

# HALL OF FIRE INDEX

- aboleth: 16:9-17  
academic tests: 8:7-8  
acid poison of Morgoth: 17:14  
Adelard Hornblower (NPC): 8:31  
Adúnagan (longsword): 8:23  
Adúnaphel (Nazgûl): 6:12-16  
advancements: 9:6-7; 29:20-21;  
34:20; 36:17; 38:7-8  
adventures  
Bitter Oath: 33:18-21  
Dreams and Legends: 23:18-25  
Fellowship of the Spear: 22:25-26  
Finder's Rights: 45:15-27  
Folwine's Folly: 32:11-14  
Great River: 29:15-19  
Keystones from the Past: 10:24-27  
Minstrel's Lament: 41:12-23  
Reach of the White Hand: 19:25-  
29  
Rescue on the Barrow-Downs:  
13:41-51  
Return to Power: 46:2-9; 47:3-9;  
48:2-8  
Shadows at Midnight: 37:24-34  
Siege of Dunharrow: 26:12-18  
Triumph of the Witch-king: 7:13-  
20; 8:15-22; 9:14-23; 14:26-31;  
20:22-28; 28:11-39  
Troubles of the Tweenlands: 42:13-  
21; 43:16-22; 44:11-21  
What Once Was: 26:19-26  
adversaries  
Baranor (spectre): 24:19  
Bill Ferny: 15:22  
Cadoc (ghost): 4:14-15  
Caradhaug (dragon): 11:35  
Carangul, the Red Wizard: 44:7-8  
Chief Wolf: 15:25-26  
Conner Abelman (spectre): 24:17  
Earcaraxe (sea serpent): 12:28;  
39:2  
Gazhur and Maudush (orcs): 40:14  
Gorvorsang (Shelob's spawn):  
13:31-32  
Gothmog, Morgul lieutenant:  
12:24-26  
Great Goblin: 11:26-27  
Guardian, the: 15:27-28  
Guinfirin: 18:21  
Harizän the Easterling: 45:13  
Koskas the Fell: 45:13  
Lôkhuzôr: 14:19-20  
Lothiriel (greater wight): 24:20  
Mellawyn, Fell Spirit: 20:14  
Mordirachas (Elf of Dark Despair):  
40:13; 46:7-8  
Mornech, Master Thief: 17:25  
Morrigan, the: 12:29-30  
Mouth of Sauron: 8:29; 26:9-11  
Nazgûl: 3:16-20; 4:19-23; 5:19-22;  
6:12-16; 7:24-27; 8:25-28; 9:27-  
29; 10:39-42; 11:28-31  
Akhôrahil (Nazgûl): 5:19-22  
Alatar (Istari): 6:17-18  
allies  
Alatar: 6:17-18  
Aramîr, lesser Wizard: 26:7-8  
Aranna, lesser Wizard: 24:10-11  
Bandobras "Bullroarer" Took:  
34:16  
Bard (Bowman, King of Dale):  
9:30-31  
Beorn: 9:32-33  
Calenglîn, lesser Wizard: 26:7  
Carûgal, lesser Wizard: 25:16  
Círdan: 12:23-24  
Celebrian: 45:12  
Eldarion: 23:15  
Elladan: 17:22-24  
Elrohir: 17:23-24  
Éodred: 29:10-11  
Erdûr, lesser Wizard: 24:9-10  
Erestor: 45:12  
Farmer Maggot: 14:18  
Fram, Rohirric Hero: 4:16-18  
Fredegar "Fatty" Bolger: 2:5-6  
Gildor Inglorion: 1:12-13  
Gillindir: 10:33, 37-39  
Goldberry: 35:15  
Grimgár: 43:9-10  
Halbarad: 15:23-24  
Harnduil: 46:13  
Imrahil: 10:21, 34-35  
Istern, lesser Wizard: 27:24  
Karë, lesser Wizard: 25:15  
Laegnauth: 46:12  
Lords and Kings of Dale: 20:21  
Pallando: 7:28-29  
Radagast the Brown: 5:23-24  
Ragnar, Dunlending chief: 35:16-17  
Silael: 46:13  
Telede, lesser Wizard: 27:25  
Théodred: 15:24  
Thorin Oakenshield: 10:36-37  
Thranduil: 11:27-28  
Tom Bombadil: 35:15-16  
Will Whitfoot: 48:19  
Alqualondë: 43:12-15  
alternative magic rules: 44:5-6  
Amarurog (earth/fire demon): 25:19-  
20  
Amon Sûl. *See Weathertop.*  
Ancalagon the Black: 7:9  
Andrath: 17:6  
Anduin Vales  
Hobbits of: 39:5-6  
people of: 19:6-8  
Andúril, Flame of the West  
(longsword): 12:3-4; 46:13; 47:10  
Andúring (longsword): 7:21  
Anglachel (longsword): 11:24-25  
Angle, the: 17:7  
Angmar: 1:7; 19:2-5; 36:7  
Angmarim forces (mass combat):  
48:9-10  
Angrist (knife): 47:10  
Anguirel (longsword): 11:24-26  
animal intelligence: 42:6-7  
animal training: 6:10-11; 42:7  
Annúminas: 17:4; 25:2-4  
Aramîr, lesser Wizard: 26:7-8  
Aranna, lesser Wizard: 24:10-11  
Áraroma (horn): 10:33  
archers: 5:13; 18:18-20  
Aredhel: 11:24-25  
Arkenstone, the: 10:32  
armour  
appraising: 5:12  
attributes: 5:9-10  
crafting: 5:9-11

repairing: 5:11-12  
 Arnor: 1:6-8; 17:2-7; 18:2-3  
   economy: 18:3  
   geography: 1:7; 17:4-7  
   history: 1:6-7; 17:2-4  
   mass combat forces: 48:11  
   people: 1:7; 17:3-4; 18:2-3  
 Ar-Pharazôn: 1:7  
 arrows  
   flame arrows: 32:8-9  
   flight arrows: 32:8  
 Arthedain: 1:6-7; 17:4-5  
 athelas: 44:9-10  
 attack actions  
   blunt attack: 1:5  
   power attack: 1:5  
   two-handed attack: 1:4-5  
 attributes  
   Aura (optional attribute): 44:5  
   favoured: 2:7  
   Magic Points (optional attribute): 44:5  
   methods of generating: 1:8  
   modifiers: 4:6  
   types: 1:8-9  
 Bain, son of Bard: 20:21  
 Balchoth: 33:3, 7-8  
 Balrog, the: 13:34-40; 40:7  
 Bandobras "Bullroarer" Took: 34:16; 37:13-20  
 Baranguruth: 35:2  
 Bard (Bowman, King of Dale): 9:30-31; 20:21  
 Bard II, son of Brand: 20:21  
 barding. *See riding gear.*  
 Bardings: 20:7-9  
 Barrows of Tyrn Gorthad (haunt): 13:25-28  
 Bastion of the Troll-God (haunt): 19:17-21  
 Belegost: 32:2,7  
 Belfalas: 10:12-21; 13:3-8; 39:2. *See also Dol Amroth.*  
 Beorn: 9:32-33; 19:7; 25:10; 33:4, 15  
   honeycakes: 23:13-14  
 Beornings: 19:7; 38:13  
 berandeorc (dark bear): 38:12-13; 43:9-10  
 Betrayal – A Ghost Story (haunt): 24:14-20  
 Bill Ferny: 15:22; 26:3  
 Bitter Oath (adventure): 33:18-21  
 Black Arrow: 9:26  
 Black Númenoreans: 25:5-6  
 Black Pit of Gorvorsang (haunt): 13:23-25  
 black squirrels of Mirkwood: 4:26  
 Blackroot (river). *See Morthond.*  
 blades of Angband: 17:14  
 blocking. *See parrying.*  
 Blue Mountains: 32:2-7  
   people: 32:7  
 blunt attack: 1:5  
 bog-wights: 3:21  
 Boots of Argalad: 14:15  
 Bór: 37:3-5  
 Brand, King of Dale: 20:21  
 Bree: 26:2-4  
 Brooch of the House of Morgil: 14:15  
 Bruinen, Ford of: 17:7  
 "Bullroarer" Took: 34:16; 37:13-20  
   club of: 40:11  
 Burke, Doug: 3:3-4  
 Cadoc, ghost of Kelathad: 4:14-15  
 Cadoc's minions: 4:24  
 Caenindrog (earth/water demon): 25:19  
 Calenglîn, lesser Wizard: 26:7  
 called shots: 1:4-5  
 Captain elite order: 24:3-5  
 Caraband: 44:7  
 Caradhaug (dragon): 11:35  
 Caradhras: 24:14  
 Carangul, the Red Wizard: 44:7-8  
 Carcelebrin (longsword): 9:25  
 Carcharoth: 10:12  
 Cardolan: 1:6-7; 17:6; 18:2-3  
 Carn Dum: 19:2-5; men of: 12:36-37  
 Carûgal, lesser Wizard: 25:16  
 caves: 27:17-20  
 Cazar's Keep (haunt): 21:12-14  
 Celeborn: 10:15; 46:12  
 Celebrian: 45:12  
 character portraits: 41:27-28  
 character sheet: 2:9-12  
 characters. *See player characters; non-player characters; playable characters; allies; adversaries.*  
 chariots: 33:5-6  
 Chief Wolf: 15:25-26  
 chronicles  
   collaborative writing: 11:20-21  
   First Age: 16:7-8; 40:2  
   Second Age: 16:7-9; 40:2  
   tips on preparing/running: 32:20; 35:21; 40:2-4; 41:2-3; 42:2-3; 43:2-3, 45:11; 46:20; 47:20  
 Círdan: 12:23-24; 30:2-4, 7-8; 46:12  
 Cirith Ungol: 38:2; 46:15  
 Cloak of Darkness: 12:22  
 Coldfells: 17:7  
 Coldflood (river). *See Ringló.*  
 Collected Rulings File: 3:32  
 combat  
   actions: 4:12; 5:17; 16:18; 29:20  
   Core rules: 4:11-12; 5:17-18  
   damage: 1:4-5; 34:12-13  
   mass combat: 11:17-20; 25:11-14; 48:9-12  
   movement in: 5:17; 12:13-14  
   naval: 9:8-13  
   Set maneuver: 21:15  
   skill tests: 5:18  
   speeding up: 2:3-4; 31:7  
   "spud" enemies: 31:7  
   stun damage: 34:13-14  
   unarmed vs. armed: 23:6  
   weapon damage types: 34:12-13  
 Commander elite order: 2:14  
 common folk  
   Dúnedain: 9:33-36  
   Dwarves: 11:32-35  
   Elves: 10:42-45  
   Hobbits: 6:18-21  
   Men of Darkness: 8:32-36  
   Middle Men: 7:29-36  
 contest of wills: 7:11-12  
 corpse candles: 1:14  
 corruption: 22:27  
 Corsairs of Umbar: 10:17; 24:2-3  
 Courage: 1:9  
 coyotes: 10:9  
 Craft skills: 27:12-13; 28:2-4  
   armour and weapons: 5:9-12  
   rushed work: 27:14  
 cram (way-bread): 23:13  
 creatures  
   berandeorc (dark bear): 38:12-13; 43:9-10  
   black squirrels of Mirkwood: 4:26

bog-wights: 3:21  
 Cadoc's minions: 4:24  
 Carn Dum, men of: 12:36-37  
 corpse candles: 1:14  
*crebain*: 1:15  
 demons: 24:11-14; 25:17-20; 41:7-8; 43:7-8  
 desert-drakes: 6:23  
 dogs: 8:3-6; 9:3-6; 10:3-8  
 dragons: 5:3-6; 6:3-8; 7:3-9; 18:8-11  
 dumbledors: 5:26  
 dwimmerlaiks: 8:40  
 fell hunters: 12:32-33  
 fell snow creature: 28:10  
 fell-turtles: 10:46-47; 39:2  
 flies of Mordor: 14:21-22  
 great eagles: 7:37-38  
 half-trolls (ogres): 42:8-9  
 halgajar: 12:35-36  
 harpies: 27:25-26  
 hell-hawks: 11:3-6; 12:38-41; 13:51-54  
 horses: 40:15-18; 41:24-26; 42:10-12  
 hounds of Valinor: 17:26-27  
 hummerhorns: 6:22  
 lesser wyrms: 41:8-9  
 marsh ghouls: 4:25  
 Mearas: 40:15-18; 41:24-26  
 mewlips: 8:38  
 mûmaks: 16:23-26; 17:27-31; 18:22-28  
 Morgul horses: 8:37  
 Morgul wraiths: 37:11-12  
 mules: 40:15-18  
 neeker-breekers: 9:36-37  
 oliphaunts: 16:23-26  
 orcs: 22:8, 20-24; 46:10  
 ponies: 40:15-18  
 sea serpents: 12:31-32  
 skeletons: 8:39  
 snow-wargs: 29:9  
 spiders, giant: 46:14-19  
 stone giants: 7:36-37  
 ta'fa'lisch: 8:41; 37:8  
 trolls: 23:16-17; 46:11  
 vampires: 12:14; 18:17  
 wargs: 8:3-6; 9:3-6; 10:3, 9-12; 41:4-5  
 warg-wights: 12:33-34  
 were-worms: 5:25-26  
 wights, greater: 13:33  
 wolves: 8:3-6; 9:3-6; 10:3, 9-12; 41:4-5  
*crebain*: 1:15  
*crospar*: 37:8  
 crossword puzzles: 36:18; 37:35; 38:17; 39:22  
 Cuiviénen: 33:3  
 Dale: 20:2-6  
   history: 20:2-3  
   geography: 20:3-6  
   Lords and Kings of: 20:21  
   people: 20:7-9  
 damage rules: 1:4-5  
 Deadman's Dike: 17:4; 20:10-15  
 Defence: 1:9  
 demons: 24:11-14; 25:17-20; 41:7-8  
   Amarurog: 25:19-20  
   Balrog: 13:34-40  
   Caenindrog: 25:19  
   Gondrog: 24:14  
   Gwairrog: 24:11  
   Gwelunaurog: 25:20  
   Gwiliturog: 25:17-18  
   Nendolrog: 24:13  
   Nenrog: 24:13  
   Ninlindrog: 25:18  
   Nwalmarog: 41:7-8  
   Sulrog: 24:12  
   Taurog: 43:7-8  
 Den of a City Rat (haunt): 17:10-11  
 desert-drakes: 6:23  
 desert-orcs: 22:21-22  
 dodging: 4:12; 29:20  
 dogs: 8:3-6; 9:3-6; 10:3-8  
 Dol Amroth: 10:13-21; 11:7-14; 12:5-12; 13:3-9; 39:2  
   city layout: 11:8-14  
   creatures: 13:6-9  
   economy: 12:8-9  
   geography: 13:3-6  
   government: 12:5-8  
   history: 10:14-17  
   people: 10:17-21; 12:9-12  
 Dol Guldur: 21:2-4  
 Dor-en-Emil: 10:12-21; 13:3-7. *See also Dol Amroth.*  
 Dorwinion: 33:2  
 Dougal (NPC): 16:21-22  
 dragons: 5:3-6; 6:3-8; 7:3-9; 18:8-11  
   Caradhaug: 11:35  
   Drake of the Withered Heath: 44:2-3  
   ecology: 6:3-7  
   famous individuals: 7:9  
   magical abilities: 6:7-8  
   physical traits: 5:3-6  
   special abilities: 7:3-5  
   species: 7:6-9; 18:8-11  
   weaknesses: 7:5  
 Dragon-helm of Dor-lómin: 47:10  
 draughts. *See potions.*  
   draught of health: 5:18  
 Dreams and Legends (adventure): 23:18-25  
 Drúedain: 10:14; 16:2-6; 18:3; 44:9-10  
 Drughu. *See Drúedain.*  
 dumbledors: 5:26  
 Dúnedain: 1:6-7; 18:2  
 Dungeons & Dragons system: 15:7-11; 16:9-17  
 Dunland: 34:5-6  
 Dunlendings: 34:5-6  
 Durin: 22:2-3; 40:5-8  
 Durin's Bane: 40:7  
 Dwar (Nazgûl): 11:28-31  
 Dwarves  
   of the Blue Mountains: 32:7  
   of the Iron Hills: 27:2-6  
   of Mount Gundabad: 22:2-7  
 dwimmerlaiks: 8:40  
 Earcaraxe (sea serpent): 12:28; 39:2  
 East Emnet: 5:14  
 Easterlings: 33:2-3  
 Eastfold: 5:14  
 edges  
   Accurate: 39:12  
   Accurate Recall: 30:14  
   Agile: 19:16  
   Ambidextrous: 45:5  
   Charmed Life: 15:35; 31:8  
   Coda: 29:6  
   Core rules: 4:6-7  
   Demagogue: 29:7  
   Dream-sight: 23:19  
   Everyman: 35:6  
   Experienced: 23:6

Experienced Driver: 29:8  
 Extra Protection: 35:6  
 Eye of an Eagle: 29:8  
 Favour of Fortune: 31:8  
 Fell-handed: 39:13  
 fixing unbalanced edges: 19:13-16  
 Flamboyant: 33:4  
 Flame-lover: 34:8  
 Followers: 27:16  
 Foresighted: 30:14; 44:4  
 Glib: 29:6  
 guidelines for creating: 30:13  
 Hammerhand: 39:13  
 Healing Hands: 6:9; 31:8  
 Hidden Strength: 30:14-15  
 Hoard: 14:6-7  
 Honour's Insight: 31:8  
 Improved Parry: 32:8  
 Jack-of-all-Trades: 4:13  
 Master of Heights: 39:13  
 Merry Heart: 21:15  
 Mobile Archer: 45:5  
 Nimble Rider: 30:12  
 Open-Handed Defence: 23:6  
 Order edges: 2:8  
 Pawn of Prophecy: 22:9  
 Quick-draw: 45:6  
 racial edges: 1:10  
 Right-Hand Man: 27:17  
 Scholarly Lineage: 30:15  
 Skin-changer: 33:4  
 Spread or Burst Bowshot: 23:6  
 Strong Jaw: 34:8  
 Ten Feet Tall: 35:6  
 Tolerance: 35:6  
 Travel-sense: 30:15  
 Two-weapon fighting: 45:6  
 Warwise: 39:14  
 Watercrafty: 45:11  
 Weapon-mastery: 39:14  
 Weather-master: 32:8  
 Edhelion: 10:15  
 Edhellond: 10:14; 39:2-3  
 Edoras: 5:15  
 Eldarion: 23:15  
 Elendil: 1:6; 10:15; 12:3  
 Elendil II, King of Gondor: 46:5  
 Elendil Stone: 36:2  
 Elendúlan (shawl): 9:25  
 Elf-stone: 14:15  
 elixirs. *See potions.*  
 Elladan: 17:22-24  
 Elostirion: 36:2; 37:21  
 Elrohir: 17:23-24  
 Elven-lamps: 43:6  
 Elven rings. *See rings of power.*  
 Elvish gown: 12:22  
 Elvish longbow (2nd Age): 41:6  
 Emissary elite order: 6:11  
 Emyrn Beraid. *See Tower Hills.*  
 Emyrn Sûl. *See Weather Hills.*  
 Ent-draught: 37:14-15  
 Ents: 40:12  
 Ent wives: 37:14  
 Éodred (minstrel): 29:10-11  
 Eohaim (warrior): 4:15-16  
 Eöl: 11:24-26  
 Eorl the Young: 3:11; 4:9; 19:7; 41:24  
*Eorlingas. See Rohan, people.*  
 Éomer: 4:10  
*Éothéod: 19:6-8. See also Rohan.*  
 Erdûr, lesser Wizard: 24:9-10  
 Erech: 39:3  
 Eredrim (mountain folk): 10:19-20  
 Erestor: 45:12  
 Er-Mûrazôr (Nazgûl). *See Witch-King.*  
 Errata, official: 3:25-32  
 Eryn Vorn: 17:6; 18:3; 44:9-10  
 Esgaroth: 20:3. *See also Dale.*  
 Ettenmoors: 17:7  
 Even The Odds (mass combat maneuver): 48:9  
 Evendim, hills of: 17:4; 25:3  
 experience: 9:6-7; 36:17; 43:3  
 Fairbairns: 36:2  
 falling damage: 20:29  
 Fangorn Forest: 5:15-16  
 Farmer Maggot: 14:18  
 Feamandûr: 37:6-8  
 Fëanor: 41:14; 43:11-15  
 fear effects: 19:9  
 Featured Creatures. *See creatures.*  
 Felaróf: 41:24; 42:10  
 fell hunters: 12:32-33  
 fell snow creature: 28:10  
 fell-turtles: 10:46-47; 39:2  
 Fellowship of the Spear (adventure): 22:25-26  
 ferries: 29:11  
 Finder's Rights (adventure): 45:15-27  
 Fflewduf Fflam (minstrel): 12:27  
 flaws  
     Afraid of Fire: 33:16  
     Afraid of the Sea: 33:16  
     Afraid of the Storm: 33:16-17  
     Arrogant: 34:14  
     City-dweller: 36:5  
     Craven: 33:17  
     Cultural Conflict: 4:13  
     Dark Heart: 34:14-15  
     Doomed: 31:4  
     Fearful: 33:4  
     fixing unbalanced flaws: 19:16  
     Grasping: 34:15  
     Grief-stricken: 21:15  
     guidelines for creating: 30:13  
     Lingering Shadow: 29:8  
     Order flaws: 2:8  
     Outcast: 4:13  
     Prone to Mishap: 45:10  
     Provincial Upbringing: 36:5  
     racial flaws: 1:10  
     Rustic: 34:8  
     Stiff-Necked: 36:5  
     Ten Feet Tall: 35:6  
     Tiresome: 34:15  
     Unlucky: 45:10  
     Unnerving Manner: 34:15  
     Vendetta: 4:13  
     Weak Jaw: 34:8  
     Weak-willed: 33:17  
     Wide of Girth: 24:6  
 flies of Mordor: 14:21-22  
 Folcwine's Folly (adventure): 32:11-14  
 Forest Den (haunt): 14:13-14  
 Forgamech: 36:2; 37:21-22  
 Forlindon: 30:7-8  
 Fornanghai (sceptre): 29:17  
 Forodrim: 18:6-7  
 Forodwaith. *See Lossoth.*  
 foxes: 10:9  
 Fram, Rohirric Hero: 4:16-18; 19:6-7  
 Fredegar "Fatty" Bolger: 2:5-6  
 Free Peoples: 1:8-10

free picks: 2:8  
 Frequently Asked Questions: 3:33-36  
 Frodo Fairbairn (NPC): 14:17-18  
 Gaerech (spear): 12:23  
 Galador: 10:21  
 Galadriel: 10:15; 46:12  
 galvorn: 11:24-25  
 gamer interviews. *See interviews.*  
 Gap of Rohan: 5:14  
 Garulf's Smithy (locale): 26:27-28  
 Gaurcris (longsword): 9:25  
 Ghost Light on Hightower (haunt): 18:15-16  
 Gildor Inglorion: 1:12-13  
 Gil-galad: 30:2-4, 7  
 Gillindir: 10:33, 37-39  
 Glaurung, father of dragons: 7:9  
 Goblin-town: 47:16-17  
 Goldberry: 35:15  
 Golfimbul: 37:16-20  
 Gondrog (earth-demon): 24:14  
 Gorvorsang (Shelob's spawn): 13:31-32  
 Gothmog: 12:24-26  
 great eagles: 7:37-38  
 Great Goblin: 11:26-27  
 Great River, (adventure): 29:15-19  
 Greenfields, battle of: 37:15-20  
 Greenway, the: 17:4  
 Grey Havens: 30:2-8  
 Greyflood River: 17:6  
 grief: 21:8-9  
 grimoire: 24:6, appendix  
 Guardian, the: 15:27-28  
 Guinfinn: 18:21  
 Gulf of Lhûn: 30:2-3, 7-8  
 Gundabad. *See Mount Gundabad.*  
 Gurthang. *See Anglachel.*  
 Gwairog (air-demon): 24:11  
 Gwathló. *See Greyflood River.*  
 Gwelunaug (water/fire demon): 25:20  
 Gwilythurog (air/fire demon): 25:17-18  
 Halbarad: 15:23-24  
 half-trolls (ogres): 42:8-9  
 halgajar: 12:35-36  
 Harad: 35:2-5  
 Harizän the Easterling: 45:13  
 Haradrim: 35:4-5  
 Harlindon: 30:7-8  
 Harondor: 35:4  
 Harp of Taliesin: 12:22  
 harpies: 27:25-26  
 Healer elite order: 15:13-14  
 healing  
     advanced treatment: 15:4-5  
     Core rules: 3:8; 6:8-10  
     improving: 3:8-9  
     infection: 3:9  
     subskills and specialties: 15:4  
 health: 1:9  
 hell-hawks: 11:3-6; 12:38-41; 13:51-54  
 Helm Hammerhand: 3:11; 4:10  
 Helm of the Mouth, the: 8:23  
 Helm's Deep: 5:16  
 Helm's Deep sourcebook review: 22:14-16  
 Herufeä. *See Zotankath.*  
 High Pass over Misty Mountains: 47:15-19  
 Hill of Erech: 39:3  
 Hillman and Angmarim Stronghold (haunt): 36:7  
 Hillmen: 37:3-5  
 Hithaeglin. *See Misty Mountains.*  
 Hoarmûrath (Nazgûl): 8:25-28  
 Hoarwell River: 17:7  
     Last Bridge: 17:7  
 Hobbits  
     as combatants: 2:3-4  
     of Bree: 26:2-3  
     outside the Shire: 39:5-8  
 hobgoblins: 22:20  
 Hollin  
     Hobbits of: 39:7  
 hordes: 33:13-14  
 Horn of Erkenbrand: 23:21  
 horses. *See also mounts.*  
     appearance & anatomy: 40:15-18  
     equipment & skills: 42:10-12  
     history & ecology: 41:24-26  
 Hostile Haunts  
     Barrows of Tyrn Gorthad: 13:25-28  
     Bastion of the Troll-God: 19:17-21  
     Betrayal—A Ghost Story: 24:14-20  
     Black Pit of Gorvorsang: 13:23-25  
     Cazar's Keep: 21:12-14  
     Den of a City Rat: 17:10-11  
     Forest Den: 14:13-14  
 Ghost Light on Hightower: 18:15-16  
 Hillman and Angmarim Stronghold: 36:7  
 Lair of Caradhaug: 11:22-23  
 Lair of Earcaraxe: 12:15-16  
 Old Blood Eyes' Lair: 39:15-21  
 Problem with Trolls: 41:10-11  
 Ruin of Scotesfarm: 12:17-21  
 Ruins of Ost-in-Edhil: 18:4-6  
 Shrine, the: 15:11-13  
 Swordfang's Lair: 46:18-19  
 Tower of the Mouth: 26:9-11  
 hounds of Valinor: 17:26-27  
 House of Grimgár (locale): 43:9-10  
 Houseless spirits: 37:6-7, 9-10  
 Huan, hound of Valinor: 10:12  
 hummerhorns: 6:22  
 ice-orcs: 22:21  
*icronite. See crospar.*  
 I-Eneg: 46:12-13  
 Imladris. *See Rivendell.*  
 improved spell effects: 30:9-10  
 Imrahil: 10:21, 34-35  
 Imrazôr: 10:21  
 Indûr (Nazgûl): 9:27-29  
 initiative: 4:11; 12:13-14  
 interviews  
     David DeBoe (HoF staff): 48:13-14  
     Doug Burke (Decipher rep): 3:3-4  
     Doug Joos (HoF staff): 33:24-25  
     Gregg Hammerquist (player): 37:39-40  
     Ivor Whitten (player): 30:18-19  
     Jim Gianoglio (player): 31:14-15  
     Mark L. Evans (player): 32:18-20  
     Matt Kearns (HoF staff): 37:37-38  
     Nico Bracht (player): 34:18-20  
     Philip O'Neill (player): 35:22-24  
     Sasha Danjus (player): 36:19-21  
     Vaughan Wilson (player): 38:18-19  
 Iron Hills: 27:2-6  
 Isengard: 44:7  
 Isildur: 41:6  
 Islands of Ice: 35:2  
 Istari. *See Wizards.*  
 Istern, lesser Wizard: 27:24  
 items  
     acid poison of Morgoth: 17:14

Áraroma, Horn of Dawn: 10:33  
 Arkenstone, the: 10:32  
 Black Bridle: 42:12  
 Boots of Argalad: 14:15  
 Brooch of House of Morgil: 14:15  
 Cloak of Darkness: 12:22  
 Club of Bullroarer: 40:11  
 draught of health: 5:18  
 Elendúlan (shawl): 9:25  
 Elf-stone: 14:15  
 Elven-lamps: 43:6  
 Elvish gown: 12:22  
 Elvish longbow (2nd Age): 41:6  
 Eöl, relics of: 11:24-26  
 flame arrow: 32:8-9  
 flight arrow: 32:8  
 Fornanghai (sceptre): 29:17  
 Gillindir, crafts of: 10:33  
 Harp of Taliesin: 12:22  
 Helm of the Mouth, the: 8:23  
 heroic items: 9:24; 13:56; 37:2  
 Homeward Road biscuit: 42:12  
 Horn of Erkenbrand: 23:21  
 Lindalóm (flute): 9:25  
 making enchanted items: 13:55-56; 17:8-9; 37:2  
 mathoms: 13:29  
 minor treasures: 45:7-9  
 Mordow shortbow (2nd Age): 41:6  
 Mount's call: 42:12  
 múmak siege engine: 8:23-24  
 Necklace of Girion: 11:24  
 Numenorean steelbow: 41:6  
 Orc shoes: 10:32  
 poison of weakness: 30:12  
 riding gear: 32:9  
 rings: See *rings of power*.  
 Ring of Arthedain: 35:7  
 Scroll of Isildur: 41:6  
 smith-works of Telchar: 47:10-11  
 strengthening draught: 5:18  
 Sure Feet (horseshoes): 42:12  
 Swiftrunner charm: 42:12  
 symbol of Gimli's House: 13:29  
 Tinlothir (headband): 9:25  
 Token of Significance: 42:3  
 Troll's purse: 10:32  
 Waterskin of the Woodland Realm: 43:6  
 Whistle of Summoning: 9:25

jokes  
     Dwarves at war with Elves: 39:4  
 jousting: 20:29  
 jump attack action: 16:18  
 jungle orcs: 22:23  
 jungle trolls: 23:16  
 Karë, lesser Wizard: 25:15  
 Kelekarach the Ice Fang (long knife): 10:33  
 Keystones from the Past (adventure): 10:24-27  
 Khamûl (Nazgûl): 4:19-23  
 Khand: 33:2, 6  
 Kin-slaying, the: 43:12-15  
 King's Rest Inn (locale): 27:27-29  
 Koskas the Fell: 45:13  
 Lair of Caradhaug (haunt): 11:22-23  
 Lair of Earcaraxe (haunt): 12:15-16  
 Lake Evendim: 17:5; 23:5  
 Lake-town. See *Esgaroth*.  
 Lamedon: 39:2-3  
 Last Bridge: 17:7  
 Last Desert, the: 35:2  
 Legolas: 46:12-13  
 lesser rings of Eregion: 24:6-8  
 lesser wrym: 41:8-9  
 Lindalóm (flute): 9:25  
 Lindon: 30:2,7-8  
 Linwen (NPC): 8:30  
 Lithrogs: 1:16  
 Lôkhuzôr: 14:19-20  
 Lond Daer Ened: 17:6  
 Lond Ernil. See *Dol Amroth*.  
 Lone Lands, the: 17:5  
 Lonely Mountain. See *Erebor*.  
 Long Lake: 20:3  
 Lore skill  
     Lore/Spellcraft: 47:14  
     skill groups: 18:12-14  
     test modifiers: 27:21  
 Lossoth: 21:5-7; 47:4-6  
 Lost Legends of the First Age  
     Of the Coming of Turenanga and Telemire: 43:11-15  
 Loudwater: 17:7. See also *Bruinen*.  
 Maedhros: 41:14; 43:12-15  
 Maeglin: 11:25  
 magic: 25:9-11; 44:5-6; See also *spells*.  
     alternative rules: 44:5-6  
     "broad spell knowledge" optional rules: 47:14  
 Maglor: 41:12-23  
 Maiar: 10:28-29  
 marsh ghouls: 4:25  
 mass combat: 11:17-20  
     Angmarim forces: 48:9-10  
     Even The Odds (maneuver): 48:9  
     Forces of the North Kingdom: 48:11  
     Forces of Rohan: 48:12  
     Khand: 33:6  
     Siegecraft skill use: 48:12  
     unit generation: 25:11-14  
     Wainriders: 33:5-6  
 master grimoire: 24:6 & appendix  
 Mathom-house: 48:17-18  
 mathoms: 13:29  
*Mearas*. See also *mounts*.  
     appearance & anatomy: 40:15-18  
     history & ecology: 41:24-26  
 Melkor. See *Morgoth*.  
 Mellawyn, Fell Spirit: 20:14  
 MERP system: 14:8-12  
 mewlips: 8:38; 41:21  
 Michel Delving: 48:15-18  
 Midgewater Marshes  
     Hobbits of: 39:8  
 Minhiriath. See *Cardolan*.  
 min-maxing: 4:6-7  
 Minor Wrym: 44:2-3  
 Minstrel's Lament (adventure): 41:12-23  
 Mirkwood: 23:2-5; 46:16  
     Hobbits of: 39:6-7  
 Misty Mountains: 37:3-4  
     High Pass: 47:15-19  
 Mitheithel. See *Hoarwell River*.  
 Mithlond: 30:2-8  
     people: 30:7-8  
 mook rules: 1:4; 2:3; 31:7  
     mook hordes: 33:13-14  
 Moonlit Manse, the (locale): 36:9-14  
 Mordow shortbow (2nd Age): 41:6  
 Morgoth: 37:6-7  
 Morgul horses: 8:37  
 Morgul knives: 37:9  
 Morgul wraith: 37:11-12  
 Mornech, Master Thief: 17:25  
 Morrigan, the: 12:29-30

Mortaur, the: 35:2  
 Morthond (river): 39:2-3  
 Mount Dolmed: 32:2,7  
 Mount Gundabad: 22:2-7  
 mounts: 5:7-9  
     riding rules: 5:8-9  
     special abilities: 5:8  
     types: 5:7-8  
 Mouth of Sauron: 8:29; 26:9-11  
 movement: 12:13-14  
 mules: 40:15-18  
 multiple-action penalty: 12:42-43; 16:26-27  
 mûmaks: 16:23-26; 17:27-31; 18:22-28  
 mûmak siege engine: 8:23-24  
 Nahar: 41:24; 42:10  
 Nalin, Smith of the Caves (NPC): 13:30  
 Narrators: 40:2-4; 41:2-3; 42:2-3; 43:2-3; 45:11  
 Narsil. *See Anduril.*  
 Narya, Ring of Fire: 13:10-13  
 Nazgûl: 3:16-20; 4:19-23; 5:19-22; 6:12-16; 7:24-27; 8:25-28; 9:27-29; 10:39-42; 11:28-31; 37:9  
     Adûnaphel the Black Númenorean: 6:12-16  
     Akhôrahil the Black Númenorean: 5:19-22  
     Dwar of Waw: 11:28-31  
     Er-Mûrazôr the Witch-King: 1:7; 3:16-20  
     Hoarmûrath of Dír: 8:25-28  
     Indûr Dawndead: 9:27-29  
     Khamûl the Easterling: 4:19-23  
     Ren the Unclean: 10:39-42  
     Ûvatha the Horseman: 7:24-27  
 Near Harad: 35:2-3  
 Necromancer, the. *See Sauron.*  
 necromancers: 37:7, 10-11  
 necromancy: 37:6-11  
 neeker-breekers: 9:36-37  
 negotiations: 42:4-5  
 Nendolrog (watery-hill demon): 24:13  
 Nenrog (water-demon): 24:13  
 Nenuial. *See Lake Evendim.*  
 Nenyra, Ring of Water: 13:10-13  
 Ninlindrog (air/water demon): 25:18  
 Noegyth Nibin. *See Petty-dwarves.*  
 Nogrod: 32:2,7  
 non-player characters  
     Adelard Hornblower (minstrel): 8:31  
     Dougal(rogue): 16:21-22; 29:12-14  
     Éodred (minstrel): 29:10-11  
     Eohaim (warrior): 4:15-16  
     Fflewduir Fflam (minstrel): 12:27  
     Frodo Fairbairn (noble): 14:17-18  
     Linwen (rogue): 8:30  
     Nalin (smith): 13:30  
 North Kingdom, the. *See Arnor.*  
 NPCs. *See non-player characters.*  
 Númenor: 25:5-6; 37:3-4; 44:9-10  
 Numenorean steelbow: 41:6  
 Nurn: 33:2  
 Nwalmarog (demon of torment): 41:7-8  
 ogres (half-trolls): 42:8-9  
 oliphants: 16:23-26; 17:27-31; 18:22-28  
 One Ring, the: 13:14. *See also rings of power.*  
 Old Blood Eyes' Lair (haunt): 39:15-21  
 Orcrist (longsword): 10:32  
 Orc shoes: 10:32  
 Orcs: 22:8, 20-24; 46:10  
 order abilities: 2:8; 38:8-10  
     Barbarian abilities: 7:23; 27:11  
     base order abilities: 38:8-9  
     Captain abilities: 16:18  
     Craftsman abilities: 6:10-11; 7:23; 16:5; 17:8-9; 27:14-15  
     Knight abilities: 16:18  
     Loremaster abilities: 7:23; 16:6; 28:6-7  
     Magician abilities: 30:10-11  
     Mariner abilities: 7:23; 10:30-31; 28:8-9  
     Minstrel abilities: 7:23; 29:7-8  
     Noble abilities: 7:23; 33:12-13  
     Ranger abilities: 16:18  
     Rogue abilities: 7:23; 35:11-12  
     Unique Ability: 22:10  
     Vala Virtue: 20:15-17  
     Warrior abilities: 7:23; 16:18; 34:7; 35:13-14  
 order packages. *See packages, order.*  
 orderless characters: 38:9-10  
 orders, basic: 2:7; 9:7  
     Barbarian: 16:18-20; 27:9-11  
     Craftsman: 15:14-21; 27:12-15  
     Loremaster: 20:18-20; 25:10-11; 28:5-7  
     Magician: 21:9-11; 25:10; 30:8-11  
     Mariner: 22:11-13; 28:8-9  
     Minstrel: 23:10-13; 29:5-8  
     Noble: 17:15-22; 33:11-13  
     Rogue: 27:7-8; 35:10-12  
     Warrior: 13:14-20; 35:12-14  
 orders, elite: 9:7; 13:19  
     Advocate: 38:5  
     Archer: 18:18-20  
     Artificer: 33:9-10  
     Antiquarian: 31:2-3  
     Captain: 24:3-5  
     Commander: 2:14-15  
     Constable: 38:4-5  
     Dragon-slayer: 35:7  
     Earth-reader: 36:6  
     Emissary: 6:11  
     Healer: 15:13-14  
     Knight: 25:7-8  
     Master of the Wild: 34:11-12  
     Miner: 38:6-7  
     Pilgrim: 39:9-10  
     Ranger: 19:22-24  
     Spy: 26:5-6  
     Weaponmaster: 7:22  
 Oromë: 41:24  
 Osgiliath: 15:2-3  
 Ost-in-Edhil: 18:4-6  
 packages, order: 2:7  
     Barbarian: 16:5; 34:7; 35:6; 40:11  
     Captain: 41:5  
     Craftsman: 3:15; 16:5; 32:9; 34:7; 38:4; 40:11  
     Loremaster: 2:16; 16:6; 40:11; 47:10  
     Magician (specialist): 30:8-9  
     Mariner: 2:16; 34:7  
     Minstrel: 2:16; 33:4  
     Noble: 2:16; 11:24; 16:6; 31:4; 38:4  
     Warrior: 2:16; 10:29-30; 16:6  
 packages, racial: 1:10  
     Balchoth: 33:3  
     Banks (Fallohide): 26:2  
     Black Númenorean: 8:23  
     Boggies of the Midgewater Marshes: 39:5  
     Brockhouse (Stoor): 26:2

Burrowers of Hollin: 39:5  
 Dwarf of Aglarond: 13:29  
 Elf of Cuiviénen: 33:3  
 Elf of Eryn-nu-Fuin: 23:4  
 Elf of Ithilien: 23:4  
*Éothéod*: 19:6  
 Fairies of Mirkwood: 39:5  
 Heathertoes (Harfoot): 26:2  
 Hillman: 37:3  
 Line of Girion: 9:24  
 Little Folk of the Anduin Vales: 39:5  
 Longholes (Stoor): 26:2  
 Lossoth: 21:5  
 Man of Arnor (Dúnadan): 1:11  
 Man of Arthedain (Dúnadan): 1:11  
 Man of Cardolan (Dúnadan): 1:11  
 Man of Dol Amroth: 10:29  
 Man of Dorwinion: 33:2  
 Man of Esgaroth: 20:7  
 Man of Ithilien: 34:7  
 Man of Khand: 33:2  
 Man of Minas Ithil: 34:7  
 Man of the Mountains (Anduin Vales): 19:6  
 Man of Nurn: 33:2  
 Man of Osgiliath: 29:8  
 Man of the Outlands (Dale): 20:7  
 Man of Pelargir: 34:2  
 Man of Rhudaur (Dúnadan): 1:11  
 Man of Rhûn: 33:3  
 Man of Tharbad: 28:9  
 Man of the Steppe (Dale): 20:7  
 Man of Umbar: 35:6  
 Mugwort (Fallohide): 26:2  
 Petty-dwarf of the Eryn Vorn (Ibunite): 40:11  
 Petty-dwarf of Rhudaur (Guardian of Ónar): 40:11  
 Ranger of the North: 37:23  
 Rhudaur Commoner: 37:3  
 Sandheaver (Harfoot): 26:2  
 Tunnelly (Stoor): 26:2  
 Underhill (Stoor): 26:2  
 Variag of Khand: 33:2  
 Woodsmen (Anduin Vales): 19:6  
 Woses: 30:12  
*palantir*: 36:2; 37:21; 46:2,5-8; 47:6  
 Pallando (Istari): 7:28-29  
 Par-vadokunaut. *See necromancers*.  
 parrying: 4:12  
 Paths of the Dead: 39:3  
 Pawn of Prophecy edge: 22:9  
 PCs. *See player characters*.  
 Pelargir: 10:15; 34:2-4; 39:2  
 Peril System: 3:5-7  
 Petty-dwarves: 37:8; 40:5-8, 9-11  
     origins: 40:5-8  
     nature and stats: 40:9-11  
 physical tests: 8:8-9  
 play-by-email/post: 22:16-19  
 playable characters  
     Aldadhör (warrior): 32:15  
     Aracar (rogue): 37:23  
     Arathorn II (noble): 31:12  
     Ardriel (noble): 28:41  
     Balach (craftsman): 34:17  
     Banks, Longholes & Sandheaver (craftsmen): 36:16  
     Barkesh (craftsman): 35:18  
     Beldin (craftsman): 38:15  
     Drema (warrior): 35:19  
     Frar (rogue): 36:15  
     Froin (noble): 38:14  
     Ghari (barbarian): 31:13  
     Gimbol (warrior): 33:22  
     Grun (wose): 29:17  
     Halastor (craftsman): 34:18  
     Holem (craftsman): 35:18  
     Jaleth (craftsman): 32:16  
     Jalisa (barbarian): 34:17  
     Maecheneb (warrior): 29:16  
     Malakil (magician): 35:17  
     Markus (warrior): 36:15  
     Meneldil (warrior): 35:20  
     Nin (rogue): 38:16  
     Rannor (mariner): 28:40  
     Sardo (noble): 32:17  
     Thalek (minstrel): 33:23  
     Yaleth (loremaster): 33:23  
 player characters. *See also playable characters*.  
     attributes: 1:8-9  
     background development: 29:12-14; 33:26  
     character sheet: 2:9-12  
     creating: 1:8-10; 2:7-8; 3:13-14; 29:12-14; 33:26  
     experience: 9:6-7  
     races: 1:8-10  
 player interviews. *See interviews*.  
 players  
     problematic: 45:11  
 poison: 29:20-21  
     poison of weakness: 30:12  
 ponies: 40:15-19  
 portraits. *See character portraits*.  
 potions: 29:21  
 power attack: 1:5  
 power gamers: 12:42-43; 34:20; 35:21  
 problem players: 45:11  
 Problem with Trolls (haunt): 41:10-11  
 Profession skills: 27:13  
 racial abilities  
     Call of the Sea (Elves): 21:15  
     Were-bear: 33:4  
 racial packages. *See packages, racial*.  
 Radagast the Brown (Istari): 5:23-24; 37:14-15  
 Ragnar, Dunlending chief: 35:16-17  
 Random Encounters  
     Bandits: 43:4-5  
     Minor Wyrms: 44:2-3  
     Negotiating a Situation: 42:4-5  
     Orcs: 46:10  
     Ruins: 45:2-4  
     Trolls: 46:11  
     Undead: 47:12-13  
     Warg/wolf pack: 41:4-5  
 Ranger Enclave (locale): 31:9-11  
 Rangers: 1:6-7; 17:3-4  
 Reach of the White Hand (adventure): 19:25-29  
 reactions  
     favoured: 2:7  
     Magery (optional reaction): 44:5  
     overview: 1:9  
 realms and regions: 18:12-14  
 Red Book of Westmarch, the: 36:2  
 Ren (Nazgûl): 10:39-42  
 Renown: 1:9  
 Rescue on the Barrow-Downs (adventure): 13:41-51  
 Return to Power (adventure): 46:2-9; 47:3-9, 48:2-8  
 Rhudaur: 1:6-7; 17:7; 37:3-5  
 Rhûn: 33:2-3  
 riding: 5:8-9  
 riding gear: 32:9; 42:11  
 Ringwraiths. *See Nazgûl*.  
 Ring of Arthedain: 35:7



Ring of Desire: 36:4  
 Ring of Fate: 14:15-16  
 Ring of Foresight: 44:4  
 Ring of Hale Healing: 24:7  
 Ring of Hale Might: 24:7-8  
 Ringló (river): 39:2-3  
 rings of power: 13:10-14; 15:5-7  
   activating: 15:5  
   corrupt rings: 15:6  
   lesser rings of Ereinion: 24:6-8  
   minor rings: 15:6-7  
   Narya, Ring of Fire: 13:10-13  
   Nenya, Ring of Water: 13:10-13  
   Nine Rings: 19:10-12  
   One Ring, the: 13:14; 19:12  
   Ring of Desire: 36:4  
   Ring of Fate: 14:15-16  
   Ring of Foresight: 44:4  
   Ring of Hale Healing: 24:7  
   Ring of Hale Might: 24:7-8  
   types of rings: 15:6  
   Vilya, Ring of Air: 13:10-14  
 Rivendell: 37:3; 47:16  
 River Running: 20:6  
 Rohan  
   economy: 4:8-9  
   geography: 5:14-16  
   government: 4:9-10  
   history: 3:10-12  
   mass combat forces: 48:12  
   people: 4:8  
 Rohirrim. *See Rohan, people.*  
 Rolemaster system: 14:8-12  
 role-playing: 35:21; 36:17  
 Ruin of Scotesfarm (haunt): 12:17-21  
 Ruins, exploring: 45:2-4  
 Ruins of Ost-in-Edhil (haunt): 18:4-6  
 saddles. *See riding gear.*  
 Sadron o Angren-ri: 46:9  
 sailing vessels. *See ships.*  
 Saruman: 44:7  
 Sauron: 37:6, 8-10  
 Scatha the Worm: 7:9; 19:6-7  
 Scroll of Isildur: 41:6  
 sea serpents: 12:31-32  
 sea orcs: 22:24  
 sea trolls: 23:17  
 Sea-ward Tower, the: 10:15  
 secret societies (Loremasters): 28:6-7  
 Seeing Stones. *See palantir.*  
 Set combat maneuver: 21:15  
 Shadowfax: 41:24; 42:10  
 Shadow-men: 39:3  
 Shadows at Midnight (adventure): 37:24-34  
 Shelob: 14:22-25; 38:2-3; 46:15  
 ships: 8:10-14; 9:8-13; 10:22-23  
   Balchoth river-runner: 33:7  
   Balchoth Rhûn Sea raider: 33:8  
   constructing: 8:10-14  
   crew: 11:16-17  
   fishing boat: 34:9  
   Gondorian warship: 34:10  
   hazards: 10:22-23  
   maneuvers: 9:10-13  
   merchant trader: 34:9  
   naval combat: 9:8-13  
   officers: 11:15-16  
   profile sheets: 8:44; 11:38-39  
   swan ships of Mithlond: 30:2-8  
   traits: 8:14  
 Shire, the: 48:15-18  
 Shrine, the (haunt): 15:11-13  
 Siege of Dunharrow (adventure): 26:12-18  
 Silmarils: 41:14; 43:11  
 Silturma (long knife): 7:21  
 Silvan Elves: 23:4-5  
 size  
   hex map representation: 13:21-22  
   modifiers: 2:3; 5:17-18  
   parrying: 13:20-21  
   wound levels: 1:9  
 skeletons: 8:39  
 skills  
   academic skills: 8:7-8  
   Appraise: 5:12; 29:2-3  
   combat skills: 4:7; 5:17-18  
   Craft: 5:9-11; 27:12-13; 28:2-4  
   Craft: Handle Animal: 32:8; 42:12  
   Debate: 39:11  
   Healing: 3:8; 6:8-10  
   Inquire: 39:11  
   Insight: 38:11  
   Inspire: 38:11  
   Intimidate: 19:9; 38:12  
   Language: 4:7  
   legendary: 16:7-9  
   Lore: 18:12-14; 27:21  
   Lore/Spellcraft: 47:14  
   Magic (optional skill): 44:5  
   native: 1:10  
   Perform: 20:29; 29:7  
   Persuade: 39:12  
   physical skills: 8:8-9  
   Profession: 27:13  
   rank restrictions: 4:6  
   racial: 1:10  
   Ride: 5:8-9; 32:10; 42:11  
   Sea-craft: 29:3-4  
   social skills: 7:10-12  
   skill groups: 4:7  
   Siegecraft: 31:5; 48:12  
   Smithcraft: 5:9-11; 27:3-4  
   Stonecraft: 28:4  
   Survival: 32:10  
   Teamster: 29:4; 42:12  
   Track: 32:8  
   Weather-sense: 32:8  
   skin-changers: 33:4, 15  
   Smaug the Golden: 7:9; 20:2-3  
   snow-wargs: 29:9  
   social encounters: 42:4-5  
   social tests: 7:10-12  
   songs and poems  
     “The Paths of the Dead”: 8:24  
   sorcery: 25:9-10  
   South Downs: 17:6  
   spell cards: 24:6, appendix  
   spells  
     advanced grimoire sheet: 27:22-23  
     alternative rules for casting: 44:5-6  
     Bladeshattering: 31:6  
     “broad spell knowledge” optional rules: 47:14  
     Burden of Evil: 17:13  
     Corrupting Affliction: 17:12  
     Forgetting: 36:3  
     Healing-spell: 6:9  
     Horse-bond: 42:12  
     improved spell effects: 30:9-10  
     Invigorating Power: 17:13-14  
     Light of the Valar: 17:13  
     Mask Power: 36:3  
     Mastery of Shapes: 33:15  
     Might of Tulkas: 17:14  
     Mind specialty: 30:9  
     Sundering: 29:21  
     Twisting Shadow: 17:12  
   spiders, giant: 46:14-19  
   Step-by-Step Encounters

Éowyn vs. Witch-King: 15:28-34  
 Fellowship vs. Balrog: 13:34-40  
 Sam vs. Shelob: 14:22-25  
 stone giants: 7:36-37; 47:18  
 Stone of Erech: 39:3  
 strengthening draught: 5:18  
 stun damage: 34:13-14  
 successes  
   extra successes in combat: 1:4  
   mook rules: 2:3  
   number of: 2:3  
 Sulrog (wind-demon): 24:12  
 swamp-orcs: 22:22-23  
 swamp-orc poison: 22:13  
 swan ships of Mithlond: 30:2-8  
 Swordfang's Lair (haunt): 46:18-19  
 symbol of Gimli's House: 13:29  
 ta'fa'lish: 8:41; 37:8  
 Taugro (forest demon): 43:7-8  
 Telchar: 47:10-11  
 Telede, lesser Wizard: 27:25  
 Telemire: 43:11-15  
 tests  
   successes: 2:3  
 Tharbad: 1:7; 14:3-5; 17:6  
 "The Paths of the Dead" (song): 8:24  
 Théoden: 3:12; 4:10  
 Théodred: 15:24  
 Thorin Oakenshield: 10:36-37; 32:2-7  
 Thranduil: 11:27-28; 23:2-5; 46:12  
 Threat Value: 3:6-7  
 Tidball, Jeff: 4:3-5  
 Tinlothir (headband): 9:25  
 Tinor-falor: 37:10-11  
 Tirech: 36:2; 37:21-22  
 Token of Significance: 42:3  
 Tol Falas: 34:2  
 Tol-Heleg: 35:2  
 tolls: 29:11  
 Tom Bombadil: 35:15-16  
 totem animals: 37:5  
 Tower Hills: 36:2; 37:21-22  
 Tower of the Mouth (haunt): 26:9-11  
 traits. *See edges and flaws.*  
 Triumph of the Witch-king (adventure): 7:13-20; 8:15-22; 9:14-23; 14:26-31; 20:22-28; 28:11-39  
 Trolls: 23:16-17; 46:11  
 Troll's purse: 10:32  
 Troubles of the Tweenlands (adventure): 42:13-21; 43:16-22; 44:11-21  
 Trusted Locales  
   Ancient Numenorean Camp: 44:9-10  
   Garulf's Smithy: 26:27-28  
   House of Grimgár: 43:9-10  
   King's Rest Inn: 27:27-29  
   Moonlit Manse, the: 36:9-14  
   Ranger Enclave: 31:9-11  
 Turenanga: 43:11-15  
 Turgon: 11:24-25  
 two-handed attack: 1:4-5  
 Ulfang: 37:3  
 Umbar: 24:2-3; 25:5-6; 35:2-5; 44:7  
 unconsciousness: 34:13-14  
 undead: 47:12-13  
 underground adventuring: 27:17-20  
 Ungoliant: 46:15  
 Unique Ability: 22:10  
 Úvatha (Nazgûl): 7:24-27  
 Vala Virtue order ability: 20:15-17  
 Valar: 20:15-17  
 Valecarn: 44:7  
 vampires: 12:14; 18:17  
 Vilya, Ring of Air: 13:10-14  
 wagons: 29:11  
 Wainriders: 33:3, 5-6  
 Wandering Companies: 18:3  
 war-wagons: 33:5  
 wargs: 8:3-6; 9:3-6; 10:3, 9-12; 41:4-5  
 warg-wights: 12:33-34  
 Waterskin of the Woodland Realm: 43:6  
 weapons  
   Adúnagan (longsword): 8:23  
   Andúril, Flame of the West (longsword): 12:3-4; 47:10  
   Andúring (longsword): 7:21  
   Anglachel (longsword): 11:24-25  
   Angrist (knife): 47:10  
   Anguirel (longsword): 11:24-26  
   appraising: 5:12  
   attributes: 5:10  
   Black Arrow: 9:26  
   blades of Angband: 17:14  
   blow gun: 22:13  
   Carcelebrin (longsword): 9:25  
   crafting: 5:9-11  
   damage types: 34:12-13  
   Ellenruth (longsword): 17:24  
   Gaerech (spear): 12:23  
   Gaurcrist (longsword): 9:25  
   Ithilnaur (longsword): 17:24  
   Kelekarach the Ice Fang (long knife): 10:33  
   new rules: 17:9-10  
   Orcrist (longsword): 10:32  
   quality, repair, and maintenance: 23:7-9  
   repairing: 5:11-12  
   Silturma (long knife): 7:21  
   swamp orc poison: 22:13  
   throwing axe: 5:18  
 Weaponmaster elite order: 7:22  
 weariness levels: 1:9; 29:21  
 Weather Hills: 17:5  
 Weathertop: 17:5  
 were-creatures. *See skin-changers.*  
 were-worms: 5:25-26  
 West Emnet: 5:14  
 Westfold: 5:14  
 What Once Was (adventure): 26:19-26  
 Whistle of Summoning: 9:25  
 White Council: 46:12  
 White Mountains: 5:14  
 wights, greater: 13:33  
 Wild Men: 10:14. *See also Drúedain, Lossoth.*  
 Will Whitfoot: 48:19  
 Witch-King: 1:7; 3:16-20; 19:2-5  
 Wizards: 25:10  
   Alatar: 6:17-18  
   lesser Wizards: 24:9-11; 25:15-16; 26:7-8; 27:24-25  
   Pallando: 7:28-29  
   Radagast the Brown: 5:23-24  
 wolves: 8:3-6; 9:3-6; 10:3, 9-12; 41:4-5  
 Wood-Elves: 23:4-5  
 Woodland Realm. *See Mirkwood.*  
 Woodmen: 46:18-19  
 Woses. *See Drúedain.*  
 wound levels: 1:9; 29:21  
 zero-advancement characters. *See playable characters.*  
 Zotankath: 37:6-7, 10-11