

Champions of Middle-earth



Champions of Middle-earth

Third Age, circa 3018

A Middle-earth™ Strategic Gaming Module

Version 2.27

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With thanks to all our playtesters

Based on the works of J.R.R. Tolkien

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Introduction

The hour is late in the Third Age of Middle-earth.

For long years has the Dark Lord Sauron been forced to bide his time, working in darkness and shadow. But now his reach grows long, stretching like a shadow from the mountain fastness of Mordor. His Nazgûl stalk the night, evil stirs in the deep places, and called forth by his command, Goblins and Orcs spill like maggots from their tunnels and lairs.

But all hope is not yet lost for the Free Peoples of the land. The One Ring, in which Sauron bound his power and his malice, remains in the keeping of Frodo, safe, for now at least. And Gandalf, escaped from the treachery of Saruman, makes with all haste north to Imladris, which yet remains as a torch lit against the gathering dark. For Elves, Dwarves and Men all stand ready to battle the forces of Sauron, awaiting but a leader, and the call to arms.

The world stands upon the edge of a knife. And its fate will be decided by the Champions of Middle-earth.

At a Glance

Welcome to Champions of Middle-earth!

Champions of Middle-earth is a two player game, and is very different to our other modules.

Each player starts with only a 'micro nation', consisting of two characters and a handful of population centres. From this starting point, they must seek out and recruit powerful Champion characters with which to build their nations. These come with a variety of benefits, including population centres, armies, artifacts, special nation abilities, and even other characters.

Through the choice of characters you recruit, you can decide what kind of nation to build, be it military, magic or agent-based. But you will only be able to recruit some of the many characters available, so choose wisely!

Notes on Module Creation

We have given a date for this module of Third Age 3018, on the cusp of the Great Years of the War of the Ring. And where possible, the game reflects that point in the history of Middle-earth. Further, many of the decisions you will have to make are those the individuals at that time were themselves forced to face. However, we have of course had to make a number of changes to address issues of game balance and design. So whilst this game closely mirrors the world of *The Lord of the Rings*, do not rely on every detail remaining the same.

How to Use This Module

This document does not contain everything required to play *Champions of Middle-earth*. The rules for playing the game can be found in our *Middle-earth Guide*, freely available from our website, and unless otherwise specified in this module, the rules used will be the same as those for our basic *Third Age, circa 1650* module. This module assumes a familiarity with the rules. So if you have not played a game of *Middle-earth* before, we strongly recommend you read through the *Guide* before playing.

Much of the information found in this module, such as artifacts, character statistics, population centres, etc., can also be found in the latest version of JOverseer. Simply set up a new game of 'CME' to view them. We have done our best to ensure that JOverseer is accurate, but if there are any discrepancies, the module information should be considered correct. Please do let us know if you spot any such discrepancies. Please make sure you have the latest version of JOverseer – we recommend downloading a fresh version from our website.

Processing

Unlike our other modules, which run to fixed turn deadlines, *Champions of Middle-earth* games will run as soon as both players have submitted orders. This means that you will not be able to send in revised versions of your orders, so make sure that the ones you submit are your final ones! The due date on the results pdf shows the very latest date by which you must submit orders. If you have not submitted orders by the due date shown on the pdf, your opponent is allowed to claim victory (see later for details).

Game Details

Character Types

There are four types of characters in *Champions of Middle-earth*. (Note that these types are not related to the four classes or skill ranks – command, agent, emissary, mage – a character can have.)

Starting Champion Characters

Your starting characters can both issue 3 orders a turn.

Champion NPCs

Characters who you can find and recruit to join your nation, and to whom you will be able to issue 3 orders to a turn. You may only recruit a limited number of these during the game.

Minion NPCs

Some Champion NPCs have one or more Minion NPCs, and these characters are gained when the Champion NPC they belong to is recruited. Minion NPCs can be issued 2 orders a turn. They do not count towards your Champion NPC Recruit Limit.

Normal Characters

Character who can be issued 2 orders each, who are gained by naming them with orders as usual.

Character Limits

The total character limits for each nation (including starting characters, recruited Champion NPCs and minions, and normal characters) are as follows:

<i>Turn</i>	<i>Maximum Total Characters</i>
1 – 5	12
6 – 10	15
11 – 15	20
16 – 20	25
21+	30

Recruiting Champion and Minion NPCs

You may only recruit a limited number of Champion NPCs. The number of Champion NPCs you can recruit at any given point during a game is as follows:

<i>Turn</i>	<i>Number of Champion NPCs Recruited</i>
1 – 5	5
6 – 10	8
11 – 15	10
16 – 20	11
21+	12

(These are in addition to your starting Champion characters.)

Note that this is the number of Champion NPCs that you can recruit during the course of the entire game, not the number of Champion characters that your nation controls at the time. For example, if it is turn 18 and you have recruited 11 Champion NPCs but one has died, you cannot recruit another one until turn 21. In other words ***you can only ever recruit a maximum of 12 Champion NPCs*** during the game. Also, remember that Champion NPCs also count towards your total character limit.

To recruit a Champion NPC, simply move a character to their location, and complete the encounter there. Any character at the location can recruit an NPC (even if they do not have emissary skill), including army commanders and characters with armies, even if a different character received the encounter message, and recruiting is always successful, unless you have already reached the Recruit Limit.

Some Champion NPCs also come with additional Minion characters, who will arrive in a company led by the Champion who has been recruited. Minion NPCs do not count towards the NPC Recruit Limit, but do count towards your total character limit.

Do not try and recruit unrecruited Champion NPCs belonging to the other allegiance, or interact with unrecruited Champion or minion NPCs in any way except for recruiting them. It will not work!

Notes on Character Limits

If you recruit a Champion NPC with minions as a final character permitted at any given point, the minion characters are still gained.

For example, if you have 14 characters on turn 8 (when the limit is 15), and recruit Samwise Gamgee (who has Merry and Pippin as minions), you will then end up with 17 characters. However, if those additional characters above the character limit are killed or retired, they cannot be replaced until the character limit increases.

This also means that it is possible for you to have more than 30 characters in the late stages of the game.

If you recruit more than one Champion NPC in a turn, they are recruited in a random order.

Most of the time, this will not matter. However, if one of those Champions comes with a minion and you are near the character limit, it may become important.

For example, if you have 13 characters on turn 8 (when the limit is 15), and recruit both Aragorn and Samwise (who comes with the minions Merry and Pippin), then if Aragorn is recruited first, both recruit orders will succeed, leaving you with 18 characters. However, if Samwise is recruited first, this will bring your character limit to 16, so Aragorn will not be recruited.

You can issue a recruit (or name character) order for the turn that the limit changes.

If, for example, you have received the results for turn 5, and have 12 characters including 5 recruited Champion NPCs (or strictly-speaking ex-NPCs!), then you can successfully issue a 285 Recruit order, so that the new character is gained with the results for turn 6.

(This is the case for all our games, but timing is particularly important in *Champions of Middle-earth*.)

NPC Population Centres

Population centres that belong to NPCs will start on the map, and can be interacted with as if they belong to a player nation of the appropriate allegiance. So population centres belonging to Dark Servant NPCs will be hostile to the Free Peoples, and vice versa.

This means that population centres:

- Will block movement of armies of the opposing allegiance (if they have fortifications).
- Will not block movement of armies of the same allegiance.
- Can be attacked or threatened by the opposing allegiance.
- Cannot be attacked or threatened by the same allegiance.
- Can be influenced away by characters of either allegiance, but not if there is an enemy army at the location.

Unrecruited NPC armies do not take part in any activity at an unrecruited NPC population centre.

You can not upgrade or downgrade your relations to NPC nations.

When you recruit an NPC with a population centre, control of the population centre will normally be transferred to your nation. However, If a population centre is destroyed or taken control of by the enemy nation before the NPC is recruited, then the NPC can still be recruited (and any armies, artifacts and minions owned by them gained), but the population centre will not be gained.

Important JOverseer tip: Even though you may be able to see a population centre on your map, changes in ownership – such as when the opposition recruits an NPC which gives them a population centre – will not automatically be shown. You will need to find out by visiting the location with a character or using certain lore spells. So do not rely on your map alone!

Encounters

We have streamlined the encounter system. There are three kinds of encounters in Champions of Middle-earth, and there is no chance of a negative effect from either responding to or ignoring them.

Note: you will not receive rumours of enemy encounters.

Champion NPCs

The location of these are known at game start, and will not move.

Riddles

To gain an artifact, you must answer a riddle. To avoid confusion over variations in spelling, riddles now have a choice of six possible answers to choose from. Riddle encounters will remain until successfully answered, and will not move.

Persistent Aid

From time to time, your characters may be offered help in their fight. These encounters will remain at a location for a few turns, before moving.

Orders and Order Formats

The orders available are the same as those used in our basic *Third Age, circa 1650* module.

Orders for this game will only be accepted in the form of a file generated by JOverseer, either sent to us via JOverseer or attached to an email. JOverseer is freely available on our website. We will not accept orders for this game if they are sent on paper, faxed, or written in the body of an email.

Double Own Character

In *Champions of Middle-earth*, you can double your own characters. This works in exactly the same way as doubling other nations' characters in other modules. (We have added this to better reflect gameplay in other modules, where allied nations double each-others' characters in order to know when they become doubled by the enemy.)

Artifacts

Artifact numbers are randomised. Artifact names, statistics and abilities are known at game start.

There are 154 artifacts in the game. These are listed at the end of this module.

Map

Because there are only two nations in the game, the module is played on a reduced map:

top left: 1906 top right: 3406

bottom left: 1925 bottom right: 3425

This map can be seen most clearly in JOverseer.

The map is similar to that used in other modules, but not identical, so take care when planning!

Mini Maps

All population centres with fortifications that are not on your starting map produce 'mini maps', giving information about their hex and the surrounding 6 hexes. So if you recruit an NPC who has a population centre that is not on your starting map, you will still receive information about it.

Victory

Elimination

To win the game, the opposing nation must be eliminated. (The One Ring victory is not available.)

Resignation

Resignation is completely acceptable. Unlike our normal team-based games, where dropping out can harm your side, resigning when you believe you can no longer win is to be considered good behaviour. However, if your opponent wishes to continue, you should consider doing so.

Timing Out

If you have not received your results by the day of the due date shown on the pdf (usually a fortnight after processing), this means your opponent has not submitted orders, and you can claim victory by emailing us. We will then send your opponent an email giving them 24 hours to submit orders. If they fail to do so, you will be declared the winner.

Nation #1: Free People

Starting Position

Starting Characters

Note that character statistics do not include any bonuses from artifacts.

Name	Command	Agent	Emissary	Mage	Stealth	Artifacts	Spells
Frodo		20	10		10	The One Ring: 20 stealth	
Gandalf	10		40	75		Narya: 50 mage	412 Research Artifact 406 Divine Army 416 Reveal Production 422 Perceive Power 413 Scry Pop Centre 102 Barriers 2 Minor Heal

Starting Population Centres

Name	Size	Fortifications	Harbour/Port	Hidden?	Location
Imladris	Major Town	Tower		Yes	2209
Hobbiton	Town			Yes	1909
Coldfell	Camp	Tower			2008
Bruinens Roar	Camp				2010
Hollin Ridge	Camp				2011
Sirranon Ford	Camp				2013
Mithrin Dale	Camp	Tower			2106

Starting Gold

25,000

Recrutable Assets

Recrutable Champion NPCs

Note that character statistics do not include any bonuses from artifacts.

Name	Com	Ag	Em	Ma	St	Minions	Pop Centres	Army/Navy	Artifacts, G(old) (and SNAs)	Location
Aragorn	50	30	35	10	10		Cerin Amroth		C35, M30, Combat 2250, 10,000g (name commanders at 40) (scout/recon at +20)	2111
Boromir	50		10			Beregond			C20, Combat 2000, 20,000g (hire armies for free) (issue orders 960/965 adjust price)	1920
Dáin	40	10	20				Erebor, Esgaroth	1000 HI	Combat 1500 (fortify at 1/2 timber cost)	3107
Denethor	20		30	20			Minas Tirith	3000 HI 30 T'ports	E15, Scry Area	2924
Elrond	40		40	60		Arwen			M50, Hide Pop Centre (name emissaries at 40)	2309
Éowyn	20		10			Éomer		2000 HC	C15	2421
Faramir	30	30		10	20		Osgiliath	500 HI 1500 AR	M15, St15, 25,000g (issue order 942 move turn map)	3024
Galadriel	20		50	70		Celeborn	Caras Galadhon		M50, M20	2514
Ghân-buri-Ghân	30	30			20			1500 HI	C20, Combat 2250, 10,000g (scout/recon at skill rank x2)	2622
Gimli	50	15					Gimil-dûm		E10, M50, Combat 2000, 10,000g (scout/recon at least 50) (new HI start at 30 training) (issue order 942 move turn map)	2810
Glorfindel	60		30	40				1500 HI	Combat 2000, 5,000g (name commanders at 40) (new troops start at 20 training)	2109
Gwaihir	80	15				Landroval Meneldor			(buy/sell at +20%) (learn teleport)	2408
King of the Dead	50			30				5000 HI	St 10, 30,000g (learn conjure hordes)	2323
Legolas	20	45	10		20				St 10, Combat 1000	2710
Radagast	20	30	20	60	20		Buhr Rhosc, Rhosgobel		M10, 10,000g (name mages at 40) (learn conjure mounts)	2610
Samwise Gamgee	10	20	40		20	Merry Pippin			Combat 1000	1909
Théoden	60		30				Helm's Deep, Edoras		C10 (learn conjure mounts)	2321
Thranduil	60	10	30		20		Halls of Thranduil	3000 AR	St 10, 20,000g	2908
Tom Bombadil	30	30	50	20		Goldberry	House of Tom Bombadil		M10, E15, 10,000g (new character stealth bonus)	2009
Treebeard	60		10	20		Quickbeam Leaflock	Wellinghall		E10, 25,000g (new troops start at 20 training) (learn conjure food)	2218

Minions of Recrutable Champion NPCs

Note that character statistics do not include any bonuses from artifacts.

Name	Com	Ag	Em	Ma	St	Artifacts	Comes with	Location
Arwen		20	10	40	10	M25	Elrond	2309
Beregond	30	10	10			Combat 1000	Boromir	1920
Celeborn	60	10	20		10	M15	Galadriel	2514
Éomer	30					Combat 750	Éowyn	2421
Goldberry			50	20			Tom Bombadil	2009
Landroval	40	30					Gwaihir	2408
Leaflock	10		20	40			Treebeard	2218
Meneldor	30		30				Gwaihir	2408
Merry	20	10	40		20		Samwise Gamgee	1909
Pippin	10	20	40		20		Samwise Gamgee	1909
Quickbeam	10		30				Treebeard	2218

Population Centres with Recrutable Champion NPCs

Name	Owner	Size	Fortifications	Harbour/Port	Hidden?	Location
Erebor	Dáin	Major Town	Keep			3107
Minas Tirith	Denethor	Major Town	Keep	Port		2924
Halls of Thranduil	Thranduil	Major Town	Fort			2908
Buhr Rhosc	Radagast	Town	Fort			2912
Cerin Amroth	Aragorn	Town	Tower		Yes	2413
Caras Galadhon	Galadriel	Town	Tower		Yes	2514
Edoras	Théoden	Town	Fort			2321
Helm's Deep	Théoden	Town	Keep			2121
Esgaroth	Dáin	Town	Tower			3109
Gimil-dûm	Gimli	Town	Tower			3213
Osgiliath	Faramir	Town	Fort			3024
Rhosgobel	Radagast	Camp				2610
House of Tom Bombadil	Tom Bombadil	Camp				2009
Wellinghall	Treebeard	Camp			Yes	2218

Nation #2: Dark Servants

Starting Position

Starting Characters

Note that character statistics do not include any bonuses from artifacts.

Name	Command	Agent	Emissary	Mage	Stealth	Artifacts	Spells
Gollum		25	10		40		
Sauron	10		40	75		Black Scale: 30 command Narsil's Bane: 20 mage Palantir of Minas Morgul: Scry Area	412 Research Artifact 406 Divine Army 416 Reveal Production 422 Perceive Power 413 Scry Pop Centre 102 Barriers 2 Minor Heal

Starting Population Centres

Name	Size	Fortifications	Harbour/Port	Hidden?	Location
Barad-dûr	Major Town	Keep			3423
Lugburzum	Camp				3322
Carchost	Camp	Tower			3220
Narchost	Camp	Tower			3121

Starting Gold

20,000

Recrutable Assets

Recrutable Champion NPCs

Note that character statistics do not include any bonuses from artifacts.

Name	Com	Ag	Em	Ma	St	Minions	Pop Centres	Army/Navy	Artifacts, G(old) (and SNAs)	Location
Adûnaphel	30	10	40	50	30				E10, E10, 10,000g (buy/sell at +10%)	3324
Akhôrahil	20	10	30	60	20				M25 Scry Area, 20,000g (issue order 942 move turn map)	3424
Dendra Dwar	30	10	20	60	20				M25, A10 (learn conjure mounts)	3414
Durin's Bane	30	10		50			Moria	1000 HI	Combat 1500	2212
Gothmog	70	20					Durthang	3000 HI	Combat 1000, 10,000g	3222
Great Goblin	60		10				Goblin Gate	1000 HI, 1500 AR	Combat 2000	2409
Hoarmurath	30	20		50	20				M20, A10, C35 (new character stealth bonus)	3122
Jí Indûr	20	40		30	20				A10 (name agents at 40)	3119
Khamûl	30	30	30	40	20		Dol Guldur	1000 HI	C15, M30 (name mages at 40)	2715
Lhachglin	10			50		Slyardach	Sarn Goriwing		St 10 (scout/recon at +20)	2809
Mouth of Sauron	10	20	50				Gates of Morannon	1000 HI	E10, M30, St 20	3120
Murazor	40	10		70	20		Minas Morgul		M30, A10, E20	3124
Ren the Unclean	20	10	40	50	20		Lug-gûl		C15, C10, Combat 1500 (scout/recon at least 50) (learn teleport) (issue order 942 move turn map)	1918
Saruman	10		50	70		Grîma	Isengard	1000 HI	E10 Scry Area, 10,000g (name mages at 40) (learn conjure hordes)	2119
Shagrat	30		10			Muzgash	Cirith Ungol	1000 HI	Combat 1250, 10,000g (name commanders at 40)	3224
Shelob	10	45	20		10	Lob, Cob Attercop	Torech Ungol			3123
Throkmax	100			50					M20 (scout/recon at skill rank x2)	2306
Uglúk	40		10			Grishnákh Lugdush		1000 HI	Combat 1500, 20,000g (fortify at 1/2 timber cost) (new troops start at 20 training)	2619
Úvatha	60	20	40	30					Combat 1000, A10, A10 (new troops start at 20 training)	3419
William Huggins	30	20				Bert, Tom	Trollhome		Combat 2000, 10,000g (hire armies for free)	1908

Minions of Recrutable Champion NPCs

Note that character statistics do not include any bonuses from artifacts.

Name	Com	Ag	Em	Ma	St	Artifacts	Comes with	Location
Attercop		20	10		20		Shelob	3123
Bert Huggins	30	20	10			Combat 1000	William Huggins	1908
Cob		20	10		20		Shelob	3123
Gríma		10	30		20		Saruman	2119
Grishnákh	40						Uglúk	2619
Lob		20	10		20		Shelob	3123
Lugdush	10	30					Uglúk	2619
Muzgash	10	20	10				Shagrat	3224
Slyardach		40	20		20		Lhachglin	2809
Tom Huggins	40	10					William Huggins	1908

Population Centres with Recrutable Champion NPCs

Name	Owner	Size	Fortifications	Harbour/Port	Hidden?	Location
Moria	Durin's Bane	Major Town	Keep			2212
Goblin Gate	Great Goblin	Major Town	Tower			2409
Lug-gûl	Ren the Unclean	Major Town	Fort			1918
Dol Guldur	Khamûl	Town	Fort			2715
Gates of Morannon	Mouth of Sauron	Town	Fort			3120
Minas Morgul	Murazor	Town	Castle			3124
Isengard	Saruman	Town	Keep			2119
Cirith Ungol	Shagrat	Town	Fort			3224
Lug-gûl	Ren the Unclean	Major Town	Fort			1918
Sam Goriwing	Lhachglin	Village	Tower		Yes	2809
Durthang	Gothmog	Camp				3222
Torech Ungol	Shelob	Camp				3123
Trollhome	William Huggins	Camp	Tower			1908

Artifacts

Free Peoples

Name	Alignment	Ability	Value	Owner at Game Start
The One Ring	Neutral	Stealth	20	Frodo
Narya	Neutral	Mage	50	Gandalf
Ring of Barahir	Good	Command	35	Aragorn
Elessar	Good	Mage	30	Aragorn
Anduril	Good	Combat	2250	Aragorn
Crown of Arwen	Good	Mage	25	Arwen
Edge of Westerosse	Neutral	Combat	1000	Beregond
Shield of Gondor	Good	Combat	2000	Boromir
Horn of Gondor	Good	Command	20	Boromir
Elenethbiel	Neutral	Mage	15	Celeborn
Orc-hewer	Good	Combat	1500	Dain
Red Arrow	Good	Emissary	15	Denethor
Palantír of Minas Tirith	Neutral	Scry Area		Denethor
Vilya	Neutral	Mage	50	Elrond
Mantle of Doriath	Good	Hide Pop Centre		Elrond
Gúthwinë	Good	Combat	750	Eomer
Shield of Rohan	Good	Command	15	Eowyn
Wood-shadow	Neutral	Stealth	15	Faramir
Deepwood Bracelet	Neutral	Mage	15	Faramir
Nenya	Neutral	Mage	50	Galadriel
Light of Eärendil	Good	Mage	20	Galadriel
Staff of the Drúedain	Good	Combat	2250	Ghan-buri-Ghan
Drums of the Drúedain	Neutral	Command	20	Ghan-buri-Ghan
Hair of Galadriel	Good	Emissary	10	Gimli
Dwarven Ring of Power	Neutral	Mage	50	Gimli
Axe of Orc-hewing	Neutral	Combat	2000	Gimli
Macrilómen	Neutral	Combat	2000	Glorfindel
Night's Passing	Good	Stealth	10	King of the Dead
Bow of the Woodland Realm	Good	Combat	1000	Legolas
Boots of Tracelessness	Neutral	Stealth	10	Legolas
Staff of Radagast	Good	Mage	10	Radagast
Blade of Westerosse	Neutral	Combat	1000	Samwise
Banner of the Horselords	Good	Command	10	Theoden
Helm of Shadow	Neutral	Stealth	10	Thranduil
Yellow Boots	Good	Mage	10	Tom Bombadil
Blue Jacket	Good	Emissary	15	Tom Bombadil
Entdraught	Good	Emissary	10	Treebeard

Dark Servants

Name	Alignment	Ability	Value	Owner at Game Start
Black Scale	Evil	Command	30	Sauron
Narsil's Bane	Evil	Mage	20	Sauron
Palantír of Minas Morgul	Neutral	Scry Area		Sauron
Memory's Strings	Evil	Emissary	10	Adunaphel
Duv Ad'el (Morgul Knife)	Evil	Emissary	10	Adunaphel
Eyes of the Well	Evil	Scry Area		Akhorahil
Duv Ak'il (Morgul Knife)	Evil	Mage	25	Akhorahil
Blood Spike	Neutral	Combat	1000	Bert Huggins
Wôlor Priest Ring	Neutral	Mage	25	Dendra Dwar
Duv Dw'ar (Morgul Knife)	Evil	Agent	10	Dendra Dwar
Flaming Whip	Evil	Combat	1500	Durin's Bane
Skull Flail	Neutral	Combat	1000	Gothmog
Ovir Crown	Neutral	Mage	20	Hoarmurath
Duv Ho'ath (Morgul Knife)	Evil	Agent	10	Hoarmurath
Helm of Ice	Neutral	Command	35	Hoarmurath
Duv Ji'ur (Morgul Knife)	Evil	Agent	10	Ji Indur
Duv Kh'aul (Morgul Knife)	Evil	Command	15	Khamul
Dragon Helm	Evil	Mage	30	Khamul
Spiderweb Cloak	Neutral	Stealth	10	Lhachglin
Voice of the Dark Tower	Evil	Emissary	10	Mouth of Sauron
Ring of Iron Magic	Evil	Mage	30	Mouth of Sauron
Cloak of the Abyss	Neutral	Stealth	20	Mouth of Sauron
Sea-helm of Ciryatan	Evil	Mage	30	Murazor
Duv Mu'or (Morgul Knife)	Evil	Agent	10	Murazor
Crown of Angmar	Evil	Emissary	20	Murazor
Bracers of Sen Jey	Neutral	Command	15	Ren the Unclean
Duv Re'an (Morgul Knife)	Evil	Command	10	Ren the Unclean
Burning Blade	Evil	Combat	1500	Ren the Unclean
Palantír of Orthanc	Neutral	Scry Area		Saruman
Many-colored Robes of Aman	Evil	Emissary	10	Saruman
Nightstealer	Evil	Combat	1250	Shagrat
Blackroot Club	Neutral	Combat	2000	Great Goblin
Alunthiensial	Evil	Mage	20	Throkmaw
Earthroot Spike	Neutral	Combat	1500	Ugluk
Stormless Bow	Neutral	Combat	1000	Uvatha
Listening Helm	Neutral	Agent	10	Uvatha
Duv Uv'ha (Morgul Knife)	Evil	Agent	10	Uvatha
Stone Club	Neutral	Combat	2000	William Huggins

Unowned

Note: all unowned artifacts are of Neutral alignment.

<i>Name</i>	<i>Ability</i>	<i>Value</i>	<i>Secondary Ability</i>
Lance of Reaching	Combat	500	Cast 436 Scry Character
Night-piercer	Combat	500	Cast 436 Scry Character
Snow Hammer	Combat	500	Cast 430 Reveal Character True
Hue Changer	Combat	500	Cast 508 Conjure Mounts
Stinging Tongue	Combat	500	Cast 432 Perceive Secrets
Ring of Angrenost	Combat	500	Cast 430 Reveal Character True
Orcrist	Combat	750	Cast 424 Perceive Mission
Nightfang	Combat	750	Cast 432 Perceive Secrets
War-dancer	Combat	750	Cast 512 Conjure Hordes
Air Cleaver	Combat	750	Cast 420 Reveal Character
Cloud Bow	Combat	750	Cast 426 Divine Army True
Glamdring	Combat	750	Cast 426 Divine Army True
Small Tooth	Combat	750	Cast 424 Perceive Mission
Vasamacil	Combat	750	Cast 314 Teleport
Herugrim	Combat	1000	Cast 238 Summon Wind Spirits
Helkaluine	Combat	1250	Cast 242 Words of Death
Glosvagil	Combat	1500	Cast 240 Summon Fire Spirits
Erivagil	Combat	1500	Cast 242 Words of Death
Foamcleaver	Combat	1500	Cast 240 Summon Fire Spirits
Mithril Helm	Combat	1500	Cast 240 Summon Fire Spirits
Aranrûth	Combat	1750	
Rauzgnagli	Combat	1750	
Caranhach	Combat	1750	
Tintelpë	Combat	1750	
Ringil	Combat	2000	
Silmaruth	Combat	2000	
Taurin	Combat	2000	
Shadow Mace	Combat	2000	
Orcring	Combat	2250	
Cloak of Protection	Agent	5	Cast 248 Fanaticism
Spider Gloves	Agent	5	Cast 244 Summon Storms
Ring of Aran	Agent	5	Cast 246 Fearful Hearts
Miramarth	Agent	10	
Cloak of Duvorn	Agent	10	
Cloak of the Heavens	Agent	10	
Ring of Binding	Agent	15	
Ring of Curufin	Agent	15	
Ring of Impersonation	Agent	20	
Ring of Wind	Agent	20	
Angbor	Comand	10	Cast 436 Scry Character
Andorithel	Comand	10	Cast 508 Conjure Mounts
Dragon Helm of Dor-Lómin	Comand	15	Cast 420 Reveal Character
Durin's Armor	Comand	15	Cast 432 Perceive Secrets
Belt of Durin	Comand	20	
Helm of Isildur	Comand	20	
Gûlthalion	Comand	30	
Ulûkai	Comand	35	
Seal of Approbation	Emmisary	5	Cast 432 Perceive Secrets
Rod of the Steward	Emmisary	5	Cast 432 Perceive Secrets

<i>Name</i>	<i>Ability</i>	<i>Value</i>	<i>Secondary Ability</i>
Flute of Daeron	Emmisary	10	
Gift of Aronwe	Emmisary	10	
Pectoral	Emmisary	30	
Cloak of Hiding	Stealth	5	Cast 434 Reveal Population Centre
Mithril Shirt	Stealth	5	Cast 508 Conjure Mounts
Melody's Memory	Stealth	5	Cast 430 Reveal Character True
Cloak of Valacirca	Stealth	10	
Daecollo	Stealth	10	
Elenya	Stealth	10	
Bracers of the Mists	Stealth	15	
Collohwesta	Stealth	15	
Bone Ring	Mage	10	Learn Conjure Hordes
Corantir	Mage	10	Cast 6 Greater Heal
Crown of Celethsa	Mage	10	Cast 6 Greater Heal
Earring of Souls	Mage	10	Cast 8 Heal True
Lorglîn	Mage	10	Cast 8 Heal True
Mane of the Mearas	Mage	10	Learn Conjure Mounts
Staff of the Serpent	Mage	10	Cast 114 Barrier Walls
Mithril Ring	Mage	10	Cast 114 Barrier Walls
Ossanna	Mage	15	Cast 430 Reveal Character True
Staff of the Wanderer	Mage	15	Learn Teleport
Talisman of Absorption	Mage	20	
Staff of Earthmastery	Mage	20	Learn Conjure Food
Ring of Stargazing	Mage	25	
Collar of Might	Mage	30	
Mallorn Staff	Mage	30	
Maranya	Mage	30	Learn Weakness, Sickness
Thôlogaer Ciryatano	Mage	30	Learn Weakness, Sickness
Tinculin	Mage	40	Learn Weakness, Sickness
Palantír of Elostirion	Scry Area		

