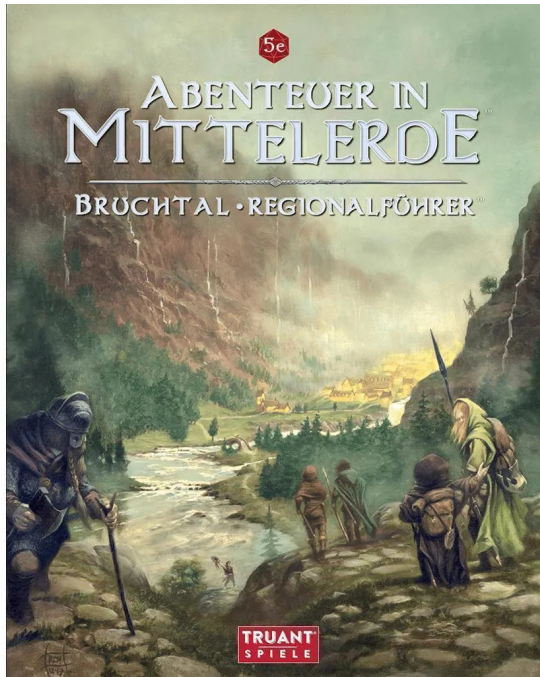


Item no.: 385166

**TRU02507 - Adventures in Middle-earth Rivendell HC (PRICE COLLECTED)**



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**Product Description**

The Rivendell Regional Guide takes your adventures west across the Misty Mountains and to the Last Homely House. This extends the game into eastern Eriador and covers not only Rivendell, but also Angmar, Fornost, the Gramberg, Tharbad and everything in between. In addition, the volume contains rules for creating your own Magical Treasures, playing the High Elves of Rivendell, how the baleful eye of Mordor turns on your Fellowship, and how to encounter more powerful foes than ever before. This 144-page, full-colour sourcebook contains:- The background for the Last Homely House: Rivendell, the Sanctuary of Imladris.- Entries for characters to encounter in Imladris, from Elrond and Arwen to Glorfindel and the White Council.- New ventures for the Companion Phase.- The history of Arnor, Angmar, and the Rangers of the North.- A regional guide to Eastern Eriador, including Barrows Heights, Troll Heights, and Angmar.- New adversaries to face. New adversaries to face, including ettins, hillmen from Rhudaur, and the toughest troll of them all: the Queen of Moundcastle.- A bestiary of undead creatures, from bog warriors and tomb hordes to the Lord of the Nazgûl himself - the Witch King of Angmar.- Rules for powerful adversaries, so you can customise each monster to challenge even the most heroic adventurers.- The Eye of Mordor, a set of optional rules to track how much attention the enemy pays to the Fellowship.- Rules for adding Magic Treasures to your campaign, including dozens of pre-made artefacts, some famous and some less so.- A new playable culture for heroes: the High Elves of Rivendell.

**Specifications**

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