



**START PLAYING WITHOUT READING THE RULES!**  
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Or scan this QR code to watch a video walk-through of the gameplay.



1 - 4 Players  
Ages 10 and up

## GAME OBJECTIVE

In this game, you will experience the Hobbit Frodo's perilous journey to destroy the One Ring in the fires of Mount Doom and crush the dark powers of Sauron. He will be accompanied by his faithful companions, who must protect him from danger each step of the way. Together, you will guide the fate of this Fellowship of the Ring by moving the individual figures across

the gameboard. The voyage will lead through many well-known places. You will have to watch out for the dreaded Nazgûl while also making sure that Frodo doesn't lose his courage or sink into deep despair.

**If the Ring-bearer reaches Mount Doom, all players win together.**

## GAME MATERIALS



42 Encounter cards  
(7 for each of the 6 stages of the journey: Lothlórien, Rohan, Helm's Deep, Gondor, Minas Morgul, Mount Doom)



5 Gandalf cards      1 Boromir card      2 Overview cards



5 Fellowship figures  
(The Ring-bearer Frodo & Sam, as well as Merry & Pippin, Aragorn, Legolas, Gimli)



9 Nazgûl figures  
(1 Witch-king of Angmar and 8 standard Nazgûl)



6 Uruk-hai figures  
(1 Uruk-hai chieftain and 5 Uruk-hai warriors)



20 Stands  
(in the colors of the figures)



1 Gameboard



2 Marker tokens  
(1 Gandalf, 1 Treebeard)



1 The One Ring  
(marker token for the courage of the Ring-bearer)



1 Dice board  
(in the form of an open book)



8 Dice  
(5 multicolored Fellowship dice with pips, 2 black encounter dice with numbers, 1 battle die with various symbols)

## GAME SETUP

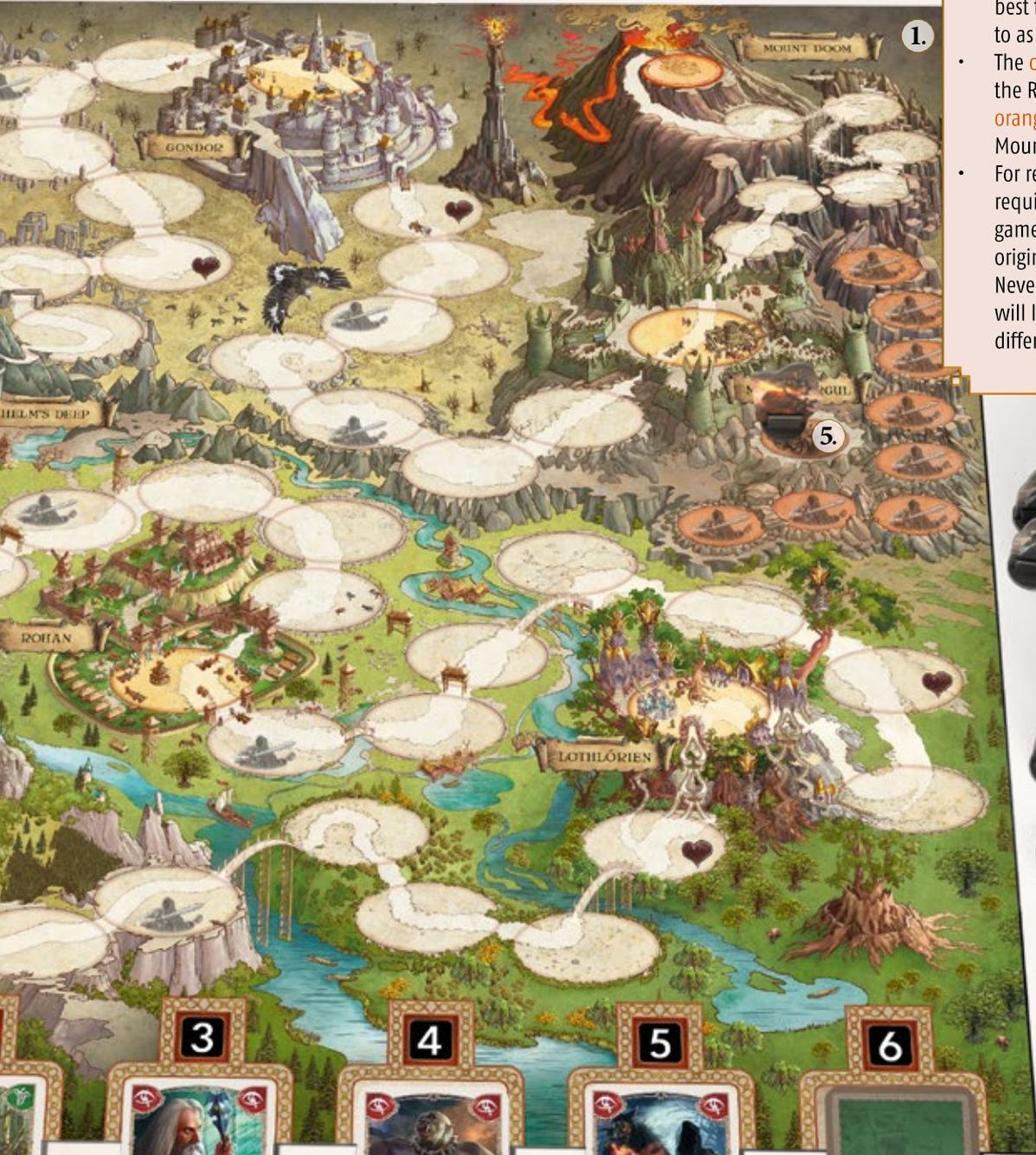
Before starting the first game, carefully remove the pieces from the die-cut board and insert the figures into the stands with the matching colors.

1. Place the **gameboard** in the center of the table.
2. Place the **five Fellowship figures** on the **Rivendell** starting space.
3. Place the **Uruk-hai chieftain** on the space at **Isengard** with the chieftain's image on it.
4. Create a supply of the **five Uruk-hai warriors** next to the gameboard near **Isengard**. During the game, they will move back and forth between the spaces near **Isengard** and the supply.
5. Place the **Witch-king of Angmar** on the space at **Minas Morgul** with the Witch-king's image on it.
6. Create a supply of the **eight Nazgûl** next to the gameboard near **Minas Morgul**. If one of these figures is placed on a **Nazgûl space** near Minas Morgul, it will remain there. It will not move back to the supply.
7. Shuffle the **five Gandalf cards** face down. The oldest player, who will also be the **starting player**, takes a card at random, turns it face up, places it on the table, and reads it out loud. Leave the remaining Gandalf cards in a face-down stack next to the gameboard.
8. The **Boromir card** will also be available to you right away. The youngest player takes this card, places it face up on the table in front of them, and reads it out loud.
9. Sort the **42 encounter cards** according to the six stages indicated on their back sides. Shuffle each stack of sorted cards separately. Place **five of the stacks face down** next to the gameboard as follows: the stack at the bottom of the board will be the Rohan cards, with the Helm's Deep cards above them, then Gondor, Minas Morgul, and finally the Mount Doom cards. Each stage stack will have seven cards.
10. The sixth stack contains the **seven Lothlórien cards**. The Lothlórien cards make up the first stage, so you can shuffle them and place them in the spaces under each number (1 through 6) in the **encounter track** at the bottom of the gameboard. Keep the cards in spaces 1 and 6 face down. The cards in spaces 2 through 5 must be turned face up. Place them in such a way that they cover the symbols in each space under the numbers. Return the remaining card to the box without looking at it.
11. Keep the **eight dice** (five multicolored Fellowship dice, two black encounter dice, and one battle die) as a dice supply next to the gameboard.
12. Place the **dice board**, with its four spaces for placing the dice, next to the eight dice.
13. The **One Ring token** is placed in its starting space (ring illustration) on the courage track. It will move up and down on this track. It can never move beyond the top or bottom space of the track.
14. Have the **Gandalf** and **Treebeard tokens** ready next to the gameboard.
15. Place the **two overview cards** next to the gameboard so everybody can see them. You may look at them whenever you like.

Your adventure begins!

This is how the game is set up:





**NOTES:**

- The figure with the **orange** stand shows the two Hobbits Frodo and his best friend Sam. This figure is referred to as the Ring-bearer.
- The **orange** stand is a reminder that the Ring-bearer must reach the **orange-colored** gameboard space at Mount Doom to win the game.
- For reasons based on the technical requirements of the game, the gameboard does not reflect the original map found in the novels. Nevertheless, the Fellowship's route will lead them through all of the different locations from the novel.

1.

5.

6.

14.

7.

12.

3

4

5

6

15.

**3**

**SARUMAN**  
Place 2 Urub-hat in Isengard.  
If there are fewer Urub-hat in Isengard as many in Isengard as possible.  
LOTHLÓRIEN

**4**

**CAVE TROLL**  
There is something large waiting in the tunnels.  
☠️ → ♥️♥️  
LOTHLÓRIEN

**5**

**NAZGÛL**  
Place 1 Nazgûl in Minas Morgul.  
If other placement, all of the Nazgûl are in Minas Morgul, you immediately lose.  
LOTHLÓRIEN

**6**

**LOTHLÓRIEN**

**THE BATTLE SYMBOLS**


**TURN OVERVIEW:**

1. Choose and roll the dice.
2. Roll the 2 black encounter dice and 2 multi-colored Fellowship dice of your choice. Place 1 black and 1 multi-colored die on page 1 of the book.
3. Roll the 2 remaining dice and place 1 multi-colored Fellowship die of your choice on page 1 and 1 multi-colored die on page 2 of the book.
4. Remove the dice and take your actions.
  - Turn page 1 of the book from top to bottom.
  - Then, page 2 of the book from top to bottom.

## GAME OVERVIEW

Each turn consists of two phases carried out in sequence: the roll phase and the action phase.

1. In the **roll phase**, the player whose turn it is rolls a selection of dice two times. From each roll, the player chooses one black encounter die and one multicolored Fellowship die, and then places these two dice on the dice board.
2. In the **action phase**, actions based on the rolled values of these four dice are taken one after the other.

Then it is the turn of the next player in a clockwise direction, with that player's turn likewise beginning with the roll phase. With your **dice selections**, you will determine which adversaries or friends the Fellowship will **encounter**, and by how many spaces specific Fellowship members will **advance** on their journey to Mount Doom. The journey is divided into several segments, called **stages**. Each stage of the journey has its own encounter cards and a **destination** space as its last oval gameboard space.

**NOTE:** During your first turns, you will get to know the various adversaries and friends. You may be surprised who you will come across on your quest.

The **final stage** (Mount Doom) has somewhat different rules, which you should only read once the Ring-bearer has arrived in Gondor.

Whoever took the Gandalf card (i.e., the oldest player) will **start the game**. After that, the game continues in a clockwise direction until you have won or lost together.

You will **win** if the Ring-bearer reaches the orange-colored Mount Doom space.

You will **lose** if the One Ring would have to be moved past the final circle on the courage track to the dark heart. You will also lose if the last Nazgûl is moved to Minas Morgul.

## THE GAME IN DETAIL

When it is your turn, place the dice board in front of you. Then take the **two black encounter dice** and **two of the multicolored Fellowship dice** of your choice and roll them.

Each Fellowship die will be used to advance the Fellowship figure of the matching color: **orange for the Ring-bearer Frodo & Sam**, **purple for Merry & Pippin**, **blue for Aragorn**, **green for Legolas**, and **red for Gimli**.

**Example:** You have chosen the **red** and the **blue** dice, which you rolled together with the two black encounter dice.



Then choose one encounter die and one Fellowship die from your roll and place them on the left page (page 1) of the dice board. Place the black die in the upper space and the Fellowship die in the lower space.

**Example:** You chose the black die showing the number 2 and the blue die. You placed the dice on the left page of the dice board.



Then take the **two dice** that you did not place on the dice board and select **one more of the three remaining Fellowship dice**. Roll those three dice together.

**Example:** From the remaining Fellowship dice, you chose the **green** die and rolled it together with the **red** die and the **black** die.



Again, place the black die and one of the two rolled Fellowship dice on the dice board, this time on the right page (page 2). Return the unused third Fellowship die to the dice supply.

**Example:** You placed the second black die on the upper space of the right page of the dice board. You chose the **red** die and placed it on the lower space of the right page. You returned the **green** die to the supply.



**NOTE:** Anyone is allowed to advise you about which dice to choose. Ultimately, however, the decision is yours.

Then take your actions, as explained below, based on the values of the four dice on the dice board, starting with page 1 from top to bottom and then likewise with page 2. Return each individual die to the supply immediately after using it.

After that, it is the turn of the next player in a clockwise direction, who rolls the dice, fills the dice board, and carries out their actions. Continue in this way until the final stage (Mount Doom), which has its own rules.

## The Encounter Dice Actions



The black dice relate to the six cards on the encounter track, where you will find **adversary cards** (with red symbols in the upper corners of the cards) and **friend cards** (with green symbols in the upper corners of the cards).



When taking your black encounter dice actions, you will **activate** the encounter card displayed in the space corresponding to the number on each black die. The rules for activating an encounter card are on the next page. If the card is one of the face-down cards in positions 1 or 6, turn it over and activate it.

**Example:** You have a black encounter die showing the number 6 on the dice board. When taking your dice actions, you will turn over the encounter card in the 6 space and activate it.



If you **activate a friend card**, pick it up from the track, read it out loud, and place it face up in front of you. These cards are advantageous to the Fellowship and are very useful in certain situations. The player whose turn it is can **use** one or more of the activated friend cards, either their own or those of the other players.

**Important:** Any friend cards that you activate (and that have not yet been used) are always available to anyone whose turn it is!

Each friend card (as well as Gandalf cards) can only be used once. To use an activated friend card, follow the instructions on the card. Once used, return it to the box.

For a key to the **symbols** on the encounter cards, see page 7.

**Example:** With the black 2 encounter die, you activated the Elrond friend card. You took it from the encounter track and placed it face up in front of you.



If you **activate an adversary card**, read its instructions out loud and perform them immediately. As a general rule, they will represent some kind of harm to the Fellowship. Some adversary cards are **removed** from the game after one encounter. These cards have the following symbol in their lower-right corners:



However, most of the adversary cards do not have this symbol and thus **remain in place in the encounter track** after being activated, so repeat encounters with the same adversary are possible.

**Important:** In most cases, the text and symbols on the card will clearly explain what happens. For some of the encounter cards, there are additional instructions on page 8 of this rulebook.

If, when taking your dice actions, an encounter die on the dice board corresponds to a space on the encounter track where there is no longer a card, perform the action represented by the symbol depicted there instead. There are two types of symbols:



**Nazgûl:** You must place one Nazgûl on an open Nazgûl space near Minas Morgul.



**Fellowship:** You may advance the depicted Fellowship figure zero, one, or two spaces.

**Example:** After Elrond was taken from the encounter track, this Fellowship symbol became visible in space 2. If you now roll another 2 with an encounter die and place it on the dice board, you can decide whether you want to advance Merry & Pippin up to two spaces when taking your dice action.

## The Fellowship Dice Actions



The Fellowship dice indicate **exactly** how many oval spaces on the gameboard you must **advance the figure of that color**. You are not allowed to advance fewer spaces. (**Note:** There is, however, an exception for the Ring-bearer. See the "The End of a Stage" section.)

Any number of figures are permitted to stand on any given space.

If a figure ends its turn on an **event** space showing one of the following symbols, the Fellowship will suffer harm accordingly:



**Dark heart:** The Ring-bearer loses courage. Move the One Ring one space downward on the courage track, in the direction of the dark heart.



**Nazgûl:** You must place one Nazgûl on an open Nazgûl space near Minas Morgul.

**Important:** As long as a figure is standing on an event space, the Fellowship is protected from any further harm on this space.

**NOTE:** Ideally, place the first figure to reach an empty event space on top of the symbol to cover it.

## The End of a Stage

If a **Fellowship figure**, other than the Ring-bearer, has the **exact** dice roll number to reach and stop on the **destination** space of one of the stages of the journey (Lothlórien, Rohan, Helm's Deep, Gondor, Minas Morgul), the courage value will rise. Move the One Ring one space upward, in the direction of the light heart.

If you move a Fellowship figure, other than the Ring-bearer, to a space past a stage's destination without stopping on the destination itself, the courage value does not rise.

When the **Ring-bearer** reaches a stage's destination, the stage **ends**.

If the **Ring-bearer** has the **exact** dice roll number to reach a stage's destination, draw the top card from the face-down Gandalf stack. Read it out loud and place the card face up in front of you. From now on, it will be available for any player to use one time.

**NOTE:** In Minas Morgul, you can no longer get any Gandalf cards. Sauron's power is too great there.

Even if the **Ring-bearer** does **not** have the exact dice roll number to reach a stage's destination, he **nevertheless remains** on this destination space. In this case, you will **not** get a Gandalf card. Instead, return the top card from the Gandalf stack to the box without looking at it.

**Important:** Even if the Ring-bearer has reached a stage's destination, the actions for all of the dice still on the dice board must be performed.

**Example:** After performing the action based on the first encounter die, you advance the Ring-bearer three spaces, which is exactly enough to take him to the Lothlórien destination space. The stage thus ends on this turn, and you draw one Gandalf card. The actions for the two dice on page 2 of the dice board are still performed.



After the stage ends and all dice-board actions have been performed, **prepare the next stage:**

- All game figures remain on their spaces.
- Take any cards remaining on the encounter track and return them to the box.
- For the next stage, lay out its six encounter cards as described under step 10 of the game setup instructions, returning the seventh card to the box.
- The next player in a clockwise direction gets the dice board and the game continues.

## The Battles

 **Battle:** If you activate an adversary encounter card showing this symbol, there will be a battle. Each battle consists of two parts:

### 1. Check your Fellowship Support

If you activate an adversary card showing the battle symbol, start by checking which Fellowship figures will support the Ring-bearer in battle. Those will be **all of the Fellowship figures** who are standing **on the same space as the Ring-bearer** and those who are **ahead of him in the same stage, up to and including the destination space of the stage**. Any figures who have already moved beyond the destination space of the stage will not support him in battle.

**Example 1 (right):** The Fellowship figures *Aragorn*, *Merry & Pippin*, *Gimli*, and *Legolas* will support the Ring-bearer in battle.



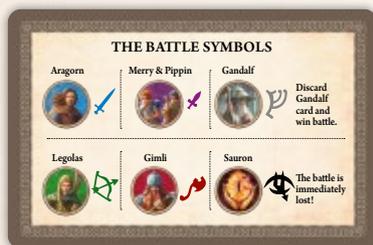
**Example 2 (below):** Only *Gimli* and *Merry & Pippin* will support the Ring-bearer in battle. *Aragorn* is on the path behind the Ring-bearer. *Legolas* is already in the next stage.



### 2. Rolling the Battle Die



After checking your Fellowship support, roll the battle die. The symbol that you roll determines the outcome of the battle, according to the following rules. You can use the overview card to help you remember the rules.



 If the battle die shows the weapon of one of the Fellowship figures who is supporting the Ring-bearer in battle, you have **won the battle**.

 If the battle die shows the weapon of one of the Fellowship figures who is not supporting the Ring-bearer in battle, you have **lost the battle**. This will be the case if the Fellowship figure whose weapon is rolled is behind the Ring-bearer or has already moved beyond the destination space of the current stage.



If the battle die shows the **Sauron symbol**, you **immediately lose the battle**.

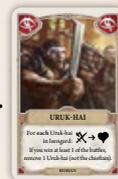


If the battle die shows the **Gandalf symbol**, you might win or lose the battle. If you choose to discard an unused Gandalf card that you (any player) have drawn, you win the battle, and the Gandalf card is then returned to the box (disregard what is written on it). If you do not wish to discard an unused Gandalf card, or you don't have one, you lose the battle.

If you lose the battle, the Ring-bearer loses courage. This loss is indicated on the encounter card by one or more **dark hearts**, meaning you must move the One Ring downward on the courage track in the direction of the dark heart by the number of spaces equal to the number of dark hearts shown on the card.



With some adversaries, you may have to fight more than one battle. This is most likely to happen when an encounter card activates the **Uruk-hai** located in Isengard. When you do, you will have to roll and assess the battle die for each individual Uruk-hai.



This is everything you need to know in order to begin your quest to destroy the One Ring. To learn more about the different encounter cards, see page 8. You can hold off on reading the next section ("The Final Stage: Mount Doom") until the Ring-bearer has reached the Gondor destination space. Because the rules are different for the Mount Doom stage, as well as for the Minas Morgul destination space, you must read this section once you've reached the start of the Minas Morgul stage. For now, you can skip to the "The End of the Game" section (page 7). Come back when the Ring-bearer has reached the Gondor destination space.

## The Final Stage: Mount Doom

**NOTE:** When you reach the next-to-last stage, from Gondor to Minas Morgul, there will be no more friend cards (i.e., cards with green symbols). However, there are two special encounter cards with red symbols that are not exactly adversaries, but unlike the friend cards, they remain displayed in the encounter track after they have been activated: Denethor and the Army of the Dead. While the Denethor card has an uncertain effect, the Army of the Dead is a powerful card that can render useful services to the Fellowship.

As soon as the Ring-bearer reaches the Minas Morgul destination space, the remaining dice on the dice board are assessed, just as usual. This completes the stage. Now, the Ring-bearer must tread the path to Mount Doom alone. Whether the Ring-bearer reaches Minas Morgul with an exact roll or rolls a number that would take him beyond that destination space, he remains standing at Minas Morgul.

Then check how many Fellowship figures other than the Ring-bearer reached Minas Morgul with an exact roll. For each of these Fellowship figures now standing at Minas Morgul, immediately advance the Ring-bearer one space in the direction of Mount Doom.

Any Fellowship figures whose roll would take them beyond Minas Morgul will not be available to help in the final stage. Place those figures in the **waiting area** to the left of Minas Morgul.



**Example:** The Ring-bearer has reached Minas Morgul with an exact roll. Legolas and Merry & Pippin have also reached Minas Morgul with an exact roll. The Ring-bearer may therefore immediately advance two spaces. In his previous move, Aragorn would have moved beyond Minas Morgul and was therefore placed in the adjacent waiting area. He will not help the Ring-bearer advance a single step in the final stage. The same goes for Gimli, who failed to reach Minas Morgul by the end of the stage and therefore remains standing on his space.



In this final stage, the encounter cards are laid out in the encounter track as usual. Here as well, return the seventh card to the box without looking at it. Unlike the other encounter cards, the cards in this stage have black symbols in their corners. These encounter cards always remain on display. As usual, the cards on the 1 and 6 spaces start out face down and are only turned face up when they are first activated. In turn, each of the players rolls just one black encounter die, follows the instructions on the corresponding encounter card, and then advances the Ring-bearer exactly one space toward Mount Doom. The Fellowship and battle dice are no longer used in this stage. The encounter action is always resolved first, before moving the Ring-bearer.

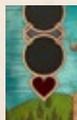
**NOTE:** In the encounter with the giant spider Shelob, the Ring-bearer is wrapped up in a web and cannot move!

## The End of the Game

You all **win** when the Ring-bearer reaches the final destination space, the orange space at the crater of Mount Doom. When that happens, you may take the One Ring from the courage track and throw it into the crater!



You all **lose** as soon as you would have to move the One Ring down past the last circle on the courage track in the direction of the dark heart.



You **also lose** if you have to place the ninth and final Nazgûl figure on the space at Minas Morgul.

## THE ENCOUNTER CARDS

All of the friend cards (including Boromir) and the Gandalf cards can be played at any time during the game, unless there is some kind of specific restriction stated on the card itself – for example: “Before rolling in a battle.”

The symbols on the encounter cards have the following meanings:



One or more battles will take place. For each individual battle, you must roll the battle die once and then assess whether you have won or lost.



If you lost the battle, implement the outcome following the arrow.



After a lost battle, you will have to move the One Ring one space downward on the courage track, in the direction of the dark heart, for each dark heart shown on the card. With some encounter cards, this can also happen even if there is no preceding battle. Then, too, you will have to immediately move the One Ring in the direction of the dark heart.



For each light heart shown on the card, move the One Ring one space upward on the courage track, in the direction of the light heart.



After being activated once, the card is removed from the game.

## VARIANTS

If you wish, you can make the game a little easier or more challenging with the following variations.

### Easier game: Friends in need

In Minas Morgul, before beginning the Mount Doom stage, you may move the One Ring one space on the courage track in the direction of the light heart for each unused friend card or Gandalf card lying face up in front of you. In other words, you gain extra courage.

### More challenging game: Close friends and no protection

- Each friend card may only be used by the player who activated and obtained it. In other words, you are not allowed to use friends that you did not activate through your own roll. This does not apply to Gandalf cards, which still remain available to everyone.
- The dark heart and Nazgûl event spaces remain uncovered during the entire quest. In other words, the events apply to each figure that subsequently arrived even though the space is already occupied.

**Important:** You can apply just one or both of these rules when you play the more challenging variation of the game.

## ADDITIONAL CARD INFORMATION



### Boromir

You can use him **after** losing a battle against **one** Uruk-hai. To do so, roll again, and you will only lose if you roll the Sauron symbol.



### Saruman

If all the Uruk-hai are already in Isengard, nothing happens. In that case, the encounter with Saruman will not harm you.



### Sauron's Eye

If the One Ring is already on the space with Sauron's eye or it is already past this space in the direction of the dark heart, nothing happens.



### Balrog of Moria

You must immediately move the One Ring three spaces in the direction of the dark heart. You must also place the **Gandalf token** on its



### Uruk-hai

You must perform as many battles in sequence as there are Uruk-hai – including their chieftain – in Isengard.

**Example:** *There are three Uruk-hai and their chieftain in Isengard. You must therefore*

space at Helm's Deep. From this point on, you are no longer allowed to use any Gandalf cards. You are only allowed to do so again when the Ring-bearer reaches the Helm's Deep destination space. It is also not possible to win a seemingly lost battle when you roll the Gandalf symbol. Nevertheless, you can continue to draw Gandalf cards when the Ring-bearer reaches Lothlórien, Rohan, or Helm's Deep with an exact roll.

*fight four times – you must roll and assess the battle die four times in a row.*

If you win one or more of the battles, remove **exactly** one Uruk-hai from Isengard, but not the chieftain. He will remain in place, so there will always be at least one battle with any encounter with the Uruk-hai.

**Exception:** *With Treebeard's help, you can also defeat the chieftain. If Isengard has already been freed of all Uruk-hai and you activate this encounter card on the Gondor or Minas Morgul stage, move the One Ring one space in the direction of the light heart.*



### Wormtongue

This card refers to all the friend cards with a green symbol, including Boromir, but **not** to Gandalf.



### Eowyn

If Eowyn defeats the Witch-king of Angmar, the Nazgûl will pose no threat to you for the rest of the game.



### Éomer and the Riders of Rohan

You may use this friend card in a battle **instead** of rolling the die, and thereby win the battle. If you have to fight multiple times due to an encounter, however, only one battle can be won with this card.



### Faramir

This card is used at the start of a turn, before rolling the dice. If you use it to move the Ring-bearer to a stage's destination, the stage immediately ends, and the next stage is immediately prepared.



### Treebeard

If Treebeard is used, **either** move the One Ring two spaces in the direction of the light heart or place the **Treebeard token** in Isengard.



Then, if there is a fight with the Uruk-hai later on during the game, remove one Uruk-hai from Isengard following **each** individual battle that you win. That also applies to the Uruk-hai chieftain, who will be the last one to be removed. Then, Isengard will have been freed from the Uruk-hai and no longer represents a threat. If you activate another Uruk-hai card later on, just move the One Ring one space in the direction of the light heart.



### Army of the Dead

Whoever activates this card on the encounter track has to decide whether the Army of the Dead will move and cover the card to the left or the right. This covered card is rendered invalid. You cannot move this



### Denethor

You must re-roll one multicolored Fellowship die. If there are still two Fellowship dice on the dice board, you can decide which die to roll again. This will be the result that counts. If you rolled Denethor with both of the black encounter dice and re-rolled the Fellowship die on page 2 of the dice board for the first encounter, you must roll this die again for the second encounter.

card to an empty space on the encounter track. If the space to the immediate left or right is empty, the space is skipped and the card gets placed on the next card in that direction. The card cannot move out of the encounter track to jump from space 1 to 6, or from 6 to 1.



### Gandalf's Vision

You can use this card immediately before the start of a new stage, prior to laying out new encounter cards.

The author and publisher would like to thank everyone who took part in playing test games, reviewing the rules, and creating the game.

#### The author:

Michael Rieneck, born in 1966, lives in northern Germany. A freelance game designer and writer, he is passionate about all kinds of games. Many of his games have already been published by Kosmos. Among his greatest successes are the games based on the Kingsbridge novels by Ken Follett. With this game based on J.R.R. Tolkien's "The Lord of the Rings," he has created an exciting cooperative adventure for the whole family.

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