

## TO THE RUINS OF OST-IN-EDHIL

**Doom Pool** (High stakes, Standard): 2D8

### Opening Scene:

*You depart Imladris heading south to Eregion. The high peaks of the Misty Mountains are visible to your left as you head south. It is hard going.*

#### ERIADORIAN WILDERNESS

#### LONG JOURNEY

D12 – when this is reduced below D6, the company reaches the ruins of Ost-in-Edhil.

At the end of each Action Order, the Doom Pool makes an attack against each hero in the company to inflict Physical Stress, adding the LONG JOURNEY die.

#### CLEAR SKIES

If this Scene Distinction is eliminated – including by spending a D8 or larger from the Doom Pool provided that this does not drop the Doom Pool below 2D8 – then the Doom Pool plus the spent die makes an attack against each hero in the company to inflict Emotional Stress.

Spend a D8 from the Doom Pool to introduce the following Scene Distinction

#### CREBAIN FROM DUNLAND

If this Scene Distinction is not eliminated by the time that the company reaches Ost-in-Edhil, the next scene begins with a WATCHED Scene Distinction: each time it is used in a pool, step up the Doom Pool.

Initially the heroes are being stalked by WOLVES while KHAMÛL THE EASTERLING approaches them from the Mountains. Unless the heroes take steps to confront them, they will create assets and/or add to the Doom Pool.

At an appropriate moment, a die from the Doom Pool can be spent to interrupt the Action Order for the wolves to attack the heroes' company.

## WOLVES (MOB 5d6)

INTIMIDATING  
WILD

ENHANCED SPEED D8, ENHANCED REFLEXES D8

ENHANCED SENSE D8, BITE D6

SFX: *Pack attack*: Replace two dice of equal size with a single die one step larger.

SFX: *Bring down their prey*: When inflicting a TRIPPED complication on a target, add a D6 and step up the effect die.

SFX: *Dangerous*: Step back the highest die in an attack action pool to add a D6 and step up Physical Stress inflicted.

Limit: *Spooked*: Shut down a power to step up the Doom Pool; recover by activating an Opportunity.

Specialties: COMBAT EXPERT D8, OUTDOOR EXPERT D8

**Spend a D6 or larger from the Doom Pool** to add, in pursuit of the heroes,  
ORCS (MOB 3d6)

BLOODTHIRSTY  
CRUDE

FERCE SCIMITARS D8, ENHANCED STAMINA D8, ORCISH SENSES D6

SFX: *Swarm*: For every additional target at D6 and keep an additional effect die.

SFX: *Rage*: Add a die from the Doom Pool to an attack action; after the dice are rolled, step down the die and return it to the Doom Pool.

Limit: *Gear*: Shut down FIERCE SCIMITARS to step up the Doom Pool; recover by spending a die from the Doom Pool.

Limit: *Blind hatred*: Step up Emotional Stress taken to grow the Doom Pool.

Specialties: COMBAT EXPERT D8, INTIMIDATION EXPERT D8

**Spend a D10 or larger from the Doom Pool** to add, joining with Khamûl, ADÛNAPHEL THE QUIET.