

J.R.R. Tolkien's

# Riders of Rohan





GUIDE BOOK

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J.R.R. Tolkien's

Riders  OF  han



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Special thanks to the spouses of the faithful, and to Alix, one very patient  
3 year old, who can have her Daddy back now.

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## GLOSSARY



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## PROLOGUE - ARAGORN'S DECISION

Long ago the Dark Lord, Sauron, had caused rings of great power to be forged, to aid him in his goal of enslaving the Free Peoples of Middle Earth. The mightiest of these artifacts was the One Ring, created to rule the others and containing much of the power and essence of Sauron himself. Through the efforts of many brave and valiant heroes, the Ring was taken from Sauron and the Dark Lord temporarily banished from the land.

But the Ring, made by Sauron to serve his ends, longed to return to its master, and would use all its power to do so. So it was that it became lost, till after many years it came into the possession of a young hobbit, Bilbo Baggins, and then his nephew Frodo, living in a quiet corner of Middle Earth called the Shire.

The wizard Gandalf, suspecting that the ring Bilbo had found was no ordinary magical trinket, kept his eye on both Frodo and the Shire, until he discovered the proof he required. Thus warned, Gandalf sent word for Frodo to leave the Shire at once, and travel to Rivendell.

After many delays and near capture by the Nine Nazgul (the hand-picked minions of the Dark Lord), Frodo is aided by Aragorn the Ranger, who is in reality the descendant of Elendil and the true heir to the throne of Gondor, the last of the kingdoms in exile. Aragorn brings Frodo and his three hobbit companions to Rivendell in time for the Council of Elrond. There, it is decided that a party of nine shall attempt to deliver the One Ring to Mount Doom, for only in the fires from which it was made could the Ring be once and for all destroyed.

And so the party, hereafter known as the Fellowship of the Ring, set out, with Gandalf as leader, Aragorn, Boromir of Gondor, Legolas the elf, Gimli the dwarf, and the four hobbits: Frodo, Sam, Pippin and Merry. They head south towards Mordor, and are beset by many perils. At the worst of these trials, Gandalf falls down a chasm while defending the Fellowship members from a Balrog - a fearsome, evil creature and servant of Morgoth from the elder days.

Led now by Aragorn, the remaining members of the Fellowship travel down the Anduin river and come finally to a crossroad. Aragorn is torn; he longs to return with Boromir to Gondor, as its rightful heir, and lead his people in the fight against Sauron. But he, if any, understands the overriding importance of destroying the Ring, and plans to forsake his mission to Gondor and help guide Frodo into Mordor, though that road holds but the slimmest chance of success.

In the end it is Boromir of Gondor who decides the issue for all. He does not see the need to destroy the Ring. Indeed, as far as Boromir can see, all any mission to

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*Mordor will accomplish is to deliver the Ring to Sauron's doorstep. Rather, should not the Ring's power be used to fight against Sauron? And so Boromir, stout man of Gondor and heir to its Stewardship, fell prey to the Ring's lure of power. He approaches Frodo in secret, and attempts to wrest the Ring from him. But he is thwarted by the young hobbit, who slips the Ring on, becoming invisible.*

*Frodo makes ready to depart for Mordor on his own. But he is forced to gratefully accept the companionship of his faithful servant Sam, who risks drowning to swim aboard Frodo's boat. And so those two set off, and their story and its outcome is not told here, but in another, later tale.*

*Yet it is here that our own story begins, for the remaining Fellowship characters faced trials of a different sort. They are attacked by many orcs, both Sauron's and those of the traitorous wizard Saruman, who now lusts after the Ring for his own dark purposes. Boromir here makes amends, for though he fell prey to the power of the Ring, even the mightiest heroes who remained in Middle Earth might have done so in his place. A valiant and supremely skilled warrior, he bursts into the crowd of orcs who had just captured the remaining hobbits, Pippin and Merry. He slays nearly a score of the vile creatures, and sends the rest fleeing in fear of their miserable lives. He would have delivered the hobbits to freedom but for the sudden arrival of a large cohort of Saruman's fiercest orcs, the Uruk-hai. Even these only dare to shoot arrows at the mighty Boromir, and many of those arrows pierced him before he fell.*

*The orcs take the hobbits, and set off west across northern Rohan towards Saruman's stronghold, Isengard. Not long after, Aragorn, Legolas, and Gimli, who had been searching desperately for the missing Frodo, come upon the dying Boromir. Upon his passing, they set his body afloat down the Anduin, loaded with the weapons of his fallen enemies. Now they debate: to follow Frodo into Mordor, or to rescue the hobbits Merry and Pippin? It is Aragorn who decides:*

*'Let me think!' said Aragorn. 'And now may I make a right choice, and change the evil fate of this unhappy day!' He stood silent for a moment. 'I will follow the Orcs,' he said at last. 'I would have guided Frodo to Mordor and gone with him to the end; but if I seek him now in the wilderness, I must abandon the captives to torment and death. My heart speaks clearly at last: the fate of the bearer is in my hands no longer. The Company has played its part. Yet we that remain cannot forsake our companions while we have strength left. Come! We will go. Leave all that can be spared behind! We will press on by day and dark!'*

*And so our game begins ...*

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## OVERVIEW OF RIDERS OF ROHAN

Riders of Rohan is a action/adventure wargame set in J.R.R. Tolkien's Middle Earth. The game takes place in Rohan during the War of the Ring, and encompasses the Battle for Rohan which occurred in the second book of The Lord of the Rings trilogy, The Two Towers. For background on Middle Earth and the War of the Ring, see the Appendices accompanying this document. Or better yet, read The Hobbit and The Lord of the Rings trilogy by J.R.R. Tolkien.

The basic player strategy involves mobilizing and leading the Rohirrim against the evil wizard Saruman, and his army of orcs, wargs and Dunlendings. As in the novel, Saruman must be neutralized, and quickly, so that as many Rohirrim as possible can aid Gondor in Middle Earth's ultimate struggle against the Dark Lord, Sauron. Victory is determined by:

- the degree to which Saruman and his armies have been neutralized;
- the number of Rohirrim available to aid Gondor; and
- the number of your characters who are alive at the end of the game.

For more details, see "Victory Conditions" on page I-32.

The game begins early in the morning of February 28th, Third Age (T.A.) 3019. Sometime after March 9, a messenger from Gondor will arrive with the Red Arrow, the traditional symbol which calls the Rohirrim to honor their ancient pledge to aid Gondor. Once the Red Arrow is delivered, you have one day left to complete the game. If you can defeat Saruman's armies, and thus confront him at Isengard, you may end the game before this time.

At the start of the game, Theoden, King of Rohan, has not yet ordered full mobilization. There are Rohirrim in and around at the Fords of Isen under his son Theodred, at Helm's Deep under Erkenbrand, and at Edoras, under the direct control of the king. In addition, Eomer has defied Theoden's orders and left Edoras with a small band of heavy cavalry, and is now on patrol somewhere north of the city. Until Rohan is mobilized, you control Theodred, but have only limited control over the other forces on the main map. If and when any of them fights a battle, you will function as the commander. Full mobilization substantially increases the Rohan army, and gives you full control of all units.

This was a time of heroes. The characters in the game play varied roles. They can mobilize allies, lead troops, or use magic. Together, their abilities are critical to defeating Saruman. At the start, the hobbits Merry and Pippin have been captured by an orc company which is moving from the eastern edge of Rohan toward Isengard. Just a few hours behind them are Aragorn, Legolas, and Gimli on foot, whom

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you control. The orc trail appears to be heading north along the river, then west along the northern edge of the main map.

Other characters will appear in the game from time to time, depending on your actions and the course of events.

**Note:** While most histories of the War of the Ring place the First Battle of the Fords of Isen a few days earlier than the start of Riders of Rohan, we have taken a small liberty with the dates in order to allow the player to experience these pivotal events.

## GETTING STARTED

The Riders of Rohan game includes the following:

- 1) For the 5 1/4 inch version, 6 disks;
- 2) For the 3 1/2 inch version, 3 disks;
- 3) Player's Manual (this document);
- 4) Riders of Rohan Quick Reference Card;
- 5) Riders of Rohan Registration Card.

**Tip:** Be sure to send in your Riders of Rohan registration card. Returning the card to us registers you as a Riders of Rohan user, making you eligible for special offers and additional information about the Riders of Rohan and other official Lord of the Rings games.

The Player's Manual, which you now hold, contains instructions on how to run and play the Riders of Rohan game, including basic strategy and commands. If you are one of those impatient types who just likes to boot up and play, we have included a quick-reference insert to get you going fast. Have fun, and we'll see you later when you decide to read the complete manual.

The second part of the documentation is the Appendices. For those of you unaware of the fact, many scribes and historians were sent out from Minas Tirith during the reign of King Elessar following the successful completion of the War of the Ring and the defeat of Sauron. These inquisitive types traveled the length and breadth of the newly united realm, and while Bilbo, Frodo, and Sams' account as told in the Red Book of Westmarch is by far the most well-documented and complete history, there were many other bits and pieces and addenda collected and stored in the vast libraries of Minas Tirith. Much colorful (and important) information can be gained from the descriptions and narratives therein.

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## SYSTEM REQUIREMENTS

You need the following to run the Riders of Rohan:

IBM/PC, IBM/XT, IBM/AT, IBM Personal System/2, or 100% compatible with at least 640K of memory (VGA, MCGA), or 512K of memory (EGA, TGA). Your computer needs either two floppy disk drives or a hard disk and one floppy disk drive.

Graphics Adaptor - VGA, MCGA, EGA, Tandy Graphics Adaptor.

Two-button mouse recommended but not required.

## INSTALLING RIDERS OF ROHAN

To install Riders of Rohan, follow these steps:

1. Turn your computer on.
2. Place Riders Disk 1 in a floppy disk drive.
3. Log to the drive that contains Disk 1. (Example: If Disk 1 is in drive A, type A: and press <Enter>.)
4. Type INSTALL and press <Enter>. If you have more than a single hard drive partition, you can type INSTALL D: <Enter>, for example, to install the game on your D drive.
5. Follow the screen prompts.

## RUNNING RIDERS OF ROHAN

Turn your computer on. If you installed the program on your hard drive, log to that drive and directory, and type ROHAN. If you are running the game off floppies, place DISK 1 in the appropriate drive, select that drive, and type ROHAN. In either case, the title screen will appear, followed by the credits.

Press <Space Bar> to preempt the credits.

***Note:** You may wish to adjust the brightness of your monitor to a darker setting for optimum viewing.*

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## START MENU

You will next be presented with a START menu listing the following choices:

**NEW GAME**  
**OLD GAME**  
**PRACTICE**  
**VIEW CHARACTERS**  
**VIEW UNITS**  
**QUIT**

**NEW GAME** - Starts a new game.

**OLD GAME** - Will bring up a list of previously saved games. Choose which game you wish to play.

**PRACTICE** - During their stay in Lothlorien and immediately prior to the events leading to this part of their adventure, those Fellowship characters who were fighters honed their skills before setting out on the final leg of their journey as a company. You, also, may practice these skills in Riders of Rohan.

When **PRACTICE** is chosen, you will be presented with the choices:

**DUEL**  
**ARCHERY**  
**MAGIC DUEL**

Select <Esc> to return to the START menu. To practice, select the one you want, then follow the menus. You can return to the PRACTICE menu by pressing the <Esc> key at any time. Press <Shift> <Esc> and return to the START menu.

**VIEW CHARACTERS** - This option allows you to review all of the Tolkien characters who participate in the Riders of Rohan game. Select the character you wish to view; most characters have more than one page of information. View as many characters as you like by selecting NEXT and PREVIOUS. <Esc> will return you to the START menu.

**VIEW UNITS** - You can also view the different army unit types which exist, as in the VIEW CHARACTER choice described above.

**QUIT** - Exits Riders of Rohan.

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## THE MAIN MAP OF ROHAN

The Riders of Rohan game is presented in the format of the Red Book of Westmarch. This magical book contained the full account of the War of the Ring as chronicled by the hobbits Bilbo and Frodo Baggins, and Sam Gamgee and his descendants. After the title screen, credits, and introductory material have run, the book will open to the main map of Rohan. Note that the Rohan banner at the bottom of the map disappears when you hit any active key. In its place, you will see a day/date indicator at the bottom.

The main map shows the entire playing area, and scrolls horizontally (east-west). The window is approximately 120 miles high and 150 miles wide. To scroll the map with the mouse, move the cursor all the way to the right or left edge of the screen. With the keyboard, move the cursor to the left and right with the arrow keys.

### TERRAIN

For the most part, Rohan consists of grasslands. It is bordered by the White Mountains to the south, Fangorn Forest to the north, the river Isen in the west, and grasslands/rough terrain in the east. See pages I-16 and I-17 of this manual for a completely detailed map which includes all place names.

The rivers on the main map are large and fast-flowing, particularly at this time of year. The two main fords are the Fords of Isen in the west and the Entwade, north and east of Edoras. Crossing anywhere except on roads and at these fords takes considerable time for military units, and often results in significant casualties.

The Forest of Fangorn occupies a major portion of the northern area of the main map. Moving through forest areas with cavalry is especially slow. Infantry and foot troops do a bit better, but only a bit.

Mountains are virtually impassable on the main map of Rohan. In addition, some casualties from straggling are to be expected in such rough terrain.

Various icons appear on the main map. Besides the Fords of Isen and the Entwade, there are stationary icons representing the three citadels (Isengard, Helm's Deep, and Edoras). Selecting any of these locations will give you information about its occupants and current status.

All other icons on the main map represent the military units of:

Rohirrim (green shield w/white horse)

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Saruman (black shield w/ white hand)  
Characters (character icon)

## MOVING ON THE MAIN MAP

Select a unit or character icon with the left mouse button, or the keyboard. The game is now paused, and you are presented with the following menu:

**EXAMINE**  
**MARCH**  
**OK TIME**  
**DIVIDE**  
**EXIT**

**EXAMINE** - Selecting EXAMINE brings up an information screen about the force. At the top is the force's name, its total strength, its current speed, and the average stamina and morale levels. Underneath, each unit in the force is listed by name, with its current number of men, stamina, and morale.

There are five buttons at the bottom of the screen:

**CHAR** - lists the characters present in the force (if any), along with their current health and the military unit they are with.

**UNIT** - will take you back to the unit listing.

**PREV** - scrolls backwards through the units or characters.

**NEXT** - scrolls forward through the units or characters.

**DONE** - returns you to the main menu.

When icons overlap on the main map, selecting one will display information about all the groups which are in that location. You may select one of these forces and proceed to the EXAMINE menu, or choose several forces and then hit JOIN to combine them into one force. Separate icons, even in the same location, represent separate forces that move independently of each other. However, they will support each other in combat.

***Note:** Saruman forces are not always visible on the main map. In fact, the icon may appear and disappear, depending on the reports from your scouts. Also, when you select a Saruman force, or a Rohan force not yet under your control, you can receive*



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*information about its composition, but cannot give it orders. Joining a force under your control with one that is not will cause you to lose control of the combined force (until it is otherwise activated).*

**MARCH** - Select MARCH with the left mouse button and the menu will disappear. Click with the left mouse button on the desired destination then click with the right mouse button or press <Enter>; the icon will move in a straight line to that point. If you prefer a path other than a straight line, select that path by clicking with the left mouse button at up to five intermediate points. Once you have selected the path, click the right mouse button or press <Enter> to finalize the order. If, prior to designating the final destination, you wish to “take back” the last intermediate point, press the <Backspace> key. You may continue to press it until the cursor returns to the starting point. Pressing <Esc> while selecting the path will immediately cancel all intermediate points and de-select the icon.

Selecting MARCH for an icon which is in the process of moving will cause that icon's current movement path to be highlighted. If the right mouse button or the <Enter> key is pressed at this point, the icon will continue on this path. If any new destinations are given to that icon via left mouse clicks, all previous movement instructions are overridden.

Moving with the keyboard is a similar process to moving with the mouse. Use the arrow keys to move the cursor about on the main map and to scroll through the menus. Use the <Enter> key to make selections and to finalize destinations. Press the <Spacebar> to select intermediate movement points. All other instructions are identical.

**QK TIME** - Units have the ability to move almost twice as fast by ordering a forced march (quick time). After selecting QK TIME, enter movement orders exactly as in MARCH; they will be executed at the forced march rate. While in forced march status, all paths are displayed in red.

Characters do not use QK TIME.

**Note:** *While quick time is considerably faster, it also tires units much more than normal marching speed. In addition, unless a tired unit has very good unit cohesion, it can expect to lose from one to five per cent of its strength each hour to straggling while forced marching.*

**DIVIDE** - DIVIDE allows the player to split an icon into two separate forces. Select DIVIDE; an icon information screen appears from which you select the unit or units

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that will make up the new force by clicking on the unit's flag. Selecting a unit will NOT bring along any attached characters; selecting a character will NOT bring along the unit it was with.

When finished, select the DONE button to return to the main menu.

**Note:** Rohan heavy cavalry regiments are composed of three "eoreds". The first or "Guards" eored often fought independently of the parent formation. Thus, a regiment could be represented by two units, for example, the Edoras Gds (about 120-150 men) and the reduced parent regiment, designated Edoras(-). In the short time frame of the Riders of Rohan game, the given organizational structure is taken as fixed; the player cannot DIVIDE or JOIN individual regiments or eoreds.

**EXIT** - Select EXIT to return to the main menu.

## **OTHER FUNCTIONS ON THE MAIN MAP OF ROHAN**

The menu bar runs along the top of the book, and allows you to access other important functions via pull-down menus. Select the menu title, and the list of functions will appear. With the keyboard, press the <Spacebar> to access the menu bar. Use the arrows to scroll through the menus. Press <Enter> to select.

**FILE** - There are six functions under FILE:

**LOAD** - produces a list of previously saved games; select the game you wish to load.

**SAVE** - prompts you for a "save name." If you are playing a previously saved game, that name will appear in the name box. If that is the name you wish to save the game under, select OK or press <Enter>. If you wish to save under a new name, just type it in. The new name will type in over the old one. Click OK or press <Enter> when you are done. You will return to the main map.

**RESTART** - starts a new game without leaving the program; the program will inquire whether you wish to save the game you are in, as in SAVE above.

**DELETE** - allows you to erase any previously saved game. Select DELETE, and the list of saved games will be presented. Select the saved game you wish to delete. Just as a precaution, you will be asked if you are certain you want to delete the game. Select OK or press <Enter> and the game will be erased. Select CANCEL or press <Esc> and return to the main map.

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You can, of course, always delete games from DOS. These game files are listed under their save name with the three letter suffix .ROR. See your DOS manual for specific instructions on using DOS.

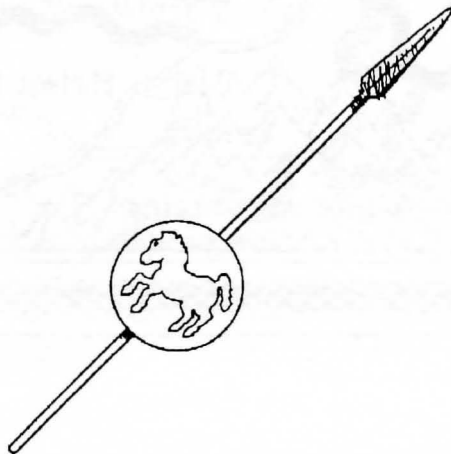
**SOUND** - toggles sound on and off. The <Ctrl> <S> keys will also toggle the sound.

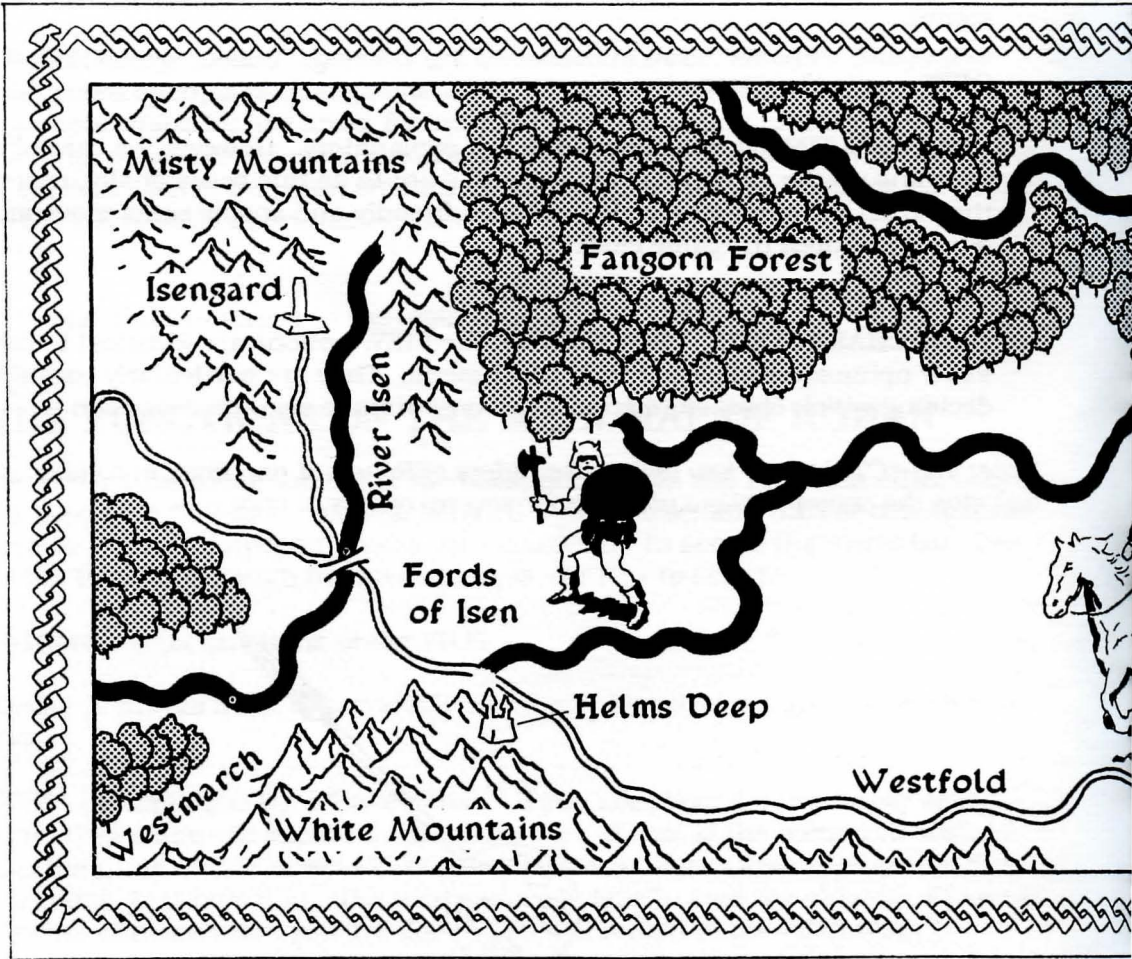
**QUIT** - exits the game.

**TIME** - The TIME menu options are self-explanatory. However, be careful when speeding up the game. Though you will want to do this occasionally, remember that when the game is speeded up, both friendly and enemy units move more quickly, as does the game clock.

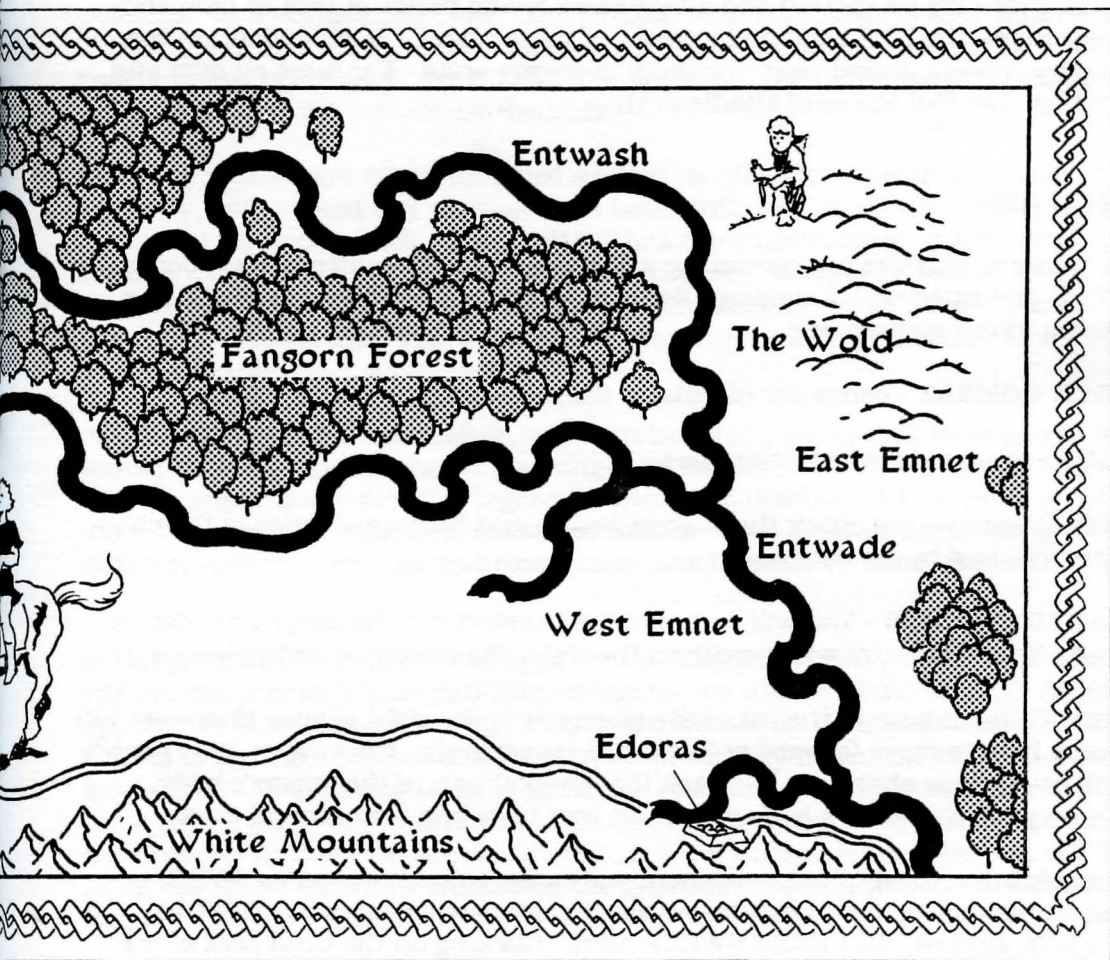
**VIEW CHARACTERS, VIEW UNITS** - The VIEW options are identical to the VIEW options contained at the START menu. They are particularly useful when deciding which characters and/or military units to send on a mission.

**Note:** The <CTRL> <P> key will pause Riders of Rohan at any time. In combat, <P> will stop the action to allow you to enter several orders at once.





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## CHARACTER ADVENTURES

Individual characters alone can travel much faster than an army. However, whenever one or more characters under your control move without accompanying military units, they may be spotted and attacked by roving bands of orcs or Dunlendings. In general, the likelihood and severity of these attacks is dependent on the area you are moving in and your proximity to enemy units. For more on orcs and Dunlendings, see Evil Races of Middle Earth.

### SKIRMISH

If one or more characters are spotted by a Saruman patrol, a skirmish will occur. You will be presented with a message listing the characters present and who has found them. Your choices are:

**QUICK COMBAT** - computer calculates the outcome of the encounter.

**FIGHT** - enters the arcade sequence.

**INFO** - allows you to check the current health and fighting abilities of the characters involved in the encounter.

**COMBAT MECHANICS** - You will be prompted to select the character you wish to fight with. Your character will appear on the right, the enemy upon the left.

Clicking with the mouse to the left of the enemy or to the right of your character will cause your hero to move forward or backward respectively. Clicking on the enemy's body will cause your character to attack that general part of the enemy's body. Clicking on your character's body will cause him to defend that general area.

Clicking below the waist of your opponent will cause your character to SWEEP. Clicking on his midsection to just below his shoulders will generate a THRUST (fighters with axes will REVERSE SWEEP here). Clicking on the head area of the enemy will generate a CHOP. The defenses match up with the offensive options, so that on defense, clicking on your own character from the waist down will cause him to DUCK, which is effective against an enemy SWEEP. Clicking from the midsection to the shoulders will cause him to PARRY, which defends against a THRUST (or REVERSE SWEEP, if fighting an orc with an axe). Clicking on the head area will generate a BLOCK, which defends against the CHOP.

With the keyboard, the right and left <Arrow> keys will move the character. (The <0> and <.> keys on the numeric keypad also serve to move the character left and right, respectively.) On offense, the <X> key THRUSTS, the <Z> key SWEEPS, and

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the <C> key CHOPS (<4>, <1>, and <7> respectively on the keypad). On defense, the <.> key PARRIES, the <,> key DUCKS, and the </> key BLOCKS (<6>, <3>, and <9> respectively on the keypad).

In terms of severity, the THRUST can score some damage, but holds the least potential for a devastating blow. The SWEEP's basic damage is less than for a THRUST, but has a far greater chance to do serious injury. Finally, the CHOP's base damage is the least, yet it holds the potential to yield devastating attacks, should the blow get completely through.

The proper defensive move, matched against its offensive counterpart and timed correctly, will prevent any damage from being inflicted. Also, the correct distance is important for each attack. The THRUST has the longest range of any blow, but it is hard to use effectively when close to the opponent. To strike effectively with a SWEEP or CHOP, your character must be at medium to close range. Finally, offensive and defensive skill with a particular attack, strength, and armor all affect combat results.

As for the opponents themselves, orcs can be tough, yet always have an eye towards saving their own skin. The Dunlendings, on the other hand, are savage fighters who disdain armor and have little regard for their own defense. A Dunlending patrol is more likely to fight on regardless of casualties. Both orc and Dunlending present different problems for you and your characters in hand-to-hand combat.

**COMBAT RESOLUTION** - Your opponent's STRENGTH BAR, which indicates the relative number of hits he can take, is located on the left of the screen. As your opponent takes damage, the bar will move downward. Your character's STRENGTH BAR is to the right. When either bar goes all the way down, the respective combatant is down. If your opponent is slain, the computer will determine whether you must fight again. Saruman's forces, and particularly his orcs, can be cowardly. If the first orc, or first few, are easily slain, it is very possible that the rest will flee. After all, your characters are among the greatest heroes of this age of Middle Earth. It is not every orc who will willingly stand against them.

If there is more than one character present, between each individual combat you will be given the option of changing the character who is fighting. It is important to observe a character's current hits. By changing from one character to the next, the first character will be able to recoup much of his "wind", and even recover somewhat from minor wounds.

A character who is defeated in a duel may well die, or be gravely injured and out of play for the rest of the game. If there are other members of the party present after the Saruman patrol is driven away or leaves, the chances for recovery are greater.

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For more information on your characters' fighting skills, use VIEW CHARACTERS.

**OTHER SKIRMISHES** - Personal combat can arise during sieges and before battles. The mechanics are the same, although the consequences may be different. For example, if a Rohirrim leader is killed in a duel or refuses to fight, the morale of the unit (or even the entire army) may be affected. Also, the leaders of Saruman's armies are generally the meanest, toughest characters around, having already clawed their way to the top. Take care!

## ARCHERY

Legolas was among the finest archers of his people, the Elves of Mirkwood, who were outstanding bowmen in general. Unless the characters are surprised, Legolas will have an opportunity to use his bow before any hand-to-hand fighting begins. Naturally, the chance of surprise is greater in close terrain like forests than in open grassland.

Legolas will appear in the foreground. Soon, the orcs will start to appear in the distance, running towards him. They come into range as they crest the second rise. He must kill as many as possible. The number of orcs which Legolas kills will affect subsequent combat. If Legolas kills very many, he may succeed in driving them off without any characters having to engage in hand-to-hand fighting.

**COMBAT MECHANICS** - Clicking with the mouse to the left and right of Legolas' legs when he is ducking will cause him to move. Clicking on an orc causes him to fire at that orc. Whichever side of the screen Legolas is on, orcs entering on that side will be easier to hit. Orcs entering on the far side will be more difficult to hit. Each time he fires, he will duck down to reload. To keep him down, or to make him DUCK from a standing position, pull the mouse cursor to the bottom of the screen.

With the keyboard, Legolas crouches by pressing the down arrow key (<2> on the numeric keypad). When he is crouching the left and right arrow keys (<4> & <6> on the numeric keypad) will move Legolas left and right. The up arrow key (<8> on the numeric keypad) will cause Legolas to stand. He can now fire. When standing, the left and right arrow keys will cause him to aim along specific zones on the nearest hilltop. If there is an enemy in the zone, the cursor will appear on the orc. To fire, press the <Spacebar>. He will reload automatically.

Be careful! Though Legolas is extremely quick and can probably avoid a mortal wound from the orcish spears, he can be seriously injured, and thus could easily be killed in a SKIRMISH were he then forced to fight.



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**ASSAULTS** - When you are besieged in a fortress and receive a message that Saruman's forces are attacking, an archery segment will take place.

The goal, as in skirmish archery, is to kill as many orcs as possible. The number that slip through will affect the impending assault.

The mechanics are the same as skirmish archery, except that you can have both Legolas and selected archers of Rohan available to fire. Indicate your preference at the beginning of the sequence, remembering that it is dangerous up there on the walls.

## **MAGIC DUELS**

There was good reason for Gandalf to exercise restraint as he did in the Lord of the Rings novels. Not only was he charged by the Vala to use guidance above force; it was also good sense. Any profound use of magic would most certainly draw the attention of the Dark Lord and/or his servants.

Thus is it so in Riders of Rohan, that should Gandalf's use of magic exceed certain levels, an "investigator" may appear. He is from Mordor, and he bears with him the power of the Dark Lord himself. For he is a Nazgul, a Ringwraith; one of the Nine. It will be no easy trial for Gandalf to endure. Even should he win, he will be sorely weakened by the contest.

**MAGIC DUEL MECHANICS** - Gandalf is on the left, and the Nazgul is on the right, riding his fell beast. Left mouse click slightly in front of, or behind, Gandalf's feet to move him forward and backwards respectively. When Gandalf is on the ground, clicking directly below his feet will cause him to duck.

Besides hit points, each combatant has magic power points. Power points are used up by spells; they recharge with time. Gandalf has the following spells:

**LEVITATE** - Click above Gandalf's head, and he will levitate off the ground. Levitating, or avoidance, is expensive in terms of power points, but is the most effective defense against the Nazgul's projectile weapons.

**SHIELD** - Click directly on Gandalf's body, and a shimmering spell shield will form. The spell shield is the most effective defense against the Cold Bolt of the Nazgul.

**FIREBALLS** - Click with the right mouse button on or near the flying Nazgul, and a Fireball will detonate a few seconds later. This weapon is more powerful than a Fire Bolt, but also uses more power points.

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**FIRE BOLTS** - Click with the left mouse button on or behind the Nazgul, and a Fire Bolt will streak on a direct line to where you clicked.

The Nazgul has many weapons in his arsenal.

## PARLAYS

The conversations your characters have with other figures in the game are of vital importance to you the player. Handled well, they can give you an advantage over Saruman which can hinder his actions and further your cause. Mishandle them, and they will prove to be the critical factors in your defeat.

Most of the encounters occur with Rohirric leaders. If you are lucky and skilled enough to defeat Saruman militarily, in order to avoid having to leave troops to guard his citadel, you must still travel to Isengard and match wits with him one on one. Beware the voice of Saruman; it is powerful and compelling to all but the mightiest of your heroes. There is also the matter of Treebeard and the Ents... The character descriptions and the material in the Appendices will be of great value in these dialogues.

Encounters occur when you meet a major character for the first time. When an encounter occurs, you will be notified via message. Though each one can vary slightly, they follow similar formats. All are menu driven, and function much as the command menus do. At the beginning of each encounter, the person you are encountering will address the most powerful character you have present via on-screen text.

After you have finished reading a particular screen, click anywhere with the left mouse button. A menu will appear. Select your choice with the left mouse button. If you wish to review a previous page of text of the character who is speaking (but only before a menu has appeared) click anywhere on the screen with the right mouse button.

The number of menus, and thus the number of choices you must make, varies. The choices you make will shape the words which your character will speak to the individual being encountered. That individual will respond appropriately. The encounter will continue until the individual being encountered is either swayed to your cause or rejects your arguments. You and the characters will then reap the rewards of your efforts or suffer the consequences thereof.



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# THE WARGAME

## PRELIMINARIES

When a Rohirric military icon and a Saruman icon come in contact with one another on the main map, you will be notified by message and a trumpeted "call to arms" that a battle is about to commence. At this point, you have five options:

**BATTLE** - go to combat.

**EVADE** - try and avoid battle. Selecting this option cannot guarantee that you will escape combat. Even if you do escape, your units will suffer a loss in morale. Choose this option with care.

**REVIEW THE TROOPS** - examine the forces under your command.

**SCOUTING REPORT** - get an estimate of the enemy strength. As in all military operations, there is a substantial chance of error in the reports. Light cavalry units are specially trained as scouts and so their presence will generate more accurate reports than those of other units.

**QUICK COMBAT** - computer resolves the battle and reports the results to you.

## FIGHTING BATTLES

When the BATTLE option is selected, you will be presented with a detailed terrain map which represents the actual area where the battle will occur. Saruman's forces are descending from the top of the screen; your forces are along the bottom edge.

Riders of Rohan does not have separate turns, as in most traditional wargames. Rather, you give orders as you judge appropriate. Combat occurs when formations come in contact with each other. The action is continuous, although the game pauses whenever you are giving orders to a unit.

***Note:** The game will also pause when <P> is pressed. Use this option to thoroughly survey the battlefield, or when you have many orders to give at one time.*

**MECHANICS** - Once on the battle map, the player may select open space, a Saruman unit, or a Rohan unit. Selecting open space (or pressing <I> on the keyboard) will bring up a general **Info Menu** screen about how the battle is going. The number of men on each side and the casualties so far are displayed. The player has three choices:

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**CONTINUE** - returns to combat map.

**RETREAT** - orders a general retreat, which ends the battle. Morale goes down by about ten percent when an army retreats. Units engaged with the enemy when RETREAT is ordered will suffer heavy losses; in addition, the enemy will pursue. For details on pursuit, see OTHER FACTORS AFFECTING COMBAT - PURSUIT.

No commander worth his salt enjoys the thought of retreat. Morale goes down, and pursuit can be very costly. However, retreat may be the only way to save your entire army from complete devastation, should the fortunes of battle turn against you.

**MAGIC** - allows Gandalf to use a spell; see OTHER FACTORS AFFECTING COMBAT - MAGIC.

If a Saruman unit is selected on the battle map, an information screen about that unit appears. The information available about enemy units is, naturally, limited, although it is fairly accurate.

If a Rohan unit is selected, the game pauses and the following options are available:

**EXAMINE** - brings up an information screen about that unit.

**MOVE** - order the unit to move; the mechanics are the same as on the main map. The base speed of the unit is determined by its type and its posture.

When using the keyboard, the cursor will be over the first unit on the INFO screen when the battle begins. Press <Enter> and that unit will be selected. You can scroll from unit to unit by pressing the <Tab> key. Scroll back through the units by pressing <Shift> <Tab>.

Units cannot move through other units on the battle map. When friendly units collide, one will have to be ordered out of the way, so that the other can proceed. When two or more opposing unit icons overlap, combat occurs. Once in combat, it may be difficult for a unit to disengage and move away, unless it is in WITHDRAW posture.

**POSTURE** - allows player to change the posture of that unit, which affects both movement and combat; see the next section, POSTURE.

**[FIRE]** - allows the player to designate the target of a bow unit. Select FIRE, then select the target unit with the mouse or keyboard. For more details, see

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## OTHER FACTORS AFFECTING COMBAT - MISSILE FIRE.

**EXIT** - returns to battle map.

**POSTURE** - The speed and fighting ability of a unit is affected by its posture. There are six postures:

**MANEUVER** - Units will be in MANEUVER posture when they are first placed on the map. A unit in MANEUVER posture tires at the standard rate while being able to move at the accelerated pace. The MANEUVER posture is the most efficient in terms of conserving a unit's strength while moving (the unit is assumed to be in a formation conducive to movement). While not as effective a fighting posture as some others, the MANEUVER posture is at least reasonable in this regard.

**ATTACK** - Units can move while in the ATTACK posture, but only at the normal rate. It is, naturally, a very effective posture to be in when engaging enemy units, although your own casualties will also be higher.

**DEFEND** - Units move at the normal rate while in the DEFEND posture. This is a good fighting posture in which the unit tires at a lesser rate than when attacking or charging. In terms of combat results, it also tends to lessen the casualties on both sides.

**CHARGE** - Any unit can CHARGE. However, mounted units and heavy infantry get the greatest benefit from this posture. Charging units are most effective against infantry and foot archers. Whenever any unit is charged, there is a chance it will rout. Needless to say, routing in the face of a charging enemy will lead to severe casualties.

If the defender does not rout as a result of the initial charge, the units become locked in combat. The attacker is now in the ATTACK posture and fights without any special benefits.

Rohan heavy cavalry, however, were especially fearsome when charging, and had excellent training in taking advantage of the confusion generated by their attack. Therefore, they are often able to sustain many of the effects of a charge beyond the initial impulse. While the defender is unlikely to flee in panic after the initial shock, the Rohirrim will enjoy an advantage in the hand-to-hand combat that follows.

Keep in mind that charging is extremely tiring to units, and can exhaust a mounted unit very quickly.

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**WITHDRAW** - When a unit is engaged with the enemy, placing it in WITHDRAW posture will cause it to disengage from combat immediately. It will have to fight briefly while in WITHDRAW posture, however. Trying to disengage from combat in any other posture is difficult.

**ROUT** - You the player have no direct control over when a unit will rout. You can take precautions, and carefully monitor your units, but in the end, it will be their performance in combat and the morale sustenance provided by your leaders which will determine who fights and who runs away.

When a unit routs, it will immediately begin to move away from the enemy unit or units it was facing. It will stop after the panic subsides, but it remains routed until it rallies. Once rallied, it is again functional, though at a minimum level. Leaders are very helpful in rallying units, although not essential.

The posture a unit is in determines its speed on the battle map. Infantry types (including Foot Archers) have two speeds:

**NORMAL** - ATTACK, DEFEND postures, about 3 mph

**ACCELERATED** - MANEUVER, CHARGE, WITHDRAW, ROUT postures, about 6 mph

Cavalry types (including wargs and Horse Archers) have three speeds:

**NORMAL** - ATTACK, DEFEND postures, about 9 mph

**ACCELERATED** - MANEUVER, WITHDRAW postures, about 12 mph

**FAST** - CHARGE, ROUT postures, about 18 mph

Moving at ACCELERATED or FAST speed is more tiring for the unit, except for the MANEUVER posture. As noted earlier, MANEUVER allows troops to move at ACCELERATED rate with no more STAMINA cost than ATTACK or DEFEND, albeit with reduced combat effectiveness.

**MORALE** - A unit's morale is the basis for determining whether that unit stands and fights or flees the field. Morale is affected by losses sustained in combat, by the ratio of casualties inflicted to casualties sustained, by leaders and their actions, and by magic. Unit morale levels are as follows:

**EXCELLENT**

**GOOD**

**FAIR**

**WEAK**

**[ROUTED]**

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A charismatic leader will raise the morale of the unit to which it is attached. In addition, a respected army commander will raise the morale of the entire force. Finally, a unit will recover morale after a battle, more rapidly if it was on the winning side.

When a unit suffers casualties, it must check to see if it routs. If it does, its posture changes to **ROUT**, its fighting ability is drastically reduced, and it runs away in panic. Units with **EXCELLENT** morale almost never rout, and it is uncommon for units with **GOOD** morale as well. However, once a unit's morale has fallen to **FAIR** or, worse, to **WEAK**, that unit is a strong candidate for rout if it suffers significant additional casualties. Rout can also be triggered by a few special events, such as being charged or by magic.

**STAMINA** - Each unit and leader begins the game at full strength and fully rested. Activities such as marching and fighting will cause units to tire and thus detract from their stamina. The degree to which a unit is fatigued will effect its ability to move and fight, and is reflected in its current **STAMINA** rating. **STAMINA** can have four levels:

**FRESH** - fully rested, with an initial burst of energy (adrenalin) which adds to their combat effectiveness. Though a unit can rest and thus recover lost stamina, once **STAMINA** falls below fresh during a battle, it can only rejuvenate to the point of being satisfactory during that battle.

**SATISFACTORY** - can move and fight normally.

**TIRING** - can move almost normally, but its fighting ability is significantly affected.

**EXHAUSTED** - severely handicapped in both movement and fighting ability in battle; can still march almost normally on the main map.

These ratings apply both on the main map and in battle, though naturally the intensity of combat has a greater effect on a unit's **STAMINA** than simple marching does. When a battle takes place, each unit receives a boost in **STAMINA**, reflecting both the effects of adrenalin and the fact that even troops exhausted from marching can still fight at fair effectiveness (although with little endurance).

Moving units lose **STAMINA** at a rate that depends on their speed. **ACCELERATED** (except for **MANEUVER** posture) and **FAST** speed cause units to fatigue more quickly. In addition, a unit will also tire from hand-to-hand combat with the enemy. A fighting unit's **STAMINA** will suffer most when it is in **CHARGE** and **ATTACK** postures. All other postures tax the unit's stamina at a lesser rate. In some cases,

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such as CHARGE, a unit can suffer both high movement fatigue cost and high combat fatigue cost. It is in these situations that a unit's stamina will deteriorate most rapidly.

STAMINA is regained by resting, i.e., doing nothing, on either the main map or the battle map. Doing nothing in a battle represents more "catching one's breath" rather than true rest, and so it has little effect beyond the immediate battle itself. Doing nothing on the main map is assumed to mean that the units make camp and relax, and so STAMINA in this case can go back to FRESH if the units wait long enough. Resting at night is more beneficial than during the day, particularly for orcs.

## **OTHER FACTORS AFFECTING COMBAT**

**PURSUIT** - When an army retreats from battle, it can expect to take additional casualties for two reasons. First, those units that are still engaged with the enemy when their comrades retreat will suffer heavy losses attempting to disengage. Second, the victorious forces will normally pursue the retreating army, taking advantage of its disorganization and demoralization. Many retreating units may cease to exist as effective military formations, even though large numbers of soldiers are still alive.

Routed and exhausted units are particularly vulnerable to pursuit. Dense terrain such as forests or mountains, and low unit integrity, will both tend to increase losses. Cavalry units (particularly light cavalry and wargs) and fresh units of all types are especially effective pursuers.

**DAY AND NIGHT** - Whenever possible, you should attempt to fight in the daytime (6am to 8pm), particularly against Saruman's orcs. They suffer during the daytime, and Saruman must put forth his magic to shield them from the sun's rays. The farther the orcs are from Isengard, the less effective Saruman's magic will be. Gandalf can counter his magic, and do so with less exertion, when Saruman attempts it over great distances.

**TERRAIN** - The terrain features on the battle maps are consistent with those on the main map. Readily distinguishable are forests, rough terrain, streams and grasslands. Grasslands are the base terrain; all other types affect movement and combat as described below.

**FORESTS** - All forested areas slow unit movement and decrease STAMINA. Obviously, heavy forests slow units more than light forests. Combat in forests



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depends mostly on individual fighting skill; unit cohesion and formations are much less important. Combat in general is more difficult in forests and so casualties per minute are lower. Arrow fire is particularly ineffective against troops in forests; charging is almost impossible in heavy woods. Mounted units incur greater penalties in forested areas than do infantry.

**ROUGH TERRAIN** - Movement through rough terrain is both slow and tiring, although not as much as through medium or heavy forests. It offers some protection from both arrows and melee attacks, and so is popular among units on the defensive. Charges are also less effective against troops in rough terrain.

**STREAMS** - Streams slow movement as much as forests, and are almost as tiring to move through. Fighting in streams is difficult for both sides, although arrow fire is unaffected.

**MISSILE FIRE** - The orders menu of each unit capable of missile fire contains a FIRE switch. Select FIRE and click on the unit you wish to fire at. If moving, foot archers will stop when ordered to fire; horse archers will continue moving and fire at reduced effectiveness. Be careful not to click on one of your own units; an arrow in flight does not distinguish between friend or foe.

A bow unit that is not moving or explicitly targeted by the player will use "opportunity fire." The unit will then fire on any enemy unit that enters its medium range or closer. Here too, there is always the slight chance that a unit might fire on its own. Ah, the vagaries of battle!

**MAGIC** - Gandalf and Saruman are the only characters who can use magic to affect combat. Saruman uses his magical powers to aid his own units and to attack and hinder the Rohirrim. Gandalf may use his powers to attack Saruman's troops and directly aid the Rohirrim in battle. While not in keeping with his demeanor as told in The Lord of the Rings, the option to use his power offensively against the forces of evil was always available to Gandalf, as it is now to you, the player. Gandalf's spells are listed below.

**SHIELD** - shields a unit in battle and protects it from archer fire.

**CONFUSION** - target unit will cease moving for a few seconds to a few (game) minutes, depending on the effectiveness of the spell.

**LIGHT OF THE VALA** - counteracts the positive effect that night has on orc morale.

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**VALOR OF MANWE** - increases the morale of any Rohan unit to its highest possible level.

**DISMAY** - causes an immediate drop in an enemy unit's morale, possibly causing the unit to rout.

**FIRE OF NARYA** - casts deadly fireballs at an enemy unit.

**EXIT** - returns to battle map.

Using magic a few times through the course of the game will probably not attract undo attention. However, the more spells Gandalf casts, the more likely it is that the Dark Lord will investigate.

## SIEGES

A siege can occur at Helm's Deep if Saruman's forces are able to isolate the Rohan garrison. When a battle is about to be fought near Helm's Deep (the Saruman icon overlaps the Helm's Deep icon), there is an option for the player to withdraw into the fortress. Even after battle has been joined, the player can still retreat and go into the fortress, but there will be normal pursuit.

If the Rohan forces do go into Helm's Deep, they are besieged. They cannot leave without fighting the surrounding Saruman units. While food and water are not a factor within the time frame of Riders of Rohan, their STAMINA rating will slowly decline. When you give them orders by selecting Helm's Deep on the main map, you will have the options described below.

**SORTIES** - When you select a besieged force in Helm's Deep on the main map, you have these options:

**EXAMINE** - as normal.

**SCOUTING REPORT** - as normal.

**DIVIDE** - as normal.

**RAID** - This is a small operation designed to gather information and throw the besieger off balance. Select a military unit to conduct the raid; light cavalry is best, followed by heavy cavalry. The raid will likely be much more successful if you include at least one character, but any characters will have to fight a skirmish, probably without an opportunity for archery. The results of the skirmish

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will have a significant effect on the overall success or failure of the raid.

Raids can cause casualties on both sides. They also reduce both the stamina of the besiegers, since they will be forced to increase their overall vigilance, and their morale. Raids also tend to disrupt the besieger assault schedule.

**ATTACK** - You fight an open field battle with all or part of the garrison in an attempt to break through Saruman's lines. If you win, the survivors can move away from Helm's Deep. Even if you retreat from the battle, your forces may get away.

**EXIT** - Select EXIT to return to the main map.

**ASSAULTS** - The besiegers make assaults based on random criteria, relative strength, the results of sorties, and overall time in the game. When a minor assault occurs, an archery segment will take place, as described in the ARCHERY section under CHARACTER ADVENTURES. The results will affect the casualties taken by both sides. At some point, Saruman's forces may launch an all out attack and attempt to take the fortress by storm. This results in a full scale battle between both armies, and continues until either the besiegers retreat or the defending force loses the fortress.

**Note:** To avoid confusion, the same icon is used for both mounted and dismounted cavalry.



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# VICTORY CONDITIONS

## DISCUSSION

Once the Red Arrow arrives from Gondor, you have one game day left to complete the game. At the end of this final day, the computer will assess the situation and determine your level of victory or defeat. The major factors considered are:

- remaining Rohan military strength;
- remaining Saruman military strength;
- status of Isengard, Helm's Deep, and Edoras;
- Saruman; and
- remaining characters, especially
  - who is king in Rohan; and
  - Gandalf and Aragorn.

The Rohan will not send all their forces to aid Gondor. Any Saruman forces remaining at large will have to be matched by an equal number of Rohirrim. If there are enemy garrisons in Isengard, Helm's Deep, or Edoras at the end of the game, those garrisons will be matched two for one by Rohan troops. Also, the threat to Rohan from the Easterlings will cause them to keep some percentage of their remaining forces at home. This percentage will depend on who is king; Theoden could probably send a very high percentage of his remaining forces to aid Gondor, while a new king outside the royal family (caused by battlefield casualties) would find it difficult to send nearly as many of the remaining Rohan forces away in such critical times. Finally, if Saruman himself has not somehow been neutralized, his shadow will continue to threaten the forces of good; even in defeat, he will have served the Dark Lord well.

## DECISIVE VICTORY

You must be able, after losses incurred in battle and garrisoning requirements, to send at least 5,000 troops to the aid of Gondor at the end of the game; and

Gandalf, Aragorn, at least one of the remaining Fellowship characters, and at least one of the members of the royal house of Rohan (Theoden, Theodred, or Eomer) must be alive and available.

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## **MARGINAL VICTORY**

Be able to send at least 3,000 troops to the aid of Gondor, with the same character requirements as DECISIVE VICTORY; or

Be able to send the 5,000 troops as in the DECISIVE VICTORY requirements, but be unable to fulfill the character requirement.

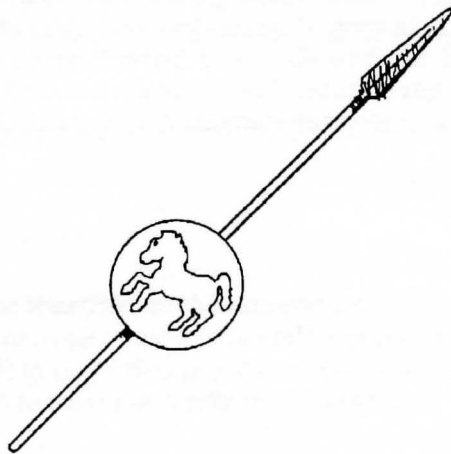
## **MARGINAL DEFEAT**

Be able to only muster 3,000 troops for Gondor and not be able to fulfill the character requirement; or

Be unable to fulfill even the minimal troop requirement, but with the character requirement met.

## **DECISIVE DEFEAT**

Any other result.



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# APPENDIX A

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# THE WAR IN ROHAN

## Conversations With Marshal Erkenbrand

It was in the third year of the New Age, five years after The War of the Ring, that I, Suridan, traveled to the Westmarch of Rohan, to speak with the lord of the Westfold, Marshal Erkenbrand. I had been chosen by King Elessar for my affinity with the Rohirric tongue. Though Helm's Deep was still garrisoned at this time, the Marshal maintained his residence in a manor located west of there, in the foothills of the White Mountains, near to the Isen as it bent its way southwest into Enedwaith.

It was a sprawling estate, with great, grassy meadows where splendid horses pranced and galloped in the high swaying grass which was prevalent even in this, its far western region. I also noted many cattle, of the type common to that border land.

Upon arrival, I was treated to an extraordinary feast. The great kitcheners of Minas Tirith would have scoffed at the lack of intricate sauces and spicing, but, though simple, the meats and vegetables were unusually sumptuous. In addition, many fruits and cheeses were available in abundance, as was a type of bread which was prepared in thin loaves, crisp from the hearth on the outside and yet quite light within.

Afterwards, I spent several days either riding with this great lord over his vast lands, or sitting beside his large fireplace, discussing the military fine points of the great battles which had occurred only a few years prior. He was still an imposing figure, being only slightly past his prime. His flowing beard was, unlike that of most of his people, a deep, reddish brown, only just beginning to grey at the roots. The conversations themselves were free flowing, and I allowed the Marshal to speak on any subject of his choosing. Only afterwards did I compile my notes and select the portions which were most informative to a military historian such as myself:

### On Theodred

*As you know, I was lord of the Westfold at the outbreak of the war, serving under the Second Marshal Theodred. I at once moved to Helm's Deep to secure its fastness. Theodred had no taste for holing up in this great fortress. He was always a firebrand, and was ever wont to take the battle to the enemy...*

### On Warg Riders

*I can recall that the greatest problems that we encountered on horseback were the*

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*Warg Riders, and in particular the wargs themselves. There was nothing that could frighten horses, even the fine steeds of Rohan, like wargs come to feed and ravage. Even before the war, we were aware of this from the many raids which these fell creatures had made on the manors and farmsteads over the years. Still, at times this very aggressiveness was their downfall, as they were prone to charge ahead of the rest of the army and so be cut off and surrounded...*

## **Heavy Cavalry**

*The heavy cavalry could be very effective, particularly when charging. Few orcs would stand in the face of our lances. Mind you, the timing is everything - charge too soon and the horses will be tired at contact, charge too late and you have no momentum...*

## **The Uruk Hai**

*Of course, Saruman's most effective troops were undoubtedly the great black Uruks, which he had bred from orcs and Helm knows what. These troops could operate in full daylight with impunity, whereas the smaller orcs would suffer somewhat in the same circumstances. They were trained to fight in formation, and could use pole arms or their short, broad-bladed swords with lethal skill. There were several axe-wielding companies as well, as I recall, and these too were of a feral nature and quite deadly. Evil they were, but damn fine soldiers...*

## **The Dunlendings**

*Of the Dunlendings, they were a fierce people, and wont to attack Rohan at the slightest provocation. It was not difficult for Saruman to sway them to his side. Generally they fought with a conglomeration of weapons and oddments. Their self made implements were mostly of questionable worth. They robbed a fallen man of Rohan of his accouterments as they might, and during the war, many had been armed with steel swords forged in the pits of Isengard by the orcish smiths. No man of Rohan would carry such a weapon as that, for they looked foul. Yet their edges were keen and they were as sturdy as any blades made outside of the dwarven forges. The Dunlendings were fair enough fighters, but better suited to tavern brawls than organized combat...*

## **Rohan Horse Archers**

*In the main, our men fought from horseback. The basic formation was the regiment,*



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made up of three eoreds, each comprised of something between 120 and 150 men. When operating alone, usually some number of each eored, or about one fifth its size, were mounted bowmen. These were trained to fire both mounted and dismounted. While horsed, they could fire both standing still and at full gallop, though with some loss of accuracy in the latter case of course...

## **Rohan Cavalry**

Aside from the horse bowmen, there were two types of mounted fighting men. The first was the heavy cavalry. These were generally the household guard of the greater lords or of the king himself. For the most part, each lord maintained a household guard of about an eored's size. When war came, all fighting men would rally to the local chief, who would then move to provide his duty-bound service to his lord. These in turn would move to the army of the East or West Emnets, or report to Edoras to serve under the King or the First Marshal. There were also many eoreds of lighter cavalry. These tended to come from the more outlying settlements, from the smaller clans. But they were as necessary and valuable as their more heavily armed counterparts. You've heard the old saying: "An army without light cavalry is an army without eyes." They would scout the enemy, and could harry his flanks. Thus it was rare that any army of Rohan was ever taken unawares...

## **Rohan Infantry**

We also fielded some infantry. Generally, these were of the poorer folk, or those too old or too young to be expected to ride into battle. Though all our people are skilled horsemen, and many is the young lad or grandfather who can lance an apple from a tree, it is best for both horse and man that only the proven riders, hale and full grown, be allowed to sit a horse into battle...

## **Tactics I**

As for our tactics, they are simple in conception, and rely to the greatest extent on the skill of our riders. The horse archers and light cavalry taunt the enemy, and lure him on to a field of our choosing. Pretending to flee, they will suddenly break to right and left, and into the channel thus created, the heavy riders thunder down on the enemy. Often, this charge alone serves to unnerve an opponent. This requires the utmost from the animals, and there exist no finer steeds for war in the world. Many a Rohirrim has been unhorsed and set upon by his enemies, whereupon his mount begins to rear and slash with its hooves, often driving off the cowards long enough for the man to regain his seat. It is no wonder that to a Rohirric warrior, there is no possession more valuable than his horse. In conjunction with the first charge, a portion of the horse

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archers will move to support the heavy cavalry. The remainder, along with the light cavalry, attempt enveloping maneuvers on either flank of the enemy. Being ridden down on three sides, his units eventually break. That is when the real killing begins...

## **The Rohirric Soldier**

*You see, we are a people trained to ride from birth. Man and horse are one. Also, a man tends to ride with the same unit throughout his life, so that each unit can perform intricate maneuvers instantly, with only a hand signal from its commander. Not only is each Rohirric soldier more than a match for his individual counterpart, but when matched unit against unit, the disparity becomes even greater. This applied particularly to the regular orc infantry, who would mass into huge, unwieldy formations. Except for the times when we were forced to defend a strategic location, they could never force us to close with them unless it was on our terms. One thing they could do, though, was run forever, and only the sun's rays could cause them to falter...*

## **Tactics II**

*Maneuver, aye, that's the key. The orcish mobs could never apply all their strength against one unit. One regiment would fix the enemy, while others closed on flanks and rear. Never stand and trade blows front to front in a prolonged melee; that plays into Saruman's hands...*

## **Fighting Wargs**

*What would have made things much more difficult for us, in regards to Saruman's forces, was that he did not have any true cavalry to speak of. There were the Warg Riders, of course, and I have already spoken a bit about those. But they never really functioned as cavalry should. They were ever in the van, and were always more interested in pillage than in performing a true service as cavalry. They would never wait for support to engage a foe with whom they appeared even remotely matched. Many times we were able to lure them to battle alone, and turn on them with superior forces, destroying them before the slower moving infantry could relieve them. On the rare occasion when they did best an opposing force, the warg beasts would inevitably begin immediately to feast, so that if one of our units arrived too late to the battlefield to save their fellows, they could often at least revenge themselves upon the slavering, bloated wargs and their milling riders. When routed, the wargs would often turn on those very riders, doing part of our job for us...*

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## Orc Archers

*The other potentially devastating element, also underutilized by Saruman and his generals, was the vast array of orcish bowmen available to him. To be sure, these were in the main armed with short bows. Yet the great numbers of these who were available to fire in unison upon our men could have been a daunting presence. Fortunately, they would often be in the forefront, and on several occasions I saw these troops of bowmen pressed into battle by the weight of their fellows behind. Thus they were much less effective than they might have been. Also, they were after all orcs, and were notable for their lack of selectivity when it came to targets. In their rush to loose their arrows, they would often fire upon their own kind and their allies. Though incidents like the above can occur with any type of missile troops, with the orcs it came almost to be expected. Still, even an orc arrow can kill the bravest warrior, and it was always a high priority to scatter the bowmen with an eored or two...*

## Fatigue in Battle

*A tired army is a beaten army - that's the truth of it. A wise commander knows when to hold back his men and ensure they fight well rested and well fed. And once the enemy is broken and the real slaughter well begun, a fresh regiment of cavalry is worth its weight in gold - or blood...*

During our conversations, Marshal Erkenbrand would often let out what seemed to be a sigh of reminiscence, and in the eyes of this great horselord, I could almost see the lances being lowered, hear the thundering of the hooves, and the trumpet call of battle. War can be terrible and wasteful, yet it was for war that these folk lived.

At the end of our talks, as I was preparing to leave, he had this final comment:

*In all my experience of war, it has often proved that the determining factor on a battlefield is not the skill of the leaders, or the numbers of the men, but the size of the stomach that each side has for fighting. In the end, whoever could stand the most of it for the longer, he would leave the field the victor. That is why we have not been beaten in war for over a thousand years, because we have the stomach for it. It is in our blood.*

Not long after, I departed from the manor of Marshal Erkenbrand, all the happier to know that we of Gondor could count among our allies such men as him.

The preceding was excerpted from "The War in Rohan: Conversations with Marshal Erkenbrand," Suridan, printed by Rimmon Press, F.A. 5.

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## APPENDIX B

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# HISTORY OF MIDDLE EARTH

The history of Middle Earth is a long, complex tale full of deeds both good and evil. It would be impossible to do justice to such an epic story in these few pages. We will attempt to summarize. However, if you are interested in learning more about Middle Earth, its people, and the story of the Ring, see the last page of this manual for a list of Professor Tolkien's works.

## **The Beginning**

*In the beginning there was Eru, the One God. Eru's thought was to create the universe, Ea. He first created immortal spirits called the Ainur, or lesser gods, to help him with this monumental task. The greatest of these were called the Valar. There were fifteen Valar: seven lords, seven ladies, and Melkor, who was a part of each, yet separate from them. Eru taught each of the Valar a portion of the Song of Creation. To Melkor he gave the greatest gifts of power and knowledge, along with a share of the knowledge of each of his brethren. Together they all sang this song, and the universe was born. Melkor, however, was vain, and thought to create things of his own, so that discord arose. But unbeknownst to him, out of this discord evolved the natural order of things: for there cannot be beauty without ugliness, nor good without evil. Then Melkor desired to rule and be called "lord," and there was strife between him and the other Valar, until finally he was overcome and imprisoned.*



*The Firstborn children of the gods were the elves. They awoke in Middle Earth and soon flourished in their new home. Men and dwarves next appeared. There was little friendship between the dwarves and the other races. Yet the elves taught men many things.*

*Eventually, the elves travelled west over the wide sea and came to live in Eldamar, near Valinor, the home of the Valar. These elves were called the Eldar. One of the mightiest of the Eldar, Feanor, the greatest craftsman ever born among the Children of Eru, made the Silmarils. These jewels were the culmination of his*

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works, and they were the most beautiful creations to ever have been made in all the universe, both before and since.

About this time, Melkor convinced the Valar to release him from his imprisonment. Lusting after the Silmarils, Melkor stole them, and in the process slew the father of Feanor, Finwe, a king among the elves. Then it was that Feanor cursed Melkor, and called him Morgoth, and by that name only was he known to the elves forever after. Morgoth fled from Valinor to his stronghold in Middle earth, Angband. Feanor turned his talent to the crafting of swords and axes, spears and shields, and armor, light yet unyielding. He swore a terrible oath, and his sons and kinsmen swore it also:

*"To pursue with vengeance and hatred Vala, Demon, Elf or Man as yet unborn, or any creature, great or small, good or evil, who should hold or take or keep a Silmaril from their possession."*



And so was begun the First Age, and along with it the suffering of the Noldor (the people of Feanor) and the Wars of Beleriand. These wars were fought between the Noldor and Morgoth for possession of the Silmarils. Much elven blood was shed, and this great house of the elves was almost destroyed. Finally, at the beseeching of Earendil, the offspring of elf and man, the Valar led a host from Valinor and crushed Morgoth once and for all, destroying Beleriand and ending the First Age.

## **The Second Age and The Rise of Men**

The downfall of Morgoth was not the end of evil in Middle Earth. Morgoth's lieutenant, Sauron, was able to escape the destruction of Beleriand and the wrath of the Valar. He established himself as a new Dark Lord in the black land of Mordor, and so was begun the Second Age.

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The elves built realms in Eregion and Lorien, making crafts of great beauty. For their aid in the fight against Morgoth, the Valar gave the first houses of men the great island of Numenor, which was nearer to Valinor, and which prospered greatly. So great was their might that many of the men of Numenor became jealous of the immortality of the elves and the Valar. This jealousy was fed by Sauron, who allowed himself to be captured by a great Numenorean host which assailed Mordor.

In the end, his words proved too much, and the armed might of Numenor sailed forth to wrest immortality from the gods themselves. This armada was destroyed by the Valar, and with it the great isle of Numenor. Alas, the tragedy might have been offset if only Sauron too had been destroyed by this avenging cataclysm, but only his physical shape was destroyed.

There were many men of Numenor who did not listen to the tainted whisperings of Sauron. Of all these, Elendil was the greatest, and he led many ships away from Numenor before its destruction. These men, called the Dunedain, established the realms in exile in Middle earth. These were Arnor in the north, and Gondor in the south.

But the men of Numenor were not the only ones to heed Sauron and be tricked by him. Sauron went among the elves of Middle Earth, and though he was not admitted to many of their realms, he was received by the Elven Smiths of Eregion. These elves were the greatest craftsmen in Middle Earth since the days of Feanor. Through his guidance, they made the Rings of Power. But Sauron in secret made the One Ring, and he poured the greater part of his power into it. Its purpose was to enslave the other rings, and master those that wore them.

In the end, Celebrimbor, the greatest of these elven smiths and the grandson of Feanor, became aware of Sauron - who he was and what he intended - and he hid the Three Rings, the greatest of those to be used for good. Sauron could not control what he could not find, and so he made war on the elves and the rest of the Free Peoples. The Elven Smiths of Eregion he destroyed, but still he did not come to possess the Three Elven Rings. And so the Last Alliance of Elves and Men, for so it was called, came forth to battle Sauron, and in this host were the greatest heroes remaining in Middle Earth. After many battles, they defeated his foul armies, and besieged him in his Dark Tower, the Barad-Dur, for 10 years.

And so finally was fought the last battle of the Second Age. There on the slopes of Barad-Dur, Elendil was slain. So also was Gil-Galad, king of the remaining Noldor in Middle Earth. But Isildur, Elendil's son, picked up the broken sword of his father and hewed the One Ring from Sauron's hand. Thus the Second Age was ended, and the Third begun.

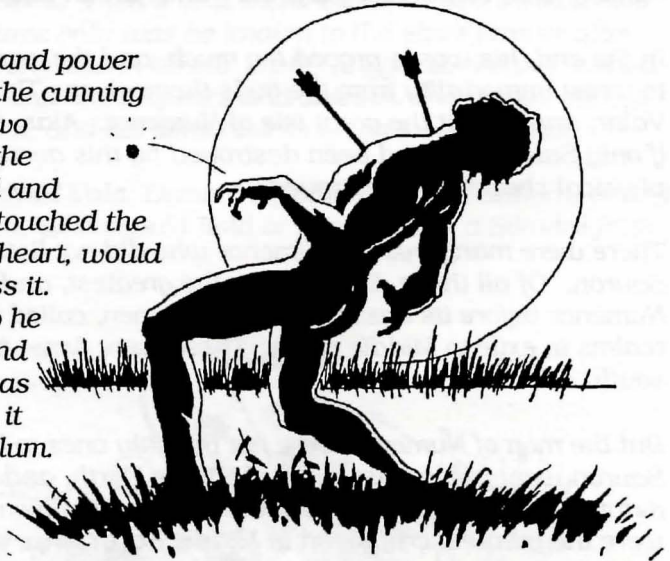
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## The Third Age and The War of the Ring

Rather than destroy the One Ring, Isildur chose to keep it as werguild for his father's death. Upon his return march to his kingdom of Arnor in the north, Isildur was slain by a host of orcs; the One Ring was lost in the great River Anduin.

But a creation so filled with malice and power could never be truly lost. Through the cunning of the Ring itself, it was found by two ancestors of what were to become the people known as hobbits. Smeagol and Deagol were cousins; yet any who touched the ring, and especially he of covetous heart, would be consumed by the need to possess it. Smeagol was of this nature, and so he was possessed. He slew Deagol and took the Ring. But it changed him, as it would change any who harbored it too long. He became known as Gollum. Finally, he was driven from his home near the Anduin and sought refuge in the wilds.



Over the course of many hundreds of years, Gollum came to reside deep in the recesses of the Misty Mountains. And here he would have remained in safety, and the One Ring with him, for one of the relatively minor powers the Ring conferred was that of invisibility to its wearer. But the Ring longed to be reunited with its Dark Master, and so it slipped from Gollum's finger. Here now, the fates break in upon this tale. For the Ring was found not by any of the minions of evil so populous among those peaks, but by Bilbo Baggins, a simple hobbit on an altogether unrelated mission to slay a dragon.

The dragon was slain, and Bilbo returned to Hobbiton in the Shire, and there resided happily for fifty years. When he felt the urge to leave the Shire, Bilbo, with the aid of the wizard Gandalf, bequeathed the Ring to his nephew Frodo, and with clear conscience travelled to live with the Elves at Rivendell.

Gandalf, suspecting that the ring Bilbo had found was no ordinary magical trinket, kept his eye on both Frodo and the Shire, until he discovered the proof he required from Gollum himself. Thus warned, Gandalf sent word for Frodo to leave the Shire at once, and travel to Rivendell.

After many delays and near capture by the Nine Nazgul (the hand-picked minions of the Dark Lord), Frodo is aided by Aragorn the Ranger, who is in reality the descen-



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dent of Elendil and the true heir to the throne of Gondor, the last of the kingdoms in exile. Aragorn brings Frodo and his three hobbit companions to Rivendell in time for the Council of Elrond. There, it is decided that a party of nine shall attempt to deliver the One Ring to Mount Doom, for only in the fires from which it was made could the Ring be once and for all destroyed.

And so the party, hereafter known as the Fellowship of the Ring, set out, with Gandalf as leader, Aragorn, Boromir of Gondor, Legolas the elf, Gimli the dwarf, and the four hobbits: Frodo, Sam, Pippin and Merry. They head south towards Mordor, and are beset by many perils. At the worst of these trials, Gandalf falls down a chasm while defending the Fellowship members from a Balrog - a fearsome, evil creature and servant of Morgoth from the elder days.



Led now by Aragorn, the remaining members of the Fellowship travel down the Anduin river and come finally to a crossroad. Aragorn is torn; he longs to return with Boromir to Gondor as its rightful heir, and lead his people in the fight against Sauron. But he, if any, understands the overriding importance of destroying the Ring, and plans to forsake his mission to Gondor and help guide Frodo into Mordor, though that road holds but the slimmest chance of success.

In the end it is Boromir of Gondor who decides the issue for all. He does not see the need to destroy the Ring. Indeed, as far as Boromir can see, all any mission to Mordor will accomplish is to deliver the Ring to Sauron's doorstep. Rather, should not the Ring's power be used to fight against Sauron? And so Boromir, stout man of Gondor and heir to its Stewardship, fell prey to the Ring's lure of power. He approaches Frodo in secret, and attempts to wrest the Ring from him. But he is thwarted by the young hobbit, who slips the Ring on, becoming invisible.

Frodo makes ready to depart for Mordor on his own. But he is forced to gratefully accept the companionship of his faithful servant Sam, who risks drowning to swim aboard Frodo's boat. And so those two set off, and their story and its outcome is not told here, but in another, later tale.

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Yet it is here that our own story begins, for the remaining Fellowship characters faced trials of a different sort. They are attacked by many orcs, both Sauron's and those of the traitorous wizard Saruman; Saruman of the same order of wizards as Gandalf, who now lusts after the Ring for his own dark purposes. Boromir here makes amends, for though he fell prey to the power of the Ring, even the mightiest heroes who remained in Middle Earth might have done so in his place. A valiant and supremely skilled warrior, he bursts into the crowd of orcs who had just captured the remaining hobbits, Pippin and Merry. He slays nearly a score of the vile creatures, and sends the rest fleeing in fear of their miserable lives. He would have delivered the hobbits to freedom but for the sudden arrival of a large cohort of Saruman's fiercest orcs, the Uruk-hai. Even these only dare to shoot arrows at the mighty Boromir, and many of those arrows pierce him before he falls.

The orcs take the hobbits, and set off west across northern Rohan towards Saruman's stronghold, Isengard. Not long after, Aragorn, Legolas, and Gimli, who had been searching desperately for the missing Frodo, come upon the dying Boromir. Upon his passing, they set his body afloat down the Anduin, loaded with the weapons of his fallen enemies. They then began their pursuit. The rest is history.



#### Endnotes

*The Silmarillion*, J.R.R. Tolkien, edited by Christopher Tolkien, George Allen & Unwin (Publishers) Ltd, 1977.

*The Two Towers*, J.R.R. Tolkien, George Allen & Unwin (Publishers) Ltd, 1965.

*The Hobbit*, J.R.R. Tolkien, George Allen & Unwin (Publishers) Ltd, 1937, 1938 and 1966.

*Unfinished Tales*, J.R.R. Tolkien, George Allen & Unwin (Publishers) Ltd, 1980.

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# APPENDIX C

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# THE FELLOWSHIP OF THE RING

## GANDALF

Gandalf is one of the Istari sent by the Valar to Middle Earth to unite the Free Peoples against Sauron. He never sought to control or dominate these races as did Saruman. Instead, he chose to bring out the inherent strength found in all those he encountered.

Gandalf had many adventures in the Third Age. In TA 2063, he ventured into Dol Guldur and discovered that the so called Necromancer was actually Sauron in hiding. His ruse uncovered, Sauron was forced to retreat to Mordor.

Around TA 2941 Gandalf persuaded Bilbo Baggins, a hobbit of the Shire, to accompany a group of dwarves on their quest to regain the Dwarven realm of Erebor from Smaug the dragon. It was on this quest that Bilbo found the One Ring. Gandalf, suspecting that the Ring was the One Ring of Sauron, had the Shire closely watched.

Gandalf soon confirmed his suspicions about the Ring and set events in motion to destroy it. This was not easy, for the Ring can only be destroyed in the fires from which it was made: in Mount Doom, located in the heart of Mordor, Sauron's realm.

In late December, TA 3018, the nine members of the Fellowship set out from Rivendell to accomplish this task. In the long abandoned Dwarven realm of Moria, the company was attacked by a Balrog, a demon of fire and an ancient servant of Morgoth. Gandalf fought the evil being, and both plummeted into the depths as the bridge they stood upon broke. The Fellowship members are unclear about the fate of Gandalf; most fear he is dead.

Gandalf appeared as an old man, usually stooped over his staff. He had grey hair, a long grey beard and wore long robes of grey. Gandalf was respected and revered among the Wise. He was kind and gentle, although he could be frightening when angry. Gandalf followed the wishes of the Valar, never bullying or forcing his will on others. Instead, he chose to convince and persuade. As with all the Istari, much of Gandalf's power lay in his staff.

## ARAGORN

Aragorn is the heir of Isildur from the lost line of Dunedain kings. He was raised by Elrond in Rivendell to keep his lineage secret from Sauron. He spent many years in the wilds, learning the customs and ways of various peoples. He rode with the Rangers of the North as they protected the lands around Arnor. In TA 2956,

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Aragorn met Gandalf and the two became fast friends. He has travelled on many missions for Gandalf.

Aragorn became a member of the Fellowship and assumed the role of leader when Gandalf fell in Moria. At the breaking of the Fellowship, he made the decision to try and rescue Merry and Pippin from the orcs instead of following Frodo into Mordor.

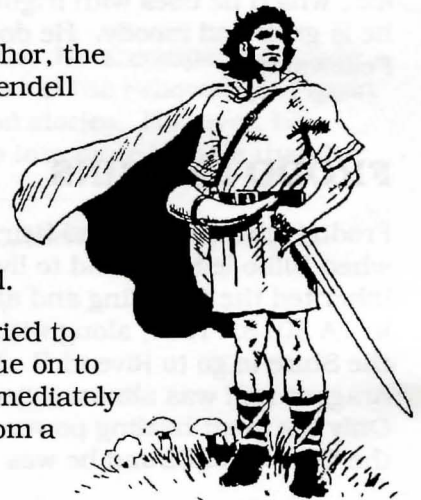
Aragorn is tall, even for a Dunedain. He has black hair and grey eyes, with a stern and rugged face. Aragorn is wise and just. He resembles his great ancestor Elendil in body and thought. Aragorn bears the great sword Anduril, and he uses it to great effectiveness.

## **BOROMIR**

Boromir was a Dunedain of Gondor, and son of Denethor, the ruling Steward. In June, TA 3018, he travelled to Rivendell in search of an answer to a dream. There he participated in the Council of Elrond and became a member of the Fellowship. Boromir could not understand why the One Ring had to be destroyed. He wanted to use it to protect Gondor from Sauron. He was unconvinced that it could only be used for evil.

When the company arrived at Parth Galen, Boromir tried to take the ring from Frodo, forcing the hobbit to continue on to Mordor without the rest of the company. Boromir immediately repented, and died trying to save Merry and Pippin from a band of Saruman's orcs.

Boromir was a strong and handsome man. His great skill in battle was tempered by his unyielding pride. He bore a great horn that he sounded whenever he was in trouble. It is said that this horn was heard in Minas Tirith before his death.



## **LEGOLAS**

Legolas is a Sindarin elf from the Woodland Realm of Mirkwood. His father is King Thranduil. Legolas travelled to Rivendell and took part in the Council of Elrond. He became a member of the Fellowship representing the elves. Legolas and the dwarf Gimli established a friendship during their quest together, something quite unusual between elf and dwarf. At the breaking of the Fellowship, Legolas travelled with Aragorn and Gimli in their pursuit of the orcs that captured Merry and Pippin.

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Legolas, like many elves, is tall and fair, having blond hair and blue eyes. His weapon of choice is the bow, and he is very proficient with it. Legolas also bears a short sword. However, he is a better defender than attacker. Being an elf, Legolas has little knowledge of men and their ways.

## **GIMLI**

Gimli is a dwarf of Durin's Line. He travelled from Erebor to Rivendell to take part in the Council of Elrond. There he became a member of the Fellowship. He was also the first dwarf to enter the elven realm of Lothlorien in a thousand years.

Gimli is short and stocky. He has red hair and a full red beard. He bears a large axe, which he uses with frightening skill. Gimli is a typical dwarf in the sense that he is gruff and moody. He does not have the patience of the others in the Fellowship.

## **FRODO BAGGINS**

Frodo is the nephew and heir of Bilbo Baggins. As such, when Bilbo left Bag End to live in Rivendell, Frodo inherited the One Ring and all its terrible responsibilities. In TA 3018, Frodo, along with Sam, Merry, and Pippin, left the Shire to go to Rivendell. Along the way Frodo met Aragorn and was almost killed by the Lord of the Nazgul. Only the great healing powers of Elrond saved his life. At the Council of Elrond he was chosen as the Ringbearer.

When the Fellowship reached Parth Galen, Frodo was torn. He did not want to take his friends into Mordor and possible death, yet he did not want to continue alone. When Boromir tried to take the Ring, Frodo made his choice. He slipped on the ring, became invisible, and tried to leave for Mordor alone. However, at the last moment Sam, guessing Frodo's mind, leaped into the hobbit's boat. At least Frodo would not make the dark journey alone.



## **SAMWISE GAMGEE (SAM)**

Sam was the gardener of Bag End, the home of Bilbo and Frodo. Sam spent many a long night listening to Bilbo's tales of far off lands and adventure. The elves were of particular interest to him. One day he was caught eavesdropping on Gandalf and Frodo and was chosen as Frodo's servant for the journey to Rivendell.

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Sam is very hobbitish, liking good food and distrusting almost everything. However, he is loyal to Frodo and would give his life for him.

## **MERIADOC BRANDYBUCK (MERRY)**

Merry is a hobbit of the shire and one of Frodo's closest friends. He accompanied Frodo on his journey to Rivendell and went through many trials. At Rivendell he became a member of the Fellowship, against the better judgement of Elrond. At the breaking of the Fellowship, Merry and Pippin were captured by a band of orcs.

## **PEREGRIN TOOK (PIPPIN)**

Pippin is a hobbit of the Shire and a close friend to Frodo. He accompanied Frodo and the other hobbits to Rivendell and became a member of the Fellowship. Pippin enjoys the things dear to all hobbits, good food and good stories. However, his curiosity is unusual for a hobbit. This tends to get him into more trouble than he would like.

Pippin is currently a captive of the band of orcs that attacked the Fellowship at Parth Galen.

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# APPENDIX D



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## PEOPLE AND PLACES OF ROHAN

Between the Ered Nimrais (White Mountains) to the south, the Misty Mountains and Fangorn Forest to the north, the Eryn Muil to the east, and the river Isen to the west, there lies the great fertile land of Rohan. The land is rich and green, covered with rolling hills and tall grass, the ideal place for raising horses. Here dwell the Rohirrim, Horse Lords of Middle Earth.

### THEODEN

Theoden is the seventeenth king of Rohan. He assumed the role of king at the age of thirty six. His life seems to have been marred by tragedy. Theoden's wife, Elfhild, died giving birth to their only son, Theodred. His sister Theodwyn and her husband Eomund were killed leaving their children, Eomer and Eowyn, orphaned. Theoden took in his sister's children and raised them as his own. However, the effect of these losses in his life was great, despite the fact that Theodred and Eomer have grown into fine heirs.

Since the elevation of Grima Wormtongue to the position of Chief Counselor, Theoden's despondency has grown worse. Those around him fear that the growing power of Saruman will defeat Rohan if something is not done soon. Both Eomer and Theodred favor an attack on Isengard.

However, neither has the power to sway the king's decisions, and due to their views both have fallen into some disfavor with the king, particularly Eomer.

### EOMER

Eomer is currently the Third Marshal of the Mark. He is in command of eastern Rohan, or the East Emnet. Eomer is a valiant warrior and a brave commander. He is not an ambitious man, and holds great respect for Theodred and the king. He wishes to put an end to the threat of Saruman but, because of his openness, he has fallen into Theoden's disfavor. Some say this is due to Grima's counsels.

### THEODRED

Theodred is the Second Marshal of the Mark and the only child of King Theoden. He holds great respect and affinity for Eomer. Knowing the strategic importance of the Fords, Theodred is prepared to hold them at all cost. It is only a matter of time before Saruman's forces attack.

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## **ERKENBRAND**

Erkenbrand is the Master of Westfold and the Commander of Helm's Deep. He is a renowned warrior of great skill and a charismatic leader.

## **EOWYN**

Eowyn is the sister of Eomer and the niece of King Theoden. Eowyn is a shield maiden, or female warrior. Of late, she serves Theoden at his court, hoping to temper his judgment against the counsel of Wormtongue.

## **GRIMA WORMTONGUE**

Grima is currently the Chief Counselor to Theoden. Theoden trusts Grima, but there are many in Rohan who do not, including Eomer, Eowyn, and Theodred. Since Grima became Theoden's counselor, the king has fallen into apparent dotage. Many in Rohan worry about the future of the Rohirrim with the growing threat of Saruman and the indecision of the throne.

## **SARUMAN**

Saruman is the greatest of the Order of Wizards, the Istari. In TA 2463 he was made head of the White Council, an order that included Gandalf, Elrond, Galadriel, and other powers in Middle Earth. Their goal was to destroy Sauron once and for all.

Saruman knew much of Sauron and his ways. In the beginning, Saruman used this knowledge to help the council. However, he soon began to envy Gandalf and the respect he received from the others in the council. He became filled with jealousy and secretly started to covet the One Ring. Saruman delayed the council's actions against Sauron in Dol Guldur, hoping the Ring would be found. Saruman's desire for the One Ring caused him to use the Palantir of Orthanc to gain information. Unfortunately, Sauron has the controlling Palantir and soon ensnared Saruman. Though he does not realize it, Saruman is now nothing more than a puppet for the Dark Lord.

Gandalf soon realized that Saruman was looking for the One Ring and that he wished to become a dark power in Middle Earth. Gandalf now knows that Saruman must be defeated before the "real" war can begin.

Saruman resembles Gandalf, the difference being his dark grey hair and beard and the color of his robe. When Saruman began looking for the Ring he renounced

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White and became Saruman of Many Colors. His robe reflects this change. Saruman's spies roam the lands searching for the Ring as he gathers his armies of orcs and Dunlendings.

## **HELM'S DEEP**

In the Deeping Coomb on the side of Mount Thrihyrne, is the largest fortress in Rohan. Built by Gondor, Helm's Deep was later strengthened by the Riddermark. During the long winter of TA 2758, Helm Hammerhand, ninth king of Rohan, took refuge here from an invading force of Dunlendings, thus giving the fortress its name.

Helm's Deep, also called the Hornburg, is located on the edge of a ravine that runs from the Deeping Coomb back into the caves of Aglarond. The Hornburg is a great keep of stone surrounded by a wall, built on an outcropping of the mountain. Around this cleft of rock runs the Deeping stream. The Deeping Wall runs across the ravine entrance, effectively closing off the caves to any outside force. The stream and the wall provide a formidable defense against any hostile attack. In fact, if the caves were well stocked a defending force could hold off an attacking army many times its size.

## **EDORAS**

Edoras is the capital of Rohan. It is located at the foot of the river Snowbourn in the Ered Nimrais. Leading up to the gates of Edoras lie the sixteen burial mounds of the past kings of Rohan. The city itself sits atop a green hill and is surrounded by a small wall and dike. Inside, houses peak over the top of the wall and in the center of the city stands Meduseld, the Golden Hall. This is where Theoden, seventeenth king of Rohan, holds court.

The city of Edoras is not built to withstand a prolonged siege. In times of trouble, the king moves the court to Dunharrow, a vale located south of Edoras in the Ered Nimrais.

## **ISENGARD**

Isengard is one of the mightiest fortresses in Middle Earth. It is situated in Nan Curunir (The Wizard's Vale), between the out thrust ends of the Misty Mountains. Built by Gondor at the end of the Second Age, Isengard is surrounded by a high rock wall called the Ring of Isengard. This wall encloses the vale of Isengard, roughly a mile in diameter. At the center of the vale is the Tower of Orthanc. This tower is built of jet black stone, and rises some five hundred feet in the air to end in four spires.

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Early in the Third Age, the realm of Gondor maintained Isengard as an outpost to guard the Gap of Rohan. There they kept one of the four remaining Palantir, or Seeing Stones. When the land was given to the Eotheod, Isengard was deserted. It remained as such until TA 2759, when Saruman the White, Head of the White Council and one of the Istari, asked for the Keys of Orthanc in hopes of helping both Rohan and Gondor. Saruman resided there in relative peace, until in TA 2953 he claimed Isengard for himself, secretly coveting the One Ring. He then proceeded to dig great pits in the vale and build caverns to hold the armies of orcs, half-orcs, and Dunlendings he was gathering. There he waits, biding his time, gathering his strength for just the right moment to eliminate the Rohirrim and conquer Rohan.

## **FORDS OF ISEN**

The Fords of Isen guard the only known crossing of the river Isen to the lands west of Rohan. This makes the Fords strategically important to not only the Rohirrim but also the forces of Saruman. Theodred, the son of King Theoden, is currently at the fords. He realizes their importance, and will hold them at all costs.

## **FANGORN FOREST**

Fangorn Forest is the last remnant of the Great Wood that once lay across the vast expanse of Eriador. It is a very old and wild forest. There are places of darkness in the wood where not even an elf would dare tread. This wood is the reputed home of the Ents. However, no one is really sure since no one has ever seen an Ent, (at least not lately).

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# APPENDIX E

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# THE FREE PEOPLES OF MIDDLE EARTH

What follows are descriptions of the races who oppose Sauron.

## ELVES

The elves are the Firstborn. They are the eldest and noblest race in Middle Earth. Some elves, the Noldor, Teleri, and Vanyar, went and lived in the Blessed Lands. These elves are sometimes referred to as the Eldar. Others, the Sindar and the Silvan elves, never made the journey, choosing instead to establish their own kingdoms in Middle Earth.

The elves are also the fairest of all the races in Middle Earth. They average over six feet in height and are slender in build. They are graceful, strong and resistant to the forces of nature. They can not die from natural causes, but can be killed in battle.

The elves love all things beautiful and fair, particularly the wonders of nature. It is for this reason that many settled in the wooded regions of Middle Earth. During the First Age, the elves established many realms in the lands of Beleriand. There they grew in power until the defeat of Morgoth and the ending of the First Age. The Second Age found the elves' power lessened but still dominant in Middle Earth. The Third Age saw the elves in decline. They are no longer the dominant race, having been replaced by men. Indeed, there are only a few elven settlements left in Middle Earth, the largest being Galadriel's realm in Lothlorien and Thranduil's kingdom in Mirkwood.

## MEN

Men were the Secondborn after the Elves. They were befriended by the elves who taught them many things. However, they were also approached by Morgoth and many fell under his shadow. Those who did not often helped the elves in their wars against Morgoth and Sauron. They were the ancestors of the Dunedain and the Rohirrim.

The highest race of men were the Numenoreans, who established a great empire on the island of Numenor in SA 32. There they flourished and often sent armies to help the elves in their battles with Sauron. In SA 3262 Ar-Pharazon, King of Numenor, took Sauron prisoner. But Sauron convinced the king to attack the lands of the Valar in an attempt to gain the immortality of the elves. As a result, the Valar destroyed Numenor. There were many who did not listen to Sauron and were able

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to escape the Downfall of Numenor. Led by Elendil, these men, called the Dunedain, sailed to Middle Earth and established the realms in exile, Arnor and Gondor. The Dunedain split into two groups, the Dunedain of the North and the Dunedain of the South.

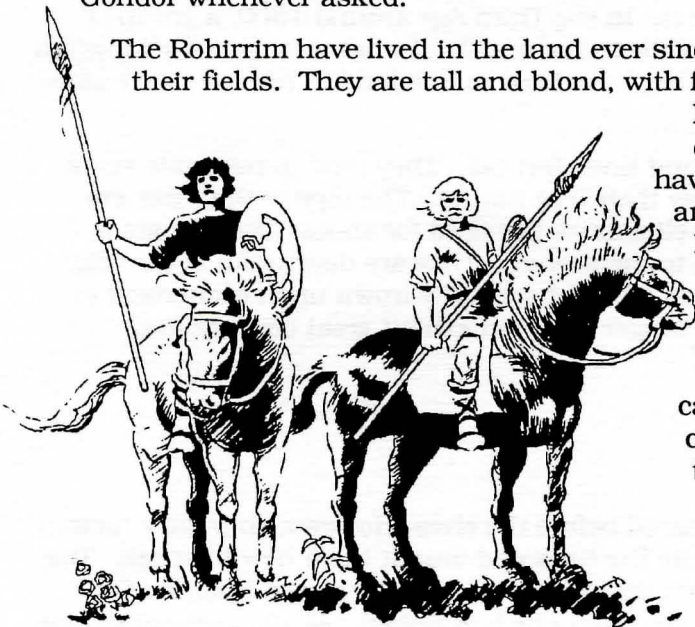
The Dunedain of the North established the realm of Arnor. The realm of Arnor began to decline when Isildur, Elendil's son, was slain in the Battle of the Gladden Fields. In the Third Age, the true Dunedain blood is carried on by the Rangers of the North.

The Dunedain of the South established the realm of Gondor. The line of kings in Gondor failed many times over the years because few heirs were born and many kings died at an early age. The Dunedain blood was also tainted by the intermarriage with common men and by the love of luxury inherited from their Numenorean ancestors. By the time of the War of the Ring, the Dunedain of the South have dwindled in number and stature.

The Dunedain are tall with dark hair and grey eyes. The average lifespan of a Dunedain of pure blood is in excess of 200 years. They are well known for their great wisdom and knowledge.

The other race of men important to this tale are the Rohirrim. In TA 2510, the Men of Eotheod rode out of the north and arrived in Rohan just in time to save the land of Gondor from defeat in the Battle of the Field of Celebrant. As a reward for their service, Cirion of Gondor gave the land of Rohan to the Eotheod. The Eotheod, or Rohirrim as they now call themselves, swore the Oath of Eorl to come to the aid of Gondor whenever asked.

The Rohirrim have lived in the land ever since, raising horses and farming their fields. They are tall and blond, with fair complexions. They are a hardy, strong folk with lifespans of about 80 years. The Rohirrim have a great love for horses and are among the best horsemen in Middle Earth. Yet for all their martial prowess, the Rohirrim are a cautious people. They have been forced to fight many wars and do not wish to get caught up in another without just cause. However, once committed, they are fearsome opponents.



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## **DWARVES**

Before the elves awoke, the Valar Aule created the Seven Kings of the Dwarves. Eru discovered this and was angry because they were created beyond his thought. However, when he realized that Aule created them out of love, Eru made a place for them, with the condition that they awake after the elves.

The dwarves are divided into seven lines, each with its own king. The most famous of these kings was Durin.

His ancestors form the most important line of dwarves in the Third Age. The dwarves settled in many places in Middle Earth: Beleriand in the First Age, then Moria, Erebor, and the Iron Hills in later Ages.

Dwarves average four to five feet tall. They are of stocky build and very strong. Dwarves are proud and unforgiving, often using their axes to do their talking. They feel strongly about debts of all kinds. It is said that any favor or harm done to a dwarf is always repaid in full. They are great craftsmen, and make beautiful items of stone and metal. Their love of gold is one of their greatest flaws. Dwarves live to over 200 years of age. During the later ages their numbers have declined as wars and few female births have taken their toll.

## **HOBBITS**

The hobbits are most closely related to men. They appeared in the First Age but remained aloof from the other races. In the Third Age around 1600, a group of hobbits established the Shire, directly in the middle of what was once the kingdom of Arnor, in the land of Eriador. They have lived in this land in relative peace since then.

Hobbits are small, averaging around three feet tall. They tend to resemble small children, however their eyes betray their true nature. The tops of their feet are covered with a coarse hair which eliminates the need for shoes. Hobbits are a happy people who generally keep to themselves. They are distrustful of the "big" peoples, enjoy the simple things in life, and generally frown upon excitement or adventure. However, in times of danger they can exhibit great courage and strength.

## **ENTS**

The Ents or Tree Shepherds appeared before the elves. However, they were "asleep". When the elves appeared they woke the Ents and taught them how to speak. The Ents once occupied the great forest that stretched across Eriador from the Old Forest in the Shire to Fangorn Forest, just north of Rohan. As the ages passed on, the forest dwindled and along with it, the Ents.



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An Ent stands over ten feet in height and resembles a cross between a man and a tree. Ents are slow and deliberate in thought and action. However, once aroused they can be an extremely powerful force, rending stone and uplifting huge amounts of earth.

Ents are a solitary people, not trustful of the other races. But, at the same time, Ents are curious about races they have never heard of, hobbits being one of these. Of late, Saruman's orcs have been coming into Fangorn Forest cutting and burning the trees, furthering the Ents' hatred of them.



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## EVIL BEINGS OF MIDDLE EARTH

What follows is a description of the beings and races that serve the forces of evil.

### SAURON

Sauron is a fallen Maiar and was the lieutenant of Morgoth. He was able to escape the destruction of Beleriand and Morgoth in the First Age. He continued the war against the other races in the Second Age, dooming the great Dunedain kingdom of Numenor and terrorizing the realms of Arnor and Gondor. His greatest achievement was tricking Celebrimbor into creating the Rings of Power, thus allowing Sauron to create the One Ruling Ring. However, during the siege of Barad-Dur at the close of the Second Age, Isildur cut the Ring from Sauron's finger, ending this threat for a time.

Sauron has recovered and now occupies the fortress Barad-Dur in Mordor. His goal is nothing less than enslaving all the races of Middle Earth to his iron will. Only with the One Ring in his possession can he accomplish this, for it contains a great deal of his power. His servants are scouring the countryside, searching for the Ring. Meanwhile, his armies are gathering, and it will not be long before he strikes.

### NAZGUL

The Nazgul, or Ringwraiths, are the servants of the Dark Lord, Sauron. When he created the Rings of Power in the Second Age, he gave nine to great kings of men. These men lived long lives of evil, eventually succumbing to the power of the Rings. This power transformed them into shadows, neither living nor dead. The Nazgul wear robes of black and ride great winged steeds. They cannot be destroyed as long as their master Sauron survives.



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The Nazgul serve as messengers and scouts at need, but they also lead the armies of Sauron. They wield great power and cause fear in the hearts of all they encounter. Not only are the Nazgul proficient in the ways of magic but they can detect its use at great distances. Once detected, the Nazgul are usually sent to investigate.

## **ORCS**

During the First Age Morgoth captured many elves and twisted their minds and their bodies. The result was the creation of the orcs. Orcs occupy tunnels and caverns under the many mountains of Middle Earth, preferring the darkness to the light. They are skilled in mining and crafting. While their weapons are not works of art, they are extremely effective. Orcs hate all things good and beautiful, preferring to kill and destroy whenever possible. They are an extremely vile race, having no compunction about killing even their own kind. Only the force of some greater will can keep them from fighting among themselves.

Orcs vary in appearance from tribe to tribe, but they tend to be somewhat short and bow legged with long arms, squinty eyes, sharp fangs, and evil looking faces. They wear a motley assortment of clothes and armor.

There is a special breed of orcs that Sauron has created called the Uruk-hai. They are a cross between man and orc. These orcs are larger and even more fierce than their smaller counterparts. They operate freely in the daylight and are superior warriors. Saruman and Sauron use them to great effectiveness.

## **DUNLENDINGS**

The Dunlendings are a race of men who occupy the land of Dunland, just west and north of the Fords of Isen. They are not so much evil as they are bitter. Early in the Third Age the Rohirrim drove the Dunlendings out of western Rohan. This was never forgotten by the fierce Dunnish clans. Saruman used this hate to further his own plans and enlisted the aid of the Dunlendings. To date, Saruman has marshalled quite a force of these men.

The Dunlendings are a rustic people, of medium height, who are primitive and superstitious. They are fierce one on one combatants; however, their poor weapons and lack of organization can hinder them in a large battle.

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## WARGS

Wargs are huge, powerful wolves. They are extremely evil and love killing. It is for this reason that they are often used as mounts for orcs. The combination makes a formidable fighting force, as their ferocity in battle is unmatched.

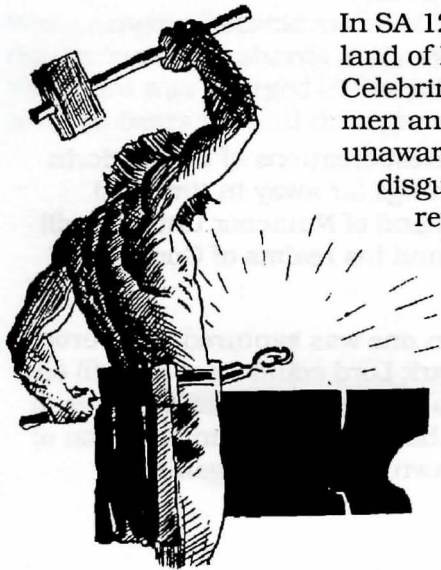
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# SOME IMPORTANT ARTIFACTS OF MIDDLE EARTH

## RINGS OF POWER

During the Second Age, the greatest craftsmen in Middle Earth were the Elven Smiths of Eregion. There the Elves wrought powerful swords, armor, and other items of great value. However, these paled in comparison to the Rings of Power.



In SA 1200, a Maiar named Annatar came to the elven land of Eregion. Annatar convinced the Chief Elven Smith Celebrimbor to create the Rings of Power: Nine for mortal men and seven for the dwarf lords. Celebrimbor was unaware of the fact that Annatar was actually Sauron in disguise. Learning all he needed to know, Sauron retreated to the Chambers of Fire in Mount Doom.

There he began fashioning the One Ring. Sauron poured much of his own power into this ring with the hope of enslaving the others. At the same time, Celebrimbor began making three rings for the elves. These rings, though akin to the nine and the seven, were more powerful and were made in secret. They were made to protect and heal, not to control and dominate.

When Sauron finished the One Ring and put it on, Celebrimbor instantly became aware of who and what he was. He immediately hid the three elven rings. Because the Dark Lord had no hand in their making, they could not be controlled by the One. This, along with the fact that the other Rings of Power did not fully work as he had hoped, infuriated Sauron. The Dwarf Lords were not enslaved, but only made greedier for the gold they already loved. Only the Nine Rings given to the Kings of Men produced the desired effect. These Kings were enslaved by the power of the Rings, and eventually became Sauron's chief servants, the Nazgul.

Sauron then marched his armies against Eregion, with the hope of gaining the elven rings. A long fight ensued and Sauron was eventually beaten back to Mordor, although not before eliminating most of the elves in Eriador.

When the One Ring was taken by Isildur and, in turn, was lost in the Anduin, the three elven rings could fulfill their original purpose. As long as Sauron did not have the One, the three could be used to protect and heal.

The greatest of the three, Vilya, was worn by Elrond and used for healing and protecting his refuge at Rivendell. The second of the three, Nenya, was worn by the

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Lady Galadriel to protect the elven realm of Lothlorien. The third ring, Narya, was given to Gandalf by Cirdan the Shipwright and used to help him in his mission.

The One Ring appears as a plain gold band. When worn, the Ring make the wearer invisible. It also extends the natural life of the user. However, because it has much of the Dark Lord's power imbedded in it, it is wholly evil. It will consume all who use it before long, trying to satisfy its hunger. It encourages fear, distrust, and hate in all but the most powerful (or the most simple). The ring is especially tuned to Sauron and seems to have a mind of its own, always trying to return to the Dark Lord. If Sauron should ever regain the One, all will be lost.

## **PALANTIR**

The Palantir, or Seeing Stones, were among the greatest creations of the Noldorin Elves of Eldamar. These seven stones could "see" things far away in time and space. They were used for communication on the island of Numenor until Elendil brought them to Middle Earth and placed them around his realms of Gondor and Arnor.

Over the years many of the Palantir were lost. When one was captured by Sauron, the others became dangerous to use because the Dark Lord could force his will on the user, even over a great distance. Saruman, who has possession of the seventh stone, has found this to be all too true. His use of the stone to gain information of the Ring has caused him to become an unwitting pawn in Sauron's game.

## **MEARAS**

The Mearas are the greatest horses in all Middle Earth. They can only be found in the land of Rohan. They are extremely strong, intelligent, and fast. Because of their great beauty, it is said that the first Mearas was brought over from Valinor. The Mearas, except for Shadowfax, allow none but the King of the Mark and his sons to ride them.

Shadowfax is the greatest horse in Rohan and was the steed of Gandalf. It is said that Shadowfax can even outrun the flying steeds of the Nazgul. Gandalf rode him bareback as the horse would accept no bridle.

## **ANDURIL**

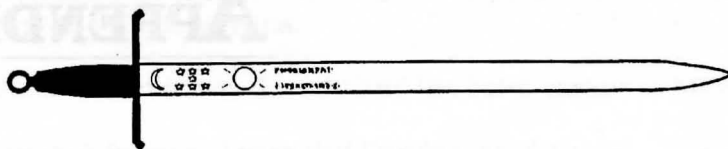
In SA 3441, the Last Alliance of Elves and Men laid siege to Sauron's tower, the Barad-Dur. The leaders of this alliance, Gil-Galad (an elven king) and Elendil (king of Arnor and Gondor), were mighty warriors. While they did overthrow Sauron, both

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fell by the Dark Lord's hand on the slopes of Barad-Dur. Elendil's mighty sword, Narsil, broke beneath him as he fell. The son of Elendil, Isildur, grabbed the hilt and cut the One Ring from Sauron's hand. When the battle ended, the shards of Narsil, along with the ring, were taken north by Isildur. When Isildur was ambushed and killed near the Gladden Fields, the One Ring was lost in the Anduin. However, the shards of Narsil were carried on by Ohtar, the squire of Isildur, to Imladris, the home of Elrond Half-Elven. There the broken sword stayed, being the property of the rightful heir to the throne of Gondor. Elrond foretold that the sword would not be reforged until Sauron rose again and the One Ring was found.

When Aragorn became aware of his lineage he was given the heirlooms of his family; this included the shards of Narsil. On the eve of the War of the Ring in TA 3018, the sword was reforged in Rivendell and renamed Anduril, Flame of the West. Aragorn bears Anduril throughout the War of the Ring.



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# APPENDIX F



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## TIMELINE OF GREAT EVENTS

This timeline begins with the Second Age. Time in the First Age is not included here because it was recorded by events and not by date.

### Second Age

- 1500 - Elven Smiths of Eregion begin forging the Rings of Power.
- 1600 - Sauron forges the One Ring. Celebrimbor discovers Sauron's treachery.
- 1693 - War of Elves and Sauron begins. Celebrimbor hides the Three Elven Rings
- 1700 - Tar Ministir, King of Numenor, sends a great navy to Middle Earth to aid the elves of Eriador. Sauron is defeated.
- 1800 - Numenor rises in power. However, a shadow falls on its people.
- 3262 - Sauron is taken to Numenor as a prisoner. There he begins to seduce and corrupt the Numenoreans.
- 3319 - Downfall of Numenor. Elendil and his heirs escape to Middle Earth.
- 3320 - The realms in exile, Arnor and Gondor, are founded. Sauron returns to Mordor.
- 3430 - Last Alliance of Elves and Men formed by Gil-Galad and Elendil.
- 3441 - Sauron overthrown by the Last Alliance, though both Gil-Galad and Elendil are slain. Isildur takes the One Ring as Sauron and his servants pass away. The Second Age ends.

### Third Age

- 2 - Isildur is slain at the Gladden Fields and the One Ring is lost in the Anduin.
- 1100 - The Wise discover that an evil power has made a stronghold of Dol Guldur. It is thought to be one of the Nazgul, but in fact it is Sauron.
- 1300 - The Nazgul reappear in Middle Earth. The Witch King, Chief of the Nazgul establishes Angmar in the north.

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- 1601 - The Shire is established.
- 1974 - The end of the North Kingdom. The Witch King overruns Arnor and takes the capital at Fornost.
- 1975 - The Witch King is defeated by an army sent from Gondor. He disappears.
- 2463 - The White Council is formed. Deagol finds the One Ring and is murdered by Smeagol.
- 2470 - Smeagol-Gollum hides under the Misty Mountains.
- 2510 - Eorl rides to the aid of Cirion and Gondor in the Battle of the Field of Celebrant. The Rohirrim swear the Oath of Eorl and settle in Rohan.
- 2759 - Saruman takes up residence in Isengard.
- 2851 - The White Council meets and Gandalf urges an attack on the evil fortress of Dol-Guldur, fearing it is the new residence of Sauron. Saruman rejects the idea, secretly searching for the One Ring.
- 2890 - Bilbo Baggins born in the Shire.
- 2931 - Aragorn, son of Arathorn II, born.
- 2933 - Elrond adopts Aragorn after Aragorn's parents are killed.
- 2941 - The White Council meets again and agrees on an attack of Dol-Guldur. Sauron retreats. Bilbo Baggins finds the One Ring on his journey with the dwarves.
- 2942 - Bilbo returns to the Shire with the One Ring. Sauron enters Mordor in secret.
- 2948 - Theoden, son of Thengel (King of Rohan), born.
- 2951 - Sauron declares himself openly and gathers power in Mordor. Aragorn learns he is the descendent of Isildur.
- 2953 - The White Council meets again, for the last time. Saruman begins to fortify Isengard. He becomes jealous and afraid of Gandalf, thinking he knows where the One Ring is.
- 2968 - Frodo Baggins is born in the Shire.

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2980 - Theoden becomes King of Rohan.

3000 - Saruman uses the Palantir and becomes ensnared by Sauron.

3001 - Gandalf suspects Bilbo has found the One Ring.

## **The Great Years**

### **3018**

Sept. 23 - Frodo leaves Bag End for Rivendell.

Sept. 29 - Frodo meets Aragorn in Bree.

Oct. 6 - Frodo attacked and almost killed by the Witch King.

Oct. 24 - Frodo recovers from his injury due to the healing powers of Elrond.

Oct. 25 - Council of Elrond.

Dec. 25 - Fellowship of the Ring leaves Rivendell.

### **3019**

Jan. 15 - Gandalf falls in single combat with the Balrog of Moria.

Feb. 26 - Breaking of the Fellowship at Parth Galen. Death of Boromir. Merry and Pippin captured by orcs of Saruman. Aragorn decides to try and rescue the hobbits from the Orcs. Frodo and Sam continue to Mordor alone.

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# **GLOSSARY**

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# GLOSSARY

## A

### **Aglarond**

Aglarond, sometimes called the Glittering Caves, is located in the Ered Nimrais behind the ravine of Helm's Deep. They were first made by the Numenoreans and later used by the Rohirrim as a place of storage. If ever Helm's Deep were overrun, the Rohirrim could retreat to the caves and remain well provisioned for quite some time, though they would be trapped until relieved.

### **Ainur**

The Ainur are the creations of Eru, offspring of his thought. Most of the Ainur dwell with Eru but some, the Valar and the Maiar, live on Arda (Earth) in the westernmost lands.

### **Anduin**

The Anduin is the greatest river in Middle Earth. It starts in the Ered Mithrin in the north and flows some 1500 miles to empty into the Bay of Belfalas in the far south.

### **Arnor**

Arnor was one of the kingdoms in exile established by Elendil after the fall of Numenor. At its greatest reach, the boundaries covered most of eastern Eriador. However, Arnor did not prosper as did its sister kingdom, Gondor. With the loss of Elendil and Isildur, the Dunedain of the North began to dwindle. The armies of the Witch King, chief of Sauron's Nazgul, completed the fall of Arnor. However, through all their trials, the line of kings was preserved.

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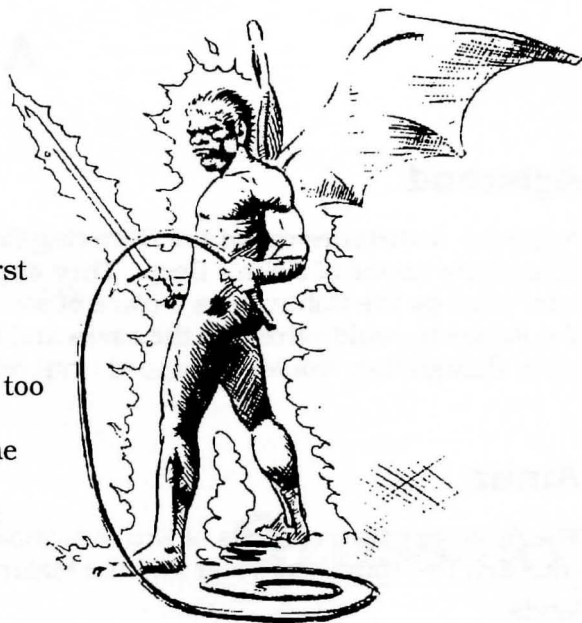
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## B

### **Balrogs**

These "Demons of Fire" were the greatest servants of Morgoth, after Sauron. They were huge monsters that bore whips of flame and swords of fire. They were cloaked in darkness. These demons fought beside Morgoth in the First Age but most were destroyed with the destruction of Beleriand.

In TA 1980, the dwarves of Moria mined too deep and woke a sleeping Balrog. This demon remained in Moria, ruling over the orcs there until its encounter with Gandalf. The fate of that battle is as yet unknown.



### **Barad-Dur**

The Barad-Dur is the great fortress of Sauron. It was built in the heart of Mordor by the power of the One Ring. It is from here that the Dark Lord rules and conquers.

### **Battle of the Field of Celebrant**

In TA 2510 a great army of Easterlings and Orcs invaded Northern Gondor. An army, led by Cirion, the Steward of Gondor, marched north, but was quickly surrounded by the greater force. However, before the killing blow could be administered, the Eotheid, led by Eorl, rode out of the north and routed the invading army, thus saving Gondor. For this help, Cirion gave the land of Rohan to the Eotheid.

### **Battle of the Gladden Fields**

On the journey north to claim the throne of Arnor, Isildur and his knights were attacked and massacred by orcs from the Misty Mountains. Only three men

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survived this battle and, as Isildur was slain, the One Ring was lost in the Anduin. The disastrous results of this battle began the downfall of the kingdom of Arnor.

## **Beleriand**

This was the area in the First Age occupied by the elven kingdoms and the home of Morgoth. Beleriand was destroyed at the end of the First Age when Morgoth was overthrown.

## **C**

## **Celebrimbor**

Celebrimbor was a great elven smith and the ruler of Eregion in the Second Age. He unknowingly helped Sauron create the Rings of Power. Celebrimbor hid the three elven rings when he perceived Sauron's plot to enslave the races. He was killed in the resulting invasion by Sauron's forces.

## **Cirdan**

Cirdan, a wise and mighty elf, was the Lord of the Grey Havens. He possessed the elven ring, Narya, until he gave it to Gandalf. He was a member of the White Council and gave frequent help to the Dunedain of the North.

## **Cirion**

Cirion was a Steward of Gondor and in TA 2510 led the army of Gondor in the Battle of the Field of Celebrant. He gave the land of Rohan to the Eotheid for their help.

## **Council of Elrond**

On October 25, TA 3018, a great council was held in Rivendell, the house of Elrond. Here it was decided that the One Ring must be destroyed. The Fellowship of the Ring was chosen and sent out to attempt this task.

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## D

### **Deagol**

Deagol was a hobbit of the Gladden Fields. While fishing in the Anduin with his cousin Smeagol, Deagol found the One Ring. Smeagol quickly murdered him and escaped to the Misty Mountains with the Ring.

### **Deeping Coomb**

The Deeping Coomb is the valley located before the fortress of Helm's Deep. The Deeping Stream flows through this valley into the Ered Nimrais.

### **Denethor**

Current Steward of Gondor and father of Boromir.

### **Dol Guldur**

This fortress, located in southwestern Mirkwood, was the home of Sauron at the beginning of the Third Age. The Wise suspected as much and in TA 2941, after sneaking into the evil tower, Gandalf confirmed this. Sauron soon retreated to Mordor and the Barad-Dur.

### **Doom of the Noldor**

This is the torment and destruction of the House of Feanor brought on by their greed and pride to recover the Silmarils. The Noldor disobeyed the will of the Valar and pursued Morgoth to Middle Earth. Thousands of human and elven lives were lost. The Doom was fulfilled with the destruction of Beleriand at the end of the First Age.

### **Dunedain**

The descendants of the Numenoreans of the Second Age. These men have dwindled



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over the years due to the plots of Sauron. The Rangers of the North are the last remnants of the true Dunedain in Middle Earth.

## **Dunharrow**

Dunharrow is the last refuge of the Rohirrim located in a valley in the Ered Nimrais. It is easily defensible as there is only one approach. In times of great danger, the king of Rohan would move the court there.

# **E**

## **Ea**

Ea was created by the Song of Creation. It includes the earth and the heavens.

## **East Emnet**

The area of Rohan east of the Entwash.

## **Eastfold**

The area in between the Entwash and the Ered Nimrais, near the city of Edoras.

## **Easterlings**

The Easterlings are a primitive people who live to the far east near the land of Rhun. They comprised much of the army that attacked Gondor in the Battle of the Field of Celebrant.

## **Eldamar**

Eldamar is the elven home across the great sea near the land of Valinor. This is where the elves go to live when they become weary of life on Middle Earth.

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## Eldar

The Three Kindreds of Elves, the Vanyar, Noldor, and Teleri, that made the journey to the Blessed Lands in the First Age.

## Elendil

Elendil led the Dunedain out of the destruction of Numenor and was the first king of Arnor and Gondor, the realms in exile.

## Elfhelm

Elfhelm is a man of Rohan and a commander under Theodred.

## Elrond

Elrond is one of the last great lords of Middle Earth. During the Last Alliance of Elves and Men, Elrond was the herald of Gil-Galad. He is the wearer of the elven ring, Vilya, and the keeper of the refuge in Imladris. His help in the war against Sauron has been invaluable.



## Emyn Muil

Rough hill country located on either side of the Anduin river. This marks the eastern boundary of Rohan.

## Entwade

This is the ford on the Entwash just north of Edoras.

## Entwash

This river springs from the Misty Mountains, flows into Fangorn Forest and through the land of Rohan to eventually empty into the Anduin.

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## **Eored**

This is a Rohirrim unit of warriors composed of knights from a lord's house. Eoreds were composed of cavalry and consisted of about 120 to 150 men.

## **Eorl**

Eorl was the leader of the Eotheod and the first king of Rohan.

## **Eotheod**

This group of men originally lived to the north in the Vales of the Anduin. Eorl led them south to fight in the Battle of the Field of Celebrant. Thereafter they settled in the land of Rohan. They are the ancestors of the Rohirrim.

## **Ered Nimrais**

The Ered Nimrais, or White Mountains, are the chain of peaks that runs westward from Minas Tirith almost to the sea. They are a boundary mark between the land of Rohan to the north and Gondor to the south. They also serve as a refuge for both nations.

## **Eregion**

Land in central Eriador that was populated in the Second Age by the great Elven Smiths. It was deserted after the War of the Elves and Sauron.

## **Eriador**

Eriador is the land between the Misty Mountains in the east and the Ered Luin (Blue Mountains) in the west. It was prosperous in the Second and Early Third Ages. However, the downfall of Eregion and the realm of Arnor also saw a downfall of the population of Eriador.

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## **Eru**

Eru, called Iluvatar by the elves, is the One, the power from whose thought the Valar and Ea were created.

## **F**

### **Feanor**

Feanor was a Noldorin prince and, it can be argued, the greatest of the Noldor. He was a great craftsman and made the Silmarils. However, he was also quick in anger and pride. When Morgoth stole the Silmarils, Feanor swore the Oath of Feanor, condemning his line to much pain and suffering. In the end, Feanor was overwhelmed by Balrogs after recklessly pursuing an orcish army, and slain on the plains of Angband.

### **Fellowship of the Ring**

This refers to the company chosen at Rivendell to destroy the One Ring in the fires of Mount Doom. There were nine walkers to oppose the nine nazgul of Sauron. The members were: Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry, and Pippin.

## **G**

### **Galadriel**

Galadriel is a Noldorin princess and ruler of the elven realm of Lothlorien. She wears the elven ring, Nenyá, and uses its power to shield Lothlorien from the Dark Lord.

### **Gap of Rohan**

This is the area between the Misty mountains to the north and the White Mountains to the south. The Fords of Isen lie in the Gap of Rohan.

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## **Glamdring**

This is an elven sword made in Gondolin for the Wars in Beleriand. Gandalf wears this sword during the War of the Ring. Its elven name is "Foe Hammer".

## **Gondor**

The southern kingdom in exile established by Elendil. At the height of its power, Gondor extended into Rohan, down the Anduin, to the Bay of Belfalas. From the time it was established, it was constantly under attack by the forces of Sauron. Since the line of kings ended, Gondor has been ruled by Stewards, who await the return of the rightful king.

## **Grimbold**

Grimbold is a man of Rohan and a commander under Theodred at the Fords of Isen.

## **Grishnakh**

Grishnakh is the captain of the Mordor orcs in the band that slew Boromir and captured Merry and Pippin.

## **H**

### **Hama**

Hama is the Doorward of Theoden and the Captain of the King's Guard.

## **I**

### **Imladris**

Another name for Elrond's refuge at Rivendell

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## **Isen River**

The Isen flows south from the Misty Mountains through the Gap of Rohan and to the sea. This river marks the western boundary of Rohan.

## **Isildur**

Isildur was a Dunedain, the son of Elendil and the king of the realm of Gondor. He ruled the south kingdom for many years, battling Sauron at every turn. During the Last Alliance of Elves and Men, Isildur fought beside his father on the slopes of the Barad-Dur. When his father fell, he cut the One Ring from Sauron's finger, eliminating the threat of the Dark Lord for a time.

In TA 2, Isildur travelled north with the intention of assuming the crown of Arnor that he inherited upon his father's death. However, near the Gladden Fields, Isildur and his company were ambushed and wiped out almost to a man by orcs from the Misty Mountains. The One Ring was lost, along with much of the true Dunedain blood.

## **Istari**

The Istari were Maiar sent to Middle Earth by the Valar to unite the "free" peoples against Sauron. It was forbidden for them to dominate these peoples or attempt to match their own power against that of Sauron. They had to convince the peoples of Middle Earth to cast Sauron out for themselves.

There were five wizards sent to Middle Earth. Of these five only Gandalf, Saruman, and Radagast are of note in this story.

Each appears as an old man, but they are strong and age very slowly. They are extremely intelligent and their power is focused through their staffs. Each wizard had a special color depending on their rank in the order. Their clothes correspond to this color. Saruman the White is the highest of the order, while Gandalf the Grey is next.

## **L**

## **Last Alliance of Elves and Men**

This was the alliance made in SA 3430 by Gil-Galad and Elendil. The alliance

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marched across Middle Earth and eventually overthrew Sauron. However, both Gil-Galad and Elendil perished.

## **Lord of the Rings**

A title given to Sauron denoting his power over the One Ring.

## **Lothlorien**

The elven realm ruled by Galadriel located west of the Anduin, just north of Fangorn Forest. Lothlorien was established in the Second Age as an elven refuge. The timeless beauty of all that grows within this wood is unmatched anywhere in Middle Earth. The Fellowship of the Ring stopped here on their way down the Anduin.

# **M**

## **Maiar**

The Maiar are great spirits that were created by Eru along with the Valar. These spirits lived in Arda under the direction of the Valar. Some, namely Sauron and the Balrogs, were seduced by Morgoth and turned to evil. Others, like the Istari, are forces for good.

## **Manwe**

Manwe is the ruler of the Valar and the closest of the Ainur to Eru. He is also Melkor's brother, and was tricked into releasing him from the Halls of Mandos.

## **Marshal of the Mark**

This is the highest military title used by the Rohirrim. There are three Marshals of the Mark. The first Marshal's command was the area around the capital, Edoras. He commanded the Riders of the Muster of Edoras. The Second and Third Marshals had commands depending on the need of the time. During the the War of the Ring the Second Marshal, Theodred, has his command in the West-Mark with his base at Helm's Deep. The Third Marshal, Eomer, has command of the East-Mark with his

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base at his home in Aldburg. There is really no first Marshal. Theoden filled this position when he was younger. He has not named a new First Marshal but Theodred has taken much of the First Marshal's responsibilities.

## **Minas Tirith**

Built on the eastern slopes of Mount Mindolluin, Minas Tirith is the capital city of Gondor and the focus of Sauron's wrath during the War of the Ring.

## **Mirkwood**

This was the name given Greenwood the Great when the shadow of Dol Guldur arose in TA 1050. It is the home of the Elves of Mirkwood and the Woodmen of the North. However, it is also the home of dangerous creatures, such as orcs and giant spiders.

## **Misty Mountains**

The Misty Mountains run some 900 miles from the wastes of the north to the land of Rohan in the south. They are populated by large numbers of orcs. Moria, once a great dwarven city, is located in these mountains.

## **Mordor**

Mordor is Sauron's realm east of the Anduin. It is bounded on the north by the Ered Lithui (Ash Mountains) and on the south and west by the Ephel Duath (Mountains of Shadow). Mordor was ever the home of Sauron during the ages. With the defeat of Sauron in the Last Alliance, Gondor built many towers in the mountains of Mordor to keep Sauron out. However, these towers were abandoned in TA 1636 after the Great Plague and the Nazgul were able to re-enter Mordor. The fortresses were soon taken by the Nazgul and Sauron returned to Mordor for good.





## Morgoth

Morgoth was originally one of the Valar, but due to his vanity and selfish desires he was cast out. Occupying his great fortress of Angband in Beleriand, he caused much terror and havoc in the First Age. He was eventually cast down by the combined might of the Valar, but his legacy lives on in the spirit of his greatest servant, Sauron.

## Moria

This is the great dwarven realm located in the Misty Mountains. It was deserted in TA 1980 after a Balrog was uncovered and inhabited by orcs and other fell creatures. The Fellowship of the Ring passed through the mines and Gandalf fell here locked in combat with the Balrog.

## N

## Nan Curunir

The "Wizard's Vale" is located in the southern Misty Mountains, just north of the Gap of Rohan. Isengard is located within this vale. At one time a lush green valley, it is now a barren waste.

## O

## Oath of Eorl

This was the oath sworn by Eorl the Young to Cirion, Steward of Gondor after the Battle of the Field of Celebrant. The oath stated that in return for the land of Rohan, Eorl and his heirs would ride, at need, to the aid of Gondor.

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## **Oath of Feanor**

The oath sworn by Feanor, his family, and many other elves to recover the Silmarils at all cost.

## **Orthanc**

The tower of Isengard, now Saruman's home.

## **P**

## **Parth Galen**

A large grassy lawn located at the foot of the hill Amon Hen. It was here that Boromir attempted to take the One Ring from Frodo. This forced Frodo to go on to Mordor without the rest of the Fellowship. Boromir also fell here in battle against a company of orcs who captured Merry and Pippin.

## **R**

## **Radagast**

Radagast the Brown is one of the Istari. He is the master of herb and beast lore. During the Third Age Radagast lived in Rhosgobel near central Mirkwood. He is unconcerned with the affairs of others, caring only for the plants and beasts. However, his presence in Mirkwood does help stem the spread of evil from Dol Guldur.

## **Rangers of the North**

These are the last remnants of the Dunedain of the North. They protected the land of Eriador and gave special attention to the Shire during the War of the Ring. The rangers were led by the Chieftain of the Dunedain, who was the heir of Isildur. The Rangers were grim in manner and appearance.

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## **Red Arrow**

This arrow had black feathers with its steel tip painted red. The arrow was sent from Gondor to Rohan when the former needed aid. It is believed that the arrow is associated with the Oath of Eorl.

## **Red Book of Westmarch**

This is a large book bound in red leather, written by Bilbo, Frodo, and Sam. Within this book was kept the account of not only Bilbo's adventures with the dwarves, but also of the War of the Ring, as seen through the eyes of the hobbits. It contained various other writings, including an Elvish translation book compiled by Bilbo, and hobbit genealogies.

## **Red Eye**

This is the form and emblem of Sauron in the Third Age. It appears as a red eye rimmed in fire.

## **Riders of Rohan**

These are the knights of Rohan. These riders served various lords of Rohan and were grouped into Eoreds. The Riders were expert horsemen, and carried sword, shield, bow and lance. They fight well together and make an impressive force on the field.

## **Riddermark**

Another name for Rohan, as given by the Rohirrim.

## **Rivendell**

An elven refuge, located in a hidden valley in Eriador, where Elrond dwells.

## **Rohirric**

This is the language of the Rohirrim.

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## S

### Shire

This area in northern Eriador was relatively uninhabited until the hobbits settled here in TA 1601. Here the hobbits have lived in relative peace. The Shire is mostly agricultural in nature, with many of the inhabitants being farmers or laborers. Hobbiton, or the Hill, is located in the central part of the Shire. It is here that Bilbo and Frodo lived in their home at Bag End.

### Silmarils

The Silmarils were three jewels, made by Feanor, that shone with the light of the Two Trees. They were stolen by Morgoth, who set them in his Iron Crown. This caused Feanor to swear the Oath of Feanor and doom his house. In the end, two of the Silmarils were lost and the third was set in the heavens as a signal of hope to the people of Middle Earth.

### Snowbourn

This river in Rohan flows from Dunharrow to Edoras before turning east to join the Entwash.

## T

### Thranduil

Thranduil is a Sindarin elf and king of the elven realm of Mirkwood. He is also the father of Legolas.

### Thrihryne

Three tall mountains located in the Ered Nimrais behind the mighty fortress of Helm's Deep.

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## V

### **Valar**

These are the spirits created by Eru at the beginning. There were fifteen; seven male, seven female, and Melkor, until Melkor was cast out by Eru. Because of their great power, mortal men often mistake them for gods.

### **Valinor**

Valinor is the home of the Valar located far west over the great sea.

## W

### **Wars of Beleriand**

These were the wars fought in the First Age between the elves and Morgoth. They ended when the Valar defeated Morgoth and destroyed Beleriand. These were not without cost, as the elves suffered greatly.

### **War of the Elves and Sauron**

This was the war fought in the Second Age between Sauron and the Elves of Eregion. The war started after Celebrimbor realized his mistake in creating the Rings of Power. Sauron decided to crush the elves for holding back the elven rings. Sauron was eventually defeated by a force from Numenor, but not before wiping out the elven realm of Eregion.

### **War of the Ring**

This is the war currently being fought by the "Free Peoples" against Sauron.

### **West Emnet**

The portion of Rohan west of the Entwash.

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## **Westfold**

This area in Rohan runs from the Isen east along the Ered Nimrais to Edoras. The chief fortress was at Helm's Deep and the Master of Westfold, Erkenbrand at this time, dwells there.

## **White Council**

This was a Council of the Wise formed at the request of Galadriel to discuss plans for the defeat of Sauron. The White Council was composed of the Istari (Gandalf, Saruman, Radagast), Galadriel, Elrond, Cirdan, and the chief Eldar of Middle Earth. Saruman the White was chosen as the Head.

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## LIST OF PROFESSOR TOLKIEN'S WORKS

The Hobbit

The Lord of the Rings:

The Fellowship of the Ring

The Two Towers

The Return of the King

The Silmarillion

Unfinished Tales

The Tolkien Reader

Sir Gawain and The Green Knight

Smith of Wootton Major & Farmer Giles of Ham



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