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### JADON JACK

[Reise durch Mittelerde](#) Race Point Publishing

As the Shadow of Mordor grows across the land, the Companions of the Ring have become involved in separate adventures. Aragorn, revealed as the hidden heir of the ancient Kings of the West, has joined with the Riders of Rohan against the forces of Isengard. Merry and Pippin, captured by Orcs, escape into Fangorn Forest and there encounter the Ents. Gandalf has miraculously returned and defeated the evil wizard, Saurman. Sam has left his master for dead after a battle with the giant spider, Shelob. But Frodo is still alive, in the foul hands of the Orcs. And all the while, the armies of the Dark Lord are massing as the One Ring draws nearer to the Cracks of Doom.

[Adventures in Middle-Earth](#) Cubicle 7 Entertainment

THE LORD OF THE RINGS Cedco Publishing invites you to experience the magic of one of the most ambitious motion picture projects ever undertaken. Based on J.R.R. Tolkien's The Lord of the Rings

trilogy, director Peter Jackson presents three sweeping films that tell an unforgettable tale of good versus evil, set in the mystical environs of Middle-earth. Featuring stunning imagery and distinctive design elements from The Fellowship of the Ring and the highly-anticipated sequel, The Two Towers, Cedco's Lord of the Rings books and calendars capture the spirit and adventure of Middle-earth and the classic hero's quest.

[Raiders of Cardolan](#) Ballantine Books

Tolkien's World takes readers on an incredible journey through the realms of Middle-earth and back to a time when elves, dwarves, wizards, and a small, courageous people known as hobbits battled the forces of evil. This lavishly illustrated guide brings you the people and places from The Hobbit and The Lord of the Rings. Explore Middle-Earth, from the rolling hills of the Shire to the desolate ash plains of Mordor. Discover the secrets of a world where the elves roamed through enchanted forests and dragons slept in dark caverns under the mountains. With stunning artwork that re-imagines the places and people of Middle-Earth, Tolkien's World is ideal for hobbit fans, big and small. Open the pages of Tolkien's World and meet Bilbo Baggins, the hero of The Hobbit. Then find out about Gandalf the wizard and his incredible magic powers, uncover the story of the

unfortunate Gollum or learn about magical weapons, such as Gandalf's sword Glamdring. This meticulously researched guide lets you discover the amazing peoples and creatures that inhabit Middle-earth, from friendly elves and stout-hearted dwarves to the deadly dragon Smaug and the evil Sauron. Packed with adventure and lore, Tolkien's World is a must for all Hobbit fans.

[The One Ring Roleplaying Game](#) Iron Crown Enterprises

A collection of songs, rhymes and poems about dwarves, elves, trolls, etc.

**There and Back Again** Cubicle 7 Entertainment

The Loremaster's Guide is packed with extra setting material and advice for running Adventures in Middle-earth. There are expanded rules and guidance for running Journeys, Audiences, new rules for combat and adversaries, and a whole lot more.

[Middle Earth Journals \(Third Volume\)](#) Cubicle 7 Entertainment

Middle Earth Journals: Looking Into The Centre Of The World II is the sixth volume of the Terrian Journals: Living As A Newcomer series. By thumb and waterways the adventures of Don and Mariko continue, from Canada's central cities to the shores of l'Acadie; from "the land God gave to Cain" to the great bergs drifting from the eastern Arctic.

Martin S. Monsch

A journey in search of Middle-earth In 1911, at the age of nineteen, J. R. R. Tolkien embarked on an adventurous journey through the Swiss Alps; with a heavy pack, he hiked over many high passes. More than fifty years later, he mentioned in a letter to his son Michael that this trip had deeply affected him. Bilbo's journey in *The Hobbit* from Rivendell to the other side of the Misty Mountains, he said, was based on his own adventures in 1911. Tolkien himself named a few specific sources of inspiration, most explicitly the Silberhorn (Silverhorn). So I wondered: Was this perhaps only the tip of the iceberg? Following in Tolkien's footsteps, I myself set out into the spectacular mountain world with its stories, myths, and legends, in search of his sources of inspiration; and little by little, a vivid and mysterious world revealed itself to me: a world that helped shape Middle-earth. More than 100 color images accompany the author's research and discovery journey, along with 11 hiking and 3 road trip suggestions that allow readers to recreate Tolkien's experience with all its impressions themselves in the Swiss mountains. "This book is above all else an invitation to step into Tolkien's hiking shoes, shoulder his pack, and step back a century into a world which is as far from today as Middle-earth is from our world; a guidebook of impressions, a walking tour of the nature of imagination and the imagination of nature." - John Howe

**Middle Earth Journals (Second Volume)** Cedco Publishing Company

The Mirkwood Campaign is a complete campaign framework for *Adventures in Middle-earth*, set in and around Mirkwood, played out over the course of three decades. It allows you to tell your own epic saga, following your heroes in their quest as the tale of years unfolds before them. This guide includes enough adventure material to keep you playing for months or even years, and includes new rules that give your heroes a real stake in what happens to the world around them. Rules for Holdings allow them to carve out their own corner of Middle-earth, whilst new options for the Fellowship Phase and new Undertakings allow them to chart their own path through the years. Additional optional rules allow your Player-heroes to weave their backgrounds into Journey Events. *The Fellowship of the Ring* Harper Collins

The first volume of a three-volume epic adventure set in the fantasy world of the Third Age of Middle-earth, a world inhabited by many strange beings.

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[The Unexpected Adventures of Martin Freeman](#) HarperCollins UK

*Adventures in Middle-Earth* *Adventures in Middle-Earth* *Adventures in Middle-Earth* Cubicle 7 Entertainment

*Adventures in Middle-Earth* Cubicle 7 Entertainment

Bilbo Baggins, the hobbit, is a peaceful sort who lives in a cozy hole in the Shire, a place where adventures are uncommon - and rather unwanted. So when the wizard Gandalf whisks him away on a treasure-hunting expedition with a troop of rowdy dwarves, he's not entirely thrilled. Encountering ruthless trolls, beastly orcs, gigantic spiders, and hungry wolves, Bilbo discovers within himself astonishing strength and courage. And at the ultimate confrontation with the fearsome dragon Smaug, the hobbit will brave the dangers of the dark and dragon fire alone and unaided.

**The Further Adventures of Beowulf** Carroll & Graf Publishers

The revised edition of *England and Always: Tolkien's World of the Rings* (Erdmans, 1981) adds a chapter on the metaphorical significance of Tolkien's fantasy stories being set in "the North-west of the old World, east of theea." Lobdell's study--which rejects the common interpretation of the cycles a medieval quest narrative--follows the three

*The Hobbit* *Adventures in Middle-Earth* *Adventures in Middle-Earth* *Adventures in Middle-Earth*

A trilogy of epic fantasy, in which a continuous narrative chronicles the great War of the Rings in the world of Middle-Earth

*A Campaign and Adventure Guidebook for Middle Earth Including the Wild Lands - East, South, & North* Kings Road Publishing

'The Peoples of Middle-earth' traces the evolution of the Appendices to *The Lord of The Rings*, which provide a comprehensive historical structure of the Second and Third Ages, including Calendars, Hobbit genealogies and the Westron language.

**The Return of the King** Klett-Cotta

Die »Geschichten aus dem gefährlichen Königreich« präsentieren Tolkiens beliebte Fantasy- und Abenteuer- Erzählungen. Diese fünf märchenhaften Geschichten aus einem Land jenseits von Mitteleerde sind mit der Fantasie und Hingabe erzählt, die auch den *Hobbit* zu einem der

beliebtesten Bücher gemacht haben. Tolkien ist ein meisterhafter Erzähler für Leser jeglichen Alters. Die in dem Band enthaltenen Geschichten: - Roverandum - Bauer Giles - Die Abenteuer des Tom Bombadil - Schmied von Großholzigen - Blatt von Tüftler *The Shaping of Middle-earth* HarperCollins UK

*Middle Earth Journals: Looking Into The Centres Of The World* is the fifth volume of the Terrian Journals: Living As A Newcomer series. Beginning in Xiang Giang, Chuang Hwa the Terrian adventure story takes more twists and turns in all compass directions with surprising destinations and discoveries in both familiar and unfamiliar places. Continuing stories and emotional journeys of Don, Zita, and Mariko continue beyond their apparent conclusions and destinations. What old Lang Syne and new beginnings are awaiting them?

*Adventures in Middle Earth Mirkwood Camp* Open Court Publishing

The Rhovanion Region Guide is an invaluable resource for *Adventures in Middle-earth* further describing the lands of the River and the Forest - the rolling Vales of Anduin and the trackless forest of Mirkwood. It expands on the descriptions given in the core Guides, offering new sanctuaries and new perils for Player-heroes to discover.

[Adventures in Middle-Earth](#) White Lion Publishing

Smaug has been defeated, the Battle of Five Armies has been won, and Bilbo has returned to the Shire. But much danger still remains, and from the Orc-holds of the mountains to the dark and corrupt depths of Mirkwood a darkness waits, recovering its strength, laying its plans, and slowly extending its shadow...

**Adventures in Middle-Earth** Independently Published

The classic bestseller behind this year's biggest movie, this film tie-in edition features the complete story of Bilbo Baggins' adventures in Middle-earth as shown in the film trilogy, with a striking cover image from Peter Jackson's film adaptation and drawings and maps by J.R.R. Tolkien. [Adventures in Middle Earth Wilderland Ad](#) Insight Editions

"The One Ring(TM) Roleplaying Game is the newest fantasy roleplaying game set in the world of *The Hobbit*(TM) and *The Lord of the Rings* (TM), allowing you and your friends to set out on your own adventures in Middle Earth."--Page 4 of cover.