is a hobbit with an adventurous streak. He will join with anyone who comes to him that looks like adventurers; he has a reputation for being a reliable but excessively curious hobbit; these days, curiosity in Bree can get people into trouble.

11. Great Library of Bree. The "Great" library of Bree mostly consists of books on cuisine and geography, but there is some useful information as well. Use PERCEPTION between the third and fourth shelves from the top to find a hidden parchment, then use READ to read it. Also, using READ between the seventh and eighth shelves from the top will reveal more useful information.

12. Sharkey's Shipping. This is another outpost of Saruman in his scheme to control Eriador. Sharkey's Shipping in Bree sells the following items: rope, prybar, rations, and the White Hand.

13. Bill Ferny. Bill Ferny is a known horse thief and liar, and believed to be acquainted with some of the nastier individuals to have come from the South. If he leaves the Prancing Pony, he can be found here, along with a (stolen) pony for sale.

14. Entrance to Bree Underground. The Bree Underground is where the torc of Maladan is hidden. Either Aragorn or the Ringbearer is required to get it. By trading the torc to Rayf, you can get the second part of Gandalf's message; the torc has no other uses. Athelwyn will turn against the party here.

15. Staddle Curio Shoppe. This shoppe is the only place in Middle-earth where green skulls can be purchased. This particular creation of a peculiar clan of dwarves is a key to the secret of the mines underneath the Forsaken Inn.

16. Ann Lilypool. This human woman comes from Dunedain stock, and has certain gifts of foresight. Asking her about "BLACK RIDERS", "GANDALF", "LUTHIEN", and "STRIDER" can reveal some valuable information.

17. Bob Thistlewood. This hobbit sells warm clothing; his uncle Tim is the healer of Archet. Bob has been to Weathertop; asking him about Weathertop may be useful.

18. Ham Oakbellow. This is a very uncooperative hobbit who wants anyone who looks like they might be an adventurer to get as far away from him as possible (such as the Staddle Curio Shoppe).

19. Nob Appledore. When the game begins, Nob is a prisoner in Gorthad, and remains a prisoner until the Fellowship rescues him. If Nob is freed and brought to the Prancing Pony, he will leave the Pony and come here; Nob will not volunteer to go on any adventures, but will offer them a treasure that he found; a dwarven pick of exceeding quality and antiquity (Durin's Pick, useful in Moria).

20. Rayf Brogan. Rayf is a local scoundrel, a southerner who entered Bree some years ago and started causing trouble through robbing and a small highway robbery outfit. His plans have been constantly foiled by the Rangers, whom he despises; even worse, newcomers from the South allied to Sharkey Shipping have lately come to Bree and are trying to take over his operations. He hates the Sharkey shipping folk even more than the Rangers and after the Ford of Bruinen event, he is willing to join the Fellowship to stop them. Rayf is fond of interesting items and objects of legend, of which he considers the torc of Maladan to be the

most interesting. If the Fellowship trades the torc to Rayf, he will show them the second page of Gandalf's letter. The torc has no other value in this game. Bob Wheathead knows the password into Rayf's hole.

21. Prancing Pony. One of the most important places in Bree is the Prancing Pony Inn. This is the major inn frequented by travellers on the Great East Road. This is also where the Fellowship can find Strider (aka Aragorn).

When the Fellowship approaches Strider, talk to him, and question him about anything. He will not talk to the Fellowship, but will tell them to meet him later in the Parlour, which is located on the west side of the entrance to the Prancing Party. If Pippin is not in the party, Strider will move immediately to the Parlour, otherwise he will wait.

Near the entrance to the Common Room is Barliman, the innkeeper. He will ask Frodo about his name. If Frodo mentions "Baggins" to him, several of the southern gentlemen in Saruman's service will attack the Fellowship in the courtyard of the Prancing Pony later.

In the center of the Common Room is the story circle, where guests sing and dance. If Pippin is present, he will start to tell his version of Bilbo's disappearance at the Birthday party, and Frodo will have an option to interrupt his story with a

song. In either event, Strider will move to the Parlour immediately after this, and Bill Ferny will depart. Bill can be found near Bill Ferny's house after this. In the Parlour, Strider can be questioned in detail, and will join the party. There is also a large supply of hot food here. In the backrooms of the Prancing Pony, there are several sleeping quarters. However, if the Black Riders have not been destroyed, they will be waiting here.

22. Forsaken Inn. This inn holds a special secret, which is discussed in its separate section. After Orin the dwarf has been questioned on issues of importance several times, Black Riders will come if they have not been destroyed. The Riders may be avoided if the party flees into the Forsaken Inn Mines, which is located under the bed in the far southeastern bedroom.

23. Chetwood Inn. This inn sells (among other things) mushrooms that came all of the way from the Shire. If the Archet healer is being held hostage by bandits, news of the event will be told here.

24. Archet Healer. This healer loves mushrooms; if the Fellowship trades mushrooms to him, he will offer athelas and elfdraught in return. If the Fellowship enters the healer's house after the events of the Ford of Bruinen have taken

place, the healer will have been taken hostage by bandits. It would be considered a good idea for the Fellowship to save him.

V. FORSAKEN INN MINES

Beneath the Forsaken Inn is a series of mines. These mines were the basis for the mines in Moria where Balin hid the magic word needed to release Durin's axe; a careful comparison of the two mines will reveal that they are virtually identical. In the northern section of the mines is the Green Skull room. When a Green Skull is used here, it will reveal the directions to where Lady Galadriel's token is hidden in the mines. Find the proper cairn, follow the directions, use Perception to determine where to dig, and then use a Shovel to uncover the token. This token is useful as a pass in Moria.

VI. WEATHERTOP RUINS

Weathertop is a huge hill, at whose summit is a single stone and a set of ruins. This stone is the "stone alone" referred to at the house of Bombadil. Using the word of power !Angmar here will teleport the party into the underground area beneath the ruins. The ruins of Weathertop also holds a way to get into

the Weathertop Underground. Travel to the northwest part of the ruins, and use Perception, then use Climb. A rope has been left here by a visitor to these ruins, but this will not be discovered until the party makes its way to the bottom. If the Black Riders have not been defeated at the Ford of Bruinen, they will approach the ruins at night. There will be five Black Riders here, so it is strongly recommended that the players avoid these ruins at night.

There are two levels to this Underground area; refer to the Weathertop Ruins diagram (**Level 1**) for the following features:

- (1) A message from Gandalf. This is one of three places to get the word of power !Luthien.
- (2) A secret passage. This magical spot will teleport the party outside, to the area of the "stone alone".
- (3) The secret stairway. Because of falling rubble, a shovel is needed to clear this stairway each time it is used. This stairway leads to Level 2 of the Weathertop Underground.

Prominent features on Weathertop (**Level 2**) include: (1) Thadred's ghost. Thadred is the spirit of an ancient Dunedain prince who craves love. If the Fellowship uses Rose's token or Goldberry's token, then they may pass

safely; Thadred also has useful information to offer if his desires are satisfied.

(2) Secret passages into the cavern. Walk into the western wall of Thadred's crypt, and the Fellowship will enter the southeast portion of the Weathertop caverns.

VII. WEATHERTOP CAVERNS

The caverns of Weathertop can be accessed from two places, first from the secret passage in Thadred's crypt, and second from a hidden sinkhole near the spring of the stream that comes from Weathertop. The Weathertop caverns is a very dangerous area, and it is recommended that the party be at full strength before tackling it. Hidden within these caverns are orcs and spiders. The orcs can usually be avoided by using a Sneak skill. The spiders, however, are more astute. Prominent features include:

(1) The troll bridge. This is located near the northeastern entrance of the caverns by the sinkhole. Two trolls guard this bridge.

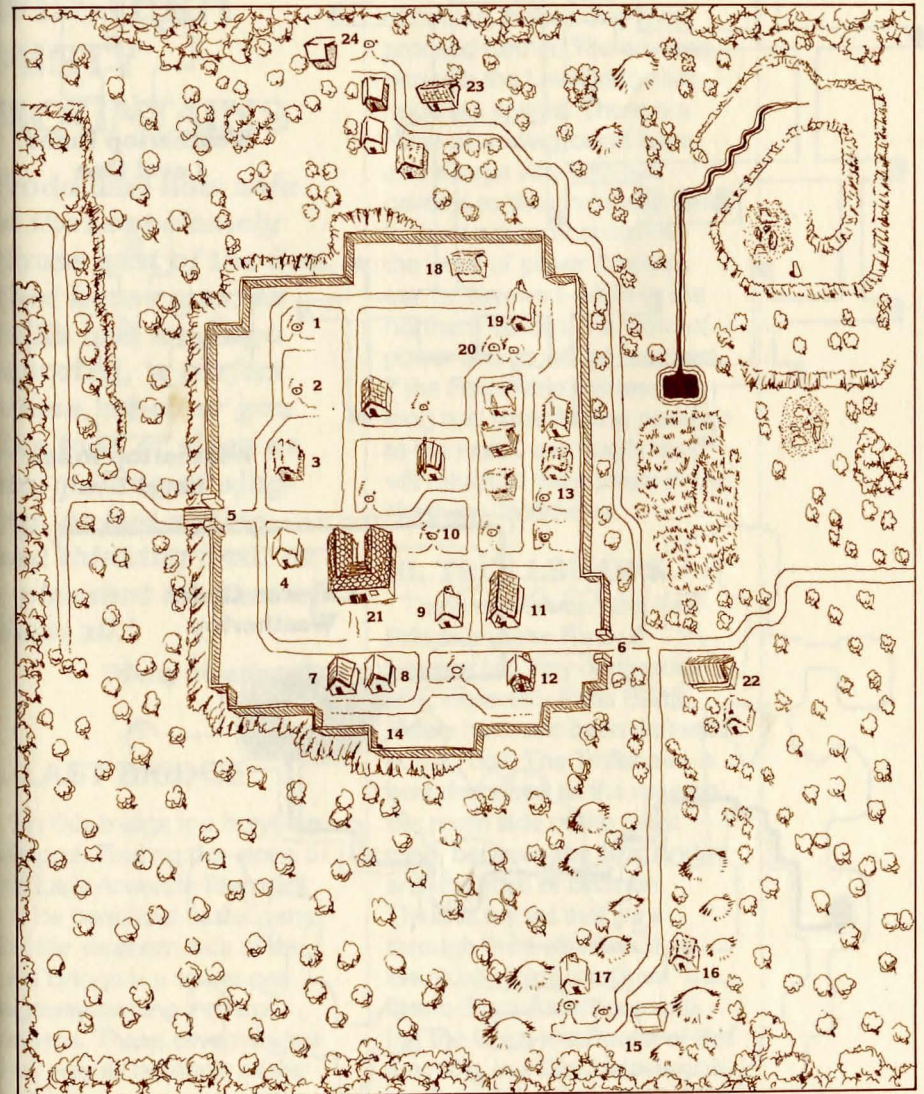
(2) The raft. An ancient raft sits at the edge of an underground lake. Using a BOAT skill will allow the Fellowship to get across the lake; then use Climb to enter the shaft where the Broken Wing of Narsil, one of the three pieces of

Aragorn's broken sword, is hidden. When the Climb skill is used, the Fellowship will find itself in a cavern covered with spider webs. The only way to get through these webs is to have the Spider Sword from Withywindle's cave. Once through the webs, there will be an attack by many spiders. Defeat the spiders, then use PICKLOCKS and a Get command to grab the Broken Wing.

VIII. WILDERNESS

A large cache of athelas can be found directly east of the Forsaken Inn. If the Fellowship goes to the northern edge of the Forsaken Inn, then travels due east, they will find four specimens of this valuable plant.

Bree and the Surrounding Countryside



Forsaken Inn Dungeon**Weathertop
Spider Chamber****Weathertop Ruins
Level One****Weathertop Ruins
Level Two****Caverns Under
Weathertop**

AREA FOUR: EASTERN ERIADOR AND WESTERN MISTY MOUNTAINS

Frodo was now safe in the Last Homely House east of the Sea. That house was, as Bilbo had long ago reported, 'a perfect house, whether you like food or sleep or storytelling or singing, or just sitting and thinking best, or a pleasant mixture of them all.'

"Many Meetings"

I. LAST BRIDGE

On this bridge is a beryl, an elfstone. Trading this stone to the Lady Arwen in Rivendell will be beneficial to the party. On the southern side of the Last Bridge is a secret passageway leading into troll caverns. These caverns wind their way as far north as the trollshaws.

II. CAVERNS BENEATH THE LAST BRIDGE

If the Fellowship enters from the Western entrance beneath the Last Bridge, they will immediately encounter two trolls. These trolls must be defeated, of course, before they may proceed further. The caverns beneath the Last Bridge are huge but sparse. There is a maze of underground lakes, and a large lake with two caverns to the north and west. In the westernmost cavern, the word of power !Luthien can be received, while in the northern cavern, the word of power !Beren will be received. If the Fellowship follows the long and meandering passage to the north, eventually they will return to the surface in the Northern Trollshaws.

III. TROLLSHAWS

The area between the Last Bridge and the Ford of Bruinen is a very dangerous one, especially if the Black Riders have not been defeated at the Ford. The Trollshaws is best described as the area on the north side of the great road, between the Last Bridge and the Ford of Bruinen. There is a road that runs through the trollshaws that eventually joins the Great Road. Black Riders are stalking the Great Road west of this junction, but Glorfindel is waiting east of this junction.

North of the Ford of Bruinen, on the west side of the river, are some ruins. If the Fellowship digs in these ruins, then they will find Trollslayer, a very powerful sword.

IV. THE RIVER BRUINEN

The Ford of Bruinen is one of the most critical places of the game. The Black Riders will show up here in force, and unless they can be defeated, they will kill the Ringbearer and the quest will end here. To get across the Ford of Bruinen, the Ringbearer can ride Glorfindel's horse (in which case he will beat all of the Riders across the Ford), or the entire Fellowship can cross, in which case they must battle a single Black Rider. When the rest of the riders approach, use the word of power !Elbereth or the word of power !Luthien. Invoking either of these powers will allow Elrond and Gandalf to raise the river against the Black Riders and destroy them (temporarily, at least). After the Black Riders have been defeated, eight of their cloaks will be found by the side of the river. There are four cloaks on the west bank and four cloaks on the east bank. If they are brought to Elrond, he will offer miruvor, an elixir that offers protection against the cold of Redhorn Pass, two leaves of athelas, and the word of power !Mellon.

V. RIVENDELL AND ENVIRONS

The major settlement in Eastern Eriador is Rivendell, home to one of the largest elven populations in Middle-earth. Rivendell is led by Elrond Half-Elven; of all the elves of Middle-earth, only Galadriel of Lorien is considered to be of greater stature and wisdom than him.

Upon arriving in Rivendell, the first task is to start the Council of Elrond. This will occur when Gandalf has been found. To find Gandalf, travel directly east of Rivendell and walk along the edge of the mountains. Gandalf will be there. Gandalf will immediately go to the council room as soon as he is encountered; go to Elrond's council chamber in the southwest part of Rivendell to recruit him.

There are other potential members of the Fellowship to be found in Rivendell. Boromir is the easiest to find; he is also located in the council chamber and may be recruited at any time.

Legolas can be found near a waterfall; when a message at the bridge near Rivendell mentions an elvish voice singing in the west, travel westward along the south edge of the river and he will be found.

The dwarf Gimli can be found in a hidden passage in the wine cellar of Rivendell. Upon entering Rivendell, find

a stairway that leads down. Travel east from the stairs, until the wine racks have been reached. Use PERCEPTION here, then Get the wine bottle and move north. This will put you into the secret caverns under Rivendell. Gimli will be in the first cavern, and his father Gloin is in the second cavern. Talk to Gloin and record his messages about Moria; they are very useful.

The hobbit Bilbo may also be recruited. He will not leave Rivendell, but no one in Rivendell is more familiar with the contents of the library than Bilbo, and if the Fellowship is to find anything there, they will need his help.

Also on the main level of Rivendell are Elrohir, Elladan, and Erebor, who will help out the Fellowship by teaching them useful skills. Use the GET command to learn these skills. As noted in the manual, learning skills that are already known by the character is a waste of time.

In the Hall of Fire of Rivendell are two guests: Ben Appledore, Nob's brother, who travelled to Bree to ask the elves to help retrieve Nob from Gorthad. If Nob has already been rescued, Ben will express his gratitude, otherwise, he will offer clues to Nob's whereabouts and ask the Fellowship to rescue them.

Also in the Hall of Fire is Elladrien, a woman of the Dunedain, and the true love of

Hawkeye. If Hawkeye was not slain by the Nazgul, then he will leave the Fellowship to be with her. Otherwise, the Fellowship must decide whether to tell Elladrien that Hawkeye is dead. If Hawkeye is dead, then the signet ring must be placed in the burial place reserved for Pellisar in the crypt of Rivendell, otherwise Hawkeye's spirit may come back to haunt them in Moria.

If the word of power !Beren is used in the crypt of Rivendell, the endurance and life points of the Fellowship will increase.

On the second story of Rivendell is the Lady Arwen, Elrond's daughter, and Aragorn's true love. Trading her a Gold Ring, a Gem, or a Beryl will bring her blessing upon the Fellowship; they will gain a point of Luck. Arwen will then offer her token, to help the Fellowship in case they have a problem seeing Galadriel; they will not have any problems and will not need the token, but it is a generous offer.

The highest point of Rivendell is the bell tower, where Galdor can be found. If the party talks to Galdor, they will learn the secret of the word of power !Mellon, which is used to open the gate to Moria.

West of Rivendell are two buildings; the stables, where the party may pick up a pony, and Lindir's forge. If the party has two of the three pieces of

Narsil (the blade part, the broken wing, or the ghost ruby), then Lindir can reforge this sword, which will be known as Anduril ("Flame of the West").

VI. REDHORN PASS WEST

Redhorn Pass is the most commonly used route between Rivendell and Lorien. However, these days, it is impassable, due to the presence of the evil ice spirit, Caradhas. Caradhas lives on the eastern part of the Pass, and can only be approached from Lorien (this is explained in greater detail in the Lorien section). The major danger of travelling through the Redhorn is the extreme cold of the mountain storms. It is foolish to travel through this Pass without either miruvor or warm clothes, and suicidal to do so without either of them, as the cold will very quickly kill the hobbits. In Redhorn Pass there are several caves. Unless the party is interested in fighting orcs, there is nothing of value to be had there. As the party approaches the end of Redhorn Pass, they will find their way blocked by a snow drift. There is ***NOTHING*** that can be done to remove the snow drift from the western side of the Pass. The party must go back and enter the Pass from the Lorien side to clear remove the drift. In short: RED-

HORN PASS IS BLOCKED. THE ONLY WAY OVER THE MOUNTAINS IS TO GO THROUGH MORIA.

VII. NUMENOREAN RUINS

East of the River Bruinen and west of the Hollin Gate to Moria are ancient ruins of a Numenorean settlement. Spirits allied to Sauron and opposed to him are present here in five barrows, with four small barrows arranged in a circle around a larger barrow. The barrows, starting from the west, and moving clockwise contain the following:

(1) Barrow wights

(2) Barrow wights.

(3) This barrow appears to be empty. Use Perception to find a bag of Numenorean gold coins, which can be traded for 200 silver pennies.

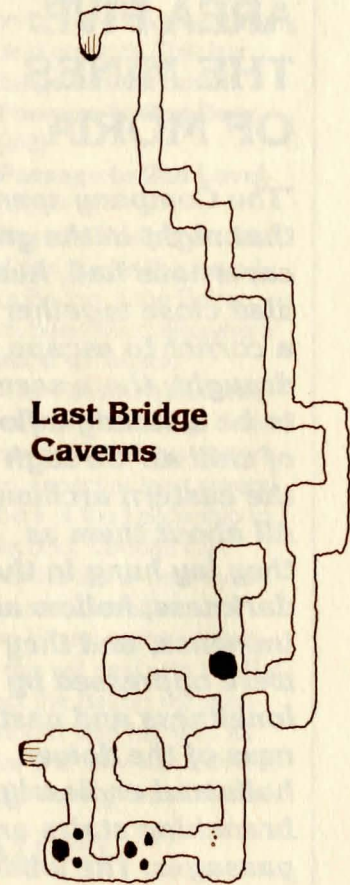
(4) This barrow contains the Spirits of the Faithful, who will ask the Fellowship to destroy the curse of Sauron that binds them to this place.

(5) The central barrow. Defeat three wights and use PERCEPTION. This will tell the Fellowship that something is buried here. If a shovel is used, then a Ghost will emerge from a ring that has been buried here and attack. When the ghost is defeated, the curse will be lifted, and all of the spirits will be dispersed.

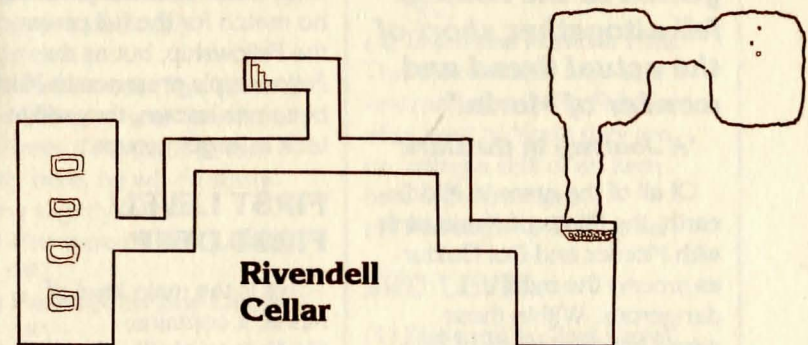
VIII. HOLLIN GATE TO MORIA

In the far southeast corner of Eastern Eriador is an open dale. If the Fellowship explores the area east of the lake and Gandalf is in the party, the Hollin Gate to Moria will appear. Alternatively, a countermagic spell will reveal the gate. Only the word of power !Melion will open the gate; once this is used, tentacles will appear. After the tentacles appear, the Fellowship has only a few seconds to travel north into Moria. If the Fellowship doesn't do this, then more tentacles will appear. After each wave of tentacles, the party will have the opportunity to enter Moria.

Last Bridge Caverns



Rivendell Cellar



AREA FIVE: THE MINES OF MORIA

"The Company spent that night in the great cavernous hall, huddled close together in a corner to escape the draught; there seemed to be a steady inflow of chill air through the eastern archway. All about them as they lay hung in the darkness, hollow and immense, and they were oppressed by the loneliness and vastness of the dolven halls and endlessly branching stairs and passages. The wildest imaginings that dark rumour had ever suggested to the hobbits fell altogether short of the actual dread and wonder of Moria."

"A Journey in the Dark"

Of all of the areas in Middle-earth, the Mines of Moria rank with Mordor and Dol Guldur as among the most dangerous. Within these mines are thousands of orcs,

many trolls, and a spirit of fire and shadow from the Elder Days, the Balrog, also known as Durin's Bane. Passing through Moria and surviving is a major (and rare) achievement. As Gloin mentions, there are essentially thirteen layers to Moria, with seven levels going up and seven deeps leading going down, and the first level is also known as the first deep. The cross-section of Moria (from top to bottom) is as follows:

Seventh Level
Sixth Level
Fifth Level
Fourth Level
Third Level
Second Level
First Level/First Deep (entrance/exit)
Second Deep
Third Deep
Fourth Deep
Fifth Deep
Sixth Deep
Seventh Deep

Within the depths of Moria are many places where orcs lurk. These orcs are probably no match for the full power of the Fellowship, but as the Fellowship's presence in Moria becomes known, they will attack in larger groups.

FIRST LEVEL/ FIRST DEEP

This is the main level of Moria. It contains:
(1) Exit to Hollin Gate. This

gate cannot be opened.

Those who enter Moria this way cannot return again.

(2) First Entry Hall. If the signet ring was not returned to Hawkeye and the party released the Moria Doom spirit in Gorthad, then Hawkeye's spirit will be present here, warped into the service of evil by Moria Doom.

(3) Stairway to Sixth Deep. These stairs are blocked by a magical barrier; only the Star Key (from the Ghost-king's cave in the Shire), the Black Key (from Gollum's cave in Caradhas's lair), or a Counter-magic spell will allow the Fellowship to enter the Sixth Deep.

(4) Stairway to Fourth Deep.

(5) Stairway to Fifth Deep.

(6) Gharsh's Columned Lair. There is a snaga-orc here, asleep. His name is Gharsh. Use A SNEAK skill to surround it, then trade rations to him. This will encourage Gharsh to answer questions (such as "Moria" and "master"; some of his answers, though, are rather obviously dishonest.)

(7) Well Room. This room is one of the central "junctions" in Moria; if Pippin is in the party here, he will do something slightly foolish.

(8) Passage to 2nd Level (#1)

(9) Passage to 2nd Deep (#1)

(10) Stairway to 3rd Deep

(11) Troll Corridor. In this section of the corridor are four trolls and an uruk. This is a very dangerous encounter.

(12) Passage to 2nd Deep (#2)

(13) Passage to 2nd Level (#2)

(14) Durin's Bridge. At the end of this level is the famed Durin's Bridge. If the Balrog has not been killed elsewhere in Moria, it will attack here. The Fellowship has two options with the Balrog. First, they can fight it. If this option is used, expect at least several members of the Fellowship to die. Second, Gandalf can sacrifice his life to destroy it. In this case, use either the Golden Wheel or the Wizard Staff; this will deal with the Balrog, but the Balrog will grapple Gandalf with his whip as he falls, and they will both die.

(15) Eastern gate of Moria

2ND LEVEL

(1) Passage to 1st Level (#1)

(2) Passage to 1st Level (#2)

(3) Dwarven Miner's Hall. This place serves only as a landmark to tell the Fellowship what level of Moria they are on; using a skill or an item here is purposeless.

(4) Passage to 3rd Level

3RD LEVEL

(1) Passage to 2nd Level

(2) Entrance to the Endless

Maze. The Endless Maze is a magical trap. Those who venture into it will be magically transported to other corridors of this maze, and will find it extremely difficult to escape. However, if the Fellowship possesses the Golden Wheel, they will be able travel through the maze without being affected by magic.

(3) Passage to 4th Level.

This is only accessible from the Endless Maze.

(4) Passage to 7th Level.

This leads to the Chamber of Mazarbul, the hall of records.

4TH LEVEL

(1) Passage to the 3rd Level

(2) Passage to the 6th Level

(3) Chamber of Gabilgathol. Three dwarven statues are here. They will not allow passage into the mines until someone asks about the subject of Balin's question. The subject of that question is "Khazad-dum". Ask them about it and they will offer clues to obtaining Durin's Axe (see Durin's Axe quest, which is described at the end of this section). It should be noted, that the mine maze created by Balin to hide the "Sign of Seven" is virtually identical to the ones that his father (Fundin) designed under the Forsaken Inn.

(4) The mine maze. This maze is home to large num-

bers of spiders. Using a pick or Durin's pick at the spot indicated by the dwarven statues will give the party the word of power !SignofSeven, which is needed to get Durin's Axe.

(5) Secret passage to 6th Level. This will take the Fellowship to the chamber of Anor, where Moria Doom must be defeated.

5TH LEVEL

(1) Passage to 6th level.

(2) Ori and Oin. These dwarven spirits are trapped in Moria, and only the word of power !Khazad can free them. This word will be received if the brown bird is rescued in Durin's Tower in the 5th Deep of Moria. If Moria Doom is still active, however, it will be angry, since Moria Doom intends to subjugate the spirits of Moria (including Ori and Oin). If Ori and Oin are freed, Moria Doom will send some minions to express its displeasure.

(3) Drishnak. This treacherous uruk will promise to help the Fellowship if they give him a ring. If Drishnak is given a ring, however, he will immediately run away with the ring. This ring can be recovered, however, on the second deep of Moria.

(4) Drishnak's Fireplace. This particular fireplace was designed by Saruman long ago to serve as a hiding place for items of value; the only

valuable item still here is the black key, which will allow quick access between the first level and sixth deep of Moria.

6TH LEVEL

(1) Passageway to 5th level.

(2) Passageway to 7th level.

(3) Stairway to 4th level.

(4) Hall of the First Father.

This is the great tomb of the dwarves, where many of the greatest dwarves in the history of their race are buried. It is the holiest shrine of dwarvendom in Middle-earth.

(5) Pool of healing. This pool heals 1-4 life points every time the party enters it.

(6) Pool of encouragement. Standing in this pool will increase the willpower of anyone who comes here, but only once in a character's lifetime.

(7) Pool of hardiness. Standing in this pool will increase the endurance of anyone who comes here, but only once in a character's lifetime.

(8) Red Fungus. In this cavern, an edible fungus grows. (See Rations in this Items section for the precise restorative value of this fungus).

(9) Chamber of Anor. In this area, the spirit of Moria Doom is lurking. It will transform itself into four trolls and attack. To defeat it, kill the trolls.

(10) Magical Exit to 4th level. This allows the Fellowship to leave the Chamber of Anor.

7TH LEVEL

(1) Passageway to 6th level.

(2) Stairway to 3rd level.

(3) Chamber of Mazarbul.

Use a Read skill three times near the book to get valuable clues. After the third time the book is read, orcs will appear. After defeating the orcs, the Fellowship should flee immediately to the east or they will certainly be defeated. If the party does not have Gandalf or the Golden Wheel at this point, and the Balrog is still alive, then the Balrog will appear and attack. If the party has the Golden Wheel (but no Gandalf) the Balrog will not dare to attack them yet; if the party has Gandalf (but no Golden Wheel), Gandalf will use his magic to hold the Balrog back.

2ND DEEP

(1) Passageway to 1st level (#1)

(2) Passageway to 3rd deep.

(3) Passageway to 1st level (#2)

(4) Snaga warrens. This is where many of the slave orcs of Moria are kept.

(5) Red Fungus. In this cavern, an edible fungus grows.

(6) Kiri. This dwarven warrior from the Lonely Mountain was sent by King Dain as an emissary to Lorien; along with Hain, Bridofin, and others, Kiri was captured, and brought as a prisoner to Dol Guldur. The chief Nazgul of Dol Guldur (Khamul the Black Easterling) sent Kiri to Moria in order to torment him by showing what happened to the dwarves of Moria. Kiri's spirit has not yet been broken and he is quite willing to join the Fellowship and leave Moria.

(7) Uruk Lair. If the Fellowship traded a ring to Drishnak, the ring will be here. However, the Fellowship will have to fight five uruk-hai to get it back.

(8) Altar. This dwarven altar has been desecrated by the orcs. If the Fellowship chooses to purge it of orcish trinkets, and the Moria Doom is still active, the Fellowship will be immediately transported to the Sixth Level of Moria to deal with this monstrous spirit.

3RD DEEP

(1) Stairs to 1st level.

(2) Passageway to 2nd deep.

(3) Passageway to 4th deep.

(4) Magical barrier. There is a stone section suspended in the middle of the abyss that is spanned by the Bridge of the Long Dark. This section

is the entrance to the Durin Axe quest. The Lady (Galadriel's) token is necessary to pass this barrier.

(5) Troll guardian. This troll statue comes to life and will attack anyone who enters its area.

(6) First slab. Use a prybar to remove it, and a CLIMB skill or a Rope (a Rope is less painful) to move down to Durin's Axe Quest Annex #1 (see Durin's Axequest).

(7) Second slab. Use a prybar to remove it, and a CLIMB skill or a Rope (a Rope is less painful) to move down to Durin's Axe Quest Annex #2 (see Durin's Axequest).

4TH DEEP/ DURIN'S CASTLE

(1) Stairs to 1st level.

(2) Passageway to 5th deep.

(3) Passageway to 3rd deep.

(4) Durin's Castle. Durin's Castle is a three storey tower in the middle of Durin's Lake. When the Fellowship crosses the Bridge on the southern side of the castle, they will be attacked by tentacles. The eastern bridge is free of obstacles. On the second storey of the castle is a single olog-hai guard, and an access to the top storey. This access is blocked by a stone slab. Use a prybar to open this, and then use a CLIMB skill to get to the top storey.

On the top storey, an olog-hai holds a brown bird captive. By killing the olog-hai, the Fellowship will free the bird. The bird will then tell the Fellowship about Ori and Oin's ghosts, and give them the word of power !Khazad to free them.

5TH DEEP

(1) Stairs to 1st level.

(2) Passageway to 4th deep.

(3) Passageway to 6th deep.

(4) Troll ambush. Three trolls are lurking here, and will attack anyone who comes near them.

(5) Stone slab chamber.

These stone seals cover pits which are the prison of Moria. Stone slabs of interest include: the bottom-right slab (use a prybar to release a brown bird), second from the top, right-hand side (a strange message, of relevance to Gandalf in the final confrontation with the Balrog), and second from the top, left hand side (use a prybar to release two imprisoned olog-hai, who will immediately attack).

(6) Durin's armory. Defeat six uruk-hai and take the magic armor and axe. Use PERCEPTION here to spot a concealed suit of mithril mail.

6TH DEEP

(1) Passageway to 5th deep.

(2) Passageway to Lorien Underground. See Area Six: Lorien Underground, for more details.

(3) Durin's Throne. In the days when dwarves ruled Moria, this chamber was the throne room for Durin, King of Moria. Today, however, it is infested by a large number of uruk-hai and trolls.

(4) Pit to mithril mines. Use a CLIMB skill near the pit to get to the mines. Do not step into the pit: this is a fatal mistake.

MITHRIL MINES

The mithril mines are what stands between the 6th and 7th deep in Moria. Here the dwarves dug into the deepest parts of Moria, in search for mithril ore, and accidentally unleashed the Balrog. There is still mithril to be found here, but it has no practical purpose, and digging for mithril ore will eventually lead to mithril fever, in which the Fellowship becomes so greedy for mithril that they will lose sight of everything, and abandon the quest in a mad scramble for mithril. Also in the mithril mines, in the southeast corner, is a crawlspace to the 7th Deep. Use a CLIMB skill to descend into the depths of Moria.

7TH DEEP

(1) Balrog's Throne. This is where the Balrog lurks when it

is not prowling the many corridors of Moria. Using the Golden Wheel or the Wizard's Staff (if Gandalf has it) will cause the Balrog to depart, though not permanently.

(2) Concealed Chest: Behind the Balrog's throne is a treasure chest. It is trapped; using a DETECT TRAPS and a DEVICES skill will cause the traps to be removed. The treasures in this chest are the three items that are needed to be traded to the dwarven statues in the Durin's Axe chamber, and one of the two tokens of Lady Galadriel.

(3) Crawlway to Mithril Mines. Using a CLIMB skill in this area will take the character back to the mithril mines.

THE QUEST FOR DURIN'S AXE

The most difficult quest in the game (aside from the overall quest to destroy the Ring, is the quest for Durin's Axe. This powerful axe was the weapon of the oldest of the dwarf-kings, and is a weapon of great renown among the dwarves. To get this weapon:

a) kill the spirit of Moria Doom. While Moria Doom lives, no one may claim the axe. Moria Doom can be reached by cleansing the altar in the 2nd Deep, or by taking the secret passage on the 4th level.
b) get the word of power !SignofSeven from Balin's

mines on the 4th level.

c) use the Lady Token near the magical barrier on the 3rd Deep, then uncover the left slab to enter the Durin's Axe annexes. Follow the annexes to a central chamber.

d) in the central chamber, give the gold hammer, anvil, and chisel to the three dwarf statues. Give only the item that is missing. This will allow the entire Fellowship to approach Durin's Axe.

e) use the !SignofSeven to force the guardian to release Durin's Axe. Then use a GET to pick up the axe. Completing the Durin's Axequest will substantially increase the party's characteristics, as well as providing them with another deadly weapon.

DURIN'S AXEQUEST ANNEX #1

Chamber of Three Doors

(1) Return to the Third Deep: Use a rope or a CLIMB skill to return to the slab.

(2) Three doors. Use a PICK-LOCKS skill to enter the Confusion Maze.

DURIN'S AXEQUEST ANNEX #2

Spider Chamber

(1) Here, webbing will smother the party, making it impossible to move. Using a FIREFINGER spell will burn the webbing, but also burn the Fellowship

(who are trapped in the webbing). USE the Spider Sword here to break free.

DURIN'S AXEQUEST ANNEX #3

Confusion Maze

The Confusion maze was originally constructed to bewilder and trap the enemies of the dwarves; the maze contains strange staircases that lead nowhere, or head to meaningless places. In this maze, ignore the stairway and find the pit which leads to the statue chamber.
(1) There are entrances into the Chamber of Three Doors.
(2) The Pit. Climbing down into the pit and using PERCEPTION will allow the Fellowship to see a hidden opening in the ceiling. Use CLIMB to get through the opening.

DURIN'S AXEQUEST ANNEX #4

Statue Chamber

On the north side of the wall is a mystic seal. Use a pick to break the seal, and a dwarf statue will appear. The two questions that need to be asked are "SEVEN" and "MAHAL"; ask them, and the statue will let the Fellowship enter the Chamber of Pillars.

DURIN'S AXEQUEST ANNEX #5

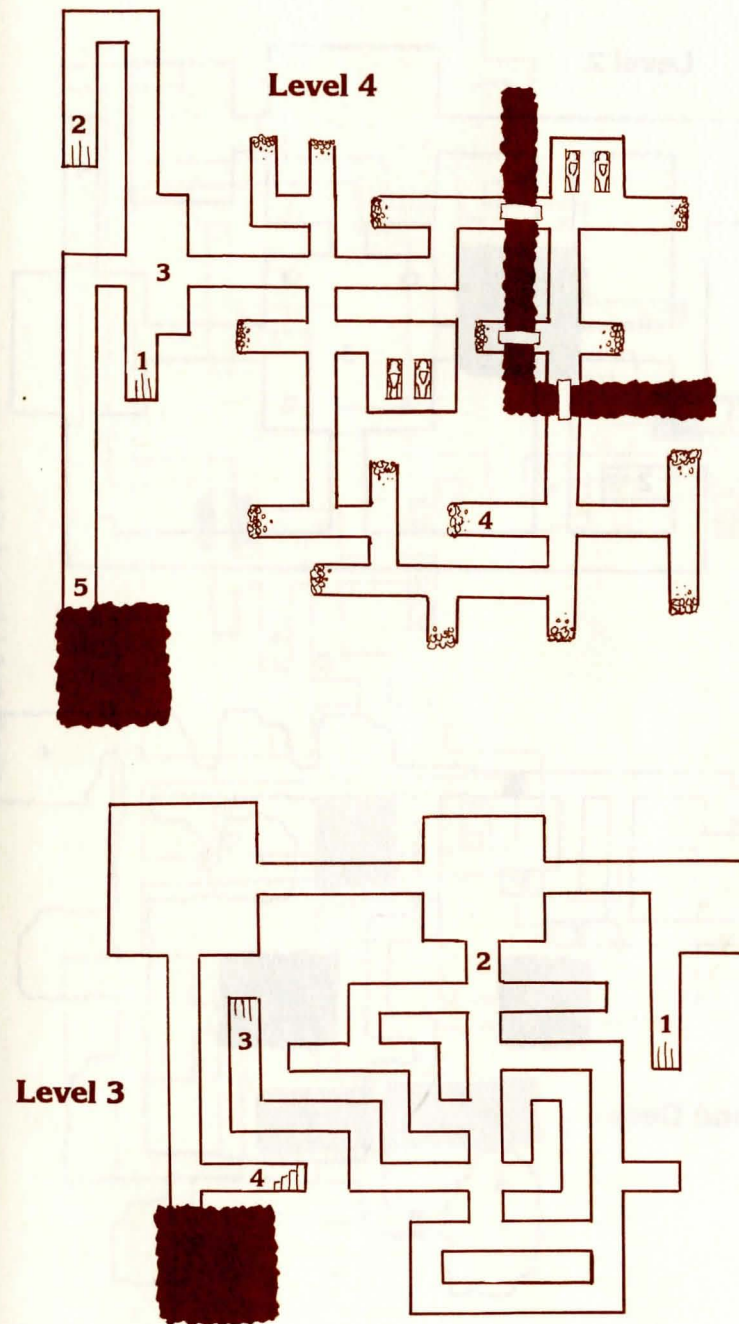
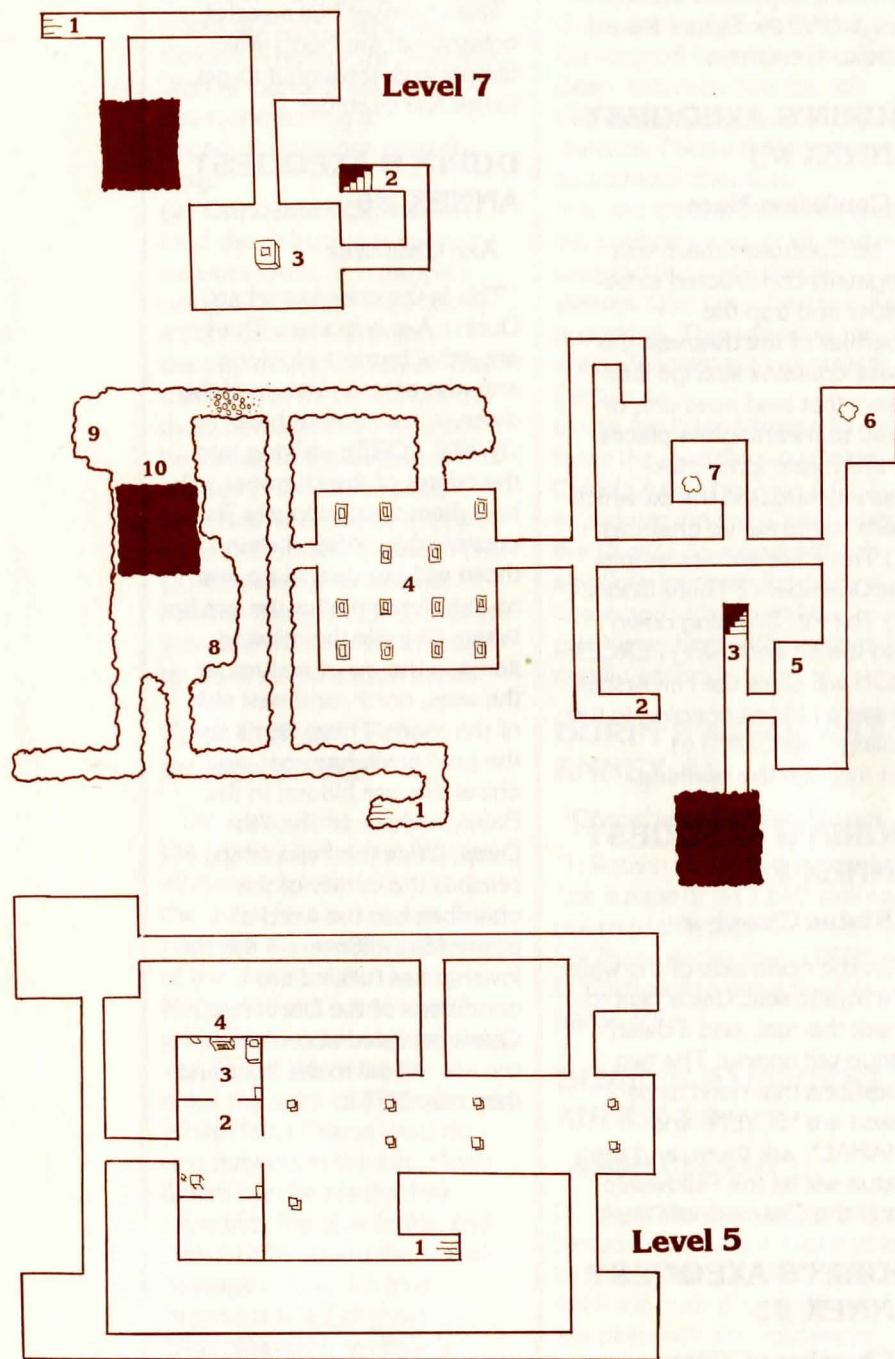
Chamber of Pillars

This chamber has a secret entrance in the North Wall. Simply walk through it to get to the Axe chamber.

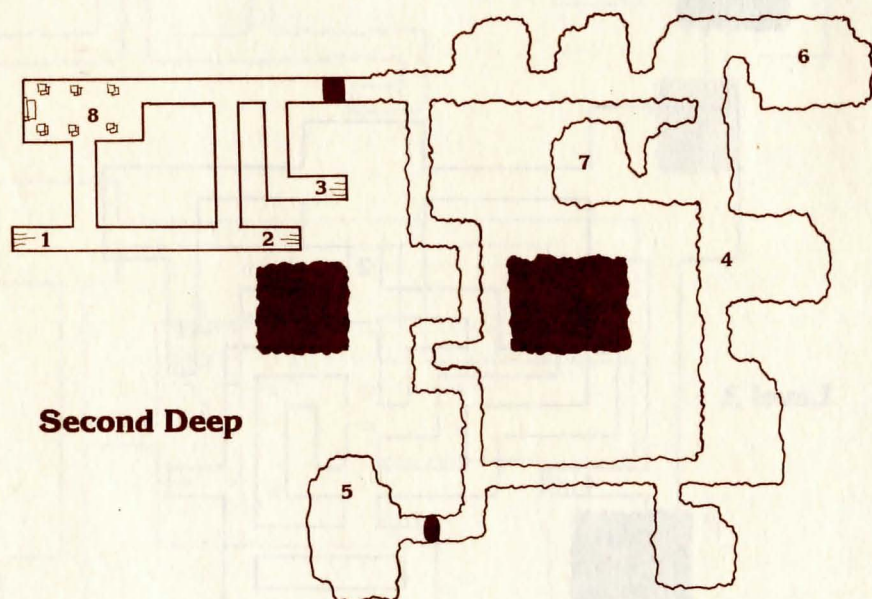
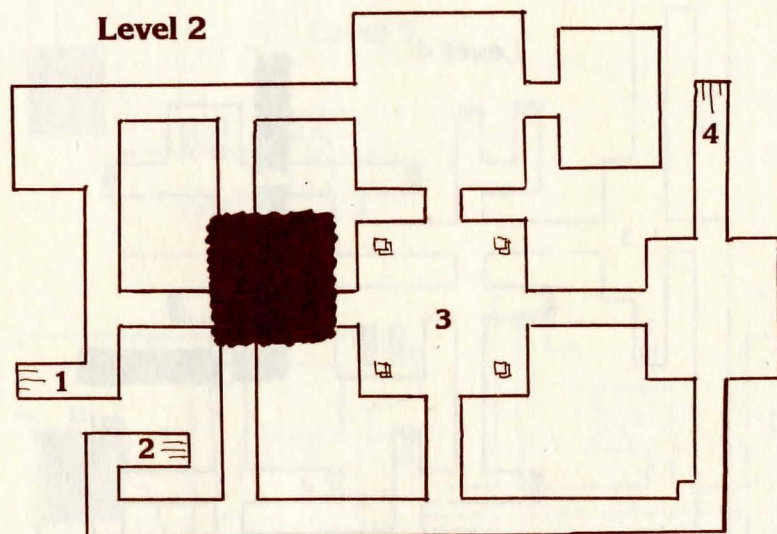
DURIN'S AXEQUEST ANNEX #6

Axe Chamber

This is the chamber where Durin's Axe is hidden. There are lethal barriers blocking any who are not friends of the dwarves (i.e.. do not have DWARF LORE); walking into the center of the chamber will hurt them tremendously. To counter this, either disband those without dwarf-lore and re-recruit them after the axe is taken, or trade the missing items to the dwarf statues on the west, north, and east side of the room. These items are the gold anvil, hammer, and chisel that are hidden in the Balrog's chest on the 7th Deep. Once the Fellowship reaches the center of the chamber, use the word of power !SignofSeven. If the Fellowship has fulfilled the conditions of the Durin Axe Quest (as listed above) then the axe will fall to the floor and they may GET it.

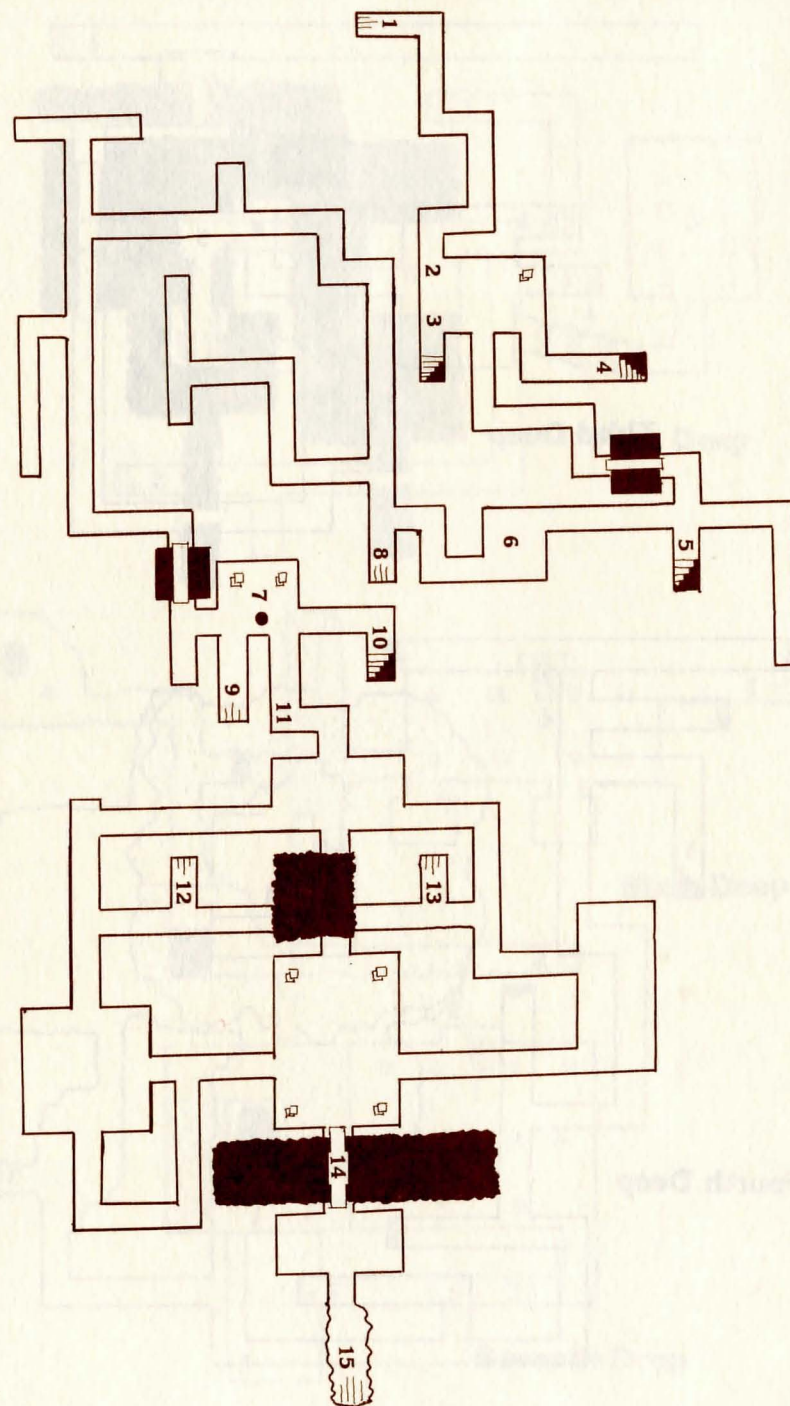


Level 2

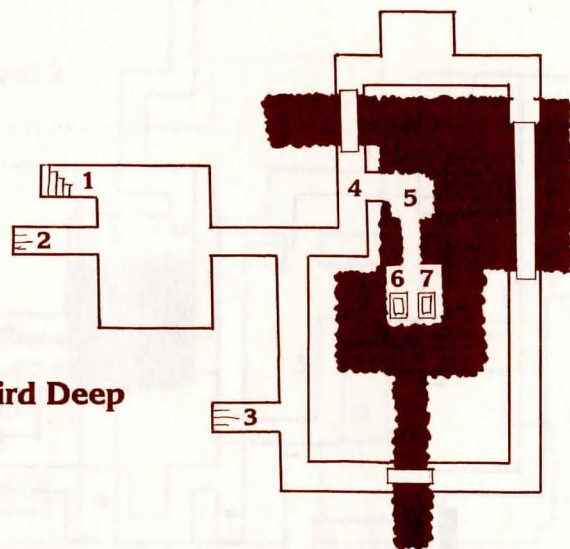


Second Deep

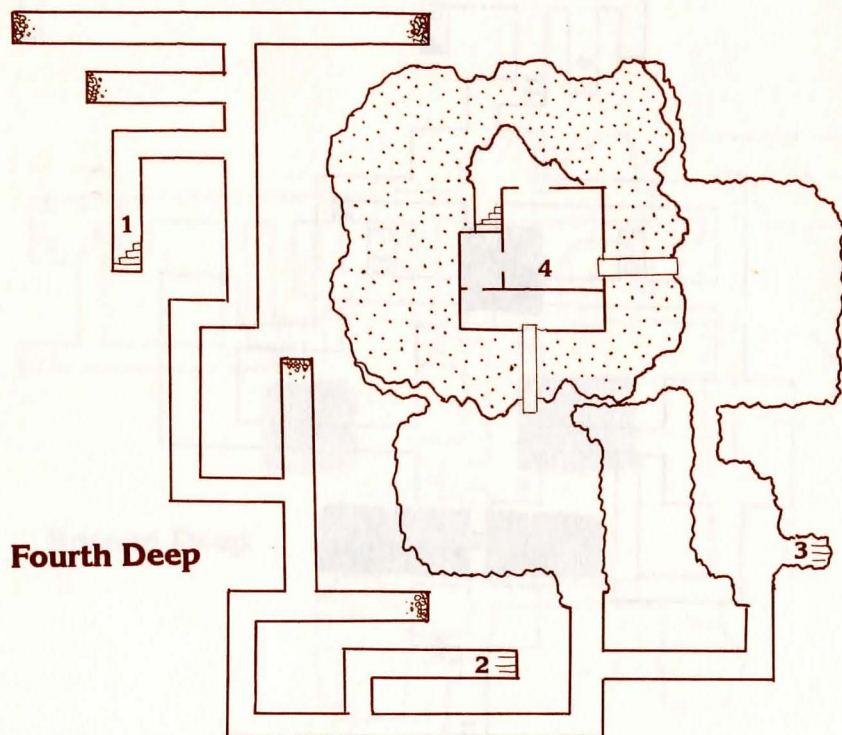
1st Level / 1st Deep



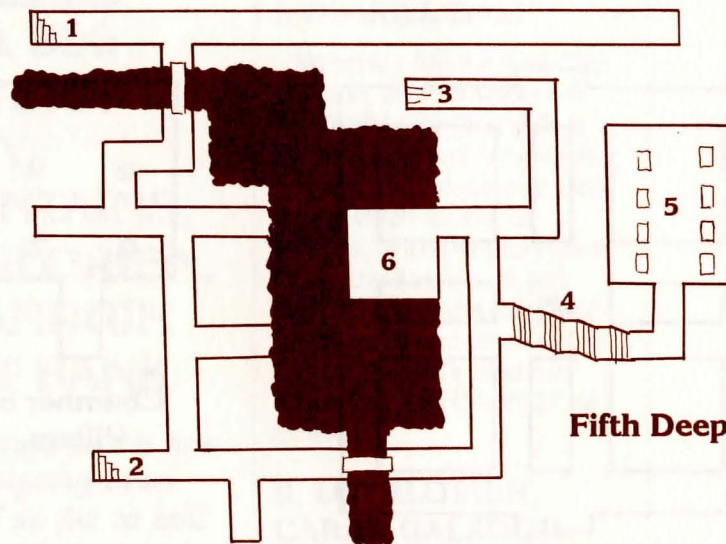
Third Deep



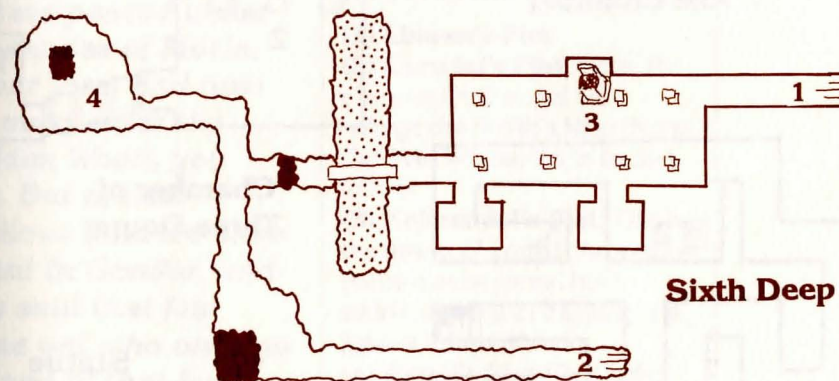
Fourth Deep



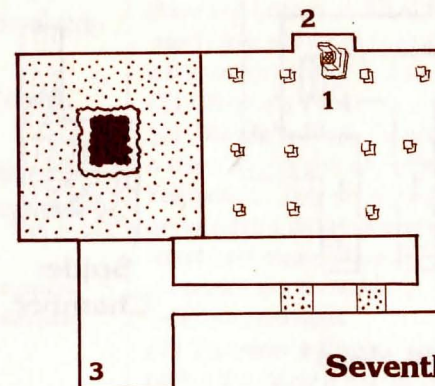
Fifth Deep

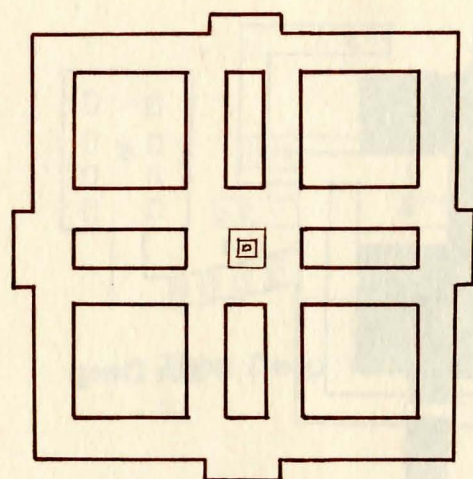


Sixth Deep

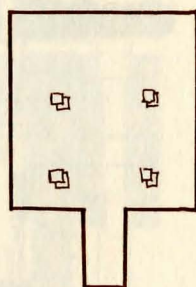
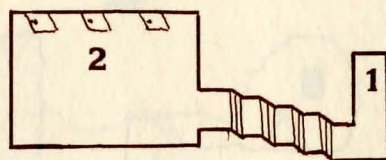
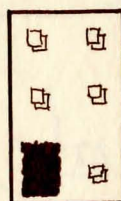
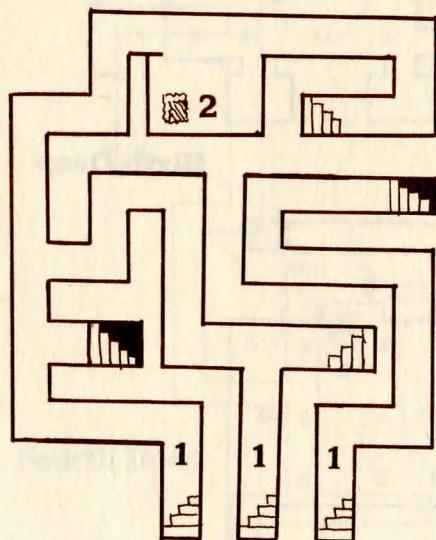
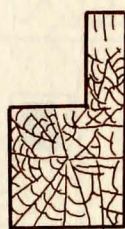


Seventh Deep





Axe Chamber

Chamber of
PillarsChamber of
Three DoorsStatue
ChamberSpider
Chamber

Confusion Maze

AREA SIX: EASTERN MISTY MOUNTAINS, LOTHLORIEN, and ANDUIN WEST BANK

"By strange paths has this Company been led, and so far to evil fortune. Against my will we passed under the shades of Moria, to our loss. And now we must enter the Golden Wood, you say. But of that perilous land we have heard in Gondor, and it is said that few come out who once go in; and of that few none have escaped unscathed."

"Say not 'unscathed', but if you say 'unchanged', then maybe you will speak the truth," said

*- Boromir and Aragorn,
Lothlorien"*

I. DIMRILL DALE

When leaving the East Gate of Moria, the Fellowship will find itself in the Dimrill Dale. There are several orc patrols present, but the greatest peril is one which cannot be avoided; when the party leaves Moria, the Ringbearer and Sam (if he is in the party) will be captured and taken to Dol Guldur, Sauron's citadel in Mirkwood. This CANNOT be avoided.

II. LOTHLORIEN, CARAS GALADON and SURROUNDINGS

(1) **Linwen's Flet.**

(2) **Curudol's Flet.** Here, the elven smith Curudol will reforge the Smith's Ring (from Old Man Willow) if it is traded to him.

(3) **Kelmandol's Flet.** This is the tavern of Lorien. An empty bottle can be found here, which is useful in trapping the light of Earendil's star.

(4) **Rumil's Flet.** This is the library of Lorien. A READ skill used here will reveal valuable information about Dol Guldur.

(5) **Ciryon's Flet.**

(6) **Tinalin's Flet.** Tinalin has a cape which she will offer the Fellowship. This elven cape is an excellent defensive item which will make it harder for an opponent to strike its wearer in combat.

(7) **Thontur's Flet.** Thontur offers the party a magic bow,

which is more accurate than a normal bow, and does more damage in combat.

(8) Elring's Flet.

(9) Aldawen's Flet. Aldawen has the crown of elanor which is one of the conditions of Queen Galadriel's quest. She will give it willingly to Legolas if he is in the party, and even if Legolas isn't in the party, she will give it to the Fellowship if they ask for it.

(10) Celebrith's Flet.

(11) Galadriel's Flet.

(12) Malkir's Flet.

(13) Mirror of Galadriel. If the Fellowship has visited Galadriel's flet, she will come here and reveal that the Ringbearer (and Sam, if he was still alive) was taken to Dol Guldur. She will offer the Key to the Lorien Underground, which can be reached through a large door that is southwest of the Mirror that is set into the side of the cliff wall. If it is night, the Mirror of Galadriel will reflect the light of the stars in the sky. If Earendil's star is present, use a bottle or a wine bottle to trap the starlight.

(14) Mirrormere. This place is beloved by the dwarves. If Earendil's star is present, use a bottle or a wine bottle to trap the starlight.

(15) Dwarven Ruins. In these ruins, the silver horn, one of the five items of Lady Galadriel's quest, can be found.

(16) Scabbard Burial Spot. Here, the Scabbard of Mardil,

one of the five items of Lady Galadriel's Quest, can be found.

(17) Bragolhir. If Legolas is in the party, Bragolhir will challenge him to a footrace. If Legolas accepts and wins, the Fellowship will gain a point of dexterity.

(18) Urthel. Urthel will teach a member of the Fellowship the BOWS skill. Use the GET command to give it to the proper character.

(19) Belegcam. Belegcam's favorite recreation is wrestling. If someone who looks like a formidable opponent is the leader of the Fellowship (i.e.. Boromir or Aragorn), Belegcam will issue a challenge. If the player accepts the challenge and wins, the members of the Fellowship will gain a point of Strength.

(20) The Marshes. This place is noted for a rather large camp of orcs and ogres that are present here. This is one of the toughest battles in the game, but defeating the forces that are mustered here will give the characters enough combat experience that their endurance and life points will be increased by two points each.

(21) Anduin Docks. If the characters come here after meeting with Galadriel at her Mirror, a swan ship will appear and they will be able to travel to Dol Guldur.

III. EASTERN RED HORN PASS and CARADHAS' LAIR

Directly east of the snow drift is a hidden ledge. Use PERCEPTION to find it, and CLIMB to get up to it. Using CLIMB will take the Fellowship into the hidden lair of Caradhas, the Ice Spirit.

Features of the Lair (Level 1)

(1) The chamber of Gollum. This is where Gollum once lurked. He left behind the Malachite Key (the Malach-key), which is useful in Dol Guldur.

(2) Ice chamber. Beware of the lighter colored ice surfaces; these are deadly traps.

(3) Ladder to Caradhas' chamber (Level 2).

Features of the Lair (Level 2)

(1) Ladder to Level 1.

(2) Caradhas. Here the Fellowship must confront the evil ice spirit. If they defeat him, they will discover that Caradhas has a prisoner, a bird which is a spirit of warmth. Use a Firefinger spell to free the bird; the completion of this quest will increase the party's life and endurance.

IV. LORIEN UNDERGROUND

The Lorien Underground was a series of caverns and

passageways that connected Lorien and Moria. In ancient days there was friendship between the elves of Lorien and the dwarves of Moria, chiefly because of Galadriel, who had been one of the closest of all of the Eldar in friendship with the Dwarves. When the Balrog appeared in Moria, some dwarves used the Lorien Underground to flee, but this flight panicked the elves, and many of the elves fled from Lorien at this time. Most of the evil in the Lorien Underground is lingering phantoms which attack the mind. There was almost certainly a small dragon in the Underground at one time, but it died of starvation long ago. Several magical items from the days of friendship still exist here; because of the phantoms of evil, the orcs have not yet taken them.

Major features of the Lorien Underground include:

(1) Exit to Lorien.

(2) Passageway to Moria.

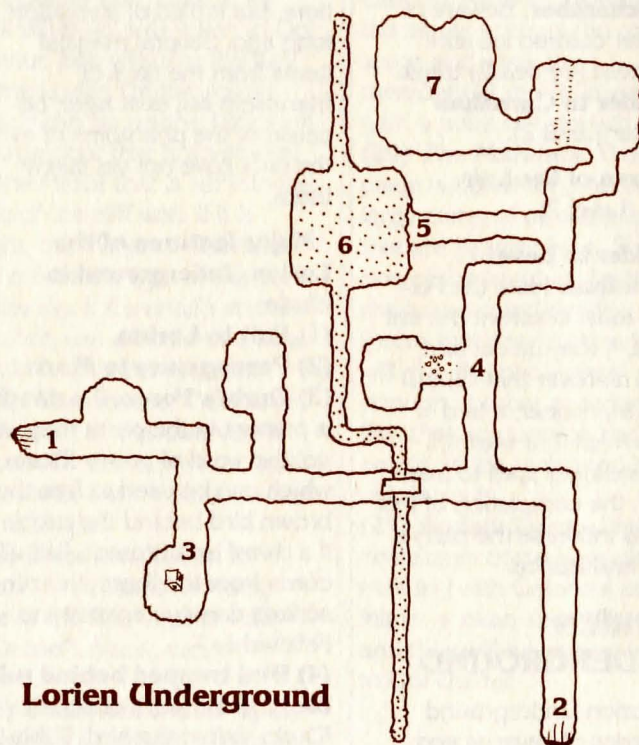
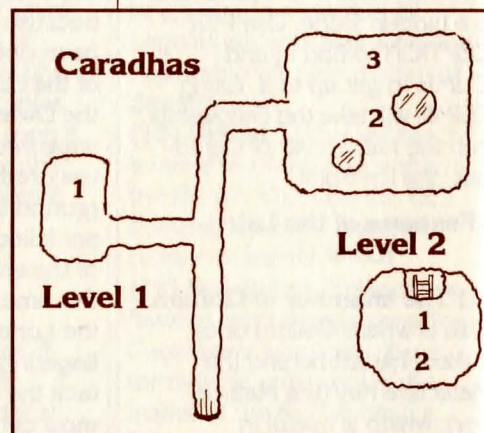
(3) Durin's Forge. If a dwarf is present in the party, they will get the word of power !Durin, which can be used to free the brown bird behind the rubble. If a dwarf isn't present, fire will come from the forge, inflicting serious damage against the Fellowship.

(4) Bird trapped behind rubble. Use the word of power !Durin to free the bird. If this is

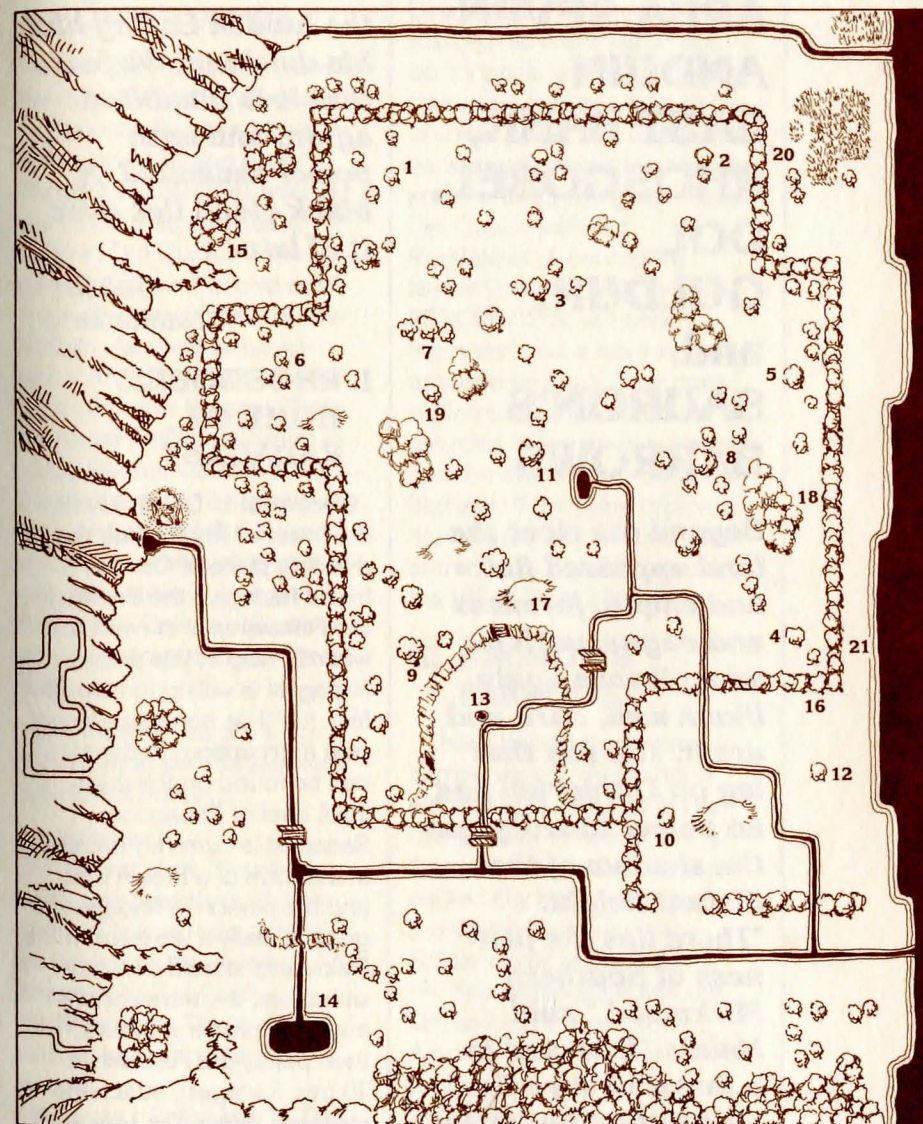
done successfully, the bird will give a clue regarding the werewolf that has taken Radagast's shape in Rhosgobel.

(5) The Lake. Use the White Wings found in the dragon's lair to get across.

(6) The Island.
(7) The Dragon's Den. All of the messages here refer to phantasms, which can be easily ignored. Eventually, the white wings will become visible; use the GET command to pick them up.



Lorien Underground



**Lothlorien, Caras Galadon
& Surroundings**

AREA SEVEN: ANDUIN EAST BANK, RHOSGOBEL, DOL GULDUR, and SAURON'S BARROWS

Beyond the river the land appeared flat and empty, formless and vague, until far away it rose again like a well, dark and drear. The sun that lay on Lothlorien had no power to enlighten the shadow of that distant height. "There lies the fastness of Southern Mirkwood," said Haldir. "It is clad in a forest of dark fir, where the trees strive one against another and their branches rot and wither. In the midst upon a stony height stands Dol

Guldur, where long the hidden Enemy has his dwelling. We fear that it is inhabited again, and with power sevenfold. A black cloud lies over it of late."

*- Haldir,
"Lothlorien"*

I. RHOSGOBEL, HOME OF RADAGAST

Northwest of Dol Guldur is the tower of Rhosgobel, the dwelling place of Gandalf's friend Radagast the Brown. If the Fellowship is in need of wizardly help at this point, Radagast is willing to help. But first, it will be necessary to get past a deception. Radagast can be found on the third (top) level of Rhosgobel. Radagast is currently trapped in the form of a brown bird, and the person in Radagast's guise is really a werewolf. If the Fellowship should take him with them, the werewolf will await the proper moment, then betray the Fellowship. To free Radagast, attack the werewolf. When the werewolf is dead, use a PICKLOCKS skill to free the brown bird. The brown bird will transform itself into Radagast and will join the party if they Recruit him.

II. GOLLUM AND THE FOREST MAZE.

When the Fellowship crosses the river, they will find a path that eventually splits into two roads, one heading north to Rhosgobel, the other heading east. This road eventually leads to Dol Guldur. If the Fellowship follows the east road, they will eventually encounter Gollum. As soon as he appears, IMMEDIATELY use the word of power !Orome. This will cause Gollum to freeze in place. Recruit Gollum. He is treacherous, but he knows the area around Dol Guldur quite well. As the Fellowship passes past the southern boughs of Mirkwood, Gollum will point out the entrance to the Forest Maze.

The forest maze is a long and winding path with several prominent features:

- (1) **Entrance.**
- (2) **Secret Exit.** Travel east here, and pass through the hedge. This will take the Fellowship near the secret entrance to Dol Guldur.
- (3) **Statuary.** These deadly statues know how to hurt people.
- (4) **Secret Entrance to Dol Guldur.** Get as close as possible to the northwest corner of the stone, and the Fellowship can enter the secret entrance.

If the Fellowship decides to avoid the forest maze, they

can follow the road north to Dol Guldur. However, as the road turns, there will be orc sentry posts watching. If the Company comes within sight of these posts, Dol Guldur will be warned about their coming and the Witch-King will depart Dol Guldur with the Ringbearer. A perceptive leader (a leader with the skill PERCEPTION) will notice them and give a warning at an appropriate time. If the party explores the area southeast of the road to Barad-dur, they will find the entrance to Sauron's barrows. If the party explores northward, they will find the entrance to Dol Guldur and the Hill of Dark Sorcery.

III. SAURON'S BARROWS

These barrows are home to barrow wights, the spirits of evil that also inhabit the Barrow Downs. However, the Company might find an unexpected ally here -- Amonar, the Ghost-King from the Spider caves in the Shire. If the Fellowship accepted the Ghost-King's quest, then Amonar will be here and offer his help. He will NOT go to Dol Guldur -- instead, he will help the Fellowship enter the main barrow and fight against the Captain of Sauron's wight, an ancient enemy of Amonar's. If the Company defeats the wight, Amonar will vanish, his job done. Use a

PERCEPTION skill to find the Magic Glass; once it is found, use the Get command to pick it up.

IV. DOL GULDUR EXTERIOR

The area outside the gates of Dol Guldur is very dangerous. Olog-hai roam the grounds, and there is a Nazgul lurking near by. It is impossible to enter Dol Guldur from the outside when the main gate is locked; only through either of the two secret entrances (the secret passage in the stone near the forest maze, or the secret entrance in the Hill of High Sorcery).

V. HILL OF HIGH SORCERY

This is where Sauron and the Witch-King perform experiments on orcs and trolls in order to produce a deadlier, more vile breed.

Level One

- (1) **Exit to Mirkwood.**
- (2) **Orc guard.** Several orc guards are stationed here, ordered to attack any intruders.
- (3) **Stairs.**

Level Two

- (1) **Stairs to Level 1.**
- (2) **Wooden orcs.** These failed experiments of Sauron wish to be put out of their misery, and will attack anyone who looks as though they are

capable of killing them.

(3) **Trolls on the floor.** These trolls' hands and legs are melded with the stone floor, another failed experiment of Sauron's. They cannot attack.

(4) **Flame Pit.** This dangerous pit will flash and singe anyone who comes near it. The Fellowship is advised to keep its distance from it.

(5) **Secret Passage to Dol Guldur.** When the Fellowship receives a message about feeling hot air from the east, use a PERCEPTION skill. This will take the Fellowship into the cellar level of Dol Guldur.

VI. DOL GULDUR

Level Five

Entrance to Dol Guldur.

Warning: There are many orcs and uruks wandering on this level of Dol Guldur.

- (1) **Juithretch.** This snaga kitchen-slave knows the answer to several important things, including "prisoner".
- (2) **Drawbridge controls.** Use a DEVICES skill to lower the drawbridge. Once the drawbridge is down, the Fellowship can enter and exit Dol Guldur by the front gate.
- (3) **Front gate.** Several orcs are always posted as guards here.
- (4) **Stairs to Level 4.**
- (5) **Stairs to Level 6.**

Level Six

Cellar and Gaol. This is the level where the secret passages from the Forest Maze stone and the Hill of Dark Sorcery allow entry into Dol Guldur. Other features of this level include:

- (1) **Bridofin's cell.** Bridofin is a human prisoner from Dale, a city of humans in northern Middle-earth near the Lonely Mountain. Bridofin, like most prisoners in Dol Guldur, is quite anxious to leave.
- (2) **Hain's cell.** Hain is a dwarven prisoner, from the Lonely Mountain. He is eager to avenge himself against his captors.
- (3) **Quartermaster and his pet.** The Quartermaster of Dol Guldur is a particularly cruel and evil uruk, who feeds prisoners to his pet spiders. If the Fellowship defeats the Quartermaster and his pets, a PERCEPTION skill will allow them to find the Red Key, which allows them access to the top of Dol Guldur.
- (4) **Stairs to Level 5.**
- (5) **Stairs to Level 7.**

Level Seven

Stone Troll's Lair. The depths of Dol Guldur are patrolled by olog-hai, the most powerful and evil breed of troll. There is nothing particularly special on this level, simply trolls that try to kill the Company.

- (1) **Stairs to Level 6.**
- (2) **Stairs to Level 8.**

Level Eight

The Maze of Madness. Of all of the levels in Dol Guldur, the Maze of Madness is among the dangerous. There are two ways to avoid most of the dangers; first, have the Magic Glass from the center of Sauron's barrows. This will protect the Party from the illusions. The second method is only usable if a wizard is present: use a countermagic spell the instant the wizard senses that something is wrong. This will dispel the illusions. If the Fellowship fails to take either of these precautions, then good luck. They'll need it. Seemingly harmless pieces of floor may actually be fiery pits. Fiery pits may be the stairway down to the next level. Or they may be fiery pits.

Level Nine

Warlock's Hold. Warlock's hold is the penultimate level of Sauron's dungeon. The most deadly peril on this level is the pool of petrification; whomever steps in the pool is transformed to stone! Fortunately, there are two teleport spots that will allow the Company to bypass this danger.

- (1) **Teleport** spot across pool of petrification (east to west).
- (2) **Teleport** spot across pool of petrification (east to west).
- (3) **Secret passage.**

- (4) **Stairs to Level 8.**
 (5) **Stairs to Level 10.**

Level Ten

Sauron's Harrow. In this bottom most level of Dol Guldur, the evil magic of Sauron is at its most powerful. Those who journey here can expect to find areas where they will be attacked by the Black Breath, as well as areas where friends can turn into enemies and attack (use the word of power !Melian to free them), and areas where wights will appear out of nowhere. On this level is Sam's prison. If Samwise was taken by the Witch-King, he can be found here, but he is not unguarded. Sam does know where the Ringbearer was taken.

Level Four

Lower Throne Room.

(1) **Throne area.** The throne is currently empty; a sorcerer and several uruks are stationed here. They will attack intruders.

(2) **Curse of the Black Breath.** This section of the floor contains a residue of the evil of the Nazgul; those who step here will take 1-3 life points of damage.

(3) **Stairs to Level 3.**

(4) **Stairs to Level 5.**

Level Three

Apartment Level. This is where honored guests are housed. There are also battlements which are patrolled by

orcs.

(1) **Rhun Ambassador.** This ambassador from the eastern nation of Rhun is an honorable combatant. Agree to a fair combat (your leader against him in single combat), and he will say a word of power when he dies that will heal the Fellowship.

(2) **Sorcerers.** Several members of the Witch-King's sorcerer guard are here. They will attack intruders.

(3) **Dunland Ambassador.** The Dunland ambassador is a fierce warrior and will attack intruders on sight.

(4) **Orc patrols.** There are several orc patrols on the battlements. Use a SNEAK skill to avoid them.

(5) **Stairs to Level 2.**

(6) **Stairs to Level 4.**

Level Two

Upper Throne Level. This is where the lieutenant of Sauron is typically seated. The features of this level include:

(1) **Nazgul chamber.** There is a Nazgul, a sorcerer, and a troll stationed here.

(2) **Red key gate.** There is a magical barrier preventing intruders from reaching the top of Dol Guldur. The red key, which is possessed by the Quartermaster (on Level 6) will allow access past this barrier; or countermagic spell will dispel it.

(3) **Stairs to level 1.**

(4) **Stairs to level 3.**

Level One

The Pinnacle of Dol

Guldur. When the Fellowship reaches the top of Dol Guldur, they will find the Witch-King about to leave for Mordor with the Ringbearer. They must stop him before he can leave. They may do so in the following ways:

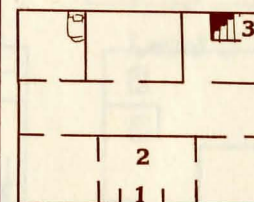
(1) attack the Witch-King immediately. He will be forced to stop and fight.

(2) use the word of power !Thorondor. This will summon eagles to attack the fell steed of the Witch-King, making escape impossible for the Captain of the Nazgul.

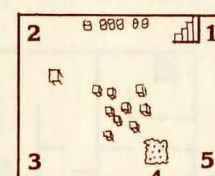
(3) have a hobbit use the Eagle Gem from the Lorien marsh. This works in the same way that the word of power !Thorondor. If the Witch-King

is defeated, the Ring and its bearer are saved. The Witch-King will not truly be dead until the appointed time, but at least Sauron has been thwarted.

Hill of Dark Sorcery

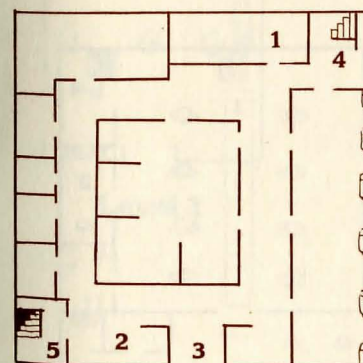


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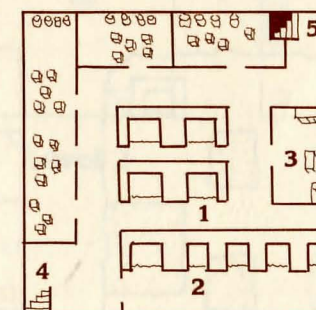


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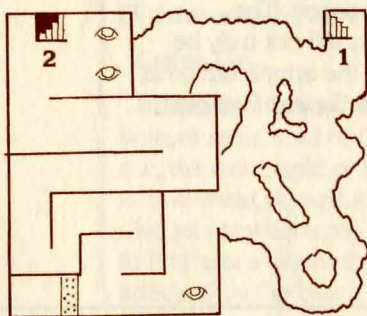
Dol Guldur



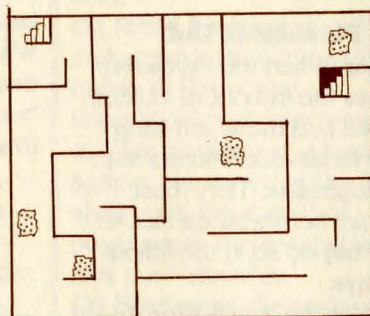
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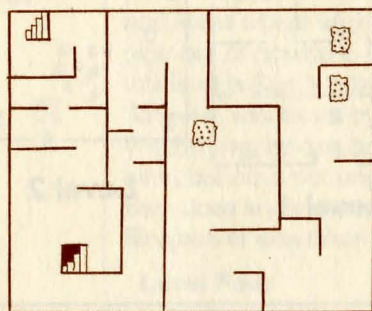
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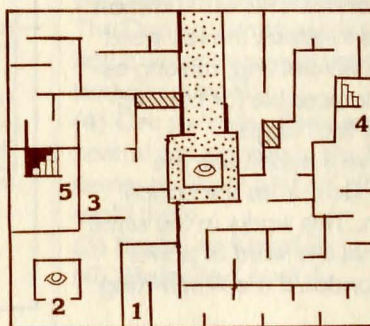
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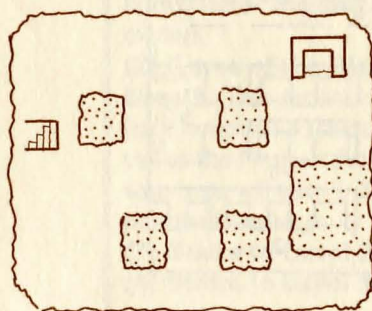
**Level 8
(actual)**



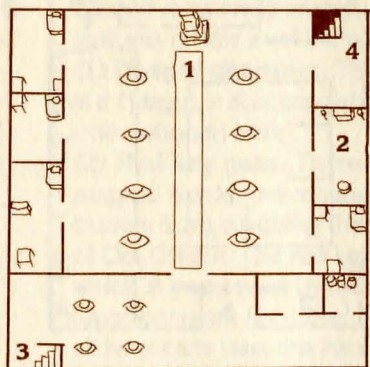
**Level 8
(illusion)**



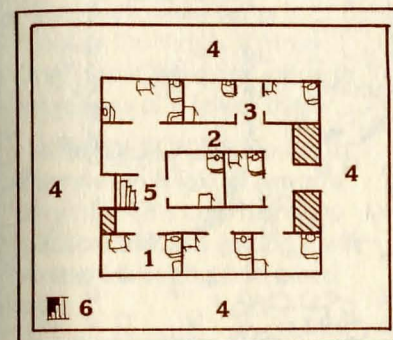
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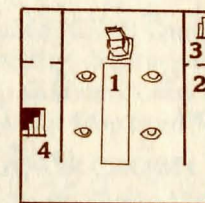
Level 10



Level 4



Level 3

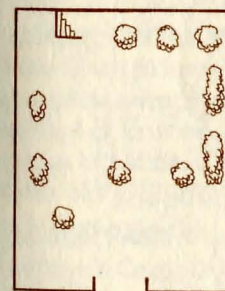


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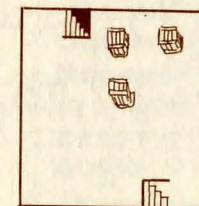


Level 1

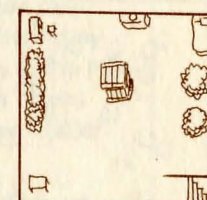
Rhosgobel



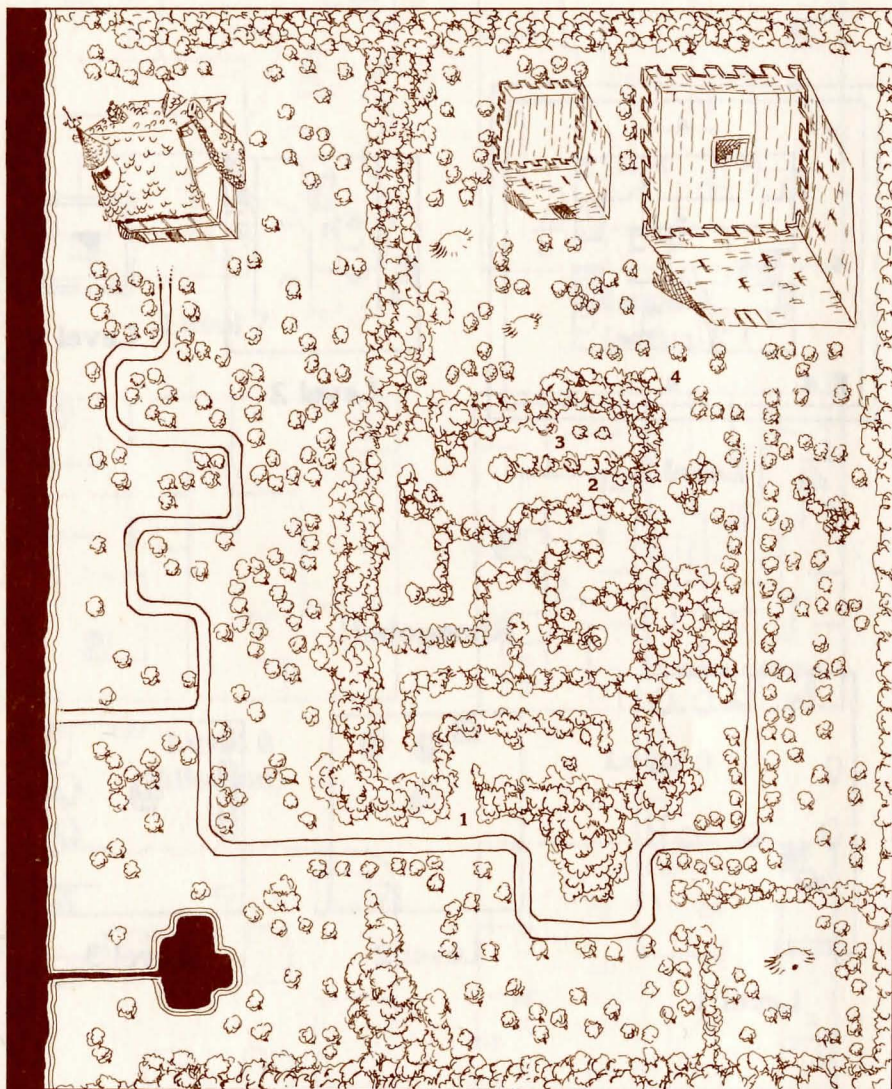
Level 1



Level 2



Level 3



The Forest Maze

APPENDIX

ITEMS

There are many items in "Lord of the Rings, Volume One". Here is a quick guide to these uses of a few of them.

ARWEN TOKEN. Found in Rivendell. A token of Arwen's affection. This item has no practical use, but getting it will bestow a blessing (increased luck).

BAG END KEY. Unlocks Bag End. If this key is traded to Lobelia, she will leave you alone.

BERYL. A green jewel found on the Last Bridge. May be given as a gift to Lady Arwen.

BLACK CLOAK. Remains of the Black Riders after they have been swept away at the Ford of Bruinen. Found in various locations along the banks of the Bruinen.

BLADE PART. Found in Hawkeye's Cave. One of the pieces of Aragorn's sword. Trade to Lindir in Rivendell along with one other piece, and Lindir will produce Anduril.

BOTTLE. Found in Kelmandol's tavern in Lorien. Can be used to capture the light of Earendil's star in Mirrormere or the Mirror of Galadriel.

BROKEN WING. Found in spider cave beneath Weather-top. One of the pieces of Aragorn's sword. Trade to Lindir in Rivendell along with one other piece, and Lindir will produce Anduril.

EAGLE GEM. Can be found (by hobbits only) in swamp north of Lorien. Used to keep the Witch-King from fleeing.

ELANOR CROWN. Found in Aldawen's flet in Lorien. One of five items needed to complete Galadriel's quest. This crown has no other practical use.

ELFSTONE. Found on Cerin Amroth in Lorien. This is one of five items needed to complete Galadriel's quest. This stone has no other practical use.

GALADRKEY. More fully Galadriel's key, this item may be given to the party at the Mirror of Galadriel. This opens the door to the Lorien Underground.

GATE KEY. Found in bathtub, downstairs, in Brandy Hall. Opens the Buckland Hedge gate. Has no other uses in the game.

GHOST RUBY. Found in the Ghost King's Crypt. One of the pieces of Aragorn's sword. Trade to Lindir in Rivendell along with one other piece, and Lindir will produce Anduril.

GOLD TOKEN. Short for Goldberry's token. Can be found in Goldberry's room, upstairs of Tom Bombadil's house. Use on Withywindle to get her to explain what she wants you to do.

GOLDEN WHEEL. An item that will allow the party to get through the maze in Moria without impairment, and which will drive away the balrog if used before combat begins.

GREEN SKULL. Can be purchased in Bree. Used in Forsaken Inn dungeon.

HORN OF GONDOR. An item possessed by Boromir. Adds to a character's defensive bonus.

ICE STAFF. Found in Withywindle's cave. If this item is possessed by the Company, they can cross lava pits safely.

LADY TOKEN. Found in Forsaken Inn dungeon and in Moria. Allows characters to break through a magical barrier in Moria.

LEAF BELT. Found buried in stone circle. An elven magic item; adds to a character's defensive bonus.

LILLIES. Item needed by Goldberry. Character must fulfill Withywindle's desire to get them.

MAGIC GLASS. Found in Wight Captain's barrow south

of Dol Guldur. This device will allow the Company to safely traverse the Maze of Madness in Dol Guldur.

MALACHKEY. Short for Malachite Key, this key is found in Eastern Redhorn Pass, in Gollum's cave. It opens up a magical lock in Moria.

MIRUVOR. Given to the Company by Elrond after they have retrieved eight of the black cloaks. Protects the Fellowship from cold in Redhorn Pass.

PIPE. Found in Brandy Hall, Master Saradoc's room. Trade to the ghost to get him to leave.

RED ACORN. Found above waterfall near Withywindle's cave. Trade this to Ruddy Oak to get him to join your Company.

RED KEY. Found in Quartermaster's desk in Dol Guldur. Opens magic passage to top of Dol Guldur.

RUNEROCK. A useless item.

ROSE'S TOKEN. Found at the Cotton farm. Will soften Thadred's heart (in dungeon below Weathertop).

RUSTY KEY. Found on orc's desk in Gorthad. Opens Nob Appledore's cell; has no other use in the game.

SCABBARD. Found in the Hythe. This item adds a small defensive bonus to whoever possesses it, and is one of five items which must be found to complete Galadriel's quest.

SIGNET RING. Found in Hawkeye's cave. Use in crypt in cellar of Rivendell to put Hawkeye's ghost at rest.

SILVER HORN. Found in ruins west of Lorien. One of the items needed to complete Galadriel's quest; it has no practical value.

SMITH'S RING. Found underneath Old Man Willow. A broken magic ring, which can be reforged in Lorien and turned into a defensive magic item (the REFORGERING).

SPIRIT CHARM. An expensive useless item.

SPRINGSTONE. Buried in hill southwest of Tom Bombadil's house. Company cannot use it; trade this item to Withywindle to get the lilies.

STAR KEY. Found in Spider Cave in the Shire. Opens the door to the Ghost King's crypt, and will stir the Ghost King to life if used in the depression near his statue. This key also opens a magic door in Moria.

TINALIN'S CAPE. Found in Tinalin's flet in Lorien. Adds a small defensive bonus to whomever wears it.

TORC OF MALADAN.

Found in caverns beneath Bree. Magic item of no use to the Company, except in trade to Rayf Brogan for second page of Gandalf's letter.

TROLLSLAYER. Buried in ruins north of the Ford of Bruinen. A powerful magical sword.

WHITE HAND. Can be purchased at Sharkey's Shipping. This is the talisman of Saruman. Use it to get past guards under Gorthad.

WHITE WINGS. Found in Lorien Underground. This item allows the Fellowship to cross the lake in the Lorien Underground to the island of the eagle.

WINE BOTTLE. Found in Rivendell cellar. Can be used to capture the light of Earendil's star in Mirrormere or the Mirror of Galadriel.

WIZARD'S STAFF. An item possessed by Gandalf. This item can be used to defeat the balrog on Durin's bridge in Moria.

Credits

Written by
Scott Bennie

Maps by
Bruce Schlickbernd

Produced by
Vince DeNardo

Notes

InterplayTM