

Thus began the Adventures of Éowyn, Daughter of Théodwyn and Éomund, Shieldmaiden of Rohan...

By Paul Taliesin

Although Éowyn's adventures may take place at any time in the history of her life, the default setting for this game is sometime after the events of the War of the Ring. Éowyn resides in Ithilien with Faramir, living a happy and comfortable life only occasionally haunted by memories of the terrible times when Sauron threatened all of Middle-Earth.

How do her adventures begin once more? This book tells of one way, though others there may be also, lost to time and beyond reckoning...

“When Fall stalks its way into Ithilien at last, Éowyn finds herself haunted by nightmares. In the dreams, she is bent, hungry, desperately searching through the desolate wastes of the battlefields of Minas Tirith. She is looking for something, turning over the remains of the dead, scrabbling in the cold earth with thirsty fingers...

One night, unable to sleep, she wanders out into the gardens of Emyr Arnen. There she meets an apparition: an ancient, noble, bearded man. His beard reaches to the ground and though his back is bent with unspoken burdens, yet his eyes hold a noble light not oft found amongst the Men of this Age. He explains to her that he has long departed this world but, nevertheless, seeks her aid in a time of great need.

Some power beyond his understanding has sent him to right a great wrong: someone or some *thing* has been at the battlefield of Minas Tirith and found the object of its desire in the place where the Witch-King fell in battle. The apparition worries that this could be ill news - perhaps someone wishes to revive an ancient terror, or draw on some other sort of fell sorcery? Nought that is fair or good could come from such a fell place.

He beseeches Éowyn to find this man, woman, or creature and stop it from whatever it is doing. As a ghost, he will accompany her and may be able to lend her his lore and wisdom (which is great) when she calls upon him, as well as guiding her towards their quarry.

‘There is not much time to spare! It is already moving towards the borders of our kingdom and will soon leave Gondor!’”

Thus began the Adventures of Eowyn, daughter of Theodwyn and Eomund, Shieldmaiden of Rohan...

My Qualities

My Key Traits

Possessions

My Expertise

Victories Earned

Courage



My Body

- I might be seriously injured: in need of medicine or bereft of sense or limb.
- I might be unconscious, senseless, trapped, or otherwise at the mercy of my enemies.
- I might lose my life, here and now.

My Mind

- I might lose control of myself and do something I wish I hadn't. (*Say what you fear.*)
- I might be lost, confused, or unable to understand or remember what happened.
- I could lose my very self; my sanity could be broken, my soul trapped, or my spirit possessed.

My Fears

- Something of great value or import might be spent, lost, damaged, or destroyed.
- Someone I care about (or many) could be exposed to danger or harm.
- Someone important (or many) could come to disdain, fear, or despise me.

The Spirit World

- My ghostly companion might be lost to me.
- My spirit might be unveiled, naked and vulnerable, to a ghost or its world.
- *Write your own here*

Place a die on each danger you wish to risk facing. If the number shown on the die is rolled, the danger comes true.

Qualities and Expertise

Your character has two Qualities (on the left) and three special skills – her areas of Expertise (on the right). Choose from the lists below:

Nimble	Noble	Kind-Hearted	Warrior	Healer	Escape Artist	Honeyed Speech
Mighty	Learnéd	Strong-Willed	Horse Master	Disguise	Pugilist	Merchant
Cunning	Fearless	Untiring	Ranger	Scholar	Mountaineer	Commander
Deft	Wary	Fearsome	Armourer	Thief	Sailor	Archer

Possessions

When you create your character, she starts play with all her basic needs covered: excellent traveling boots, a hooded cloak, a small tent, a wineskin and some dried food. (Her mysterious ghostly guide and companion, though he will be with her also, does not qualify as a *possession*...)

In addition, pick four items from the following list:

- A fine heirloom weapon
- A coil of Elvish rope and a grappling hook
- A masterfully-wrought suit of armour
- A spyglass
- A loyal and well-trained horse
- An ancient tome of lore
- A flute, horn, or harp
- A mighty shield, adorned with powerful runes
- A lantern, oil, and torches
- An Elvish cloak
- A scroll containing many maps of Middle-Earth
- An axe and a hooked steel bar, useful for breaking into places
- A mirror and set of lenses
- Bandages and poultices
- A great store of food, portable and not likely to perish
- Exotic, stunningly beautiful, or priceless garb

While possessions, by themselves, are not worth any dice, they may often give you the *upper hand* in situations where they might be of particular use (see *Rules, below*), or allow you to accomplish things you could not attempt without them.

Key Traits

Key Traits determine what your hero's *character* is like at this point in the story. They are what your story is about; what drives your hero forward and earns her *Courage*. The more *Courage* you have, the more your spirit burns bright and fuels your passion, hope, and courage.

Each Key Trait gives you a way to earn circles of *Courage* (see *Rules*). It also includes a condition for removing that Key Trait – when this condition occurs in play, you may choose to discard the Key Trait (and earn the associated reward) or not, as you wish.

Some good starting Key Traits are listed below. Choose two for your character to begin; later you may refer to this list or make up your own.

True to Her Word

- When you make a solemn oath to someone you care about, add one circle.
- When following an oath you have made causes you grief, hardship, or sends you into danger, add three circles.

To discard this Trait, intentionally break a valued oath. Erase this Trait and add five circles.

Born Warrior

- When you challenge someone to a duel, add one circle.
- When you defeat an opponent who had the upper hand against you and all hope seemed lost, add three circles.

To discard this Trait, surrender to an enemy without a fight. Erase this Trait and add five circles.

"I am No Man"

- When you give a woman an opportunity to do something normally reserved for men, add one circle.
- When you accomplish something no man has, until now, been able to, add three circles.

To discard this Trait, admit to a man that he is your better. Erase this Trait and add five circles.

Driven to Vengeance

- When you bring harm to a lackey or damage something belonging to your enemy, add one circle.
- When you sacrifice something good or beautiful to spite your enemy, add three circles.

To discard this Trait, forgive your enemy or destroy them for good. Erase this Trait and add five circles.

Shieldmaiden's Pride

- When you boast that you are better than those around you because you are from Rohan, add one circle.
- When you willingly face a danger or challenge that is beyond you, add three circles.

To discard this Trait, back down from a challenge and admit it is beyond you. Erase this Trait and add five circles.

Compassionate Heart

- When you offer someone much-needed aid or shelter, add one circle.
- When your efforts bring someone who cannot help themselves out of a miserable situation and into a better one, add three circles.

To discard this Trait, turn down a plea for help. Erase this Trait and add five circles.

Sworn Guardian

- When you abandon a goal or plan because of the needs of a person you are protecting, add one circle.
- When you place yourself in mortal danger for someone under your protection, add three circles.

To discard this Trait, abandon the people you have guarded. Erase this Trait and add five circles.

Unrequited Love

- When you attempt to impress the object of your affection and win their love, add one circle.
- When you put yourself in harm's way or make a permanent sacrifice for your love, add three circles.

To discard this Trait, abandon your pursuit of this person or win their love. Erase this Trait and add five circles.

Rules

There will come a time in your travels when your abilities are taxed and success isn't certain. When this happens, you will roll dice to discover the outcome. This is termed a *challenge*. What is at stake here? Phrase it as a question.

("Can I get through the door in time?")

In addition, your character sheet lists some awful things which could befall you (at the bottom). Mark each danger you wish to risk facing with a number: to do so, place a die on each danger on your character sheet. Each danger you mark allows you to roll an extra die in the challenge. However, this is a risky thing: at the end of the challenge, if any of your dice show the number marking one of these dangers, that danger will come to pass.

Finally, roll the dice. If you roll a 6, you can answer your challenge's question in your favour. Else, the Narrator answers it to his liking. (Generally, his answers will be very bad news for you.) If you rolled more than one 6, each additional 6 counts as another "hit" (see below).

Pushing On

If you don't succeed, you may give up or you may choose to *Push On*. If you Push On, you refuse to fail just yet and may roll all your dice a second time. You may now also decide to face additional dangers; if so, add in those dice.

When you Push On, however, the Narrator may also ask a question of his own. It will be something else that is at stake, but could happen (or be avoided) whether the main question resolves one way or another. (*"Will your companion keep his cool, or will his cries attract the guards' attention?"*)

This time, your odds are better: you can count 6s as "hits", as usual, or you can choose to count 1s as "hits", instead (but not both). Spend a "hit" to answer a question in your favour. If you do not or cannot, the Narrator answers that question to his liking.

At the end of the challenge, see if any of your dice rolled a number marking a danger: these now come to pass, and the Narrator describes how.

Courage

You can earn *Courage* – the power of your spirit, fueled perhaps by the light of the Maiar, shining from a distant realm – by playing to your Key Traits. Each time you earn a circle of *Courage*, draw one on your sheet (you get 2 of them to start). You can spend *Courage* by crossing off these circles:

- In any challenge, crossing off three circles allows you to roll in one additional die. You may do so at any time.
- You may also spend these circles to buy Victories (see right).

- You start with one die by default, always.
- Add a die if any of your Qualities can help you succeed.
- Add a die if your Expertise is relevant here.
- Add a die if you have the upper hand in this situation.

(If it isn't clear that you do, assume you don't.)

Earning Victories

Whenever you win a challenge, you can earn a Victory. There are two ways to earn a Victory: if you roll more "hits" than you needed, you can record a Victory for free. Describe what you just accomplished, and draw one circle per extra "hit" you rolled.

If you didn't roll a free Victory, you can buy one, instead. You must still succeed in the challenge to do so. Describe your accomplishment, and note it as worth one circle for every point of *Courage* you spend. If a Victory advantages you later, you can cross off a circle to reroll any die.

Character Growth

Over time, you may learn new talents or earn new Qualities. At the conclusion of an adventure, you may spend left over circles of *Courage* to add things to your character sheet:

- Cross off 3 circles to choose a new Key Trait. (You may not regain an old Key Trait this way: when a Trait is discarded, it is forever!)
- Cross off 6 circles to turn an Earned Victory into a permanent one – from now on, you can always reroll one die when this particular achievement might bring you an advantage in a challenge.
- Cross off 6 circles to add a new Quality or field of Expertise.
- Cross off 10 circles to become a Master in one of your fields of Expertise: from now on, this skill gives you two bonus dice instead of just one.

You may only ever have one Master skill. If you ever purchase a second Master skill, it replaces the first one (which reverts to its normal status).

However, the most important character growth happens in two ways:

- As Éowyn discards and chooses new Key Traits, she matures and changes as a person.
- In her adventures, she earns Victories and can use them to succeed in ever greater challenges.

Victories in Play

What does a Victory look like, and how do I use it? Victories are major accomplishments in the hero's story. Each Victory allows you, the player, to carry forward a few circles – useful to reroll some dice in future challenges. When a prior achievement can help you in a current challenge, you can use its circles to help you. Interpret this loosely, but always ask the player why they're drawing on it. Sometimes it will be very logical (of course finding your way through a desert once makes it easier to traverse it a second time), sometimes it can be very in-genre for a character to simply *mention* a former Victory: "I am Éowyn, Shieldmaiden of Rohan, who bested your Captain in open battle. Fulfill your pledge or stand down! You cannot stop me."

Let's look at an example: Éowyn confronts a Southron warlord and demands that he set free his female slave servants. He refuses, and Éowyn challenges him to a duel, which she wins, despite sustaining a wound to her sword-arm.

Since she rolled two extra "hits" in the challenge, she records a Victory with two circles: "*I bested the Southron Lord in a fair fight. ○○*"

Later, she runs into the Southron again, and this time she demands that he depart from her lands, her people unmolested. If he resists her and it comes to a challenge of wills, she could use one or both of those circles, crossing them off and rerolling one or two dice.

She might be able to use the Victory in a less direct way, as well, if it seems believable: perhaps, even if she had killed the Southron, she could draw on those circles in a later challenge against his people – by reminding them of the earlier duel and its outcome, she might sway them more easily.

Once a Victory's circles are spent, it can be erased, if you wish. (Although the list of Victories makes a nice shorthand of your hero's accomplishments.)

A Detailed Example of a Challenge

Éowyn is trying to escape from a keep which is overrun by bandits. She has just rescued a young Prince from imprisonment, and is leading him on a desperate sprint towards the gate. The Prince took an arrow through the arm in an earlier scrapple, but is still able to run on his own.

The Narrator says, “The gate is not far, perhaps a long stone’s throw away, but it is not open, and the guards are in pursuit, desperately searching for you and the Prince. What do you do?”

Éowyn decides that she will try to crash through the gate and flee before they can be caught. “Is this a challenge?” Oh, yes, it is.

What’s at stake? Éowyn says she wants the two of them to get through the gate, to freedom. “Can I get through the gate?”

She picks up one die by default, then another for having a relevant Quality (“Untiring”), but none of her expertise seems to apply here, and neither does she have the upper hand in this situation. That’s only two dice.

Éowyn then announces that she would like to name a danger: “something of great value might be destroyed,” and places a die on it to mark it.

“What could be destroyed, and how?” asks the Narrator. “My sword, *Silverbeak*,” says Éowyn, “I’m using it to smash open the gate.”

Very well. She turns the die on her character sheet until it shows a “6”, since she doesn’t want to fail the challenge *and* lose her sword (a clever little trick she learned after a badly failed challenge earlier!). This danger allows her to roll an additional die in the challenge, for a total of three dice.

She rolls them: 1, 2, and 5. Since she didn’t roll a 6, this is bad news: it seems that she might not manage to escape this way. Éowyn could accept this outcome, and perhaps face a new challenge of some sort (perhaps hiding from the pursuing bandits). Since she didn’t roll a 6, her sword didn’t break.

However, she does not feel good about that, not at all: she decides to *Push On*. This means that she will be able to reroll all her dice, and she can risk additional dangers, if she likes. She decides to add one more danger: “Someone important could come to disdain, fear, or despise me.” This is the Prince, of course. “Why is that?” The Narrator asks. Éowyn explains that she’s yelling at him and cursing at him to move faster, and showing a rather unpleasant side of her personality – her disdain for him becomes clear, for a moment.

She places a “3” on that danger. Can she also change the number of the other danger (her sword breaking)? Sure, why not – there’s no particular advantage or disadvantage to doing so. She changes that danger’s number, marking it with a “4”.

The Narrator may now ask another question about what is happening. “The Prince is stumbling, trying not to cry out in pain (from his wound). Might he draw the attention of the bandits here and now?” If he does, they will be spotted, for sure.

Does Éowyn wish to buy extra dice with her *Courage*? With two dangers in play, she decides not to (since each additional die increases the odds of a danger coming true).

Finally, Éowyn adds another die to her hand for the new danger, and rolls again – with a relevant Quality and two dangers in play, that’s four dice – and the stakes are high! She could be trapped in the keep, lose or break her sword, earn the enmity of the Prince, or attract the attention of the guards. (Not all challenges will be this intense, of course, but for the sake of an example we might as well include a complex one!)

The dice come up as follows: 1, 1, 3, 6.

This is a lucky roll! Since Éowyn can use 1s instead of 6s when Pushing On, this is what she elects to do. That gives her two “hits”! Lucky for her: of course, she decides to break out of the keep in time, as well as to get away before they are spotted by the guards.

However, did either of her dangers come true? A 4 was not rolled, so her sword, *Silverbeak*, survives being smashed against the gate. However, the 3 means that she has earned the enmity of the Prince – that could be a problem later.

If she wishes, Éowyn could now spend some *Courage* to declare a Victory. Worried by the Prince’s grim expression, she decides to do so. Crossing off two circles of *Courage*, she writes:

I rescued Prince Elorin from the bandits’ keep. ○○

Should things become tense or difficult with the Prince later, she may be able to cross off one or both circles in a challenge and reroll one or two dice. This could be a good idea if, say, when she brings the Prince back to his home, he decides to have her thrown in the dungeons for the way she treated him...

However, it could come into play in other ways, as well. If she ever returns to the keep, she might be able to use those rerolls in a challenge to find her way out again, for example. It’s all up to the players, as Éowyn’s adventures continue and bring her new challenges.

How to Play

Play will be smoother and more "coherent" if you apply the rules of the game with an eye on the imagined situation taking place. When you decide which dice to draw on, which questions to ask, or which dangers to face, consider what is happening and *how* it is happening. If it is not clear, ask each other questions to clarify the situation further: "What does that look like?" "How are you doing that?" "What is the door made of?" And so on.

Asking questions and describing the fictional situation with more detail will always help you apply the rules to the game. When marking dangers, for example, mark only such dangers which flow logically from the events of play. If something seems like it doesn't fit, don't choose that option. Both players should maintain the discipline of following the logic of the imagined situation and applying the rules accordingly.

As Éowyn

When playing Éowyn, be daring, bold, and open-hearted. Speak frankly of your fears and hopes and do not be afraid to fight for them!

"What do you fear, lady?" Aragorn asked.

"A cage," Éowyn said. "To stay behind bars, until use and old age accept them, and all chance of doing great deeds is gone beyond recall or desire."

When you are in trouble, look for opportunities to earn circles of *Courage* and look for ways to leverage your Victories. If you're really in trouble, consider discarding a Key Trait – sometimes you will not emerge from the tale the same person you were when you began. Such is the toll of being a hero.

When you accomplish something which you hope to bring in again later, spend some circles to mark it as a Victory.

As the Narrator

1. Always be on the lookout for opportunities for Éowyn to earn circles from her Key Traits. Point them out to her and ask her what she wants to do.

The Key Trait rewards are designed so that following them will complicate her life and enrich the tale.

At any time when you see such an opportunity, say so: "The young girl really wants you to take her back to her village, even though you explained that it's been overrun by Orcs. Since you promised to deliver her to her family, following through on your word would earn you three circles... do you want to do that, despite the danger?"

However, always remember to make it clear to the player that the final choice in every situation is theirs; you may apply such pressure to them but you can never violate Éowyn's free will.

2. Carefully observe which events Éowyn's player marks as Victories, and look for opportunities to bring those into play.

The player has marked something as a Victory in hopes that it will become relevant again. These things will lead you to reincorporate material from earlier adventures.

Bringing these two points together is the best way to plan ahead:

3. To prepare some interesting situations or adventures for Éowyn, always begin by looking at her character sheet. Try to come up with things which will give her opportunities to (a) earn circles from her **Key Traits** or (b) apply her **Victories**.

If you have a great idea which doesn't seem to do that, don't discard it just yet, but see if you can modify it to bring in one or both of those things.

An Example:

You think it would be really exciting to have a nearby village attacked (and perhaps destroyed) by barbaric marauders. However, this has nothing to do with Éowyn's Traits or Victories. What can you do with that? Look at her sheet:

She has the Trait "Born Warrior", which earns her circles when she takes on someone in combat. She also earned a Victory against a Southron lord in an earlier adventure, sending him fleeing into ignominious retreat.

Very well: take your original idea and add an element to bring in both the Trait and the Victory. First, you might decide to place the Southron lord in the attack: perhaps leading it, perhaps among the ranks of the marauders, or perhaps as a traitor who has made the village vulnerable to the attack in the first place. What makes most sense? What sounds most interesting?

Second, include some kind of truly fearsome warrior in the situation. It could be the Southron lord, if that makes sense, or someone else (Eowyn has defeated him already, after all). Make this frightening enemy overconfident and honour-bound, so Eowyn could challenge him to a duel and attempt to defeat him - this gives her an opportunity to engage with her Key Trait.

Now the situation is ready: you have created opportunities for Eowyn to earn and spend circles, and reincorporated earlier elements to lend coherence to the story. This isn't some random raid; this is an old enemy coming to harrow her once more.

Important: It is your job to present opportunities and situations! Remember that what Éowyn decides to do is her call, as the hero of the story. You simply present her with interesting situations: you will find enjoyment in the game by seeing what she does, not by steering her down a particular path. A cage for Éowyn you shall not make!

Hacking this Game

Different Settings

To change the setting of the game, for use with other worlds or other heroes, simply change the lists of Qualities, Expertise, and Possessions.

In addition, you may need to write some new Key Traits for your hero: to do so, simply follow the model of the examples provided. The first reward is given for something which draws the hero further into adventure; the second for a painful or dangerous decision, like making a heroic sacrifice or achieving a victory against great odds. Discarding the Trait requires the hero to do something completely opposed to the spirit of that Trait.

Finally, look at the dangers provided on the character sheet: the first three columns should be used as-is in any genre, but the fourth is specific to this particular game. It can be rewritten to suit your particular game, or simply ignored. The three main columns will cover just about anything you need.

Greater Peril

To make the game a little darker and a little more frightening, make the following rules change:

- After the first roll of a *challenge*, dangers which were rolled come true immediately.

Sometimes it may be possible to introduce that danger once again, should the hero decide to *push on*. However, usually it won't make any sense to risk a danger twice: in this case, the die is lost. Should the hero wish to roll more dice on the second attempt, she will need to mark new dangers.

Multiple Heroes

If you wish to have more than one hero in play, you may. To do so, you might need two additional rules (but otherwise use the game as-is):

Helping Each Other

If one hero wishes to help another, the Narrator chooses one of the following:

- The second hero's help makes the challenge easier, giving them the *upper hand*. (If they already had it, then the help is unnecessary.)
- The second hero may only help by exposing himself to danger.

In the second case, the helping hero may mark any number of dangers on his sheet and then pass that number of dice to the hero who is rolling. Determine whether those dangers come true, as usual, at the end of the conflict.

Conflict Between Heroes

When two heroes come into conflict, each should announce what they are hoping to achieve. Choose “orthogonal” goals: it should be possible for each to accomplish her desire even if the other does so as well. (For example, one might want to steal the other’s horse, while the other wants to get away.)

Next, roll the dice, as usual. However, there is no set “target” – instead of rolling a 6, a hero needs to roll a better result than their adversary.

Compare the two players’ rolls: whoever has the single highest result achieves their goal. If the two highest dice are tied, set them aside and compare the next two best dice, until the tie is broken. If all of your dice are tied with your opponent, both players roll an additional die and then compare again.

What is the loser’s highest die? For each result the winner has above that number, she scores one “hit”.

For the winner:

- The first hit rolled allows the winner to accomplish her goal.
- The second hit allows the winner to prevent the loser from achieving his goal, if she so wishes.
- If the loser risked dangers which would prevent the winner from achieving her goal, she may elect to prevent those. (This is important! Otherwise the loser can sometimes nullify the victor’s goal by choosing certain dangers.)

Resolve any other marked dangers as usual, unless the loser wishes to *push on*.

More Conflict: Pushing On

If the loser wishes to *push on* to a second roll, he will have a second opportunity to achieve his goal. However, this can be costly.

1. First of all, this means that the loser suffers any dangers rolled immediately, while the victor does not (and will not until after the second roll).
2. Secondly, consequences will be more serious for the loser, if things do not go their way. Proceed as follows:
 - For the second roll, the winner may name more severe consequences or a more far-reaching goal. (For example, if the initial conflict was about the victor beating the loser in a fist-fight, their goal could escalate to breaking the loser’s arm.)
 - If this does not suit the situation, then the winner accomplishes their initial goal, and may name a new and different goal for the second roll.
 - If neither option seems applicable, or the players cannot agree on suitable consequences, then the victor will be able to score a free Victory, instead. Should she win once again, the winner will claim a free Victory with one circle per “hit” scored against the loser.

In addition, the winner of the initial roll goes forward with an advantage:

- For each hit she scored against her opponent in the first roll, she may choose to reroll one of her dice in the second roll, for free.

This “advantage” is like a temporary Victory, only good for the second roll of the challenge.

Rumours and Ideas

What is really happening here? Read on only if you plan to be the Narrator – while any of these might or might not be true, they are not for Éowyn’s eyes. The Narrator may draw on any – or many – of these to devise ever new adventures for her. The Fourth Age will not see any great evil at the scale we witnessed in the events of the *Lord of the Rings*, but neither do the mighty powers of old walk Middle-Earth anymore: there are no more Elves, no wizards, and the honour of Men is ever dwindling. Things will not be easy.

In no particular order:

- Éowyn slew the Witch-King in open combat on the battle-plains before Minas Tirith: her destiny is tied to that of the Witch-King in some way beyond the comprehension of those living. So long as she draws breath, the spirit of the Witch-King shall roam the Earth.
- A cult worshipping Mordor of old is arising among people subjugated by the rule of Elessar, King Returned and Ruler of Arnor. They are searching all of Middle-Earth for relics and remnants of the Third Age and hope to someday revive an evil from the War of the Ring.
- The ghost who is her companion was once the founding King of Rohan, who believes her deeds dishonour the heritage of the Horse-lords – a woman should not fight as a man! Sooner or later this will cause conflict between them.
- One of the Nine rings finds its way into Éowyn’s hands. However, it threatens to twist her very being. She must find a way to protect herself from its influence – perhaps a particular sage’s advice must be sought out or a relic must be found. (Perhaps while she wears it, she must call on the danger “I might lose control and...” in nearly every challenge!)
- The ghost accompanying Éowyn is indeed the wraith of the Witch-King of Angmar, who seeks to be reunited with his Ring – this is what they are hunting, in truth, and how he can sense its location. Should they find it, a new evil could be unleashed and the Witch-King returned to life!
- Since the One Ring has been destroyed, the Witch-King’s spirit is no longer bound as he once was; a will strong and wise enough could turn him from the dark path and lead him to reclaim his humanity.
- Tied to his spirit by his fateful death, Éowyn sees glimpses of the Witch-King’s life, dreams, and memories. She must unravel the mystery of the Witch-King’s own past in order to discover and defeat a great and ancient evil.
- The ghost who is her companion is a remnant of the soul of Saruman, unwilling to depart this world as the other wizards have done, and perhaps even planning some new mischief in the name of progress.
- The lesser rings have been lost and, indeed, forgotten. But one of the Nine has found its way to a lowly warlord or bandit. Once a pathetic creature, now become a tyrant of men, this lost soul has claimed a stronghold in Angmar of old and is raising an army.
- A wild Oliphaunt is loose in the forests of Ethilien, having lived there since the Battle of Minas Tirith, driven mad and hungry for destruction. Who might harness this force of nature for their evil purposes? Can it be calmed, tamed, or stopped?

- Éowyn and Faramir have a son, named Elboron, who has turned greedy and wicked. When she returns home after a long voyage and finds him ruling unjustly, how will she deal with him? (And is his dark character a reflection of her own angry nature, or the effects of some unknown evil, like one of the Nine rings, which has been found in her absence?)
- A Ring has been found, and the person wearing it, invisible, refuses to take it off and lives entirely in the spirit world. Éowyn must adventure on her own to find this person and reclaim the Ring (perhaps even wearing one herself in order to do so, if entering the spirit world herself would give her advantage).
- Elessar (formerly Aragorn), King of Gondor, has always harboured feelings for Éowyn, and has now decided the time has come to act on them. How will Éowyn react – will she flee the kingdom and go into hiding, or allow herself to become embroiled in a conflict of hearts against a former Elvish queen?
- Against the orders of their King, young women are coming to Éowyn and demand to be trained in the ways of battle.
- The spirits of the Ringwraiths, now tied to no mortal form, are possessing people in Gondor. Furthermore, they cannot be harmed or even perceived by any Man. Can Éowyn stop them before they unleash a new age of darkness?
- The Witch-King's Ring has been found, and it still bears some of the malice and power of the original owner. The finder has settled in one of the old fortresses on the border of Mordor against the ban of the King, and is drawing Orcs and worse out of their hiding-holes throughout Mordor, gathering them to him. The Ring fuels him with strength even as it wracks his being with unimaginable anguish.
- Faramir has gone far abroad to fight alongside the King and left Éowyn ruling in Eryn Arn. When a new power threatens the realms of Men, it falls to Éowyn to lead the defense against these invaders.
- Éowyn faces a great challenge, and a Ring of Power has found its way into her grasp. Will she dare use its strength to confront this new test of her courage? (It likely gives her the *upper hand* in any challenge, as well as carrying other, unknown powers.)
- The spirit of the Witch-King did not flee far from Gondor: it possessed the soul of a lesser goblin and fled East. However, he was caught in a web fashioned by Shelob, nursing her wounds deep in the caverns of the Ephel Dúath. When Shelob consumed his flesh, his spirit lived on in her, like a dark seed in her mind and her heart, full of dark mischief and malice beyond reckoning. What fell deeds could a creature possessed of both inhuman form and the cunning of an ancient War Captain accomplish on the borders of Éowyn's peaceful lands?
- It is Éowyn herself who has found the Ring on the plains of battle – her dreams are no nightmares, but real memories! The power of the Ring has already twisted her mind so that she does not realize what it is she is doing. The Witch-King guides her to commit foul deeds as his pawn in the mortal world.
- Elessar, King of Arnor reunited, faces an uphill battle unifying the remaining kingdoms of Middle-Earth and bringing them into his peaceful rule. Éowyn rides forth to distant realms to bargain and treat with them on his behalf, and to forge peace where she can.
- A new evil stirs in Mordor: the collapse of Barad-Dûr awakened a Balrog, slumbering far deeper than even Sauron ever dared to delve, where the earth is gnawed by nameless things. Gradually he has risen and gathers the remnants of Mordor's armies to him. Already he seeks the Nine rings (eight lost at the Black Gate, and one before Minas Tirith), and will soon send them forth as gifts to Kings far and wide in order to corrupt their souls. Those who accept will join him, and the land will be covered with darkness once more.

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Dedicated to a very lovely, sweet girl who loves Éowyn every bit as much as I do.