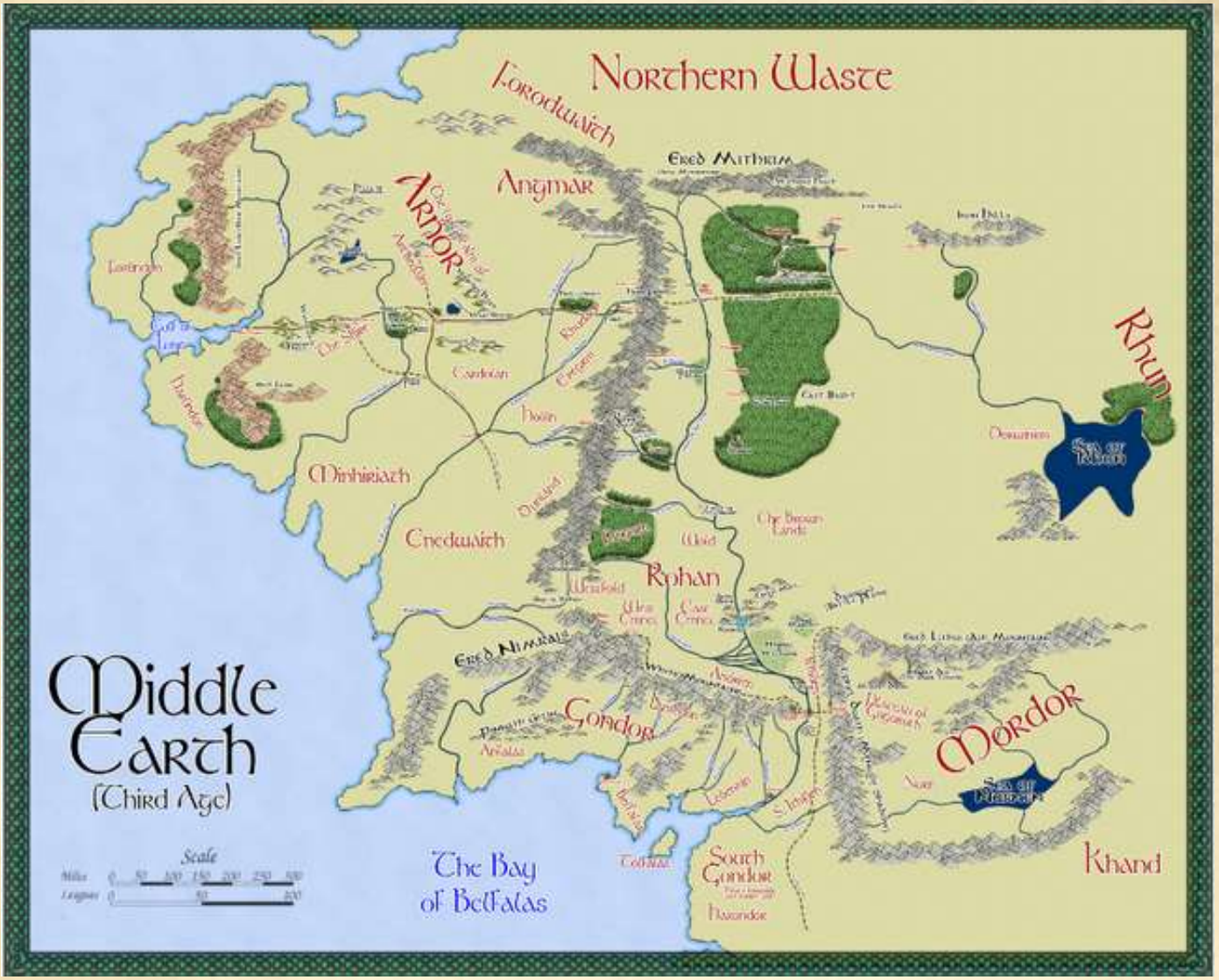
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~contents~

PART ONE
INTRODUCTION 5
An overview of the game by Telcontar 5

PART TWO: ADDITIONAL MATERIAL ON CHARACTERS & CULTURES 6

Random Character Generator 6
Creating Custom Backgrounds 14
Player Hero Examples 16
Variant Cultures 42
Additional Cultural Blessings 44
Designing New Cultures 45

New Cultures 46

Dúnedain of Arnor 46
Dwarves of Blue Mtns 49
Dwarves of Dunland 53
Dwarves of Khazad-dûm 56
Elves of Lindon 59
Men of Dol Amroth 63
Orcs of Misty Mtns 67
Rangers of Ithilien 72
Lists of Names 73

Customisation 75

New Callings 75
Optional Endurance 76
Optional Encumbrance 76
Dwarvish Oaths 76
Family Background 77
Character Motivation 78
Belief System 79

PART THREE: FUNDAMENTAL CHARACTERISTICS 80

Skills 80
Songs & Poems 82
Guide to Writing Songs 83
Changed Weapon Skills 84

Traits 85
New Specialities 85
New Distinctive Features 86

Virtues & Rewards 87
New Masteries 87
Cultural Virtues 90
Revised Cultures 90
Beornings 91
Dúnedain of Arnor 91
Dwarves of Blue Mtns 93
Dwarves of Dunland 93
Dwarves of Khazad-dûm 94
Elves 96
Elves of Lindon 97
Elves of Mirkwood 98
Men of Bree 98
Men of Dol Amroth 98
Orcs of Misty Mtns 100
Rangers of Ithilien 101
New Calling Virtues 102
Rewards 104
Cultural Rewards 105
Dúnedain of Arnor 105
Dwarves of Blue Mtns 106
Dwarves of Dunland 107
Dwarves of Khazad-d. 107
Dwarves of Lonely Mtn 107
Elves of Lindon 108
Elves of Rivendell 108
Men of Bree 109
Men of Dol Amroth 110
Orcs of Misty Mtns 110
Rangers of Ithilien 110

Gear 111
Personal gear 111
War-gear 112
Weapon changes 112
New Weapons 114
Quality & Condition 119

Life and Death 120
Critical Wounds 120
Revised Exhaustion 121
Recovery Summary 122

Treasure 123
Alternate Treasure 123
Magical Treasure Index 124
Miscellaneous Magical Items 128
Precious Objects 131
Wondrous Artefacts 132
Famous Weapons & Armour 136
Enchanted Qualities 140

Standing 142

PART FOUR: ADVENTURING PHASE 144

Actions 144

Journeys 145
Journey Sequence 145
Rules Summary 146
Travel Boons 147
Forced March 147
Sample Hazards 147
Caravan Hazards 153
Moria Hazards 154
Lake-town to Grey Mtns Hazards 155
Winter Hazards 156

Actions While Traveling 157
Chases 160
River Crossings 164

Combat 165
Onset 165
Close Quarters 165
Stances 167
Damage 168
Combat Hazards 172
Called Shots 173
Tasks in Combat 174
Non-Combat Actions 177
Captain's Warband 177

Encounters 179
Encounter Hazards 180
Courtship 181

PART FIVE: FELLOWSHIP PHASE 183
Summary 183
House Rules 184
Undertakings 184
In Eriador 184
Additional Holding Rules 186
Town Building 189
New Undertakings 190

PART SIX: THE LOREMASTER 202
Game Session Sequen. 202
Designing Adventures 203
Awarding Points 205
Dice Probabilities 207
Loremaster Characters 209

PART SEVEN: THE SHADOW 227

Corruption 227
Honour of Princes 227
Tainted Treasure 227
Curses 227
The One Ring 227
Lesser Ring 229
Shadow Weaknesses 229

Adversaries 232
Adversaries Index 232
Special Abilities 236
Orc Tribes 236
Nazgûl Names 237
New Adversaries 238
Trolls 238
Wolves 240
Undead 241
Men 244
Dragons 247
Animals & Other 251

PART EIGHT: THE CAMPAIGN 258
The Setting 258

Wilderland 259
Places in Dale 259
Brothers Across the Green Sea 262
The Bightlands 263
Mewlips Poem 265
Gathering At Five Armies
Rumours 266
Restoration of Dale 268
Fellowship of the Red Banner 271
The Toft 272
The Old Ford 273
Black Tom's Stead 273
Ire Within the Dark 275
Peoples of Rhovan. 277

Eriador 282
The Shire 282
Inns of the Shire & Buckland 285
Western Eriador 288

Lindon 297

Rohan & Dunland 303
Saruman as Goodie 303
The Hollow Hold 306

Campaign Outlines 307
Campaign Ideas 307
Origin of the Petty Dwarves 307
Various Ideas 311

Wilderland Campaigns 315
Reclaim Orcrist 315
The Spider Kings 316
DoM Ideas 316
Mines of Mirkwood 318
The Wolfbiter's Axe 319
Strayhold 320
Mansbane 320
Tide of Darkness 323
The Spider Ring 325

Eriador Campaigns 328
Lost Realm of Cardolan 328
Balor the Black Wind 332

Further Adventures 333
Heroic Heritage Guide 333
Nominating Heirs 334

PART NINE: ADVENTURES 335

List of Published Adventures 335

101 Things to Do in Middle-Earth 338
Basic Adventure Ideas 344
Eriador Adventure Ideas 368

More Detailed Adventures 373
Wild Adventures 373
- The Night Wanderer 373
- The Missing Prince 380
- The Slave Child 383
- The Stolen Horn 385
- Of Stones and Spiders 387
- The Bats Are Missing 390
- Bitter Remedy 392
- The Merchant's Secret Stash 394
- The Pearl of Kings 395
- Songs in the Wild 399

Other Adventures 406
- The Ruins of Ost Edlothiod 406
- The Troll King's Hoard 410
- King Under the Mountain 412
- The Nameless Dwarf 415
- Glaurung's Ire 416
- The Fellowship of the Spear 418
- Solo Adventure 420
- Escort a Princess 430

APPENDIX: OTHER RESOURCES 434

List of Aids 434
Resource Links 436
Creating Official Looking Supplements 439
Making Maps 439
A Little Ring: The One Ring for Kids 444

INDEX 446

~part one: introduction~

This work is an attempt at compiling all the work produced by fans for The One Ring RPG by Cubicle 7 on the One Ring Forums into one easy to access Reference Guide. This Revised Edition will be the last (for the foreseeable future) as the amount of material has just become so great.
The Revised Edition keeps the same order as the Rulebook, thus Part Two is Character Generation, Part Three Fundamental Characteristics etc.
I have tried to indicate where possible the sources of all information included, any omissions are unintentional -Ed.

AN OVERVIEW OF THE GAME BY Telcontar

Setting: The game will initially start in 2946 of the Third Age five years after the end of the *The Hobbit* and take place in the Wilderland, east of the Misty Mountains and north of Rohan and Mordor.
Intent: Create the saga of a group of adventures in the later part of the Third Age, by drawing upon literary devices like those found in Beowulf and other Nordic and Anglo-Saxon story telling traditions.
Game Play: The game lends itself well to narrative play and I think would be ideally suited to a play by post or email game. The focus is on narrative, theme, and exploring the setting and nuisances of Tolkien's Middle-earth. Things will tend to be stereotyped into "good" and "evil" as over arching concepts. As such the characters will be a force of good where intent and style count as much as actual deeds and actions. The concepts of good and evil and how they affect a character are represented by hope and shadow points. As such characters through the horrible things that they encounter or a drift towards evil and corruption will have effects on game play.

A fundamental part of this game is fellowship. The characters have an interest and bonds between the other characters in the group and this is represented in game mechanics. The game mechanics are designed for characters to work together and look out for each other. Think of it in terms of the Hobbits setting out together when they leave the shire (Fatty is an NPC).
This game also borrows some similar concepts from Pendragon. The game is divided into the adventuring phase and the fellowship phase. In the first the characters are actively adventuring, this can be a few weeks or months. The fellowship phase is the device used to pass time and improve the characters. The idea being that your characters will go out and confront obstacles, achieve their goals, grow weary, age, and eventually pass the torch on to their successor. Time will pass in this game.
Travel is also a fairly important part of the game with the characters having to plan how to travel and the fatigue and incidents that can occur. If one looks at travel as a thematic and story device in the Lord of the Rings as something that affects the characters bodies and souls it's pretty close to the mark.
Combat is somewhat abstract and not as detailed as the tacticals that have developed out of other d20 games. In this respect the game is a bit like 3:16 for those who have played that. Also treasure and rewards work a little different as well. Characters will not receive treasure in the form of copper pieces and silver pieces. Instead they may find or be given heroic items or treasure in the form of points that allow a life style living etc.
Objective: Spoil the plans of Sauron of course!

~part two additional material on characters & cultures~

random character generator by trotter[1]

STEP 1. Choose Culture: Roll 1D6

1: Barding of Dale
Standard of Living: Prosperous
Cultural Blessing: Stout-hearted
Starting Common Skills: Awe 1 Inspire 2
Persuade 3 Athletics 0 Travel 2 Stealth 0
Awareness 0 Insight 2 Search 1 Explore 2
Healing 0 Hunting 0 Song 1 Courtesy 2
Riddle 0 Craft 1 Battle 2 Lore 1
Endurance: 22 + Heart; Hope: 8 + Heart

2: Beorning
Standard of Living: Martial
Cultural Blessing: Furious
Starting Common Skills: Awe 3 Inspire 1
Persuade 0 Athletics 2 Travel 0 Stealth 0
Awareness 2 Insight 3 Search 1 Explore 0
Healing 1 Hunting 3 Song 0 Courtesy 0
Riddle 1 Craft 1 Battle 0 Lore 0
Endurance: 24 + Heart; Hope: 8 + Heart

3: Dwarf of the Lonely Mountain
Standard of Living: Rich
Cultural Blessing: Stout-hearted
Starting Common Skills: Awe 0 Inspire 2
Persuade 0 Athletics 0 Travel 3 Stealth 0
Awareness 0 Insight 0 Search 3 Explore 2
Healing 0 Hunting 0 Song 1 Courtesy 0
Riddle 2 Craft 3 Battle 1 Lore 0
Endurance: 28 + Heart; Hope: 6 + Heart

4: Elf of Mirkwood
Standard of Living: Martial
Cultural Blessing: Folk of the Dusk
Starting Common Skills: Awe 2 Inspire 0
Persuade 0 Athletics 3 Travel 0 Stealth 2
Awareness 2 Insight 0 Search 0 Explore 0
Healing 1 Hunting 1 Song 2 Courtesy 0
Riddle 0 Craft 0 Battle 2 Lore 3
Endurance: 22 + Heart; Hope: 8 + Heart

5: Hobbit of the Shire
Standard of Living: Prosperous
Cultural Blessing: Hobbit-sense
Starting Common Skills: Awe 0 Inspire 0
Persuade 2 Athletics 0 Travel 1 Stealth 3
Awareness 2 Insight 1 Search 2 Explore 0
Healing 0 Hunting 0 Song 2 Courtesy 3
Riddle 2 Craft 0 Battle 0 Lore 0
Endurance: 16 + Heart; Hope: 12 + Heart

6: Woodman of the Wild
Standard of Living: Frugal
Cultural Blessing: Woodcrafty
Starting Common Skills: Awe 0 Inspire 1
Persuade 0 Athletics 2 Travel 0 Stealth 2
Awareness 2 Insight 0 Search 0 Explore 3
Healing 3 Hunting 2 Song 1 Courtesy 0
Riddle 1 Craft 1 Battle 1 Lore 0
Endurance: 20 + Heart; Hope: 10 + Heart

STEP 2. Choose Calling: Roll 1 D12

Barding of Dale
1-2: Slayer
Favoured Skill Groups: Movement, Personality
Trait: Enemy-lore - Enemy: Roll 1 D6 - 1: Dragons;2: Giants;3: Orcs;4: Spiders;5: Trolls;6: Wolves
Shadow Weakness: Curse of Vengeance
3-4: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness
5-6: Warden Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power
7-9: Scholar Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
10-12: Treasure-hunter Favoured Skill Groups: Movement, Perception
Trait: Burglary
Shadow Weakness: Dragon-sickness

Beorning
1: Reroll
2: Treasure-hunter Favoured Skill Groups: Movement, Perception
Trait: Burglary
Shadow Weakness: Dragon-sickness
3-4: Scholar Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
5-6: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness
7-9: Slayer Favoured Skill Groups: Movement, Personality
Trait: Enemy-lore - Enemy: Roll 1 D6: 1: Dragons;2: Giants;3: Orcs;4: Spiders;5: Trolls;6: Wolves
Shadow Weakness: Curse of Vengeance
10-12: Warden
Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power

Dwarf of the Lonely Mountain
1: Reroll
2: Warden
Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power
3-4: Scholar
Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
5-6: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness
7-9: Slayer
Fav. Skill Groups: Movement, Personality
Trait: Enemy-lore Enemy: Roll 1 D6: 1: Dragons;2: Giants;3: Orcs;4: Spiders;5: Trolls;6:Wolves
Shadow Weakness: Curse of Vengeance
10-12: Treasure-hunter
Fav. Skill Groups: Movement, Perception
Trait: Burglary
Shadow Weakness: Dragon-sickness

Elf of Mirkwood
1: Reroll
2: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness
3-4: Slayer
Fav. Skill Groups: Movement, Personality
Trait: Enemy-lore
Enemy: Roll 1 D6: 1: Dragons;2: Giants;3: Orcs;.4: Spiders;.5: Trolls;.6: Wolves
Shadow Weakness: Curse of Vengeance
5-6: Treasure-hunter
Fav. Skill Groups: Movement, Perception
Trait: Burglary
Shadow Weakness: Dragon-sickness
7-9: Scholar
Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
10-12: Warden
Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power

Hobbit of the Shire
1: Reroll
2: Slayer
Fav. Skill Groups: Movement, Personality
Trait: Enemy-lore -Enemy: Roll 1 D6: 1:Dragons;2: Giants;3: Orcs;.4: Spiders;5: Trolls;6: Wolves
Shadow Weakness: Curse of Vengeance
3-4: Scholar
Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
5-6: Warden
Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power
7-9: Treasure-hunter
Fav. Skill Groups: Movement, Perception
Trait: Burglary
Shadow Weakness: Dragon-sickness
10-12: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness

Woodman of the Wild
1: Reroll
2: Scholar
Favoured Skill Groups: Perception, Vocation
Trait: Rhymes of Lore
Shadow Weakness: Lure of Secrets
3-4: Slayer
Favored Skill Groups:Movement,Personality
Trait: Enemy-lore
Enemy: Roll 1 D6: 1: Dragons;2: Giants;3: Orcs;.4: Spiders;5: Trolls;6: Wolves
Shadow Weakness: Curse of Vengeance
5-6: Treasure-hunter
Favoured Skill Groups: Movement,Perception Trait: Burglary
Shadow Weakness: Dragon-sickness
7-9: Wanderer
Favoured Skill Groups: Custom, Survival
Trait: Folk-lore
Shadow Weakness: Wandering-madness
10-12: Warden
Favoured Skill Groups: Personality, Survival
Trait: Shadow-lore
Shadow Weakness: Lure of Power

STEP 3. Choose Weapon Skill Package:
Roll 1 D(Any) Odd: (Cultural); Even: Favoured_

Barding of Dale
Odd: (Swords) 2 Spear 1 Dagger 1
Even: Great bow_2 Spear 1 Dagger 1

Beorning
Odd: (Axes) 2, Spear 1, Dagger 1
Even: Great Spear_2 Axe 1 Dagger 1

Dwarf of the Lonely Mountain
Odd: (Axes) 2 Short sword 1 Dagger 1
Even: Mattock_2, Short sword 1, Dagger 1

Elf of Mirkwood
Odd: (Spears) 2 Sword 1 Dagger 1
Even: Bow_2 Sword 1 Dagger 1

Hobbit of the Shire
Odd: (Short sword) 2 Bow 1 Dagger 1
Even: Bow_2 Short sword 1 Dagger 1

Woodman of the Wild
Odd: (Bows) 2 Long-hafted axe 1 Dagger
Even: Long-hafted axe_2 Spear 1 Dagger 1

STEP 4. Choose Specialities:
Roll 2 D6, choose 1 for each die
In the case of doubles, you may reroll one or both until they come up unique.

Barding of Dale
1: Boating; 2: Old lore; 3: Smith-craft; 4:Swimming; 5:Trading; 6:Woodwright

Beorning
1: Anduin-lore; 2: Beast-lore; 3: Cooking; 4:Fishing; 5:Mountaineer; 6: Story-telling

Dwarf of the Lonely Mountain
1: Fire-making; 2:Smith-craft; 3:Smoking; 4: Stone-craft; 5: Trading; 6: Tunnelling

Elf of Mirkwood
1: Boating; 2:Elven-lore; 3:Fire-making; 4: Mirkwood-lore; 5: Swimming; 6:Woodwright

Hobbit of the Shire
1: Cooking; 2:Gardener; 3: Herb-lore; 4: Smoking; 5: Story-telling; 6: Tunnelling

Woodman of the Wild
1: Anduin-lore; 2: Beast-lore; 3: Fishing; 4: Herb-lore; 5: Leech-craft; 6: Mirkwood-lore

STEP 5. Choose Background and Distinctive Features:
Roll 1 D6 for the Background, then roll 2 D8 & choose 1 Trait for each die.
In the case of doubles, you may reroll one or both until they come up unique.

Barding of Dale
1: By Hammer and Anvil
Basic Attributes: Body 5 Heart 7 Wits 2
Favoured Skill: Craft
(2d8) 1: Adventurous; 2: Cautious;3: Determined;.4: Generous;.5: Hardy; 6:Merciful; 7: Proud; 8: Stern

2: Wordweaver
Basic Attributes: Body 4 Heart 6 Wits 4
Favoured Skill: Riddle
(2d8) 1: Adventurous; 2: Clever; 3: Eager; 4: Fair-spoken; 5: Lordly; 6: Reckless; 7: Tall; 8: Trusty

3: Gifted Senses
Basic Attributes: Body 6 Heart 6 Wits 2
Favoured Skill: Search
(2d8) 1: Adventurous; 2: Cautious; 3: Cunning; 4: Fair-spoken; 5: Patient; 6: Steadfast; 7: True-hearted; 8: Wary

4: Healing Hands
Basic Attributes: Body 4 Heart 7 Wits 3
Favoured Skill: Healing
(2d8) 1: Adventurous; 2: Clever; 3: Fair; 4: Hardy; 5: Lordly; 6: Proud; 7: Reckless; 8: Tall

5: Dragon-eyed
Basic Attributes: Body 5 Heart 6 Wits 3
Favoured Skill: Awe
(2d8) 1: Adventurous; 2: Cunning; 3: Determined; 4: Eager; 5: Generous; 6: Just; 7: Stern; 8: Trusty

6: A Patient Hunter
Basic Attributes: Body 5 Heart 5 Wits 4
Favoured Skill: Hunting
(2d8) 1: Adventurous; 2: Just; 3: Fair; 4: Merciful; 5: Patient; 6: Steadfast; 7: True-hearted; 8: Wary

Beorning
1: Child of Two Folks
Basic Attributes: Body 6 Heart 6 Wits
Favoured Skill: Insight
(2d8) 1: Bold; 2: Fierce; 3: Grim; 4: Gruff; 5: Hardened; 6: Proud; 7: Tall; 8: Wilful

2: Errand-rider
Basic Attributes: Body 7 Heart 5 Wits
Favoured Skill: Inspire
(2d8) 1: Determined; 2: Energetic; 3: Forthright; 4: Grim; 5: Hardened; 6: Robust; 7: Swift; 8: Trusty

3: Head of the Family
Basic Attributes: Body 6 Heart 4 Wits
Favoured Skill: Awareness
(2d8) 1: Curious; 2: Determined; 3: Generous; 4: Grim; 5: Hardy; 6: Steadfast; 7: Trusty; 8: Wilful

4: Light-foot
Basic Attributes: Body 5 Heart 5 Wits 4
Favoured Skill: Stealth
(2d8) 1: Bold; 2: Curious; 3: Energetic; 4: Forthright; 5: Grim; 6: Reckless; 7: Suspicious; 8: Swift

5: Keeper of Tales
Basic Attributes: Body 6 Heart 5 Wits 3
Favoured Skill: Lore
(2d8) 1: Fierce; 2: Grim; 3: Gruff; 4: Hardy; 5: Reckless; 6: Suspicious; 7: Vengeful; 8: Wrathful

6: Voice from the Past
Basic Attributes: Body 7 Heart 4 Wits 3
Favoured Skill: Song
(2d8) 1: Generous; 2: Grim; 3: Proud; 4: Robust; 5: Steadfast; 6: Tall; 7: Vengeful; 8: Wrathful

Dwarf of the Lonely Mountain

1: A Life of Toil
Basic Attributes: Body 6 Heart 2 Wits 6
Favoured Skill: Explore
(2d8) 1: Energetic; 2: Fierce; 3: Hardened; 4: Proud; 5: Stern; 6: Vengeful; 7: Wary; 8: Wilful

2: Far Trader
Basic Attributes: Body 7 Heart 2 Wits 5
Favoured Skill: Courtesy
(2d8) 1: Cautious; 2: Cunning; 3: Eager; 4: Hardy; 5: Honourable; 6: Secretive; 7: Steadfast; 8: Wilful

3: Bitter Exile
Basic Attributes: Body 7 Heart 3 Wits 4
Favoured Skill: Healing
(2d8) 1: Fierce; 2: Gruff; 3: Hardened; 4: Robust; 5: Secretive; 6: Stern; 7: Wilful; 8: Wrathful

4: Eloquent Orator
Basic Attributes: Body 5 Heart 4 Wits 5
Favoured Skill: Persuade
(2d8) 1: Cautious;2: Determined; 3: Energetic; 4: Honourable; 5: Proud; 6: Steadfast; 7: Wary; 8: Wilful

5: A Lesson in Revenge
Basic Attributes: Body 6 Heart 3 Wits
Favoured Skill: Battle
(2d8) 1: Bold; 2: Cunning; 3: Determined; 4: Hardy; 5: Lordly; 6: Suspicious; 7: Vengeful; 8: Wilful

6: A Penetrating Gaze
Basic Attributes: Body 6 Heart 4 Wits 4
Favoured Skill: Insight
(2d8) 1: Bold; 2: Eager; 3: Gruff; 4: Lordly; 5: Robust; 6: Suspicious; 7: Wilful; 8: Wrathful

Elf of Mirkwood

1: A New Hope
Basic Attributes: Body 5 Heart 2 Wits
Favoured Skill: Travel
(2d8) 1: Clever; 2: Determined; 3: Merry; 4: Patient; 5: Quick of Hearing; 6: Swift; 7: Wary; 8: Wilful

2: A Musical Legacy
Basic Attributes: Body 5 Heart 4 Wits 5
Favoured Skill: Courtesy
(2d8) 1: Cautious; 2: Cunning; 3: Elusive; 4: Fair-spoken; 5: Merciful; 6: Proud; 7: Quick of Hearing; 8: Secretive

3: A Memory of Suffering
Basic Attributes: Body 5 Heart 3 Wits
Favoured Skill: Stealth
(2d8) 1: Determined; 2: Elusive; 3: Hardened; 4: Keen-eyed; 5: Patient; 6: Quick of Hearing; 7: Suspicious; 8: Wary

4: Noble Blood
Basic Attributes: Body 4 Heart 4 Wits 6
Favoured Skill: Inspire
(2d8) 1: Fair; 2: Honourable; 3: Lordly; 4: Proud; 5: Quick of Hearing; 6: Suspicious; 7: Swift; 8: Wilful

5: Wild at Heart
Basic Attributes: Body 4 Heart 3 Wits 7
Favoured Skill: Athletics
(2d8) 1: Cautious; 2: Clever; 3: Fair; 4: Honourable; 5: Keen-eyed; 6: Merry; 7: Nimble; 8:Quick of Hearing

6: Envoy of the King
Basic Attributes: Body 6 Heart 2 Wits 6
Favoured Skill: Lore
(2d8) 1:Cunning; 2: Fair-spoken; 3: Hardened; .4: Lordly; 5: Merciful; 6: Nimble; 7: Quick of Hearing; 8: Secretive

Hobbit of the Shire
1: Restless Farmer
Basic Attributes: Body 3 Heart 6 Wits
Favoured Skill: Craft
(2d8) 1: Bold; 2: Eager; 3: Generous;
4: Merciful; 5: Merry; 6: Patient;
7: True-hearted; 8: Trusty

2: Too Many Paths to Tread
Basic Attributes: Body 4 Heart 5 Wits
Favoured Skill: Travel
(2d8) 1: Adventurous; 2: Clever; 3: Curious;
4: Eager; 5: Keen-eyed; 6: Nimble; 7: Robust;
8: True-hearted

3: A Good Listener
Basic Attributes: Body 3 Heart 7 Wits
Favoured Skill: Riddle
(2d8) 1: Cautious; 2: Curious; 3: Energetic;
4: Fair-spoken; 5: Honourable;
6: Quick of Hearing; 7: True-hearted;
8: Trusty

4: Witty Gentleman
Basic Attributes: Body 2 Heart 6 Wits
Favoured Skill: Persuade
(2d8) 1: Cautious; 2: Clever; 3: Elusive;
4: Honourable; 5: Keen-eyed; 6: Patient;
7: Proud; 8: True-hearted

5: Bucklander
Basic Attributes: Body 4 Heart 6 Wits
Favoured Skill: Awe
(2d8) 1: Energetic; 2: Fair-spoken; 3: Merry;
4: Nimble; 5: Proud; 6: Quick of Hearing;
7: Reckless; 8: True-hearted

6: Tookish Blood
Basic Attributes: Body 2 Heart 7 Wits
Favoured Skill: Explore
(2d8) 1: Adventurous; 2: Bold; 3: Elusive;
4: Generous; 5: Merciful; 6: Reckless;
7: Robust; 8: True-hearted

Woodman of the Wild
1: The Hound
Basic Attributes: Body 3 Heart 4 Wits
Favoured Skill: Hunting
(2d8) 1: Bold; 2: Eager; 3: Elusive;
4: Forthright; 5: Generous; 6: Gruff;
7: Hardy; 8: Proud

2: Wizard's Pupil
Basic Attributes: Body 3 Heart 5 Wits
Favoured Skill: Song
(2d8) 1: Bold; 2: Cunning; 3: Forthright;
4: Just; 5: Patient; 6: Proud; 7: Swift; 8: Tall

3: Fairy Heritage
Basic Attributes: Body 4 Heart 4 Wits
Favoured Skill: Search
(2d8) 1: Adventurous; 2: Bold; 3: Just;
4: Curious; 5: Fair; 6: Reckless; 7: Tall;
8: True-hearted

4: Apprentice to the Mountain-folk
Basic Attributes: Body 4 Heart 5 Wits
Favoured Skill: Search
(2d8) 1: Bold; 2: Elusive; 3: Hardened;
4: Hardy; 5: Gruff; 6: Stern; 7: True-hearted;
8: Wary

5: Seeker
Basic Attributes: Body 2 Heart 5 Wits
Favoured Skill: Athletics
(2d8) 1: Adventurous; 2: Bold; 3: Curious;
4: Determined; 5: Eager; 6: Generous;
7: Reckless; 8: Swift

6: Sword-day Counsellor
Basic Attributes: Body 2 Heart 6 Wits
Favoured Skill: Battle
(2d8) 1: Bold; 2: Cunning; 3: Determined;
4: Fair; 5: Gruff; 6: Hardened; 7: Patient;
8: Wary

STEP 6. Choose Favoured Skills from Calling's Favoured Skill Groups:
Roll 2D6. Reroll if result is already a Favoured Skill or if you get doubles.

Scholar (Perception, Vocation):
1: Awareness; 2: Insight; 3: Search; 4: Craft; 5: Battle; 6: Lore

Slayer (Movement, Personality):
1: Athletics; 2: Travel; 3: Stealth; 4: Awe; 5: Inspire; 6: Persuade

Treasure-hunter (Movement, Perception)
1: Athletics; 2: Travel; 3: Stealth; 4: Awareness; 5: Insight; 6: Search

Wanderer (Custom, Survival)
1: Song; 2: Courtesy; 3: Riddle; 4: Explore; 5: Healing; 6: Hunting

Warden (Personality, Survival)
1: Awe; 2: Inspire; 3: Persuade; 4: Explore; 5: Healing; 6: Hunting

STEP 7. Choose Favoured Attributes
Roll 1D6:

1: Body +3 Heart +2 Wits +1
2: Body +3 Heart +1 Wits +2
3: Body +2 Heart +3 Wits +1
4: Body +2 Heart +1 Wits +3
5: Body +1 Heart +3 Wits +2
6: Body +1 Heart +2 Wits +3

STEP 8. Choose Valour & Wisdom: Roll 1D(Any)
Odd: Valour 2 - Wisdom 1 (1st Reward)
Even: Wisdom 2 - Valour 1 (1st Virtue)

STEP 9. Choose Rewards & Qualities: Roll 1 D10

1: Reroll;
2: Cunning Make (armour, headpiece or shield);
3: Close-fitting (armour or headpiece);
4: Reinforced (shield, unique);
5: Grievous (weapon, unique);
6: Keen (weapon, unique);
7: Fell (weapon, unique)
8-10: Rewards (Based on Culture):
Bardings: 8: Dalish Longbow (great bow);
9: Spear of King Bladorthin (spear);
10: Tower Shield (great shield)

Beornings: 8: Giant-slaying Spear (great spear); 9: Noble Armour (leather armour);
10: Splitting Axe (axe or great axe)

Dwarves of the Lonely Mountain:
8: Axe of the Azanulbizar (great axe);
9: Dwarf-wrought Hauberk (mail armour);
10: Helm of Awe (helm)

Elves of Mirkwood : 8: Bitter Spear (spear);
9: Spearman's Shield (buckler);
10: Woodland Bow (bow)

Hobbits of the Shire:
8: Bow of the North Downs (bow);
9: King's Blade (short sword);
10: Lucky Armour (armour)

Woodmen of Wilderland;
8: Bearded Axe (long-hafted axe);
9: Feathered Armour
10: Shepherds-bow (bow or great bow)

STEP 10. Choose Virtues & Masteries:
Roll 1 D12:

1: Reroll
2: Confidence
3: Dour-handed
4: Expertise
5: Fell-handed
6: Gifted
7: Resilience
8-12 Virtues (Based on Culture):

Bardings:
8: Birthright
9: Fierce Shot
10: King's Men
11: Swordmaster
12: Woeful Foresight

Beornings;
8: Brothers to Bears
9: Night-goer
10: Skin-Coat
11: Great Strength
12: Twice-baked Honey Cakes

Dwarves of the Lonely Mountain
8: Broken Spells: Roll 1 D6: 1&4: secrecy; 2&5: prohibition and exclusion; 3&6: opening and shutting;
9: Durin's Way
10: Old Hatred
11: Ravens of the Mountain
12: The Stiff Neck of Dwarves

Elves of Mirkwood
8: Deadly Archery
9: Elvish Dreams
10: Shadow Bane
11: The Speakers
12: Wood-elf Magic (Stinging Arrow)

Hobbits of the Shire
8: Art of Disappearing
9: Brave at a Pinch
10: Fair Shot
11: Tough in the Fibre
12: Small Folk

Woodmen of Wilderland
8: A Hunter's Resolve
9: Herbal Remedies (Fragrant Weeds)
10: Hound of Mirkwood: Roll 1 D6 - 1&4: Support: Roll 1 D4 (1:Awe,2: Awareness,3: Explore,4: Hunting); 2&5: Harass Enemy;3&6:Protect
11: Natural Watchfulness
12: Staunching Song

STEP 11
You have 10 points to spend on Common and/or Weapon Skills.

Even if I could come up with random tables for this, you're much better off spending these points yourself (see p.76 of Rulebook).

Creating Custom Backgrounds by alien270

Each culture has a list of 6 background "packages" that players can choose from. Experienced gamers are encouraged to get creative and use these backgrounds as a baseline for creating their own. The formula for creating a background is quite simple, and I'll discuss it here.

Overview - What does a Background give you?

There are 3 big choices that you make during character creation that help to define your character. These are your culture, your background, and your calling, and each provides its own set of benefits. Your Background is what determines your basic attribute scores, it grants you an additional favoured skill, and provides a list of Distinctive Features (Traits) that you can pick from (you pick 2 out of 8).

Basic Attributes

The math behind the generation of attributes is mercifully simple. You have a total of 14 points that you can split between the 3 attributes (Body, Heart, and Wits), with each attribute having a value between 2 and 7. For example, some combinations are (5, 7, 2); (4, 6, 4); (5, 5, 4); (5, 6, 3); etc. Some backgrounds will be more polarized (an example being 7, 2, 5), whereas others are more well-rounded (5, 4, 5). While there's a lot of room for customization, there are also patterns that each culture tends to follow. If you'd like a decent score in a weak area for a culture, you'll probably want to go with a well-rounded array.

Bardings:
Generally speaking Bardings have a high Heart score, with the lowest value in a pre-selected background being 5 (most are 6 or 7). They also have a fairly solid Body score, with the lowest values being 4 and 5 being the most common. Wits is generally low, with the highest value being 4 and 2 or 3 being most common.

Beornings:
Not surprisingly, Beornings favour Body with no value being lower than 5. Their Heart isn't too shabby either, with values ranging from 4-6. Like the Bardings, they tend to have low Wits, with 2 backgrounds each for the values of 2, 3, and 4.

Dwarves of Erebor:
Their high values in Body are reminiscent of the Beornings, but their secondary attribute is Wits (from 4-6) rather than Heart, which is their weakness.

Elves of Mirkwood:
Elves have an overwhelming majority of 6s and 7s in Wits, their highest score. Only 1 background goes as low as 5. Body is well-represented also, with mostly scores of 5 (though a range of 4-6). Like Dwarves they have low Heart.

Hobbits of the Shire:
Not unexpectedly, Heart is their biggest strength with Wits in second place. Being so small of stature it's no wonder that they tend to have low Body scores.

Woodmen:
Here is another culture that places a high value on Wits, as it tends to be their best score. Existing successfully so close to the Shadow of Mirkwood must also require a lot of Heart, because Woodmen have plenty of it. Relatively low Body is the price they pay.

Favoured Skill

You gain one additional favoured skill that is in some way related to your background. As far as I can tell there's no strict pattern here, though there is a tendency for the skill to be one that the culture has 1 or 0 ranks in. Still, there are enough examples of skills that a culture has 3 ranks in that I'm hesitant to make any kind of general recommendation.

Distinctive Features

Your choice here will be pretty important, because you'll be invoking traits to earn Advancement Points or to gain automatic successes quite a bit. I don't have enough play experience to say which traits are flat out better and which are fairly weak, and in any case the list is too long to go over in detail here. It's mostly a matter of creativity anyways, and I personally prefer to pick traits that demonstrate qualities of the character that I have in mind.

Because that's the whole point, after all. A player has this idea in their head for a character, and not only having those traits written down, but invoking them for mechanical benefits, is a great way to communicate these major qualities to the other players and the LM.

That said, certain traits do seem to be ubiquitous for a given culture, and I would therefore recommend that any custom backgrounds at least place these traits on the list of choices. I can't tell without a much deeper examination whether there are any traits that a given culture *never* possesses, but I would imagine that's pretty flexible, especially if there's a good reason why that trait should be tied to the background.

Anyways, what follows is a list of traits that each culture pretty much always has. Any adventurer from this culture should have the opportunity to pick these traits.

Bardings:
Adventurous - Your spirit is attracted by new experiences and challenges, especially when they seem perilous enough to put your mettle to the test.

Beornings:
Grim - Your countenance is threatening and betrays the harshness of your spirit.

Dwarves of Erebor:
Wilful - Your confidence in your own judgement makes you deaf to all counsel but your own.

Elves of Mirkwood:
Quick of Hearing - No sound escapes your attention.

Hobbits of the Shire:
True-hearted - You are sincere, and your words and actions show your honest intentions.

Woodmen:
Bold - You trust your capabilities to the point that you are not easily daunted, readily placing yourself in danger.

player hero examples (by rich h et al)

IWGAR THE WOODMAN

Iwgar is of lean build, not powerful, but strong enough to survive the rigours of life in the wild. His straw coloured hair is worn shoulder length and a trimmed beard adorns his face. He has a ready smile and tends to a relaxed expression, though he is not comfortable when in social situations. His clothing is hard wearing, comfortable and usually rather worn and patched as well as wearing leather armour, round shield, and cap with nose-guard for protection. He arms himself with long-hafted axe, dagger, and spear. His hound companion, Wulf, is never far from his side and though only 28 summers of age, his skin, like that of many Woodmen is showing signs of the many days spent in the Wilderland – ruddy, tanned, and weather beaten.

Equipment worn: leather shirt, cap of leather, medium round shield, long-hafted axe, spear, and dagger.

(PC Stats)

Name: Iwgar ('Yew Spear')
General Information
Culture: Woodman
Cultural Blessing: Woodcrafty
Cultural Background: The Hound
Calling: Wanderer, **Shadow Weakness:** Wandering Madness
Traits: Folk Lore, Mirkwood Lore, Herb Lore
Distinctive Features: Bold, Elusive

Attributes
Body: 3, Favoured: 4
Heart: 4, Favoured: 7
Wits: 7, Favoured: 9

Common Skills
Awe: 0
Athletics: 2
Awareness: 2
Explore: 3
Song: 1
Craft: 1

Inspire: 1
Travel: 2
Insight: 1
Healing: 3
Courtesy: 0
Battle: 1

Persuade: 0
Stealth: 2
Search: 0
Hunting: 2
Riddle: 1
Lore: 0

Weapon Skills
Brawl / Dagger: 1
Spear: 1
Long-Hafted Axe: 3

Valour and Wisdom
Valour: 1
Wisdom: 2

Virtues
Hound of Mirkwood (Hunting)

Endurance
24

Hope
16

Parry
7 (Shield +2)

Armour
1d (Head Gear +1)

Damage
3 (Ranged +0)

THOGRIM STONEHAMMER, DWARF OF THE LONELY MOUNTAIN

Thogrim is a sturdy young dwarf dressed in his dead father's mail hauberk, full helm, and the rich well made clothing usual for his race. Lordly of appearance, his beard is brown with hints of red and blonde in it. He has a fine white scar running down his cheek from near the corner of his left eye (a trophy from the battle of five armies). He has a few other scars on his body from odd skirmishes, but nothing significant. Thogrim has forged his own long-hafted axe and wields it with pride. He is in the process of engraving the axe head with his family history and an account of his exploits. The part of the axe head near the haft is engraved with its name in Khuzdul; "Felakrakhas" (Hewer of Orcs).

Equipment worn: mail hauberk (dwarf-wrought hauberk), full helm, long-hafted axe, throwing axe, and dagger.

Preferred pose*: make him look as Dwarvish as possible! He should be holding his full helm rather than wearing it though, that way we get to see his features – and scar!

Name: Thogrim Stonehammer

General Information
Culture: Dwarf
Cultural Blessing: Redoubtable
Cultural Background: A Lesson in Revenge
Calling: Slayer, **Shadow Weakness:** Curse of Vengeance
Traits: Enemy Lore (Orcs), Firemaking, Smithcraft
Distinctive Features: Hardy, Lordly

Attributes
Body: 6, Favoured: 8
Heart: 3, Favoured: 6
Wits: 5, Favoured: 6

Common Skills
Awe: 1
Athletics: 1
Awareness: 1
Explore: 2
Song: 1
Craft: 3

Inspire: 2
Travel: 3
Insight: 0
Healing: 0
Courtesy: 1
Battle: 2

Persuade: 0
Stealth: 0
Search: 3
Hunting: 0
Riddle: 1
Lore: 0

Weapon Skills
Brawl / Dagger: 1
Shortsword: 1
(Axes): 3

Valour and Wisdom
Valour: 2
Wisdom: 1

Rewards
Dwarf-Wrought Hauberk

Endurance
31

Hope
9

Parry
5 (Shield +0)

Armour
5d (Head Gear +4)

Damage
6 (Ranged +0)

BRAND, MAN OF DALE

Brand is a Northman of noble origin and envoy of King Bard. Tall and strong-limbed with black hair not usually encountered among his folk and unlike others of his kind he wears a beard and wears his hair slightly longer than usual but still shorted than the Woodmen of Wilderland. Brand wears the livery of his king with pride over his chain shirt. Skilled with words as well as sword and bow, Brand is fair spoken and adventurous.

Equipment worn: mail shirt, longsword, great bow with quiver of 12 arrows, and dagger

Preferred pose*: Standing slightly side-on but at an angle so you can still see most of him, hands resting on the pommel of his longsword which stands point down before him, he looks intently towards the viewer.

A note on the name: Yep, Brand is the grandson of Bard. I said earlier that Rick hasn't read LotR and he picked the name as a bit of an in-joke between us as I GM'd Amber years ago with him and others (Brand was the main antagonist in the Amber books). I have an idea of making his character somewhat important and eventually a man of high standing with Bard and his son (Bain) - who eventually names his son after Rick's PC. I think that'll be a nice surprise for him should the idea work out in play.

QUOTE (PC Stats)

Name: Brand

General Information
Culture: Barding
Cultural Blessing: Stout Hearted
Cultural Background: Envoy of King Bard (Note: this is a cultural background I created)
Calling: Scholar, **Shadow Weakness:** Lure of Secrets
Traits: Rhymes of Lore, Old Lore, Swimming
Distinctive Features: Adventurous, Fair Spoken

Attributes
Body: 4, Favoured: 7
Heart: 6, Favoured: 7
Wits: 4, Favoured: 6

Common Skills
Awe: 1
Athletics: 1
Awareness: 2
Explore: 2
Song: 1
Craft: 1
Inspire: 2
Travel: 2
Insight: 2
Healing: 1
Courtesy: 2
Battle: 2
Persuade: 3
Stealth: 0
Search: 1
Hunting: 1
Riddle: 1
Lore: 1

Weapon Skills
Brawl / Dagger: 1
Spear: 1
Great Bow: 2
Longsword: 2

Valour and Wisdom
Valour: 1
Wisdom: 2

Virtues
King's Men

Endurance	Hope
31	14

Parry	Armour
4 (Shield +0)	3d (Head Gear +0)

Damage
4 (Ranged +0)

GILBRANNON, WOOD ELF

Gilbrannon is of the Woodland Realm ageless in his looks, he stands tall (approximately 6'1") and is slim and lithe of build. He has piercing blue eyes, long white-blonde hair, fine features, and often appears glum and quiet of aspect. He dresses in the woodland greens and greys of his people – his clothing is well maintained and presented but is of an elegant simple cut rather than rich in apparel.

Equipment worn: mail shirt, sword, bow with 2 quivers of 12 arrows, and dagger

Preferred pose*: facing the viewer, staring directly towards them, his bow held in front and across him with arrow notched and string ready to be drawn.

QUOTE (PC Stats)

Name: Gilbrannon

General Information
Culture: Wood Elf
Cultural Blessing: Folk of the Dusk
Cultural Background: Noble Blood
Calling: Warden, **Shadow Weakness:** Lure of Power
Traits: Shadow Lore, Elven Lore, Swimming
Distinctive Features: Wilful, Honourable

Attributes
Body: 4, Favoured: 5
Heart: 4, Favoured: 6
Wits: 6, Favoured: 9

Common Skills
Awe: 2
Athletics: 2
Awareness: 2
Explore: 1
Song: 2
Craft: 0

Inspire: 1
Travel: 1
Insight: 1
Healing: 1

Courtesy: 1
Battle: 2

Persuade: 2
Stealth: 2
Search: 1
Hunting: 2
Riddle: 1
Lore: 3

Weapon Skills
Brawl / Dagger: 1
Sword: 1
Bow: 2

Valour and Wisdom
Valour: 1
Wisdom: 2

Virtues
Wood Elf Magic

Endurance
26

Hope
12

Parry
6 (Shield +0)

Armour
3d (Head Gear +0)

Damage
4 (Ranged +0)

SIGVALD son of SIGMUND

Dragon-eyed Barding Warden
Cultural Blessing: Stout-hearted (On a Fear test, roll the Feat die twice and keep the best roll.)
Shadow Weakness: Lure of Power
Standard of Living: Prosperous
Specialities: Boating, Old lore, Shadow-lore
Distinctive Features: Cunning, Determined

Body 5 (8) | Heart 6 (7) | Wits 3 (5)
Damage 5 (5) | Parry 3 + 2 (shield) | Armour 2d
Endurance 28/28 | Fatigue 14 | Hope 14/14 | Shadow -/-
Experience - (-) | Valour 1 | Wisdom 2

Skills
Awe 1 | Inspire 2 | Persuade 3
Athletics 0 | Travel 2 | Stealth 0
Awareness 1 | Insight 2 | Search 1
Explore 2 | Healing 2 | Hunting 0
Song 1 | Courtesy 2 | Riddle 0
Craft 1 | Battle 2 | Lore 1

Weapon Skills
Long sword 3 | (Swords) 2 | Spear 1 | Dagger 1

Virtues
Swordmaster
When fighting in the Defensive stance, add the Encumbrance rating of the sword he is using (Long sword 3) to Parry.

Gear
Long sword | 5/7 | 10 | 16/18 | 3 | disarm
Dagger | 5 | G | 12 | 0
Shield | +2 | 3
Leather corslet | 8 | 2d | Leather armour

LOTHO RUMBLE, A HOBBIT TREASURE HUNTER

Likes: Smoking, Story Telling and on occasion perhaps a little Burglary
Traits: Keen Eyed and Nimble
Favoured skills: Athletics, Travel, Stealth and Awareness

Gear: Short Sword (a favoured weapon), Bow (he is a Fair Shot), Dagger, Leather Corslet, Cap of Iron and Leather

By the numbers:
Body: 4 (7), Heart: 5(6), Wits: 5 (7)
Wisdom: 2 (Fair Shot), Valour: 1
Damage: 4, Parry: 5, Armour: 2d+1
Endurance: 21, Fatigue: 12, Starting Hope: 17

Skills:
Awe: 0, Inspire: 0, Persuade: 2
Athletics: 1, Travel: 2, Stealth: 3
Awareness: 2, Insight: 1, Search: 2
Explore: 0, Healing: 0, Hunting: 0
Song: 2, Courtesy: 3, Riddle: 2
Craft: 1, Battle: 1, Lore: 1

AUGRIM, A DWARVEN SLAYER

Background: A Lesson in Revenge
Cultural Blessing: Redoubtable
Shadow Weakness: Curse of Vengeance
Talents: Smith-Craft, Smoking, Enemy-Lore (Orcs)
Age: 75

Traits: Bold, Hardy
Body-6(8) Heart-3(6) Wits-5(6)
Endurance-31 Hope-9 Valor-2
Fatigue-16 Shadow-0 Wisdom-1
Damage-6 Parry-5 Armor-3d+4

Skills:
Athletics 1 Awareness 1 Explore 2 Inspire 2
Search 3 Song 1 Travel 3 Riddle 2 Craft 3
Battle 2
Mattock 3 Short Sword 1 Dagger 1
Equipment: Mattock (Grievous) D:8 E:9 I:18 Enc: 3
Short Sword D:5 E:10 I:14 Enc:1
Dagger D:3 E:R I:12 Enc 0
Mail Shirt Enc:12 Protection: 3d
Helm Enc:6 Protection: +4

WOLF GOODMAN

Culture: Woodman of Wilderland Standard of Living: Frugal
Cultural blessing: Woodcrafty Calling: Slayer
Shadow weakness: Curse of Vengeance
Specialties: Anduin-lore, Beast-lore, Orc-lore
Distinctive features: Hardened, Wary
Body: 4 Heart: 5 Wits: 5
Body (favoured): 7 Heart (favoured): 6 Wits (favoured): 7
-Common Skills-

- Awe: 2 Inspire: 1 Persuade: 0
- Athletics: 2 Travel: 2 Stealth: 2
- Awareness: 2 Insight: 0 Search: 2
- Explore: 3 Healing: 3 Hunting: 2
- Song: 1 Courtesy: 0 Riddle: 1
- Craft: 1 Battle: 1 Lore: 1

-Weapon Skills-

- Long-hafted axe: 2 damage: 5/7 edge: G injury: 18/20 enc: 3
- Spear: 1 damage: 5 edge: 9 injury: 14 enc: 2
- Dagger: 1 damage: 3 edge: G injury: 12 enc: 0

Virtues-: Hound of Mirkwood (Support: Awareness)

-Gear-

- Leather corslet enc: 8
- Cap of iron and leather enc: 2
- Shield enc: 3

Endurance: 25 Starting Endurance: 25
Fatigue: 18
Hope: 15 Starting Hope: 15 Shadow: 0
Armour: 2d Headgear: +1
Parry: 5 Shield: +2
Damage: 4 Ranged: 0

Wisdom: 2 Valour: 1 Experience: 0
Total Experience: 0

ALUN "THE SPARROW"

Culture: Woodman of Wilderland
Standard of Living: Frugal
Cultural Blessing: Woodcrafty
Calling: Warden
Shadow Weakness: Lure of Power
~TRAITS~
Specialties: Shadow-lore, Mirkwood-lore, and Leechcraft
Distinctive Features: Swift and Tall
~ATTRIBUTES~
Body: 3 / 5 Heart: 5 / 6 Wits: 6 / 9
~COMMON SKILLS~
Awe: 0 Inspire: 1 Persuade: 0
Athletics: 2 Travel: 2 Stealth: 2
Awareness: 2 Insight: 0 Search: 0
Explore: 3 Healing: 3 Hunting: 2
Song: 1 Courtesy: 0 Riddle: 1
Craft: 1 Battle: 1 Lore: 1
~WEAPON SKILLS~
(Bows): 3 Long-hafted Axe: 1 Dagger: 1

Endurance: 25 / Fatigue: 12
Hope: 15
Wisdom: 2 Valour: 1
Armour: 2d / - Parry: 6 / -
Damage: 3
~REWARDS AND VIRTUES~
Natural Watchfulness
~WEAPONS~
Bow: D 5 / E 10 / I 14 / Enc 1
Long-hafted Axe: D 5,7 / E G / I 18,20 / Enc 3
Dagger: D 3 / E G / I 12 / Enc: 0
~GEAR~
Armour: Leather Corslet
Headgear: None Shield: None
Travel Gear

Background: Sparrow's parents died when he was young; before the Great Battle [of Five Armies] during an orc raid from the Mountains. While he had kin to look after him, he spent most of his time at Rhosgobel where his SWIFT mind [given his high WITS, I would like to make this trait apply to his mental faculties as well as his physical aptitude] caught the attention of Radagast. Enchanted by the tales and songs of his people, Sparrow finds himself following, more and more, the teachings of Radagast. Among the many lessons, Radagast taught Sparrow people not only needed a strong-arm to safeguard them, they also needed protection [HEALING and LEECHCRAFT] from the physical ailments and blights leftover by the Necromancer to haunt the inhabitants of Mirkwood. Now Sparrow's tutelage under Radagast was more than just songs, history and healing. As Gandalf says in the Hobbit, "Never you mind. I was finding things out, as usual; and a nasty dangerous business it was" (The Hobbit, 24), Radagast must be constantly finding things out? Among the many possible means [of which the Wood-folk probably know little but speculate a lot], he "finds" things out through his so called pupil's among Wilderland Wood-folk. And, this is where Sparrow's naming comes in: He's one of Radagast's sparrows, although of the two-legged and upright variety most certainly bound to the earth. Now Sparrow is still a young man of twenty or so; and, despite Radagast's wonderful tutelage, he hungers for a bit of the heroic. Sparrow's father was a Warden of his people as well. From his death was recovered his long sword, a rare item for a Woodman of Wilderland. Sparrow in some sense hungers for his father's sword and the skill to use it. He longs to wield the sword as once did his father in the defence of their people.

HARBOLD HORNBLOWER

Culture: Hobbit of the Shire Standard of Living: Prosperous
Cultural blessing: Hobbit-sense Calling: Treasure-Hunter Shadow weakness: Dragon-sickness
Specialties: Smoking, Tunnelling, Burglary
Distinctive features: Merry, Nimble
Body: 4 Heart: 6 Wits: 4
Body (favoured): 7 Heart (favoured): 7 Wits (favoured): 6
-Common Skills-

- Awe: 0 Inspire: 0 Persuade: 2
- Athletics: 2 Travel: 2 Stealth: 3
- Awareness: 2 Insight: 2 Search: 3
- Explore: 0 Healing: 0 Hunting: 0
- Song: 2 Courtesy: 3 Riddle: 2
- Craft: 0 Battle: 0 Lore: 0

-Weapon Skills-

- Short sword: 2 damage: 5 edge: 10 injury: 14 enc: 1
- Bow: 1 damage: 5 edge: 10 injury: 14 enc: 1
- Dagger: 1 damage: 3 edge: G injury: 12 enc: 0

Rewards-: King's Blade
-Gear-

- Leather shirt enc: 4

Endurance: 22 Starting Endurance: 22
Fatigue: 6 Hope: 18 Starting Hope: 18
Shadow: 0 Armour: 0 Headgear: 0 Parry: 4
Shield: 0 Damage: 0 Ranged: 0 Wisdom: 1
Valour: 2 Experience: 0 Tot Experience: 0

TAURIEL – ELF OF MIRKWOOD

Standard of Living: Martial
Cultural Blessing: Folk of the Dusk
Calling: Slayer
Shadow Weakness: Curse of Vengeance
TRAITS
- Specialities: Elven-lore, Mirkwood-lore
- Distinctive Features: Hardened, Keen-eyed, Enemy-lore (Orcs)
ATTRIBUTES:
- Body: 5 (7) - Heart: 3 (6) - Wits: 6 (7)
Valour: 2 Wisdom: 1
COMMON SKILLS:
- Awe (favoured): 2
Athletics (favoured):3
- Stealth (favoured): 2
- Awareness (favoured): 2
- Healing: 1 Hunting: 1 Song: 2
- Battle: 2 Lore: 3
WEAPON SKILLS:
- Bow (favoured): 2
- Sword: 3
-Dagger: 1

Damage: 5 Parry: 6 Armour: 2d
REWARDS: - Woodland Bow
VIRTUES: - None
GEAR:
- Weapons: Bow, Sword, Dagger (enc 3)
- Armour: Leather corslet (enc 8)
Endurance: - Starting Score: 25 - Fatigue: 11
Hope:- Starting Score: 11
BACKGROUND: Memory of Suffering. You have greater cause than most to recall the suffering brought about the Necromancer and his servants. You have lost family to Orcs in the service of Dol Guldur. Your own service to the Elvenking has not satisfied your need for vengeance. so you have become an adventurer to seek it for yourself.

NOTE: Tauriel is 600 years old.

CALARA AIRALASSE (Lara Redleaf)

Calára Airalassë (Redleaf, if I'm not mistaken) is a distant descendant of Fingolfin and thus has a rightful claim to Ringil. Her story is an exploration of the hope that appears even in the darkest moments, that any wound may be healed in time. Calára (Lára) descends from Írimë of the House of Finwë. Írimë, it is said, took to exploring the Helcaraxë, finding in glittering ice both danger and beauty. When she returned to warmer lands she wandered, finding many scattered bands of her people and immersing herself in their cultures. It was in this way that she met Díriel, son of Amras, far removed, and they fell in love. Their union was the start of healing rifts opened between the Elven peoples long ago, when Elf turned upon Elf in the Kinslaying, beginning the mending of House Finwë.
They had a daughter named Yávindë, who remained in Middle-Earth even after Írimë and Díriel returned to Aman following the War of Wrath. In Yávindë bloomed the fire of Nerdanel, it seemed, for she was given to adventure, driven by a thirst for knowledge. Yávindë pursued arts most commonly practiced by men, and she was especially skilled in the use of swords. Yávindë had a daughter of her own named Alyára, who was soft and delicate in every opposite way to Yávindë. Alyára was a songstress with few equals, and in her music would blossom visions of past glories, triumphs, tragedies, and echoed most keenly the Music of the Ainur. It is said of the two that they were night and day, summer and autumn, fire and soothing water.
Stories sung and spoken in the halls of Rivendell tell of a fateful encounter between a band of Elves (Yávindë and Alyára among them) and several terrible Trolls. Yávindë drew her blade and would have struck down the Trolls, but Alyára was first to act. She broke into a song so bittersweet and pure that even the Trolls wept and none in either group could shed blood that night. It is said that those Trolls never again harmed a traveller, and even that Alyára would sometimes visit them when traveling to share stories. Both women travelled between Rivendell, Mirkwood, and Lothlórien, though Alyára, like her mother, preferred to spend her days in Lórien.

Alyára herself had a daughter named Calára or Lára (Írimë's great-great-granddaughter), in whom was reborn the adventurous spirit and insatiable curiosity of Nerdanel and Yávindë, but also the kind heart and thoughtful ways of Alyára. Her hair is red as the eaves of Autumn. In her youth she took her name from ancient Quenya and kept it ever after; elders still scarred by the Kinslaying might have bristled, but to many, it was simply an oddity.
Unknown to Lára, however, it was a sign of things to come. Destiny calls even those too distant to hear its words, and her role in Middle-Earth is to be a healer of old wounds. The scarred house of Finwë, torn by the tragic acts of Fëanor, must be mended again. Part of her destiny is in finding Ringil and taking it up, redeeming the legacy of the Noldor and of Fingolfin himself.
There are a few possibilities for how she might come to learn of the sword, and how it might factor into a campaign (including lots of cool opportunities for the other players):
1) The Elostirion Stone that gazed into the West, had its sight drawn to a lonely isle (Tol Fuin) in the Sea, where lay Fingolfin's tomb, eventually the Elves realize that something is calling them to the area where Fingolfin's cairn lies cold and undisturbed for an Age. They then might trace the rightful claim to Lára (after Elrond who has no need of the sword), indeed Elrond may send for her.
2) Elrond might already have the sword in his collection. It may have been looted long ago, and eventually Elrond recovered it to place in his stores in Rivendell. When another heir to its legacy appears, he might be willing to provide her (and her companions) with it.
3) Círdan and the exiles might have seen the sword looted, and so when the group visits the Grey Havens, he could have some clues where to look.

CURULON by Curulon

Curulon, Son of Curunar, was born in T.A. 2894 in the land between the rivers Bruinen and Mitheithel, known as the Angle. Curunar served his people, the Dúnedain, as a Ranger of the North and as his first son, Curulon would inherit that duty. As a boy, Curulon learned the skills of woodcraft and tracking from his father, and trained in the way of the sword and bow. As he came into his own, he became known for his keen sight and skill in battle.

Curulon saw the reign of three Chieftains of the Dúnedain. First, Argonui served as Chieftain and it was during his reign in T.A. 2911 that the Fell Winter began. Curulon joined the Rangers and the wizard Gandalf in gathering food to provide the Hobbits of the Shire, saving them from starvation. Argonui's death came in T.A. 2912 and his son, Arador, became Chieftain. It was during his reign that Curulon was sent to join the Rangers guarding Sarn Ford, on the river Baranduin at the far southern borders of the Shire. Arathorn II became Chieftain in T.A. 2930 after his father's death at the hands of Hill-trolls.

Arathorn's rule was short, as he was killed by orcs in T.A. 2933. His son, Aragorn II, became Chieftain then, and as was tradition he was sent to Rivendell, his name hidden from the Enemy.

Curulon remained at Sarn Ford until T.A. 2941, when he was tasked by Halbaron, leader of the Rangers in Aragorn's absence, with tracking the Company of Thorin Oakenshield as they journeyed to the Lonely Mountain. Curulon came to the gates of the Elvenking's Halls shortly after Thorin's Company, having learned of their road from Beorn the skin-changer, who had received him in his home. Thranduil welcomed Curulon to his halls, and offered him food and shelter. It was here that he met and befriended Nidhiel, a skilled Elven archer and hunter. Sensing the Shadow that fell over the Greenwood, Curulon sent word to Halbaron of his findings and took to traveling the southern road through Mirkwood. He came upon a nest of spiders, and soon a pack of orcs moving towards the Hill of Sorcery.

In November of 2941 Curulon spotted the host of orcs of the Misty Mountains and Grey Mountains moving through the forest, and he began to follow them. His skill of woodcraft kept him from their sight, and soon he guessed their destination. Curulon joined with the united armies of Men, Elves, and Dwarves and fought in the Battle of Five Armies, his blade felling many orcs and wargs. Curulon joined Thorin and his Company in their charge, alongside the many Men, Elves, and Dwarves, his friend Nidhiel among them.

Despite the many losses on all sides, Curulon survived to see the Great Eagles, led by Gwaihir the Windlord, and Beorn the Skin-changer arrive and turn the tide of battle. Victory was secured by the Free Peoples, and Curulon joined Nidhiel in one of the many hunting parties that went in pursuit of the fleeing orcs.

After the battle and the crowning of Dain Ironfoot as King under the Mountain, Curulon knew that the Shadow still lingered in the North and orcs still dwelled deep in the mountains, and that his skills could prove valuable to the Free Peoples. Deciding to remain in Wilderland, Curulon took refuge amongst the Woodmen of Mirkwood,

taking the name Hafgrim son of Hord, a hunter descended from the survivors of Dale when it was razed by Smaug.

The Woodmen came to know him and soon they called him Hafgrim the Watcher, or simply The Watcher, for few amongst them could match his keen sight. Curulon soon befriended the Woodmen's patron, Radagast the Brown, and he revealed his true self to the Brown Wizard, though it was unlikely he had truly been hidden from the eyes of a Wizard. The Elves of Mirkwood, too, knew of his true identity and Curulon spent many days hunting orcs and spiders with Nidhiel.

For many years, he has travelled beneath the trees of Mirkwood and along the shores of the Anduin, tracking the movements of orcs, spiders, and other foul things. He has made his home in Rhosgobel, dwelling amongst the Brown Wizard and the Woodmen there, though he spends much of his days in the wilds of Wilderland.

OTTO SACKVILLE BAGGINS by Falenthal

Hobbits sure love their genealogies and family trees. In them, it appears that Lobelia Sackville-Baggins and Otho Sackville-Baggins only had one son, Lotho Sackville-Baggins. However, some Hobbits of good memory remember a brother of Lotho, one named Otto that disappeared completely from the fine detailed family tree of the Sackville-Baggins family. This is the story of that boy, and the whereabouts that lead to his deleting from The Shire registers...
Otto was in the guests' room of Bag End, measuring the walls to know if his bed would fit in his parent's newly bought smial. That was when the "deceased" Bilbo Baggins appeared, all of a sudden, in the main hall, dressed up in shiny clothes, and leaving a pony loaded with sacks and coffers that smelled of gold at the entrance. Bilbo had been disappeared for a whole year and everyone assumed him dead. But alas! Look who was standing in the front door, healthy as ever, with a shiny sword at his side and a glittering mail under his coat!

The stories Bilbo told from this day on, about dragons, mountains of gold in caverns deep, and gems and jewels the size of a hobbit's head,... reached every corner in The Shire. Envy surrounded the Sackville-Baggins like a mist, and Otto, the youngest of the family, came up with a brilliant idea (well, in his case, the simple fact of coming up with an idea is brilliant in itself): he'd travel to the place Bilbo had gotten all that treasure, and would come back with even more gold than this Baggins. That would make his parents proud, and would put that black sheep of the family to shame.

We must add here that Otto had always been a little short of wits. But also he was very strong for a Hobbit. Not a great combination, if you ask me. Every Hobbit smaller than him (which most were) did know better than to anger this bully [Background Favourite Skill Awe]. His stubbornness was called by those who didn't want to upset the young Sackville-Baggins just "unbreakable spirit" [Background Attributes "Bucklander" - Body 4, Heart 6, Wits 4].
As Lotho had always been the favourite son in the house, Otto thought (if we might say "thought" for something that comes out of Otto's head) he'd give his parents a surprise. As Bilbo did, he'd disappear out of the blue and return in no time loaded with silver, gold and all kind of coins from distant lands [Background Trait Reckless]. Being in charge of all the cooking for the family [Cultural Trait Cooking], he had an easy time collecting rations for a few days from the kitchen. Also he was a fairly good storyteller (also called "liar") [Cultural Trait Storytelling with alternate use], so he convinced his parents Lobelia and Otho to advance him the pay he received weekly. Lastly, he managed to "gain" [Calling Trait "Treasure Hunter" Burglary] the family's heirloom: a leather waistcoat that did save his grand-grand-parent's life when some orcs or the like tried to invade The Shire a long time ago [Valour 2 - Cultural Reward Lucky Armour]. Well, or so the tales from the Green Dragons Inn say, after a few rounds of beer and some pipe-weed has been smoked.

So did Otto Sackville-Baggins leave The Shire, heading east, thinking that in a few weeks he'd be back home, having accomplished what the fool of a Baggins had needed a year to fulfil. In his wanderings he always asked for Lake-town and the Lonely Mountain, the only places he remembered from Bilbo's tales. Whenever Otto thought he was "already there", someone answer that he needed to travel east a bit further.

The Hobbit joined a company of traders and travellers, working as a cooker in exchange for protection along the road. Little by little, he realized the task he had imposed upon himself was going to be harder than thought, and that the dangers, perils and hazards Bilbo had told him about, were for real.
He learned what it meant to spend the cold nights on the road, covered only by a holed blanket and surrounded by the distant howls of wolves [Calling Favourite Skill Travel. Only his pride (again, "stubbornness") [Background Trait Proud] made him stay firm in his endeavour and not return home.
After weeks of living with the Big People, Otto began to understand them and their strange ways of thinking, so different from the ones of a Hobbit [Calling Favourite Skill Insight]. Riddles, so common among the Hobbits, delighted his travelling comrades that kept asking for more to have something to think about during the unending hours of walking. They even taught Otto how to defend himself with a dagger (which was like a short sword for him), that he was gifted with for the little Hobbit's delicious stews [Cultural Weapons Short Sword, Bow, Dagger]. Otto lost himself in the unending days and nights he shared with the caravan, crossing tall, white mountains and deep, black woods. But a day like any other, without neither expecting nor hoping for it, the group leader announced: "Look ahead, young fella! Lake-town! You've reached your destination!"

AODH by Glorelendil

"I am Aodh. Yes, just Aodh. It is my only name. I have not earned another yet. My people have lived in these hills since before time, since before the thieving straw-heads came, since before even the wicked sea-kings before them.
My father is Caomh the Owl. He is descended from Bradan, and so I am, too. Surely you know of Bradan Kingbane. Everybody knows that he challenged the king of the sea people to single combat, and fought him for 17 days and 17 nights. He was only defeated because his Elvish servants used foul sorcery. And even then he stole the sea king's magic stone and escaped. That's why the elves turned him into a beetle, and why the bradanbeetles come out to sing their lament every 17 years...once for each day and night they fought.

What? Oh you think you're clever don't you? Bradan had his three daughters before the elves turned him into a beetle, of course. Many of my people think that is only a story, but they are fools and goats. We were once a great people...and we could be again...but the others think only of stealing horses and cattle. So I keep to myself. I like to live in the hills and watch the Forgoil. I even cross the river, and they never see me.

Well, sometimes they do. That She-witch is a crafty one, and she caught me once. Only because I got careless, though. She was a fool for not killing me, and I am angry because now when I have a chance to kill her I will have to let her live. The first time, anyway. I only owe her a life-debt once, so I will have to capture her twice. The Forgoil fought over what to do with me that time. I couldn't understand everything they said, but I think the straw-heads like to argue about who is in charge. My father said their last king was weak, and that's why they bicker, but their new king is stronger and that could mean trouble for us.

No, they didn't "let" me go. I escaped, of course. Although perhaps one of them helped me, I don't know why. Perhaps he was a forest spirit in the guise of a straw-head. Or maybe not all of the Forgoil are wicked. I think about that sometimes. Some of my people are wicked, and have acted with dishonour, but most of us are not like that. If he was indeed Forgoil then I owe him a debt, too. Perhaps I shall find him and settle that debt.

I should like to learn about people beyond our lands. They say the great road used to see travellers from the north and south, and all manner of strange peoples would cross our land. I have known some Dwarves, and they are an odd people, quick to take offense, but true to their word, and with long, mournful songs, beautiful in the way a fine axe-head is beautiful.
What other folk are out there?
Someday I shall have to see for myself."

Name: Aodh
Culture: Dunlending
Calling: Wanderer
Background: Forest Dweller
Body: 3(6) Heart: 3(5) Wits:7(8)
Traits: Wild, Nimble (or possibly "Curious")
Specialities: Tracking, Story-telling, Folk-lore
Favoured Skills: Search, Explore, Song, Riddle
Arms & Armor: Spear, Shield, Bow
Virtue: "A Secret Folk"

AOBH (pronounced "Eve" in Westron) by Glorelendil

"*Is it the custom of your people to stare at strangers? Or have you never seen a tapduvh before? It is in the shape of a spiral because that is the most powerful of all magical patterns, as everybody knows, and it winds around my left eye because that is the eye that sees spirits.*

"What a strange question. Small needles dipped in potent dye and poked into my face? Of course it hurt! But what things worthwhile does not hurt?

"My necklace is a spiral, too, and it will grow longer as I find and add spirit tòcan. Spirits are attracted to different…what is your word…'matters', maybe? And spirits are needed for magic. This lignum knot is for owl spirits, this amber is for tree spirits, and so on. Stag antler, silver coin, horn of ram…and this is the shell from a creature of the sea, which I have never seen. I have many tócan, but I seek many more.

"Which one? Oh, that is a knuckle bone, from an enemy of my teagsaig. That is not a word in your language…maybe 'master' or 'teacher' is close.

"My teagsaig is the chief droidh of my people. He came and took me from my family when I was little and made me his foghlainte…which was a great honour for my family…and now I am doideag, too.

"The difference? Droidh and doideag are the same thing, mostly. One is a man and one is a woman. Don't you know anything?

"It was he who sent me north along the great river. He lay in a dream hut for three days and nights and the spirits…well, it is enough for you to know that he sent me to come here. And a good thing he did, for these Northmen know little enough about spirits. But maybe there are things for me to learn, too. Such as these plants I found on my journey here; will you look and tell me what you know of them…?"

Culture: Dunlending

Standard of Living: Frugal

Cultural blessing: Fierce Folk

Calling: Warden
Shadow weakness: Lure of Power

Specialties: Herb-lore, Story-telling, Shadow-lore

Distinctive features: Nimble, Quick of Hearing

Body: 3 Heart: 3 Wits: 7
Body (favoured): 5 Heart (favoured): 6 Wits (favoured): 8

-Common Skills-

- Awe: 1 Inspire: 0 Persuade: 0
- Athletics: 2 Travel: 2 Stealth: 2
- Awareness: 2 Insight: 2 Search: 1
- Explore: 2 Healing: 0 Hunting: 3
- Song: 0 Courtesy: 0 Riddle: 2
- Craft: 2 Battle: 1 Lore: 0

-Weapon Skills-

- Spear: 3
- Dagger: 1
- Bow: 1

-Virtues-: Ill Omen

-Gear-

- Spear damage: 5 edge: 9 injury: 14 enc: 2
- Bow damage: 5 edge: 10 injury: 14 enc: 1
- Dagger damage: 3 edge: G injury: 12 enc: 0
- Leather shirt enc: 4

BELDAN OF THE LONELY MTN by Valandil

As a boy, Beldan saw the fall of Erebor. He fled from the Mountain as the dragon Smaug descended on Dale. Together with his people, he roamed the wilds of Middle-earth for the 30 years of exile. He fought as a young warrior in the war between the orcs and the Dwarves, to avenge the death of the King. He lost many friends in that war, especially at Azanulbizar. He saw his family settled in the Blue Mountains, but Beldan never felt at home there. He continued his wandering, selling his craft skills where he could to raise coin.

He was far to the south when the call came from Thorin, and missed his chance to take part in the company raised to retake Erebor. Beldan travelled to the Mountain when the news reached him that the kingdom had been reclaimed, though mourned the passing of the noble Thorin Oakenshield. Beldan has used his skills to rebuild the kingdom, and the city of Dale, to something resembling their old grandeur. He has sworn an oath to use his remaining years in the defence of the kingdom and its surrounds.

He is home once more, the place of his birth and the birth of his fathers. He will fight with his remaining strength to keep it free. His sword skills may have waned in the long years where he wielded no more than hammer and tongs, but he can still fight. He carries a mattock, familiar with the weight through farming and woodcraft. Travelled from The Shire with Merry, having met on the Great East Road. Travelled with Merry and Njal on the northern route to Dale.

ÉOHEORT, son of ÉOBRAND

He was born in T.A. 2935 in the Eastfold settlement of Aldburg. The eldest of four children, Éoheort grew up learning the ways of horsemanship from his father, a gifted horse-herd that bred many of Aldburg's valiant steeds. He learned the way of the sword and shield as a boy, and he was gifted with a horse of his very own on his 12th birthday. Éoheort named him Ethelwine, meaning "noble-friend" in the tongue of his people, and horse and rider soon became like brothers.

When Éoheort came of age in T.A. 2951, he entered the service of Esmund, son of the late Third Marshal of the Mark, Edwin. Wishing to do his part in defending his beloved country, he joined with Esmund's éored, knowing that it was the most renowned and active of the Eastfold. On more than one occasion, Éoheort rode to the far reaches of the Eastemnet with the éored to guard against invaders and outlaws and in T.A. 2953 he accompanied the éored to Edoras, where he witnessed the crowning of Thengel King.

During his years of continued service in the éored of Esmund, Éoheort grew to become a valiant and fierce warrior, never shying away from the battle-fury that comes upon the warriors of the Mark. As a reward for his deeds, he was given a helm crested with great plumes of horse hair, and he pledged to lead his fellow riders through a bold example.

In T.A. 2957, Éoheort's younger brother Éomód, a rider in a smaller éored of the East-mark, was killed by orcs while patrolling near the borders of the White Mountains. Stricken with grief, Éoheort returned to

Aldburg to mourn the passing of his brother, all the while swearing vengeance upon the orcs that felled his kin. With the blessing of Esmund, Éoheort and his younger sister Éohild, a shieldmaiden, took a company of riders from his éored and rode down the orcish host, slaughtering them upon the plains.

In the years since his brother's passing Éoheort has continued to ride in the éored of Esmund, now with his sister counted amongst the riders. As Thengel King strives to redeem the honour squandered by his father, so does Éoheort strive to gain renown, slaying those who threaten the Riddermark. With sword in hand and Ethelwine to carry him, he rides each day with a determination worthy of the songs that fill the halls of Edoras.

Name:Eoheort
Culture: Rider of Rohan
Standard of Living: Martial
Cultural blessing: Fey Mood
Calling: Wanderer
Shadow weakness: Wandering-madness
Specialties: Riddermark-lore, Horsemanship, Folk-lore
Distinctive features: Adventurous, Keen-eyed
Body: 6 Heart: 4 Wits: 4
Body (favoured): 9 Heart (favoured): 5 Wits (favoured): 6
-Common Skills-
Awe: 2 Inspire: 2 Persuade: 0
Athletics: 4 Travel: 2 Stealth: 0 Awareness: 1
Insight: 2 Search: 1 Explore: 2 Healing: 1
Hunting: 1 Song: 2 Courtesy: 1
Riddle: 0 Craft: 1 Battle: 2 Lore: 0
-Weapon Skills-
(Spears): 2
Dagger: 1
Sword: 2
-Rewards-: Glinting Spear
-Virtues-:
-Gear-
Sword: Damage: 5/Edge: 10 Injury: 16
Enc: 2
Dagger: Damage 3 Edge: G Injury:12/Enc: 0
Spear: Damage: 5 Edge:9 Injury:14 Enc: 2
Leather corslet enc: 8
Helm enc: 6
Endurance: 26
Fatigue from Encumbrance: 18
Fatigue from Travel: 0 Total Fatigue: 18
Hope: 12 Starting Hope: 12
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0
Armour: 2d Headgear: +4
Parry: 4 Shield: 0
Damage: 6 Ranged: 0
Wisdom: 1 Valour: 2
Experience: 0 Total Experience: 0
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 0

BODIDBRAS "SKINNY" BOLGER by Glorelendil

"Skinny" probably isn't the first adjective one would use to describe Bodidbras Bolger, at least until his prodigious…and locally renowned…appetite is put on display. Even among Hobbits, Bodi can really 'pack it away', as they say, apparently without any impact on his waistline. He earned the nickname Skinny less for his profile than for his astonishing ability to hide all that food away in a hitherto undiscovered second stomach.

Bodi's parents told him early on that if wanted more food he was going to have to cook it himself, so he did, and discovered that he quite enjoyed the kitchen. Although not rich, he did eventually inherit enough that he never really had to work, and in looking for some way to "make himself useful" he decided to write a cookbook.
A decade later that cookbook, which at that point was titled "*An Encyclopaedia of Recipes of the Northern Kingdoms*", had grown to several volumes and contained as much history, biography, herb-lore, artwork, and etymology as it did actual recipes.

But Bodi recognized that the information available within the Shire was limited, and that in order to "complete" his project, he was going to have to venture beyond the safety of his lifelong home. He is no great traveller, and most certainly not an 'adventurer' but duty calls, and so he set forth on his 'Research Expedition'.
Equipped with writing materials, a few favourite pots and pans and knives, his trusty sling (with which he fills his cookpot with coneys and game birds), and a map of the lands East of the Shire, he set forth to discover, document, and devour recipes past, present, and future.

Bodidbras "Skinny" Bolger
Hobbit Scholar
Specialties: Cooking, Herb-lore, Rhymes of Lore
Traits: Patient, Keen-eyed
Favoured Skills: Persuade:2, Stealth:3, Search:2, Craft:3 (Also Lore:2, not favoured)
Weapon of Choice: Sling:2
Virtue: Fair Shot

ARINBEORN THE TALL by Glorelendil

Arinbeorn believes that he is called "the Tall" by his fellow Beornings because of his imposing stature, but those same friends could tell you that the nickname derives more from the improbability of the tales he tells in his booming voice, the embellishments growing with each re-telling. As a boy Arinbeorn loved the winter, because that season afforded the most opportunities to hear the tales and songs of elders. He memorized all of them, but most of all he loved the tales of dragons, and he decided that one day he would kill a dragon. To this end he put forth all his effort, constructing and defeating elaborate mock dragons in the woods, practicing lightning quick spear attacks, seeking out imagined dragon lairs in the nearby hills, trying (rather unsuccessfully) to build up an immunity to fire, and pestering any travellers for news of dragons.

Arinbeorn was one of the few of his people to have believed the stories of a dragon on the other side of the Mirkwood, and it was with regret bordering on despair that he learned of the death of Smaug. He felt cheated. But in the last few years he has convinced himself

that there are yet dragons remaining in the world and that he will still have his chance. In fact, he has already composed the first few stanzas of an epic song about the deed.

Arinbeorn the Tall
Beorning Slayer
Specialities: Story-telling, Mountaineering, Dragon-lore
Traits: Tall, Robust
Favoured Skills: Awe:3, Athletics:2, Song:2, Travel:1
Weapon of Choice: Great Spear:3
Virtue: Great Strength

ALETTE OF THE BUHR by Murcush

Fair-skinned, fire-crowned, emerald-eyed Alette was of the People of the Buhr of Maethel. That town lies at the confluence of the River Rushdown and the River Anduin, and had as its origin a trading-town and outpost of the Men of Gondor, who in the days of the Kings would come north on their barges to trade for the bounty of river and forest. Those days are long-past, and now the folk of the Buhr live in wooden huts and long halls below the crumbling stone towers and villas that the Men of the South raised, and the Éotheod maintained, but that none know now the secret of their making.

Her father was Rook the Hunter, who would range up and down the river and forests and even into the marshes, and bring forth game. The hides and food obtained thus served to make comfortable himself and his daughter, and they were content. They might have lived there all their days, and Rook had grand-children to dandle on his knee as his hair turned white.

But Rook was troubled in his heart, wanting more than the world around him offered, and feared the coming of his old age and death. So he took up his bow and his three short spears, and said to his daughter:

"*Alette, the Elves speak of the ithilroch, the Moon-Steed which runs along the hills and meadows by starlight and moonlight.*"
And he laughed.

"*They say Elves are wise! We Men know that the Elven-King seeks the White Hart, crowned with great tines.*"

And he held up his hands and made the shape of antlers on his head, with which he had delighted his daughter as a child. But she was not delighted now, and frowning, said:

"*Many men have sought both Moon-Steed and White Hart, father, and none so far have claimed the bounty of the forest the Elven-King offers. Why not seek other game, closer to home? You might take a great black boar in the woods, and carve horns from his tusks, and then men would envy you more than you return, rueful and empty-handed, in the fall.*"

But Rook the Hunter only smiled, and kissed his daughter on the crown of her head, and went out into the hopeful spring of that year. Alette planted her garden, and kept their home. Throughout the spring she would have word of her father from other hunters, and traders, who had seen him in the eaves of the forest and upon the slopes of the mountains.

Summer came to Buhr Maethel. Alette re-thatched the roof, and after much consideration, slaughtered one of the billy-

goats. Now there was no word of her father, not even from the night-walkers and skin-goers, who would look at her with their bear-eyes and shake their shaggy heads at her. By Autumn, Alette harvested her garden, carrots and cabbages and roots of all sorts to see her through the winter. And she went down to the river with the other women, with nets and salt, before it became too cold to work the waters.

And there was word of her father. On the third cast of her net, among the good swift wriggling trout, there was one of her father's three short spears, lodged amongst broken tines of a set of antlers. Alette laid the spear aside, and finished gutting and salting the fish, before wrapping it in a soft cloth and going back up the hill. She would need the fish for the long and lonely winter.

When spring came, Alette set out with her best cloak and her grandsires long-spear, which her father had rarely touched but was all now she had left to arm herself with. It had a good steel head, dwarf-make, and would suffice. She came after some time to the home of Amfossa the Trapper, and she said:

"I seek my father, Rook the Hunter."

And she described his coal-black hair and the carved leather quiver he had made with his own hands.

"Your father is well known to me, Alette of the Buhr," said Amfossa, stripping the skin from a great mountain-cat.
"Then you have seen him?" said Alette.
Amfossa did look up, meeting Alette's eyes, but silently kept to her work. After some time, Alette took her leave.

Spring turned to summer, and Alette was laying beneath a willow tree, debating the various merits of the Carrock against the Old Ford, when a blue-banded, sharp-billed bird alighted above her. Shaking himself regally, the Kingfisher Lord said:

"*Hail to you, Alette of the Buhr. You have come far from home with no wings to carry you.*"
"*I seek my father, Kingfisher Lord*," said Alette.
"*Have you seen him, as you take flight across water and stone and meadow?*"
"*Your father is known to me*," said the Kingfisher Lord reproachfully.
"*He has sometimes taken my people on the wing, when he grows tired of game that runs on four legs.*"
"Yes," said Alette, *"but... recently?"*
The Kingfisher Lord looked at her sadly, and flew away in a burst of feathers.

Fall came, and Alette returned to Buhr Maethel, wiser but no less lonely. Though she was offered a goodly price for it, two fine ewes and a honey-hive of bees, she spent the months of snow and ice curing and sewing the last of her father's leather into a fine corslet made for a strong young women who perhaps had more determination than sense. In the spring, she meant to set out again, and her story might have gone much differently if not for a chance-meeting with Hwalda the Hunter, who said to Alette,

"*Quests can fill the heart, but leave the stomach empty. And the purse, more importantly!*"

And she laughed loudly, in her way, for little could darken the mood or humours of Hwalda the Hunter.

"*The Woodmen-Town sends a caravan around the forest to the north, on the yearly run to the town of the Lake-Men. They say all news comes to the Long Lake, given time.*"
Airily, she waved her spear.
"*You can keep the watch while I sleep, and perhaps I will show you how to kill an Orc or two.*"

This was the Year of the Battle of the Five Armies. Though it brought peace and plenty to Wilderland and the Dale-lands and even to Mirkwood, it was considered something of an inconvenience to the Woodmen who had shepherded their wagons and pack-horses the long and weary leagues north of the forest, only to discover that there was no now Lake-town at which to exchange the bounty of the forest for leather and wine and other fine things, merely a great horde of Dwarves and Elves and Men, and an even greater horde of dead Orcs upon the field.

But there was a third Hoard as well, a Dragon-Hoard, and that meant gold.
As she sat upon a stone on the edge of the field, watching the murders and clamours and unkindnesses feast on orc-flesh, the great Chief of her people, Beorn the Skin-Changer, settled down next to her. Alette considered this for some minutes, and then opened her mouth to speak.

Beorn forestalled her.
"*I know of your quest, Alette of the Buhr.*"

And he held out his hand.
In it was another of her father's three short spears, the wood stained dark and black with blood. Beorn had torn it from the stomach of a warg during the battle.
Alette accepted it with something approaching gratitude, and the Great Bear left her to her thoughts amongst the birds of ill-omen. After some time, Alette rose up, shook the dust from her boots, and aimed herself towards the camp of Bard the Bowman and his host. Her purse was full, as was her heart, but it had occurred to her she might be at this for some time.

Beorning Wanderer
Traits: Beast-lore, Mountaineering, Folk-lore
Distinctive Features: Hardy, Robust
Favoured Skills: Insight: 3, Athletics: 2, Hunting: 3, Healing: 2
Weapon of Choice: Great Spear: 3
Reward: Great Spear (Keen)

REGNALD 'THE FOX'' by Halbarad

Woodman Warden
Specialties - Beast Lore, Mirkwood Lore, Shadow Lore
Traits - Determined, Vengeful
Common Skills - Athletics 2, Awareness 3, Explore 3, Inspire 2, Travel 2, Healing 3, Stealth 2, Hunting 2
Weapon Skills - Long Hafted Axe 4, (Bows) 3

Wisdom 3, Valour 3
Virtues - Mastery of Expertise, Hunter's Resolve
Rewards - Grievous Axe, Cunning Made Leather Corselet.

Regnald, known as 'The Fox', was born and raised in a hamlet on the Dusky River called Woodman's Ford. When he was barely three summers old, the Wizard Radagast brought a foundling girl child (Dagmar) to his mother, who was currently nursing his newborn baby brother (Alwis). Despite their initial misgivings, his parents accepted Radagast's word that the child had no evil in

her and agreed to raise the girl as their own. She was, according to the old wizard, a special child and perhaps destined for great things.

As the three grew up together, they played with the other children at the pool by the little waterfall, just south of the village, and it was here that Regnald first noticed her affinity with the water and gave her the pet name of 'little otter'.

These days, she is known among their people as 'the Foundling'. Regnald refuses to use the term and continues to address her as 'little otter'. He regards her as his blood kin, even if she is not and he is prepared to fight anyone who suggests otherwise.
His own name is 'the Fox'. As a child, his mother would often send him into the woods between the hamlet and, nearby, Rhosgobel.

"*Off you go, little fox, bring us home a rabbit for our supper.*"

Never once did Regnald fail in his duty to his family, even if it took him three days. He was a determined boy and would not return empty handed. His parents, Acbold and Heledwis, grew used to his going off for days on end. They recognised his love for the woods and soon gave up on forbidding him to cross the river into the wilder parts of the forest.

Now he is a man and the name suits well his russet brown hair and beard as well as his guile. He never failed in his duty as a boy and he has sworn that he will never fail in his duty as a man to protect his people. He is a warrior of some skill but is wise enough to realise that a dead hero is no hero at all.
He firmly believes that the Free Folk of the Wilderland must unite to have any chance of survival. The shadow over Mirkwood has rescinded but only fools believe that it is anything more than a breathing space.
He has travelled to Dale to seek the patronage of King Bard, a gift-giver and a Dragon slayer, no less.

So far he has failed to gain an audience. The King is ever surrounded by an army of scribes and counsellors who have constantly barred his way. He is currently at Lake-town, awaiting the opportunity which will prove his mettle and draw the King's attention.
He has been accompanied by Dagmar(much to his consternation). He knows that he should not worry about her unduly. She is a match for any young male warrior and he rarely underestimates her capabilities but he is her older brother and, sometimes, he just cannot help it.

ONAR MUSTYBEARD by Glorelendil

Culture: Dwarf of the Lonely Mountain Standard of Living: Rich
Cultural blessing: Redoubtable
Calling: Treasure-Hunter Shadow weakness: Dragon-sickness
Specialties: Stone-craft, Tunnelling, Burglary
Distinctive features: Energetic, Wilful
Body: 6 Heart: 2 Wits: 6
Body (favoured): 8 Heart (favoured): 5 Wits (favoured): 7

-Common Skills-

- Awe: 0 Inspire: 2 Persuade: 0

-Weapon Skills-

- Mattock: 2
- Dagger: 1
- Short sword: 1

-Rewards-:
-Virtues-: Broken Spells
-Gear-

- Mattock damage: 8 edge: 10 injury: 18 enc: 3
- Short sword damage: 5 edge: 10 injury: 14 enc: 1 (not carried)
- Dagger damage: 3 edge: G injury: 12 enc: 0
- Mail shirt enc: 12
- Cap of iron and leather enc: 2

Endurance: 30 Starting Endurance: 30 Fatigue from Encumbrance: 12 Fatigue from Travel: 0 Total Fatigue: 12
Hope: 8 Starting Hope: 8 Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 3 Headgear: 1
Parry: 6 Shield: 0
Damage: 0 Ranged: 0
Wisdom: 2 Valour: 1
Experience: 0 Total Experience: 0
Fellowship: 0 Advancement: 0 Treasure: 0 Standing: 0

GENERIC RANGER by Rocmistro

Culture: Ranger of the North
B6/H6/W5
Longsword: 3, (Bows): 2
Wisdom: 2 , Valour: 1 (Virtue: Endurance of the Ranger)
Endurance: 29 (32)
Fatigue: 14 (weary margin of 18)
Hope: 14
Parry: 5
Armor: 2d+1
Bonus Damage: 6
Gear: Longsword, Leather Corselet, Bow, Cap
Pertinent Common Skills:
Travel: 2 (everyone needs Travel to avoid fatigue creep)
Preliminary Role Skills: Battle: 2, Lore: 2, Insight: 1
Shadow Reduction Skill: Song or Craft: 2
Combat Task Skills: Inspire or Song: 2 / Awe or Battle: 2
Barding:
B5/H5/W4
(Swords): 3, Spear: 1
Wisdom: 2 , Valour: 1 (Swordmaster)
Endurance: 29
Fatigue: 15 (weary margin of 14)
Hope: 13
Parry: 4+3 (7)
Armor: 2d+1
Bonus Damage: 5
Gear: Longsword, Leather Corselet, Spear, Cap
Pertinent Common Skills:
Travel: 2 (everyone needs Travel to avoid fatigue creep)
Preliminary Role Skills: Battle: 3, Lore: 1, Insight: 2
Shadow Reduction Skill: Song or Craft: 1
Combat Task Skills: Inspire or Song: 2 / Awe or Battle: 3

FASTRED by JamesRBrown

Culture: Rider of Rohan
Standard of Living: Martial
Cultural blessing: Fey Mood
Calling: Wanderer
Shadow weakness: Wandering-madness
Specialties: Riddermark-lore, Horsemanship, Folk-lore
Distinctive features: Adventurous, Keen-eyed
Body: 6 Heart: 4 Wits: 4
Body (favoured): 9 Heart (favoured): 5 Wits (favoured): 6
-Common Skills-

- Awe: 2 Inspire: 2 Persuade: 0
- Athletics: 4 Travel: 2 Stealth: 0
- Awareness: 1 Insight: 2 Search: 1
- Explore: 2 Healing: 1 Hunting: 1
- Song: 2 Courtesy: 1 Riddle: 0
- Craft: 1 Battle: 2 Lore: 0

-Weapon Skills-

- (Spears): 2
- Dagger: 1
- Sword: 2

-Rewards-: Glinting Spear
-Virtues-:
-Gear-

- Sword damage: 5 edge: 10 injury: 16 enc: 2
- Dagger damage: 3 edge: G injury: 12 enc: 0
- Spear damage: 5 edge: 9 injury: 14 enc: 2
- Leather corslet enc: 8
- Helm enc: 6

Endurance: 26 Starting Endurance: 26
Fatigue from Encumbrance: 18
Fatigue from Travel: 0 Total Fatigue: 18
Hope: 12 Starting Hope: 12
Temporary Shadow: 0 Permanent Shadow: 0
Total Shadow: 0
Armour: 2d Headgear: +4
Parry: 4 Shield: 0
Damage: 6 Ranged: 0
Wisdom: 1 Valour: 2
Experience: 0 Total Experience: 0
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 0

A QUICK & EASY HUMAN MAGICIAN by Hoplitenomad

Skills:
Awe 2 Athletics 0 Explore 0
Song 2 Craft 1 Inspire 2
Travel 0 Insight 2 Healing 2
Courtesy 0 Battle 0 Persuade 2
Stealth 0 Search 0
Hunting 0 Riddle 2 Lore 3

New Virtue:
Wizard's Blessing
A wizard character in the group increases the company's Fellowship rating by one point. Additionally, when making a Wisdom roll, Wizards can roll the Feat die twice, and keep the best result.

Callings: Scholar, Warden, Wanderer
Weapons Skills: Staff 2, Sword 1,Dagger 1
Basic Attributes: Body 3 Heart 5 Wits 6

Favoured skill: Lore
Specialty traits: Old Lore, Leechcraft, Herb lore, Region Lore, Storytelling
Distinctive features: Cautious, Clever, Cunning, Curious, Just, Lordly, Wary
Virtues: Masteries (all), Woeful Foresight; Broken Spells, Natural Watchfulness; Staunching Song; Shadow Bane; Bewilder; Commanding Voice

Bewilder (new virtue):
..Reduce the wizard's hope point score by one to reduce the Parry rating of enemy to the basic combat TN of their chosen stance.
Commanding Voice (new)
Reduce the wizard's hope point score by one to restore one hope point to all members of the fellowship involved in the confrontation (not including the wizard using the special ability).
Rewards: Cunning made, Close Fitting, Grievous, Noble armour OR Staff of Light

Staff of Light: The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the staff.

TALORG by zedturtle

Culture: Dunlending
Standard of Living: Frugal
Cultural blessing: Fierce Folk
Calling: Slayer
Shadow weakness: Curse of Vengeance
Specialities: Misty Mountains Lore, Tracking, Giant-lore
Distinctive features: Bold, Hardened
Body: 4 (7)Heart: 2 (4) Wits: 7 (8)

-Common Skills-

Awe: 2	Inspire: 1	Persuade: 0
Athletics: 2	Travel: 3	Stealth: 2
Awareness: 2	Insight: 2	Search: 1
Explore: 2	Healing: 0	Hunting: 3
Song: 0	Courtesy: 1	Riddle: 2
Craft: 1	Battle: 1	Lore: 1

-Weapon Skills-
(Axes)3, Dagger 1, Spear 1

-Rewards-: Great Forest Axe, Grievous
-Virtues-: Champion of the Hillmen
-Gear-
Great axe: damage 11/edge: G/inj:20/enc: 4
Dagger: damage 3/edge G/inj 12/enc: 0
Leather shirt enc: 4 Shield enc: 3
Endurance: 22 Starting Endurance: 22
Fatigue from Encumbrance: 11
Fatigue from Travel: 0 Total Fatigue: 11
Hope: 8 Starting Hope: 8
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0
Protection: 1D Headgear: 0
Parry: 7 Shield: +2
Damage: 4 Ranged: N/A
Wisdom: 2 Valour: 3
Experience: 0 Total Experience: 0
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 0

EINTHE THE HUNTRESS by zedturtle

Culture: Dunlending
Standard of Living: Frugal
Cultural blessing: Fierce Folk
Calling: Treasure-Hunter
Shadow weakness: Dragon-sickness
Specialties: Beast-lore, Tracking, Burglary
Distinctive features: Hardy, Nimble
Body: 3 (4) Heart: 3 (5) Wits: 7 (10)

-Common Skills-

Awe: 1	Inspire: 0	Persuade: 0
Athletics: 2	Travel: 1	Stealth: 2
Awareness: 2	Insight: 2	Search: 2
Explore: 2	Healing: 0	Hunting: 3
Song: 0	Courtesy: 0	Riddle: 2
Craft: 1	Battle: 2	Lore: 2

-Weapon Skills- Spear 2, Dagger 2, Bow 3

-Rewards-: Fell
-Virtues-: A Secret Folk

-Gear-
Spear: damage 5/edge 9/inj 14/enc 2 (not carried)
Bow: damage 5/edge 10/inj16/enc 1
Dagger: damage 3/edge G/inj 12/enc 0
Endurance: 23 Starting Endurance: 23
Fatigue from Encumbrance: 1
Fatigue from Travel: 0 Total Fatigue: 1

Hope: 9 Starting Hope: 9
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0

Armour: 0 Headgear: 0
Parry: 7 Shield: 0
Damage: 3 Ranged: 3

Wisdom: 2 Valour: 2
Experience: 0 Total Experience: 0/10
Fellowship: 0 Advancement: 2/20
Treasure: 0 Standing: 0

DIANACH by Glorelendil

Dianach has been trained in the mystical ways of the Dunlendings to be a healer, emissary, and seer. Although competent with her spear, she prefers to solve problems in more subtle ways. Although still young she already thinks like an older and wiser leader, and masks her own intentions as effectively as she discerns those of others. Why she is interested in Adventures is her own business, but surely it must be for the benefit of her own folk. In the meantime if her goals coincide with those of strangers she is happy to be allies for now, although even if she tells herself that doing so is only a means to end her sense of loyalty may, over time, become a more important reason.

Culture: Dunlending
Standard of Living: Frugal
Cultural blessing: Fierce Folk
Calling: Warden
Shadow weakness: Lure of Power
Specialties: Herb-lore, Story-telling, Shadow-lore
Distinctive features: Nimble, Quick of Hearing
Body: 3 (5) Heart: 3 (6) Wits: 7 (8)

-Common Skills-

Awe: 1	Inspire: 0	Persuade: 2
Athletics: 2	Travel: 3	Stealth: 2
Awareness: 2	Insight: 2	Search: 1
Explore: 2	Healing: 3	Hunting: 3
Song: 0	Courtesy: 0	Riddle: 3
Craft: 1	Battle: 1	Lore: 0

-Weapon Skills- Spear 2, Dagger 1, Bow 1

-Rewards-: Spiral Armour
-Virtues-: Champion of the Hillmen, Ill Omen
-Gear-
Spear: Damage 5/edge 9/Inj 14/Enc 2
Dagger: Damage 3/edge G/Inj 12/Enc 0
Leather shirt Enc: 4
Endurance: 23 Starting Endurance: 23
Fatigue from Encumbrance: 7
Fatigue from Travel: 0 Total Fatigue: 7

SIBIL, OUTRIDER TO THE KING'S GUARD by Blubbo Baggins

Culture: Rider of Rohan
Standard of Living: Martial
Cultural blessing: Faithful Beyond Fear
Calling: Wanderer
Shadow weakness: Wandering-madness
Specialties: Minstrelsy, Horsemanship, Folk-lore
Distinctive features: Adventurous, Steadfast
Body: 6 (7) Heart: 4 (7) Wits: 4 (6)

-Common Skills-

Awe: 2	Inspire: 2	Persuade: 0
Athletics: 3	Travel: 2	Stealth: 0
Awareness: 1	Insight: 2	Search: 0
Explore: 1	Healing: 3	Hunting: 1
Song: 3	Courtesy: 1	Riddle: 2
Craft: 1	Battle: 2	Lore: 1

-Weapon Skills-

- Sword: 2
- Dagger: 1
- Bow: 2

-Rewards-: Ancient Mail From Gondor

-Virtues-: Old Songs And Children Tales, King's Guard (Horse-archery)

-Gear-
Sword: Damage 5/edge 10/Inj 16/Enc 2
Bow: Damage 5/edge 10/Inj 14/Enc 1
Dagger:Damage 3/edge G/Inj 12/Enc 0
Mail shirt Enc: 12 Buckler Enc: 1
Endurance: 26 Starting Endurance: 26
Fatigue from Encumbrance: 16
Fatigue from Travel: 0 Total Fatigue: 16
Hope: 12 Starting Hope: 12
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0
Armour: 3d Headgear: 0
Parry: 4 Shield: 1
Damage: 0 Ranged: 0
Wisdom: 3 Valour: 2
Experience: 0 Total Experience: 10
Fellowship: 0 Advancement: 21
Treasure: 0 Standing: 0

MEDELON OF STANSHELF by Falenthal

Culture: Dunlending
Standard of Living: Frugal
Cultural blessing: Fierce Folk
Calling: Warden
Shadow weakness: Lure of Power
Specialties: Beast-lore, Story-telling, Shadow-lore
Distinctive features: Hardened, Wilful
Body: 4 (7) Heart: 4 (6) Wits: 5 (6)
-Common Skills-

Awe: 2	Inspire: 1	Persuade: 0
Athletics: 3	Travel: 2	Stealth: 2
Awareness: 2	Insight: 2	Search: 1
Explore: 2	Healing: 1	Hunting: 3
Song: 1	Courtesy: 0	Riddle: 2
Craft: 1	Battle: 1	Lore: 0

-Weapon Skills- Spear 3, Bow 1, Dagger 1
-Rewards-: Heart-Seeker, Cunning Make (applied to the Chainmail Armour)
-Virtues-: Wild Onset
-Gear-
Spear: Damage 5/Edge 9/Inj 14/Enc 2
Dagger: Damage 3/Edge G/Inj 12/Enc 0
Mail shirt Enc: 10 Shield Enc: 3
Endurance: 24 Starting Endurance: 24
Fatigue from Encumbrance: 15
Fatigue from Travel: 0 Total Fatigue: 15
Hope: 10 Starting Hope: 10
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0
Armour: 3D Headgear: 0
Parry: 5 Shield: 2
Damage: 0 Ranged: 0
Wisdom: 2 Valour: 3

Medelon belongs to the Wulfings, the mixed-Dunlending folk of Stanshelf. A faction within the clan value their rohir blood above that of the Dunlendings and struggle to be considered one with the Horse-lords. Up to now, the King in the Golden Hall has not answered to their pleas for recognition. Medelon tries to imitate as much as possible those Rohirrim he sometimes meets in the Gap of Rohan, where he travels as much as possible, considering himself an errand knight that protects the borders of his realm. His chainmail and shield have the white horse painted on them, and Medelon hunts orcs and even rogue Dunlendings that threaten the western borders of the Riddermark. But even after his years of unasked service to Rohan, the Horse-lords still consider him an untrusty Dunlending.

It was Saruman the Wise, counsellor and friend of King Thengel, who approached Medelon. The old sage told him that by lending a hand in the Wizard's plans, and proving his value, he would gain a friend who could speak on behalf of him and the folk of Stanshelf in the Riddermark King's Court. Medelon trusts the words of Saruman, and sees the logic in them.
After all this time of ungrateful service to the Mark, Medelon subconsciously begins to hold a grudge against the aloof Horse-lords he is not aware of. But Saruman can see deeper than anyone into people's souls...

Note: I imagine Medelon as a sort of lonely errand knight. Being a Dunlending, the game gives no chance of owning a horse outside of gaining it in the Adventure phase. It would suit Medelon to have one, although it could also be one of his goals in life, a reward Saruman has promised him if he works for the Wizard.
Also, Medelon has high ideals of his own making, but a certain rigidness is beginning to grow inside, as his desires clash with the reality of his people.
When fighting, he always chooses a Forward Stance, profiting from the higher damage output (Wild Onset) and his high Parry (Wits 5 + Shield 2).

Variant Cultures by Michebugio

Dwarves of the Iron Hills

Base Culture: Dwarves of the Lonely Mountain

The Dwarves of the Iron Hills fought several battles during the War of the Dwarves and Orcs, and they are known for being some of the most fierce and elite of all Dwarf armies. After the Battle of the Five Armies, Dàin Ironfoot became the new King under the Mountain and he relocated to Erebor with many of his people, but not all. The folk still living in the Iron Hills mines iron, not gold; for this reason the Dwarves of the Iron Hills, although prosperous, are not as wealthy as their other cousins.

- Change their skills as follows: Battle 2, Riddle 1.
- Change their Standard of Living to Prosperous.

Wayward Elves

Base Culture: Elves of Mirkwood

While most of Thranduil's subjects heed their king's commands, some Elves are loath to leave their play. These Elves are unwilling to fight, preferring to melt away into the woods and hide. They delight in trickery, in bewitching or befuddling mortals, and in petty-magics and illusions. Called Wayward Elves, they are a small but growing faction within the Woodland Realm. They devote themselves to the pursuit of pleasure and amusement, and their japes are often cruel. So far, their jokes have all been harmless fun, but the wilder the Elves grow, the less care they have for the safety of mortals. The Wayward Elves chafe under Thranduil's rule, believing that he is too solicitous of Men and too worried about the shadow of things to come.

- Change their skills to: Battle 0, Hunting 2, Lore 1, Riddle 2, Stealth 3.
- Change their Standard of Living to Frugal.

Wayward Elves cannot ever choose the Shadow Bane Cultural Virtue, nor can they choose the Fellowship phase undertaking *Study with the Lampmaker* (*The Heart of the Wild*, p79).

In addition, when spending Hope to activate effects from the Cultural Virtues *Wood-elf Magic* or *The Call of Mirkwood* (*The Heart of the Wild* p77), they can choose to immediately recover the Hope point they just spent and gain a Shadow point instead.

Bree Hobbits

Base Culture: Hobbits of the Shire

Bree is a very ancient township of Men. The first Hobbits came there from the east in about the year 1300 of the Third Age, making Bree the only place in the world where Hobbits and Men live together side by side. Their interaction with the Tall Folk made them more open to the outside world than their parochial cousins in the Shire.

- Change their skills as follows: Explore 1, Insight 2, Stealth 2.

Respectable Hobbits

Base culture: Hobbits of the Shire

A respectable Hobbit is exactly how a Hobbit is expected to be within his society: a well-ordered gentleman who has never left the Shire, with a love for strong traditions and a dislike for anything out of the ordinary – especially adventures.

- Change their skills as follows: Craft 1, Travel 0, and Courtesy 4.

In addition, you must choose one of the following weapon skill sets:

1) Short sword 1, Bow 1, Dagger 1
2) Bow 1, Short sword 1, Dagger 1

MEN OF THE RIVER RUNNING

Base Culture: Men of the Lake.
Men of the River Running are rugged frontier-men living on the banks of the Celduin river, in the eastern outskirts of Mirkwood and farther in the south-eastern part of Rhovanion. They are merchants like Esgaroth's folk but more used to live through the harshness of the wild.

- Change their skills as follows: Awareness 2, Courtesy 0, Craft 1, Explore 2.

In addition, change their Standard of Living to Martial.

MOUNTAIN-MEN

Base Culture: Beornings.
Men dwell in small numbers in the mountains between the High Pass and the Eyrie. These folk are as hard and stern as the places they call home, and speak their own strange tongue as well as the Common Speech. They serve Beorn, but remain suspicious and private even when among fellow Beornings. "*As tough as the Mountain-men,*" say the Beornings, but when they are gone they also say "*as cold as the Mountain-men*".

- Change their skills as follows: Awe 1, Inspire 0, Riddle 3, Travel 1.

- Change their Standard of Living to Frugal.

In addition, you must choose one of the following weapon skill sets:
1) Great axe 2, Spear 1, Dagger 1
2) (Spears) 2, Axe 1, Dagger 1

WOODMEN OF MOUNTAIN HALL

Base Culture: Woodmen of the Wilderland
See *Heart of the Wild* but in addition, they must choose their Traits from the following list (that replaces that described in the Adventurer's book):

Anduin-lore, Fishing, Herb-lore, Leechcraft, Mountaineer, Stone-craft.

WOODMEN OF RHOSGOBEL

Base Culture: Woodmen of the Wilderland
The presence of Radagast the Brown Wizard has been greatly beneficial to the Woodmen dwelling in Rhosgobel, and his teachings and sage advices have made them a more peaceful and wise folk.

- Their skills change as follows: Battle 0, Lore 1.

WOODMEN OF WOODLAND HALL

Base Culture: Woodmen of the Wilderland
The Woodmen of Woodland Hall represent the "base" Woodmen of the Wilderland as described in the Adventurer's book.

WOODMEN OF WOODMEN TOWN

Base Culture: Woodmen of the Wilderland
With a history going back for more than nine hundred years, the House of Woodmen-town reunites the most prominent families of the Woodmen (even if Woodland Hall is the largest dwelling of their folk). Its council of Elders is given precedence in all folk-moots, and many war-leaders have been chosen among its warriors and chieftains.

- Their skills change as follows: Awe 1, Riddle 0.

Additional Cultural Blessings by Michebugio et al

Woodmen of Rhosgobel
CULTURAL BLESSING
-Woodcrafty -
(*This is the standard Woodmen's Cultural Blessing, from the Rulebook p.70*)

Woodmen of Mountain Hall
CULTURAL BLESSING
-Mountain Fighters-
(*This is the alternate Woodmen Cultural Blessing from Heart of the Wild*).

Woodmen of Woodland Hall
CULTURAL BLESSING
-Woodcutter-
It took generations of axe-wielding Woodmen to cut the large clearing where Woodland Hall now stands, and even more to build and carve its Great Hall. The sturdy trees of Mirkwood are not easily cut, and the Woodmen of Woodland Hall learn from an early age that powerful and precise swings are needed to chop the wood that is their very source of shelter and sustenance.

- When a Woodman of Woodland Hall wields a Long-hafted axe two-handed, he uses his Favoured Body score as his basic melee Damage rating.

Woodmen of Woodmen Town
CULTURAL BLESSING
- Balthi's Boon-
Woodmen Town is well known for its greatest treasure, the Light of Balthi. This ancient artefact is believed to have great healing powers, and the Woodmen who have lived for generations near its eternal, bluish light seem to show a lingering effect of these miraculous properties.

- If he is not Wounded, a Woodman of Woodmen Town uses his Favoured Heart score to determine how many Endurance points he recovers after a battle or when he takes a prolonged rest.

Lone Landers by zedturtle
CULTURAL BLESSING
-A Canopy of Stars-
"That night they camped on a stony shelf with a rock-wall behind them, in which there was a shallow cave, a mere scoop in the cliff."

Every time a Man of the Lone-lands takes a prolonged rest, he recovers one point of Fatigue. This recovery occurs regardless of the danger surrounding the company, for the folk of Eriador know well the need for watches and a light sleep. Even in the safety of a refuge, the Lone-lander will only recover one point each night, for they are wary of comfortable lodgings and unused to them.

Hobbits of the Shire
CULTURAL BLESSING
– Underestimated-

If a Hobbit is in a company containing non-Hobbits, enemies will attack the non-Hobbits first (on a one-for-one basis) before engaging any Hobbits in the company. If a Hobbit is left unengaged and not attacked, and spends an entire round preparing his attack (whether close combat or ranged), on the following round, if his attack succeeds, he achieves an automatic piercing blow at +2 damage and +2 injury.

Men of Bree by Hermes Serpent
CULTURAL BLESSING
- A Good Judge of Character -
A character with this Blessing may spend one point of Hope before starting an Encounter to gain an extra point of Tolerance in the Encounter, or may use it to roll the Feat die twice when making any Insight test and take the best roll.

Designing new cultures by frodolives

Here is a basic guide to creating new cultures & backgrounds:

1) Attributes: distribute 14 points, with no score landing higher than 7 or lower than 2.
Primary Attribute - 5 to 7
Secondary Attribute - 4 to 6
Tertiary Attribute - 2 to 4
2) Favoured Skill: select one skill
3) Distinctive Features: select 8 traits, from which the player chooses two.
4) Endurance & Hope: distribute 30 points b/w the two.

If you want to go even further and develop a completely new culture, here's what to do:
5) Standard of living: select one from Poor, Frugal, Martial, Prosperous.
6) Typical Adventurers: select two Callings as being most common, and one that is rare for the culture.
7) Develop a Cultural Blessing: this generally allows the culture to 'break' a rule, such as ignoring the effects of being Weary or Miserable during combat, rolling the Feat die twice when making a Fear test, and so on.
8) Common Skills: using the skill costs (below), spend 29 points with no skill achieving a final value higher than 3. Underline one skill as being 'favoured'. Favoured skills must have a value of either 2 or 3.

Skill costs: to begin with a starting value of 1, spend one point. To begin with a starting value of 2, spend 3 points. To begin with a starting value of 3, spend 6 points.

9) Weapons: develop 2 choices for the culture. The first choice follows this format: (Weapon Group) 2, specific weapon 1, specific weapon 1. The second choice follows this format: Specific Weapon (favoured) 2, specific weapon 1, specific weapon 1.

10) Specialities: devise a list of six Traits, from which the player will select two.
11) Languages: list one primary language and one secondary language (if appropriate; some races do not have a secondary language).
12) Adventuring Age: list a range (in years) that characters of this culture most often turn to adventuring.
13) List of suitable names for the culture

OTHER OPTIONS:
Extracting the maths from Francesco's model is easy. You could thus do the following:

- Rather than giving each race 29 Spending Points to create their starting common skills with, and then having the player spend 10 more points, you could reverse it: devise a culture that spends only 10 points on starting skills and allow the player to spend 29 points as he sees fit.

- You could expand it even more to include weapon skills. The value of weapon skills in TOR as written is 10 Spending Points. Add this into your 'free spending' pool to spend a total of 39 points. No final weapon value may begin play higher than 3. Your highest weapon skill is either a weapon group or a favoured weapon. In this way, you have far greater latitude to create a character who eschews skills for combat, or who does the complete opposite. Level 1 in a weapon skill costs 2 points, level 2 costs 6 points, and level 3 costs 12 points.

~new cultures~

dunedain of arnor by kelly pedersen"

"Of Númenor he spoke... and the return of the Kings of Men to Middle-earth out of the deeps of the Sea... Then Elendil the Tall and his mighty sons, Isildur and Anarion, became great lords; and the North-Realm they made in Arnor..."

Elendil the Tall founded the realm of Arnor in the north of Middle-earth, after the fall of Númenor. Arnor was ever smaller than its sister kingdom in the south, Gondor, but the Dúnedain of Arnor have preserved their lineage and the wisdom of Númenor, perhaps even better than Gondor, despite there being fewer of them in the North-Kingdom. However, the fortunes of Arnor have waned over the passing centuries. After the death of the tenth King of Arnor, Earendur, his sons disputed the kingship, and the ancient realm was divided into three lands: Arthedain, Cardolan, and Rhudaur. Arthedain belonged to the oldest son of Earendur, and the royal line of Arnor was strongest there. Indeed, it is the only one of the three where the line survives at all. The lines of the King soon died out in the other two countries. In Cardolan, the realm was ruled by princes of Dúnedain lineage, but not of royal blood, while in Rhudaur, the Dúnedain were entirely forced out and the kingdom ruled by Men of other blood, soon turned to evil.

After the breakup of Arnor, a new enemy of the Dúnedain arose in the North - the kingdom of Angmar, ruled by a sorcerer of dark power, the Witch-King. In the seven hundred years since its founding, Angmar has launched two great assaults on the Dúnedain. Rhudaur has been conquered and absorbed into Angmar, and the people of Cardolan have been devastated by war, plague, and evil spirits sent by the Witch-King.

Now, only the kingdom of Arthedain, ruled from the ancient city of Fornost Erain, the North-Fortress of the Kings, still stands as a remnant of Arnor. But the Dúnedain of the north have not given up hope. They still possess some measure of the pride and wisdom of Númenor, and are still ruled by the line of Isildur and Elendil, who could trace their ancestry back to mighty warriors and great elven lords of the First Age. The Dúnedain may be weary, but they are not yet ready to surrender in battle against the Shadow.

DESCRIPTION

Dúnedain are taller than other Men, usually six feet or more in height. They have proud, noble countenances and are dark of hair and eye. Young men of the Dúnedain usually shave, while the older men let their beards grow, though they usually keep them trimmed short. Men and women allow their hair to grow, though men often keep it trimmed just below the shoulder, while women allow it grow much longer.

Dúnedain usually dress in plain clothes of dark colours, though even the plainest of dress can be distinguished from common clothing by the fine quality of its fibres and weave. The noble colours of the Dúnedain are black and silver, and deep blue for Arthedain, and Dúnedain often dress in these when being "official". The symbols of Arnor are seven silver stars around a silver crown, on a black field, and the banner of Arthedain is seven silver stars surrounding the Star of Elendil, the circlet that the King

bears, on a deep blue field.

STANDARD OF LIVING

In this time of decline for their realm, the Dúnedain of Arnor devote much time to crafting and practicing with arms, and comparatively little to creating or buying more frivolous items. As such, their standard of living is Martial, though their gear of war is usually of notably high quality.

DUNEDAIN ADVENTURERS

In this dark time for the Dúnedain, the King needs every man or woman to do what they can to battle the Shadow. Every Dúnedain with any proficiency in the skills required to survive in the Wild and battle the Enemy may find themselves being called on by their kingdom.

Suggested Callings: Captain, Scholar.
The North-Kingdom needs every soldier it can have, and it needs skilled leaders for these soldiers even more. But even though battle is necessary, the Dúnedain have not forgotten that it was wisdom as much as skill in battle that made Númenor great, and many still seek to learn the lore of olden days.

Unusual Calling: Treasure-Hunter. The Dúnedain respect the heroes and great works of the past too much to find the idea of looting burial mounds and ruins very attractive. Those who would defile the treasures of Arnor should beware the swords of its living defenders!

CULTURAL BLESSING

- Foresight of their Kindred -

[This is as per the blessing of the Rangers of the North, from *The Rivendell* sourcebook]

STARTING SKILL SCORES

Common Skills (copy from Table)

Awe	2	Inspire	1	Persuade	1
Athletics	2	Travel	0	Stealth	0
Awareness	2	Insight	1	Search	0
Explore	0	Healing	2	Hunting	1
Song	1	Courtesy	2	Riddle	0
Craft	1	Battle	3	Lore	2

Weapon Skills

Choose one of the following two Weapon skill sets & record it on the character sheet:
1) (Bows) 2, Spear 1, Long sword 1, Dagger 1
2)Great Bow 2, (Swords) 1, Spear 1, Dagger 1

SPECIALITIES

Choose two traits from:
Horsemanship, Leechcraft, Lore of Arnor, Lore of Númenor, Smith-Craft, Stone-Craft

BACKGROUNDS

1 - Herald

In these dark days of the Kingdom of the Dúnedain, those who can brave the dangers of the empty lands and deliver news and messages between the lords of Arnor are greatly valued, and you have served thus since your youth. Many miles and many weeks spent in the Wild have made you strong and fit. Your talents have been noticed, and you have become a carrier of tidings, a King's Messenger knitting the remaining Dúnedain together. Your vigour assures that news of the Enemy's movement and purpose is known to all who serve the kingdom, no matter how scattered they might be.

Basic Attributes: Body 8, Heart 6, Wits 3

Favoured Skill: Athletics
Distinctive Features (Choose two):
Energetic, Fierce, Hardened, Keen-eyed, Lordly, Secretive, Tall, Wary.

2 - Counsellor

(As per the background of the Rangers of the North in *Rivendell* sourcebook)

3 - Dreamer of Portents

(As per the background of the same name of the Rangers of the North)

4 - Exile of a Fallen Land

Though the Kingdom of Arthedain still stands, the other two successors to Arnor, Cardolan and Rhudaur, have fallen to the assaults of evil. Your family originally came from one of the fallen kingdoms, and were forced to flee to Arthedain. The hatred of the servants of the Shadow thus engendered has been passed down to you, and you have honed yourself to battle against the foes of the Dúnedain, hoping ever to reclaim your clan's lost home.
Basic Attributes: Body 7, Heart 6, Wits 4
Favoured Skill: Battle
Distinctive Features (Choose two):
Bold, Determined, Fierce, Grim, Hardy, Steadfast, Vengeful, Wary

5 - Elf-Friend

Though the years lengthen, and the First-born and Men become ever more separated, still there are some among the Dúnedain who remember their old alliance. You come from one of the families that still cherish the elves, and when you were a child, you were sent to foster in the Elven kingdom of Lindon where you learned much. Now the light in your eye and the ring of your voice marks you as an elf-friend to those who can see, and you bring the wisdom of the elder race to raise the spirits of Men.
Basic Attributes: Body 4, Heart 7, Wits 6
Favoured Skill: Song
Distinctive Features (Choose two):
Adventurous, Clever, Fair, Fair-Spoken, Generous, Merry, Swift, True-Hearted

6 - Noble Lineage

(As per the Kingly Voice background of the Rangers of the North)

DUNEDAIN OF ARNOR NAMES

Male Names: Adrahil, Amlaith, Anardil, Anárion, Anborn, Angbor, Arador, Araglas, Aragorn, Aragost, Arahad, Arahael, Aranarth, Arannel, Aranuir, Araphant, Araphor, Arassuil, Arathorn, Araval, Aravir, Aravorn, Argeleb, Argonui, Arvedui, Arvegil, Arveleg, Baranor, Belecthor, Beleg, Belegorn, Beregond, Beren, Bergil, Boromir, Celepharn, Cirion, Damrod, Denethor, Derufin, Dervorin, Dírhael, Duilin, Duinhir, Ecthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil, Finduilas, Forlong, Golasgil, Halbarad, Hallas, Hirgon, Hirluin, Húrin, Ingold, Iorlas, Mablung, Malbeth, Malvegil, Ohtar, Orodreth, Thorondir, Thorongil, Turgon.
Female Names: Averith, Firiel, Finael, Gilaren, Gilraen, Ioreth, Ivorwen, Ivoril, Lalaith, Lothíriel, Morwen, Nilufiel.
Adventuring Age: 18-70

PREVIOUS EXPERIENCE

(As per the Rangers of the North)

ENDURANCE AND HOPE

Endurance: 23 + Heart
Hope: 8 + Heart

Dwarves of the Blue Mountains by Kelly Pedersen

"*...for the Naugrim learned many secrets of craft in those days, so that the smiths and masons of Nogrod and Belegost became renowned among their kin...*"

The Dwarves of the Blue Mountains come from two Houses of the Dwarves who have traditionally allied with one another, the Firebeards, Uri's folk, and the Broadbeams, the people of Linnar. They have lived in the Blue Mountains (the Ered Luin in the elven tongue) for years uncounted, for their fathers first awoke there, in the ages before ever the Sun or Moon arose. But the history of the Dwarves of the Blue Mountains has often been troubled. In the First Age, they battled against Morgoth, the first Dark Lord, but they also fought the Elves, beginning a feud that has lasted ages. In the tumults at the end of the First Age, their greatest mansions, Nogrod and Belegost, were destroyed, and many of the people left to swell the folk of Durin, in Khazad-Dûm.

Through the Second and Third Ages, the Dwarves of the Blue Mountains have fought to avoid being destroyed. They founded new mines and fortresses, both in the Blue Mountains, and eastward in the northern spurs of the Misty Mountains. The mines in the Ered Luin have been worked for centuries now and are running out. The delvings founded in the Misty Mountains were prosperous for many years, but the Witch King conquered them when he founded his dark land of Angmar, and now one, Mount Gram, is the home of countless orcs, while the other, Carn Dum, is the capital of Angmar itself.

But the Houses of Uri and Linnar will not go quietly into the darkness. The fires of their hearts are hot with anger at the wrongs done to them, and the fires of their forges still burn, producing armour and weapons of surpassing skill. King Eitri rules the Firebeards from the mansion of Kalbarazud (called Tumnogoth Iaur in the tongue of the Elves), in the southern Blue Mountains. King Linnar III, believed to be the Father of the Broadbeams returned, rules in the north of the Blue Mountains in the ancient mansion of Buzdum-Mazar, the original awakening place of both of the Fathers of the Blue Mountain Houses.

The Blue Mountain Dwarves guard their home range, ensuring that no evil things take root there to threaten them, ensuring that the Elves of Lindon may live at peace, and that the western borders of the North Kingdom are secure. The dwarves focus most strongly on the northern end of the Ered Luin where their sacred awakening place lies, and the monsters that populate the northern waste come closest to their home. But the Kings of the Dwarves have great ambitions, not wishing to merely defend their old homes, but to expand outward again and perhaps gain revenge on the evils that have brought their Houses low.

DESCRIPTION

Even more than most dwarves those of the Blue Mountains are secretive and untrusting of other races, nurturing ancient grudges and bitter over the loss of so much of their heritage. They keep their dealings with Men short and only as necessity dictates, and try not to associate with Elves at all if it can be helped. However, the Dwarves of the Ered Luin are as fast in friendship as they are in enmity, and someone who wins their trust,

difficult as that may be, could have no firmer friend.

The Dwarves of the Blue Mountains are, like all dwarves, short and stocky, with long beards and thick frames. Those from the Firebeard house often have red or auburn hair and hotter tempers, while the Broadbeams are commonly even broader than other dwarves, stronger of arm and leg.

STANDARD OF LIVING

Martial. The Dwarves of the Blue Mountains do not have rich mines like their cousins in Khazad-Dûm, and their ancient treasures are largely plundered or lost in the collapse of old mansions. However, they still find metals in the dark places beneath the mountains, and their skill in smithcraft is not lost. Dwarves of the Blue Mountains are well armed, and bear little that will not directly help them in their battles with their many foes.

DWARVES OF THE BLUE MOUNTAINS ADVENTURERS

When the Dwarves of Uri or Linnar's Folk leave their homes, they usually do so to avenge some wrong done to their House, either a recent slight or an ancient grievance. Often as the Westlands darken the Kings send out young dwarves to seek out the servants of the Shadow and deal a blow to them before they can attack the dwarves once more. Other people of the Blue Mountains see little prospect in the old, played-out mines of their ancient homes, and roam the world hoping to find a new place where the dwarves of their House might make their fortune.

Suggested Callings: Slayer, Treasure-Hunter. Similar motivations make both these Callings attractive to the Dwarves of the Blue Mountains, as they seek to destroy the foes that have brought them low, and recover the ancient treasures of their Houses that have been stolen.

Unusual Calling: Warden. Though they may defend their own mansions fiercely, few Dwarves of the Ered Luin care for what happens to other folk, and many would say that all should suffer as the dwarves have, so that they might understand what has befallen the Dwarves.

CULTURAL BLESSING

- Ancient Hatred -

"A warlike race of old were the Naugrim, and they would fight fiercely against whomsoever aggrieved them: servants of Melkor, or Eldar, or Avari, or wild beasts, or not seldom their own kin, Dwarves of other mansions or lordships."

The Dwarves of Ered Luin are heir to many ancient feuds and disputes. You have learned to forge your hatred from these old grudges into a weapon that can strike at your foes.

- Choose one category of enemy (see the Enemy-Lore trait for appropriate categories). When attacking this category of enemy or using Common skills to harm or discomfort them, a Dwarf of the Blue Mountains' Attribute bonuses are based on their favoured rating. Every time their Valour increases, add one additional category of enemy that this bonus applies to.

STARTING SKILL SCORES

Common Skills

Copy table below onto character sheet:

Awe	0	Inspire	1	Persuade	0
Athletics	1	Travel	3	Stealth	1
Awareness	0	Insight	0	Search	3
Explore	2	Healing	0	Hunting	0
Song	0	Courtesy	0	Riddle	1
Craft	3	Battle	2	Lore	2

Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

1) (Hammers) 2, Axe 1, Dagger 1

2) Great Axe 2, (Hammers) 1, Dagger 1

SPECIALITIES

Choose two traits from:

Fire-making, Mountaineer, Old Lore, Smith-craft, Stone-craft, Tunnelling

BACKGROUNDS

1 - A Life of Toil

(As per the Dwarves of the Lonely Mountain background)

2 - Ancient Delver

Though the dwarves have been forced to leave many of their old homes over the millennia, they rarely forget where they were, and sometimes return to try to recover some old treasure or re-open an ancient lode. You were part of several such expeditions, and have studied old books, pieced together references from songs, and deciphered broken runes to find their secrets and protect your companions from protective wardings.

Basic Attributes: Body 3, Heart 5, Wits 6

Favoured Skill: Riddle

Distinctive Features (Choose two):

Clever, Curious, Determined, Grim, Keen-eyed, Patient, Secretive, Wary

3 - Wandering Exile

Your clan lived in one of the great dwarf holds in the Misty Mountains, Carn Dum or Mount Gram. When the Witch King overcame their defences and claimed them for his own, the dwarves were forced out. Unlike other families from these delvings, your family never joined one of the other mansions, not wishing to sacrifice their independence. Instead, they have kept on the move, seeking either a new place to found a fortress the clan can call its own, or an opportunity to reclaim the ancient holds. You are heir to this tradition, and know the ways of the world.

Basic Attributes: Body 7, Heart 3, Wits 4

Favoured Skill: Travel

Distinctive Features (Choose two):

Fierce, Gruff, Hardened, Robust, Secretive, Stern, Wilful, Wrathful

4 - Guardian of the Place of Awakening

Your clan has had a hereditary duty to guard the halls of Buzdum-Mazar, the ancient awakening place of the Fathers of the Broadbeams and the Firebeards. Their task has been complicated, since they could not simply forbid everyone to enter - dwarves of other families have always wished to make pilgrimages to see the sacred site, and your clan had to balance the site's security against the wishes of the pilgrims. This task has become harder lately as now Men and sometimes even Elves come here to trade as well. You have inherited your clan's skill at diplomacy and ability to perform your duty while offending none.

Basic Attributes: Body 4, Heart 5, Wits 5

Favoured Skill: Courtesy
Distinctive Features (Choose two): Determined, Forthright, Honourable, Lordly, Proud, Steadfast, Trusty, Wary

5 - A Lesson in Revenge

(As per the Dwarves of the Lonely Mountain background)

6 - Envoy to Men

Beyond the gates of the mansion of Kalbarazud lies the small country of Men now called Galattar, originally part of Arnor but in the waning of the realm of the Dúnedain it has become independent. Your line has long been charged with dealing with the human traders who come to the gates of what they call Tumnogoth Iaur to bargain for dwarven goods, so your family has tried to keep up with the times, and your experience with merchants from other cultures has given you a persuasive tongue and the skill to make others see your way.
Basic Attributes: Body 4, Heart 3, Wits 7
Favoured Skill: Persuade
Distinctive Features (Choose two): Cunning, Eager, Proud, Secretive, Suspicious, Trusty, Vengeful, Wilful

DWARVES OF THE BLUE MOUNTAINS

NAMES[iii]

Male Names:
Firebeards: Abbi, Áni, Ati, Bifur, Begi, Bofur, Bógi, Bombur, Brodir, Dari, Éldi, Erlend, Flain, Fúlnir, Garni, Girgir, Grepi, Gurthir, Hamarr, Hani, Hildir, Kani, Kúsi, Munán, Óli, Ragi, Rithir, Róin, Sefi, Skúti, Stóthi, Thrand, Túni, Vani, Víti

Broadbeams: Afi, Anki, Aunn, Belir, Bóla, Brúni, Dómi, Endrith, Erli, Flár, Fúsi, Gási, Gísli, Grími, Guthi, Handi, Hár, Hior, Kári, Lafsi, Nafni, Omun, Randi, Róar, Róin, Róki, Selvi, Slóthi, Styrmir, Tindr, Ubbi, Varr.

Female Names:
Firebeards: Ádís, Birna, Ethný, Gróa, Holma, Leith, Rótha, Uth.

Broadbeams: Aerin, Bolla, Eyild, Gufa, Ithun, Lúta, Signý, Valka

Adventuring Age: 50-100
Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, they feel they can no longer stay away from their family, or want to dedicate themselves solely to the perfection of their crafts. But Dwarves can remain active until they are more than two hundred years old, and may return to adventuring if a great need arises, like the opportunity to avenge an old insult or injury, or to recover a treasure or reclaim a long-lost dwarf-hold.

ENDURANCE AND HOPE

Endurance: 30 + Heart
Hope: 5 + Heart

Dwarves of Dunland by Ernst-Jan

When Smaug the Terrible expelled the Dwarves of Erebor from their mountain hold, they were a broken people, consigned to wandering the Wilds, living off the land, and having home nor hearth to look forward to. Many of these wandering Dwarves led by Thrór finally settled in the inhospitable hills of Dunland, at the bottom of the Misty Mountains. There they lived for many years peddling trade and craftsmanship to the people of Dunland and Rohan, a shadow of the people they once were.

After Thrór was killed in Moria by Azog, the Dwarves went to war and fought on Khazad-Dûm's doorstep in the Battle of Azanulbizar, after which Thrain and Thorin took their people further westwards to settle in the Blue Mountains. A handful of Dwarves, however, weary of wandering and satisfied to eke out a modest living in Dunland remained in the colony.

These Dwarves and their descendants still live here, a secretive tribe that survives without a King and with little tradition, dependent on the coin of Men to survive. Dunlander Dwarves can often be found wandering looking for employment, as tinkers, smiths and mercenaries, returning only intermittently to their secret settlement of Tumun-Gathol, the Hollow-Hold (see Part Eight). They still hold fast to what remains of their heritage, but without a mountain over their heads and the work of their ancestors about, the Dwarves of Dunland are fast forgetting their past. Under the guidance of their leader the Dwarf-Lady Thríma, they have grown withdrawn and mistrustful.

STANDARD OF LIVING

Dunlander Dwarves are a destitute folk and the hills of Dunland hold little riches. As such, Dwarves of Dunland are considered Martial.

DUNLAND DWARVEN ADVENTURERS

Because their home provides them with so very little, most young Dwarves of Dunland have little choice but to become adventurers.

Suggested Callings: Wanderer, Treasure-Hunter. Dwarves of Dunland are without means and expend much effort in trying to support themselves and their kin.

Unusual Callings: Warden. The Dwarves are not truly at home in Dunland and do not love it. They will rarely raise arms in its defence.

WHAT THRíMA SAYS...

- **Elves of Rivendell**:
  "Like all Elves, Elrond's folk care nothing for the plight of others. We return the favour in kind."
- **Dunlendings**:
  "The Dunlanders are a base and cruel folk, but alas, we must weather their presence as long as we are dependent on their coin.
- **Men of Rohan**:
  "Though nobler than the Dunlanders, I mistrust Thengel and his horse-wranglers. They live but briefly and their reigns are capricious."
- **Woodmen of Wilderland**:
  "These Men are fools to live so closely to the evil of Mirkwood."

- **Dwarves of the Lonely Mountain**:
"Our kin may have redeemed the Lonely Mountain, but they must see it cannot be as it once was. Our realm is but a Shadow of itself, to redeem it is to diminish it."

- **Elves of Mirkwood**:
"The Elven-King's folk are a provincial and cruel people. They will never extend a hand unless it benefits their own."

- **Rangers of the North**:
"We have had no dealings with these Rangers. Any who would willingly wander the wilds of the West are fools."

- **Men of the Lake**:
"Canny traders and shrewd merchants. Our dealings with them are sparse. They are of no trouble to us."

- **Bardings**:
"I do not begrudge these men their burnt homes. But they must know their renewed reign is bound to be ended again, by some evil or other."

CULTURAL BLESSING

Dwarves of Dunland may choose between Redoubtable (as per Dwarves of the Lonely Mountain) or Wandering Ways as their Cultural Blessing.

-Wandering Ways-

Dwarves of Dunland err far and wide, and have developed a sense of direction that is uncommonly astute. Whenever a Dwarf of Dunland has to roll a Travel check, he may roll his check twice and keep the best result.

STARTING SKILL SCORES

Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	0	Inspire	0	Persuade	1
Athletics	1	Travel	3	Stealth	0
Awareness	0	Insight	1	Search	3
Explore	3	Healing	0	Hunting	0
Song	1	Courtesy	0	Riddle	1
Craft	2	Battle	2	Lore	0

Weapon Skills

Unusually, some Dwarves of Dunland have come to favour the bow, as they are often traveling in open spaces and the need of ranged weaponry is often great. Choose one of the following two weapon skill sets, and record it on the character sheet;

1) (Axes) 2, Short Sword 1, Dagger 1
2) Bow 2, Short Sword 1, Dagger 1

SPECIALITIES

Choose two Traits from the following: Fire-Making, Mountaineer, Smithcraft, Stonecraft, Trading, Tunneling

BACKGROUNDS

1 - Ranging Craftsman

Traveling from Dunlending camp to Horse-Man Hamlet you craft that which the clumsy fingers of Men cannot, and are remunerated for the effort. Whether you are a tinker, a mason or a blacksmith, the Men of the region that are willing to pay for quality craftsmanship have your skills at their

disposal. You range far and wide, wherever the coin is, and return home only rarely.

Basic Attributes: Body 6, Heart 2, Wits 6

Favoured Skill: Craft
Distinctive Features (Choose two):
Cautious, Cunning, Honourable, Secretive, Wary, Wilful

2 - Mercenary Blade

Your father was a warrior and so are you. However, for the Dwarves of Dunland, there are but little fights left worth fighting. You instead offer your skill with the blade as a commodity, receiving coin for your prowess. Wary travellers pay you to guide and guard their way through the Gap of Rohan, and harrowed villagers pay you to do what the Rohirrim cannot or will not do. You must always be careful with what contracts you sign. Sometimes the line between a mercenary and a bandit is but a small one.

Basic Attributes: Body 6, Heart 3, Wits 5

Favoured Skill: Battle
Distinctive Features (Choose two):
Bold, Hardy, Suspicious, Vengeful, Wary, Wilful

3 - Wandering Soul

When your folk lost the Lonely Mountain they lost their place in the world. Now that the Dragon has been slain and the Mountain restored, you, like many others, still feel displaced, a stranger traveling lands no longer his own. You have taken to long wanderings, erring this way and that, looking for a sense of purpose, or maybe just to lose yourself in the wild. When you have no true home, you are at home everywhere.

Basic Attributes: Body 7, Heart 3, Wits 4

Favoured Skill: Explore
Distinctive Features (Choose two):
Cautious, Gruff, Hardened, Robust, Secretive, Wary

ENDURANCE AND HOPE

Due to their harsh environs, Dwarves of Dunland are slightly more hardy then their kinsmen, but their situation has also left them bitter and without much Hope.

Endurance: 30 + Heart
Hope: 5 + Heart

Dwarves of Khazad-dûm by Kelly Pedersen

"There hammer on the anvil smote,
There chisel clove, and graver wrote;
There forged was blade, and bound was hilt;
The delver mined, the mason built."
"...Unwearied then were Durin's folk;
Beneath the mountains music woke:
The harpers harped, the minstrels sang,
And at the gates the trumpets rang."

The Dwarves of Khazad-Dûm for the most part are of the people of the Longbeards, the House descended from Durin, the eldest of the Seven Fathers of the Dwarves. Some, however, come from the folk of the Broadbeams and Firebeards, Houses whose traditional mansions lie to the west, in the Blue Mountains. When the mansions of these folk were destroyed at the end of the First Age, many came to Khazad-Dûm, swelling its numbers. The Dwarves of this great city have built and smithed for three ages of the world, and move ever on to new and greater works. The Dwarves of Khazad-Dûm are the most powerful kingdom of the Dwarves upon Middle-earth, and they know it well.

Khazad-Dûm itself is the greatest mansion of the Dwarves in the world, and the oldest continuously occupied by them, for it was Durin's first dwelling after he left his place of awakening at Mount Gundabad. In the common Westron tongue of Men it is called the Dwarrowdelf, and the Elves speak of it as Hadhodrond (it is purely an Elvish insult to call the great city of Khazad-Dûm by the name *Moria*, "black pit"). The city is vast beyond imagining, with enormous halls that masses of dwarves can gather in, vast smithies where they can forge great works, and mines that stretch in all directions, seeking the riches of the earth.

Though no land is perfectly safe as the times darken, the Dwarves of Durin's Folk are among the most secure of the Free Peoples of Middle-earth. Their great gates and strong halls are thought to be impenetrable by any siege, and no orc dares lair within a hundred miles of their deep passageways. The King of Khazad-Dûm is now Durin VI, held to be the return of the Father himself, a good omen. The mines produce great riches, including *mithril* or truesilver, which every other land greatly values. The Longbeards fear little, and see no end to their good fortune.

DESCRIPTION

The Dwarves of Khazad-Dûm are considered the most open of all the dwarven realms, more friendly to both Men and Elves than any others of their kind. Of course, this is a matter of degree - few dwarves even of the Longbeards are quick with a kind word to an Elf, or generous when lending to a Man. But the bonds of ancient alliances are still acknowledged by many of the people of Durin, and they are more likely to make new bonds than many other dwarves.

In personality the Dwarves of the Longbeards are confident and ambitious. Their realm is strong and prosperous, and they know it well. The Dwarves of Khazad-Dûm are always looking for new challenges and works to accomplish, and they are courageous and hardy in peace or war.

Like all dwarves, those of Durin's Folk are short but broad and strong. The Longbeards are slightly taller than dwarves of other Houses, and as their name suggests they have longer, more luxuriant beards. Their hair is usually black or brown, like their skin.

STANDARD OF LIVING

Rich: The mines of Khazad-Dûm are vast and seemingly inexhaustible, yielding iron, the servant of the dwarves; and gold, silver, and gemstones, their playthings. Most of all, the lodes beneath the Redhorn, Caradhras, bear *mithril* that all other people will pay dearly for. The Dwarves of Durin's Folk need not till the soil or hunt beasts, for all food and goods can be theirs in trade for *mithril*.

DWARVES OF KHAZAD-DUM ADVENTURERS

Suggested Callings: Captain, Scholar.
Durin's Folk value skilled commanders in battle, for while their great halls have known peace for many centuries, they know well that this is only true because of the skill of the warriors who defend their borders. Their long peace, however, has also given many dwarves the chance to study the lore of their fathers and recount the tales of the glories and tragedies of old.
Unusual Calling: Wanderer. The Longbeards are secure in their ancient mansion, and few among them feel the need to venture out simply to see the world. If they travel, it is because they have some purpose to achieve.

CULTURAL BLESSING

- Redoubtable -
(As per the Dwarves of the Lonely Mountain blessing)

STARTING SKILL SCORES

Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	0	Inspire	2	Persuade	1
Athletics	1	Travel	1	Stealth	0
Awareness	0	Insight	1	Search	3
Explore	0	Healing	0	Hunting	0
Song	2	Courtesy	2	Riddle	1
Craft	3	Battle	2	Lore	3

Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:
1) (Axes) 2, Short Sword 1, Dagger 1
2) Mattock 2, Short Sword 1, Dagger 1

SPECIALITIES

Chose two Traits from:
Fire-making, Smith-craft, Lore of the Earth, Story-Telling, Trading, Tunnelling

BACKGROUNDS

1 - Far Trader

(As per the Dwarves of the Lonely Mountain background)

2 - Minstrel of the Longbeards

You are one of the skilled musicians of your folk, memorizing the ancient songs of glory and of sadness, and becoming skilled on the finely-crafted instruments of your folk. Your lays and ballads have brought the joy of music to many a shadowed hall, and now you wish to spread the songs of Durin's Folk to other lands, so that all might know the story of the Dwarves and the things they love.
Basic Attributes: Body 5, Heart 6, Wits 3
Favoured Skill: Song
Distinctive Features (Choose two):
Eager, Energetic, Fair-Spoken, Merry, Nimble, Quick of Hearing, Trusty, Wilful

3 - Mithril Seeker

At an early age you were enrolled in the guild of the mithril miners, the most respected of the dwarves who delve for materials in Khazad-Dûm. Your long hours of seeking through the dark in quest of the most valuable metal have given you a keen eye for small details, and a quick sense of things that are out of place, for these signs can lead to great finds, or warn you of dangers under the earth.

Basic Attributes: Body 5, Heart 3, Wits 6
Favoured Skill: Search
Distinctive Features (Choose two):
Bold, Clever, Curious, Energetic, Hardy, Keen-eyed, Patient, Wary

4 - Eloquent Orator

(As per the Dwarves of the Lonely Mountain background)

5 - Bone-setter

Hardy as the dwarves are, they still suffer injury that needs healing from time to time. Your grandmother was skilled in this trade, and you learned at her knee, gaining great respect for her steady hands and unflinching approach to the grievous wounds she saw every day. You have tried to emulate her as you set out on your own adventures, and you have found that many people welcome the hands of a healer, no matter what race they may be.

Basic Attributes: Body 3, Heart 6, Wits 5
Favoured Skill: Healing
Distinctive Features (Choose two):
Clever, Determined, Gruff, Hardened, Merciful, Nimble, Patient, Stern

6 - A Penetrating Gaze

(As per the Dwarves of the Lonely Mountain background)

DWARVES OF KHAZAD-DUM NAMES

Male Names: Agi, Balin, Benir, Bóli, Dain, Dori, Dwalin, Evi, Fili, Flóki, Fundin, Geda, Gimli, Gloin, Hara, Holfi, Kapi, Kili, Láki, Nagli, Nori, Oin, Ónar, Ori, Rangi, Róki, Sibbi, Slóra, Tiorvi, Thorin, Ubin, Vathi

Female Names: Áfrith, Borga, Dis, Eyfura, Gulla, Jódís, Mábil, Sítha

Adventuring Age: 50-100

Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, they feel they can no longer stay away from their family, or want to dedicate themselves solely to the perfection of their crafts. But Dwarves can remain active until they are more than two hundred years old, and may return to adventuring if a great need arises, like the opportunity to avenge an old insult or injury, or to recover a treasure or reclaim a long-lost dwarf-hold.

ENDURANCE AND HOPE

Endurance: 28 + Heart
Hope: 6 + Heart

elves of lindon by kelly pedersen

"...the last whose realm was fair and free between the Mountains and the Sea."

Lindon has been home to Elves for three ages of the world, and it has rarely even been threatened by the Shadow, let alone invaded. The Elves of Lindon combine the wisdom and skilled craft of the High Elves, the beautiful song and love of water of the Grey-Elves, and the care for the woodlands and wild places of the Green-Elves. Blending together as the centuries pass, these elves, perhaps more than any other still in Middle-earth, earn the name of the Fair Folk.

Lindon has been a kingdom without a King since the end of the Second Age, when Gil-Galad fell overthrowing Sauron in the War of the Last Alliance. Since then, the Elves of Lindon have relied on their lords and ladies for guidance, not caring to take another king. Círdan the Shipwright, Master of the Grey Havens, however, is the highest among equals, as he is now by far the oldest elf in Middle-earth, and renowned for his wisdom.

The Elves of Lindon are content to live in their peaceful land, for the most part, and none have ambitions of conquering or expanding the Elven-Kingdom. However, they know that as long as they dwell in the lands of Middle-earth, they are under threat from the Shadow. Some take ship when the Shadow grows darker, as it is doing now, abandoning the lands of exile for the Blessed Realm forever. But most are not yet ready to leave the Hither Lands or forsake its forests and streams, and many remember the ancient alliances between Lindon and the Kingdoms of the Dúnedain, and are ready to fight the Shadow once again to prevent its final victory over the world.

DESCRIPTION

The Elves of Lindon (often called the Lindar, "the Singers") are a peaceful, merry people. They often have no fixed abode, rather wandering from place to place in their land, revelling in the joy of Middle-earth. Sometimes such bands range outside the borders of Lindon, and grace a passing hobbit or human with a night of dancing and song that will remain a beautiful memory for the rest of their lives. Others settle in one place for some time, a season or a year or a century, losing themselves in the natural beauty of a grove of flowering trees or flowing spring.

The Lindar can seem so carefree to others as to be irresponsible, but the Elves of the seaward country feel deeply the hurts of the world that the Shadow has inflicted, and when it comes time to hunt the servants of the Enemy, they put aside the harp and pipe, and wield the bow or sword with as much skill as they devote to their playing.

The Elves of Lindon have mixed the various elven peoples more than anywhere else in the world and it shows in their features, which have a greater range than other elves. Elves of Lindon can have hair of deep black, silver, gold, or brown, and their frames range similarly, from over a foot taller than mortal Men, to more than a foot shorter. Like all elves, however, their faces are neither old nor young, but always beautiful and full of wisdom, and they are subject to no age or sickness.

STANDARD OF LIVING

The Elves of Lindon take little heed of material possessions, since they so often live on the move. What they do have is made with elven-skill, however, and is without exception beautiful. Elves of Lindon have a Frugal lifestyle, but what possessions they do have is of the finest quality.

ELVES OF LINDON ADVENTURERS

Few of the Lindar ever leave their beautiful land for more than a few months at a time. Lindon is a safe haven, but outside its borders wolves howl and orcs gather in dark lairs, and it is a dangerous time to be abroad. Nevertheless, some elves do venture out from Lindon, whether to assuage their curiosity about the wider world beyond their bounds, or out of a sense of duty, a belief that the Firstborn people of the world should help to defend it before they leave it or fade away entirely.

Suggested Callings: Scholar, Wanderer.
The memories of the Elves of Lindon are long, and they hold many songs and stories of the ages past, but many hunger for more. And for a people who are ever travelling in any case, the idea of travel to new places and seeing new sights has a strong appeal.

Unusual Calling: Captain. The Lindar have little need for commanders of great companies of soldiers. Even when they do fight, they fight in small bands or each alone, trusting to their own skills.

CULTURAL BLESSING

- The Land of Song -

"He stood as he had at times stood enchanted by fair elven-voices..."

Elves have the fairest voices of any of the peoples upon Middle-earth, and the Elves of Lindon have the fairest voices among elves. Even the hardest of hearts can hardly help being moved when the Lindar speak.

- When an Elf of Lindon is involved in an encounter, add a bonus equal to 2 or their Wisdom (whichever is higher) to the Tolerance of the encounter.
In addition, whenever an Elf of Lindon spends Hope to add an attribute bonus to an Awe, Inspire, Persuade, or Song roll, they may add their Wisdom score in addition to the attribute bonus.

STARTING SKILL SCORES

Common Skills
Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	0	Inspire	1	Persuade	1
Athletics	0	Travel	2	Stealth	2
Awareness	2	Insight	1	Search	0
Explore	1	Healing	2	Hunting	2
Song	3	Courtesy	1	Riddle	0
Craft	1	Battle	0	Lore	2

Weapon Skills
Choose one of the following two Weapon skill sets, and record it on the character

sheet:
1) (Spears) 2, Sword 1, Dagger 1
2) Bow 2, Sword 1, Dagger 1

SPECIALITIES

Choose two Traits from:
Boating, Elven-lore, Herb-Lore, Story-Telling, Swimming, Woodwright

BACKGROUNDS

1 – Wandering Companion

For many lives of men you have been part of one of the Wandering Companies, bands of elves who not only travel through Lindon, but beyond its borders. The world beyond the realm of Lindon is wide and, while full of hidden threats, is also populated by other valiant peoples, enemies of the same Shadow that your kin has fought for centuries. It could well be your mission to find worthy and trusted allies to join you in your fight…

Basic Attributes: Body 5, Heart 2, Wits 7

Favoured Skill: Travel

Distinctive Features:
(choose two Traits from those listed)
Clever, Determined, Merry, Patient, Quick of Hearing, Swift, Wary, Wilful

2 - A Musical Legacy

(As per the Elves of Mirkwood background)

3 – Mariner of Círdan

You are one of the people of the Grey Havens, the port Cirdan the Shipwright maintains on the Gulf Of Lune, one of the last places the Elves can come to set sail into the West. For years uncounted, your skilled hands have smoothed the planks for elven-hulls, and wove the white cloth for elven-sails. Now, however, you wish to go out into the wide world at least once more, before you take ship yourself, to see how the world has changed and to spread the word of the Havens to any of the Elven-folk that you can.

Basic Attributes: Body 6, Heart 5, Wits 3

Favoured Skill: Craft

Distinctive Features:
(choose two Traits from those listed)
Adventurous, Generous, Hardy, Keen-eyed, Nimble, Patient, Steadfast, Trusty

4 - Noble Blood

(As per the Elves of Mirkwood background)

5 –Greenwood Hunter

You are one of the Laiquendi, the Green-Elves, and have walked the woods of Lindon since the First Age, when it was Ossiriand, Land of Seven Rivers. In that time, you have gained great skill with the bow and the hunt. In the past, you hid yourself when tales of servants of the Shadow were told, and trusted to secrecy and your own knowledge of the ways of the forest to guard you. But no more. You have seen too much of darkness overrunning the lands to think that hiding yourself while others fall will save you in the end. Now, you turn your skill at hunting the beasts of the woods to hunting the fell servants of the Enemy.

Basic Attributes: Body 4, Heart 3, Wits 7

Favoured Skill: Hunting

Distinctive Features:
(choose two Traits from those listed)
Clever, Determined, Elusive, Keen-eyed, Nimble, Quick of Hearing, Secretive, Wary

6 –Harper of Gil-Galad

You once served Gil-Galad, King of Lindon and High King of the Noldor in Middle-earth, as a harpist of renown. Though Gil-Galad fell, you still live, and keep alive the songs of the ages that are now past, ensuring that all still remember the mighty deeds of old, and can take heart in songs both joyful and full of sorrow.

Basic Attributes: Body 3, Heart 5, Wits 6

Favoured Skill: Lore

Distinctive Features:
(choose two Traits from those listed)
Cunning, Fair-spoken, Hardened, Lordly, Merciful, Nimble, Quick of Hearing, Secretive

ELVES OF LINDON NAMES

For the most part, the Lindar bear names fashioned in the Grey-elven language.

Male Names: Aerandir, Amras, Amroth, Aredhel, Caranthir, Denethor, Edrahil, Elladan, Erestor, Galdor, Galion, Guilin, Haldir, Legolas, Lindir, Orophin, Oropher, Thranduil.

Female Names: Finduilas, Míriel, Nimrodel.

Adventuring Age: 50-100
Elves are invulnerable to age, and may become adventurers at any time after they reach adulthood (at about a century of age). Considering the level of ability of a starting hero, players should avoid choosing an excessively venerable age for their character – heroes older than 300 years old should definitely possess the Elven lore speciality, to reflect their deeper knowledge of the past.

ENDURANCE AND HOPE

Endurance: 22 + Heart
Hope: 8 + Heart

men of dol amroth by artorusaurus rex

"*[He dwelt] in the great fief of Belfalas . . . in his castle of Dol Amroth by the sea, and he was of high blood, and his folk also, tall men and proud with sea-grey eyes.*"

Shortly before the end of the Second Age and the destruction of Númenor, the Faithful from that country began to settle along the edge of the Bay of Belfalas. The greatest city in this region is named Dol Amroth, for a King of the Galadhrim who drowned in the bay trying to reach his wife, Nimrodel. To this very day, Dol Amroth is the bastion of Gondor where the Blood of Númenor flows strongest in the tall folk who live there.

These noble people have always been governed by a Prince, a title given to the rulers of Dol Amroth by Elendil himself.

Just as Gondor is perhaps the most stalwart of the kingdoms of Men in Middle-Earth, so the folk of Dol Amroth are perhaps the most stalwart of the peoples of Gondor. They are a people of both land and sea, whether they ride atop mighty destriers or sail the grey ocean in the white Swan ships, they march, sail, and ride boldly, without fear.

The most renowned warriors of Dol Amroth are undoubtably the Swan Knights. Lead by their Prince, and with traces of Elvish blood flowing in their veins, these dauntless men are living reflections of the undimmed glories of Númenor and the Second Age, beautiful and terrible to behold. They are Knights in Shining Armor, and as the Shadow rises in the world again, one thing is certain, wherever the great battle of the Third Age is to be held, there will be flying against the darkness a banner bearing a Silver Swan-Ship upon a sea of blue.

DESCRIPTION

The Men of Dol Amroth are related to the Dúnedain in the North. Though most now are not purely of Númenorean blood, it runs stronger here than anywhere else south of Eriador. Like the Rangers of the North, they are tall and lordly. Unlike the Rangers of the North, they do not carry on their heritage in secret or fear the direct gaze of the Shadow. They will proudly stand against it with fire in their hearts and a thunderous determination.

Their hair is dark and their eyes are often grey like the sea under a cloudy sky. In battle, adventuring and warfare, the Men of Dol Amroth can be recognized by the distinctive royal blues they favour in much of what they wear, aside from wearing some of the most finely crafted gear made by the hands of Men in this Third Age of Middle Earth.

STANDARD OF LIVING

Nestled on the Bay of Belfalas, Dol Amroth is a bustling centre of trade. There wealth flows freely, as it did in the ancient realms of men. A thing in Dol Amroth is made to be both beautiful and functional, whatever it may be. Art and practicality are wed and anything made by the hands of a Dol Amroth craftsman would be in high demand. This is why their culture's economy is Rich.

DOL AMROTH ADVENTURERS

Though not the most common type of adventurer to meet in Middle Earth, the Men of Dol Amroth have occasionally travelled abroad. Merchants, mariners, and knights errant have all called Dol Amroth their home as they travelled the world. And fighters from Dol Amroth, weary of aggression from the Corsairs of Umbar, understand the need to go forth and fight the Shadow.

Suggested Callings: Slayer, Warden, Captain. The brightness of Dol Amroth and its people is not just reflected on the high towers and beautiful armour, it is also found within the hearts of these men and women. An adventurer from Dol Amroth is likely inspired by the glory of the Swan-Knights to go out and stand against the Shadow wherever it can be found, both for the greater good, and for renown as well.

Unusual Calling: Wanderer. The Men of Dol Amroth hold duty as of the utmost importance, and most any who wanders from Dol Amroth does so with purpose, not simply for its own sake.

WHAT ANGELMIR, PRINCE OF DOL AMROTH SAYS...

- **Bardings**:
  "The Kingdom of Dale rises from the ashes of dragonfire to take its place once again as the greatest kingdom of Wilderland. Though not of Westernesse blood, the Bardings show many of the noblest qualities found in Men. I believe they will stand strong in the North as Gondor stands strong in the South."

- **Beornings**:
  "I know little of Beorn's followers, but I do know that a Beorning can match a Swan-Knight in passion for battle! Yet, they rely only on their strength, and it may take more than simple strength to match the Shadow in these coming days."

- **Dwarves of the Lonely Mountain**:
  "The Dwarves have retaken one of their lost kingdoms of old, and the Dragon is cast down. Thus the fires beneath Erebor in these days are no longer fires of fear, but fires of hope! Erebor is now a beacon of light and life and inspiration to all. May it prosper."

- **Elves of Mirkwood**:
  "Ever the noble Thranduil keeps his watch over Mirkwood. And that is a good thing, because the Shadow is ever drawn to that forest. So long as elves watch it, though, there will be a mighty challenge to the Shadow."

- **Hobbits of the Shire:**
  "Can't say I've heard of a Hobbit, before."

- **Men of the Lake**:
  "The Bardings who remain on the Lake are among the most resilient peoples in the world. I cannot help but admire their constant perseverance. There is much that is hopeful and bright about Esgaroth's story now."

- **Woodmen of Wilderland**:
  "There are few peoples who know the enemy as well as Gondor, but the Woodmen of Wilderland are one of those peoples. Though they live more simple lives than we, they are very much like Gondorians in spirit. Ever watchful. Ever resilient. Ever on the frontlines."

CULTURAL BLESSING

-Wide Open Skies-
The Men of Dol Amroth ride the plains and sail the seas of Belfalas, and they fight the Shadow in the open, without fear of being seen doing it. To fight under an open sky brings strength to their limbs and hearts.

- When in combat in open terrain (where the sky can be clearly seen), automatically gain a bonus success die at the onset of combat, in addition to the number of bonus success dice you receive for your Battle roll. Additionally, when Journeying in such open terrain, all Travel rolls are made at -2 TN.

STARTING SKILL SCORES

Common Skills

Awe	3	Inspire	2	Persuade	1
Athletics	2	Travel	1	Stealth	0
Awareness	1	Insight	2	Search	0
Explore	0	Healing	1	Hunting	2
Song	2	Courtesy	2	Riddle	0
Craft	0	Battle	2	Lore	1

Weapon Skills

Choose from:

1) (Swords) 2, Spear 1, Dagger 1
2) Spear 2, Long Sword 1, Dagger 1

SPECIALITIES

Choose two traits from:
Elven-Lore, Gondor-Lore, Enemy-lore (Evil Men), Boating, Story-telling, Enemy of Sauron

BACKGROUNDS

1 - **Swan Squire**

You grew up in service to one of the renowned Swan Knights. Under his tutelage, your body grew hard and your spirit grew strong as he trained you in both combat and courtly manners. Now you are your own person, though you've picked up knightly ways. Perhaps you will continue on this path and become one of the Swan Knights, or perhaps you will pursue another noble venture.

Basic Attributes: Body 6, Heart 8, Wits 3
Favoured Skill: Athletics
Distinctive Features: (choose 2):
Adventurous, Bold, Hardy, Honourable, Proud, Reckless, Lordly, Tall

2 - **Noble Merchant**

Much trade goes through Dol Amroth. Despite being of noble birth, you've become a master of trade and barter, building up your mercantile fleet on both land and sea. It hasn't been for yourself, though. It has been your utter joy to play your part in bringing prosperity to your city. But now, you grow restless and concerned. You've always sent others to take care of your business. It may be time to step out for yourself, because all the prosperity in the world will not protect your beloved city from the growing Shadow. That falls to brave souls.

Basic Attributes: Body 5,Heart 7, Wits 5
Favoured Skill: Persuade
Distinctive Features: (choose 2):
Clever, Fair-spoken, Generous, Lordly, Honourable, Tall, Patient, Trusty

3 - **Swan Ship Mariner**

You, like your father before you, are a sailor in Gondor's navy. There's nothing that can lift your spirits like the smell of salt in the air and the foam of the ocean. You know the value of hard work, comradery, and you've been in a few scrapes as well. You are ever vigilant, keeping your eyes on the horizon, watching for black sails. You've seen suffering at the hands of the Corsairs out of Umbar, and you'll do whatever it takes to put down that particular type of menace, wherever it is.

Basic Attributes: Body 6, Heart 7, Wits 4
Favoured Skill: Awareness

Distinctive Features: (choose 2):
Bold, Hardened, Keen-eyed, Merry, Tall, True-hearted, Vengeful, Wary

4 - Emissary to Edhellond
Very near to Dol Amroth is the southernmost settlement of Elves in Middle-Earth. There, many of the ships are built that either depart to the west or are sent to the Grey Havens for the same purpose. You are trained in the courtly mannerisms and culture of these elves, and have spent many days among them. There is so much life, light, and beauty in Edhellond, and you are sad to see them go. But if they must, you will do what you can to give them a safe departure.

Basic Attributes: Body 6, Heart 6, Wits 5
Favoured Skill: Courtesy
Distinctive Features: (choose 2):
Curious, Determined, Fair-Spoken, Lordly, Patient, Tall, Trusty, Swift

5 - Drinker of Sorrow
You lived on a happy coastal farm in one of the small fiefs of Dol Amroth, until the Black Sails appeared on the horizon. You lost much that was dear to you that day. Your home, your livelihood, and your family. You moved into the city and trained yourself hard, harder than anyone you knew. Because you knew, one day, the Corsairs would return, and it would fall to people like you to stop them. You will save others from your fate.

Basic Attributes: Body 7, Heart 7, Wits 3
Favoured Skill: Battle
Distinctive Features (choose 2):
Fierce, Grim, Determined, Hardened, Reckless, Steadfast, Tall, Vengeful

6 - Devotee to the Prince
The Princes of Dol Amroth, through the generations, has often looked to your family as counsellors and sources of both wisdom and inspiration. You have been blessed with the same position. But you find yourself more often learning from the Prince than you find yourself teaching the Prince. He has taught you much about the world, especially in regards to Light, Shadow, and the Hope found in all free folk. This man, you've decided, is worth laying your life down for. You may not be as wise as your forbears, but wherever you go, everything you do will be for the Princes of Dol Amroth, for they are Númenor sprung to life out of history.

Basic Attributes: Body 5, Heart 8, Wits 4
Favoured Skill: Inspire
Distinctive Features (choose 2):
Curious, Determined, Fierce, Honourable, Lordly, Proud, Tall, Trusty

PREVIOUS EXPERIENCE
Players creating a Man of Dol Amroth receive a higher amount of points to define the previous experiences of their character. Players have 14 points to spend on raising their skills.

ENDURANCE AND HOPE
Even in these dark days, the Men of Dol Amroth remain the closest living memories to a greater era. They are a strong and high-hearted people. Their easy remembering of the glories of the past means they are a more hopeful people even than the rest of Gondor. Men of Dol Amroth characters calculate their starting scores based on the ratings below:
Endurance: 22 + Heart
Hope: 10 + Heart

Orcs of the Misty Mountains by Michebugio

"Isildur was marching north along the east banks of the River, and near the Gladden Fields he was waylaid by the Orcs of the Mountains, and almost all his folk were slain."

DESCRIPTION

Bred by Morgoth the first Dark Power in the early years of the world to serve him in many wars, Orcs are an evil race of intelligent creatures. Their malicious spirit is full of hatred for all living things including their own kind, and when left to their own devices they often end up quarrelling fiercely over futile questions. They are usually strong and agile, quick and robust, and ready to learn or devise new methods or instruments of torment.

Their appearance and size differs from tribe to tribe, but many prominent features are common to all Orcs, such as swarthy skin, short legs and broad, slanted eyes, wide mouths and long fangs.

Of the several different breeds of Orc serving the Shadow, the Orcs of the Misty Mountains are among the most numerous: they are used to living and making war in the deep places beneath the earth, where their sight is keener than any other Orc. When they are encountered in their mines, they are savage fighters and reckless in assault, but they leave the dark under the mountains only when marching to war or to avenge their fallen kind, as they suffer badly the light of the sun.

The Orcs of the Misty Mountains are a wild and independent lot, bent on their own purposes and aims when the Shadow's influence is weak, but ready to obey the will of their Master when directly subject to it.

The smallest among them are often referred to as goblins.

SPECIAL RULES FOR ORC CHARACTERS:

Orcs and Shadow

Orcs are cruel and cunning, bearing orders for all malevolent creatures with hate for the Free Peoples. They are born in the taint of the Shadow and they are often directly subject to the will of their Dark Lord: as such, they have totally succumbed to the Shadow.

For this reason, Orc characters cannot ever accumulate Shadow points, nor can they ever choose the Heal Corruption Fellowship Phase Undertaking. Instead, an Orc adventurer starts with the Murderous Flaw (p.228 of Rulebook) and all the four negative Traits related to his Calling's Shadow weakness, this means if the character's Shadow weakness is *Curse of Vengeance*, he must choose another worst Flaw from one of the other Shadow Weaknesses: Cowardly, Thieving, Treacherous or Tyrannical, so as to have a total of five negative Traits).

Hate

Orcs do not have a score of Hope. They have a score of Hate instead which they can use to invoke Attribute bonuses or to trigger the effect of a Cultural Virtue. Similarly to Hope, if an orc character finds his Hate score reduced to zero points, he is spiritually spent and cannot bear to continue a struggle of any sort, so he will flee from any source of danger or stress. Orcs may recover Hate during a game session by spending Shadow points (see below).

Cowardice

Cowardice points reflect the marks left on an orc-character when his fighting spirit is weakened by doubt and despair. Starting

orc-characters begin the game with a Cowardice rating of zero.

When the Hate score of an orc decreases to reach his Cowardice rating an orc is considered Miserable. Check the Miserable box on the character sheet, and apply the effects to the character.

When an orc-character that has been made Miserable by Cowardice gets a Gandalf icon on his Feat die, he experiences a Bout of Madness, in all regards equal to those of normal player characters.

In gaming terms, a player who suffered a bout of madness cancels all the Cowardice points he accumulated so far, and replaces them with a single 'Permanent' Cowardice point.

Differently from normal characters, an orc cannot develop any more Flaws after suffering a bout of madness (they already start with the worst!)

When an orc accumulates Permanent Cowardice points equal to half his Hate score (rounded up), that character is lost and is taken out of play, probably as a consequence of a violent death by the hands of the Dark Lord or one of his lieutenants, who have no more use of such a pathetic creature.

Shadow Points & Shadow Pool

An Orc Warband creates a Shadow Pool of Hate, which works the same as the Fellowship Pool for 'normal' PC's, thus the number of Shadow points available to a warband of orcs at the beginning of the game is equal to the number of orcs in the group.

Orc characters do not have any equivalent of a Fellowship focus and may never choose one.

Orcs may recover spent Hate by tapping into the Shadow pool: for every Shadow point spent, a character may raise his Hate score by one. To do so, an Orc player must get permission from at least half the other members of the Warband. If this consensus cannot be found, he may either agree not to spend any points, or spend them anyway and gain a Cowardice point for each Shadow point used.

Orc Players may recover a number of Hate points up to their maximum Hate score, as long as there are Shadow points left. For any other regard, Shadow points work exactly like Fellowship points.

STANDARD OF LIVING

The Orcs of the Misty Mountains are a folk at war, carving a living out of raids, lootings and depredations. They breed rapidly, and their constant fights with the Free Peoples and even between themselves leaves them struggling to do more than simply feed their growing armies. Their culture ranks as Frugal.

ORC ADVENTURERS

The Orc chieftains of the Misty Mountains cannot really oppose the many young warriors who express their desire to leave their tunnels to plunder and prey upon the weaker of their own kind, or to exact revenge against the Free Peoples. Moreover, this tendency is supported by a never-ending supply of enemies and adventurers from the Free Folks of the North, who frequently set out to hunt them.

Suggested Callings: Slayer, Treasure Hunter.

Orcs make enemies readily, and many is the slaughtered chieftain's son who goes seeking vengeance. Others, though, seek only to steal the marvels of other folks.

Unusual Calling: Scholar. Brutish and savage, Orcs take no interest in study.

WHAT THE GREAT GOBLIN SAYS...

- **Bardings**:
  "We already slew a King of Men at the Gladden Fields, we could have killed Bard the Dragon slayer as well if their elf friends and Durin's Folk didn't help him! But his downfall is just a matter of time...'
- **Beornings**:
  "Beorn the Skinchanger killed the great Bolg at the Battle of Five Armies. We will have our revenge on him and all his folk, soon!'
- **Dwarves of the Lonely Mountain**:
  "Many of their ancient strongholds lie in ruins, or they already belong to us. We'll cut Durin's Folk down to the last dwarf!"
- **Elves of Mirkwood**:
  'The thrice hated Elves are growing weak, and they are losing interest in things outside their Realm in Mirkwood. Soon they will not be a danger anymore...'
- **Hobbits of the Shire**:
  'I heard about this small folk who once defeated my distant ancestor Golfimbul, but I've never seen one myself. They must be good for a stew!'
- **Woodmen of Wilderland**:
  'Our closest enemies, with that annoying Brown Wizard protecting them! But when Dol Guldur will rise again, we'll exterminate them and burn their forest homes to the ground!'

CULTURAL BLESSING

- Night-eyes-

"*There's only one thing those maggots can do: they can see like gimlets in the dark.*"
The Orcs of the Misty Mountains are adapted to living in the pitch-black darkness of caverns and tunnels. As such, all Orcs have the Night-eyes Trait (see Part Three below) in addition to their normal Traits. For the same reason they loathe the sunlight more than anything else: they lose 1 point of Hate at the end of the first round of combat fought while exposed to the light of the sun.

STARTING SKILL SCORES

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	1	Inspire	0	Persuade	0
Athletics	3	Travel	2	Stealth	2
Awareness	2	Insight	0	Search	2
Explore	2	Healing	1	Hunting	2
Song	1	Courtesy	0	Riddle	0
Craft	1	Battle	1	Lore	0

Weapon Skills
Choose one of the following two weapon skill sets, and record it on the character sheet:
1) (Swords) 2, Orc-spear 1 or Broad-headed spear 1 (choose at character creation), Jagged Knife 1
2) Bow of horn 2, Bent sword 1 or Broad-headed sword 1 (choose at character creation), Jagged Knife 1

SPECIALITIES

Choose two Traits from:
Fire-making, Misty Mountains-lore, Mountaineer, Orc-work*, Smith-craft, Tunneling

BACKGROUNDS

1 – Goblin stalker

You are an orc of Goblin-Town, and the endless cave systems below the Misty Mountains have always been your home. You travelled stealthily from one tunnel to another, looking for new passages and secret galleries, spying upon rival tribes and stalking incautious adventurers who dared to come too close to Goblin-Town. You learned that, more often than not, a well-placed arrow shot from the dark was enough to earn an easy prize of meat and equipment.

Basic Attributes: Body 3, Heart 3, Wits 5
Favoured Skill: Stealth
Distinctive Features (Choose two);
Cautious, Curious, Elusive, Hardy, Keen-eyed, Nimble, Small

2 – Escaped Snaga

You are a snaga, a word that in the Black Speech means "slave". Serving the Necromancer in Dol Guldur, you've always been considered a lesser orc by those stronger than you, no more than a hound used to track down the enemies of the Dark Power. But when the Shadow was cast out of his fortress, you managed to escape to the West, finding refuge below the Misty Mountains. Now your tracking skills only serve yourself, and you will finally have your share in the hunt of the Free Peoples.

Basic Attributes: Body 3, Heart 2, Wits 6
Favoured Skill: Hunting
Distinctive Features (Choose two):
Cunning, Hardened, Hardy, Reckless, Small, Suspicious, Swift

3 – Son of the Chieftain

Your father is an orc chieftain of Gundabad, who earned his status by simply being the largest, most wicked and cruel of his warband. You do not admire him, nor do you feel proud for being his progeny: as soon as your strength will match his, you will challenge him to become the new Chieftain of your tribe. Until then, you will prove your cruelty on the battlefield, taking the lives of Dwarves, Men and Elves alike, and of whoever will cross your path to glory.

Basic Attributes: Body 4, Heart 2, Wits 5
Favoured Skill: Battle
Distinctive Features (Choose two):
Fierce, Hardy, Proud, Steadfast, Swift, Vengeful, Wilful

4 – Tough guard

You were chosen among the strongest and boldest to guard the immense halls in the mines of Moria, the ancient dwarf stronghold that now you call home. There you learned to trust your senses to recognize each and every of the slightest sounds your ears could catch from the depths, from the creaks of feet on unsteady stairs to the

distant splash of a rock dropped by someone in the water. What couldn't escape your attention could not escape your blade, either.

Basic Attributes: Body 4, Heart 3, Wits 4

Favoured Skill: Awareness
Distinctive Features (Choose two):
Bold, Determined, Hardy, Quick of Hearing, Robust, Suspicious, Wary

5 – Messenger of Lugbùrz

You are an emissary of Barad-dûr, sent on an errand for your Master to spy upon the Free Folks of the North and to rouse all creatures with evil intent in the Wilderlands. You spread your lies and promises of power among orcs and fouler things, hoping that one day you will command yourself a great army to conquer the North and rule Men, Elves and Dwarves with the iron fist of the Orcs.

Basic Attributes: Body 4, Heart 1, Wits 6
Favoured Skill: Riddle
Distinctive Features (Choose two):
Clever, Hardened, Hardy, Lordly, Secretive, Swift, Wary

6 – Exiled Uruk

You are a Mordor-breed uruk, stronger and more cunning than most of your kind, living in the caves below the Redhorn Pass. Your ancestors were sent from Minas Morgul to reinforce the lesser orcs of the Misty Mountains, and under their command they ambushed and killed Isildur at the Battle of the Gladden Fields. Their strength in your black blood still runs powerful, as well as your thirst for battle.

Basic Attributes: Body 5, Heart 1, Wits 5
Favoured Skill: Athletics
Distinctive Features (Choose two):
Bold, Fierce, Grim, Hardened, Hardy, Vengeful, Wrathful

ENDURANCE AND HATE

Endurance: 23 + Heart score
Hate: 8 + Heart score

ORC NAMES

Male names: Azog, Balcmeg, Boldog, Bolg, Burzash, Ghor, Golfimbul, Gorbag, Gorgol, Grishnàkh, Lagduf, Lug, Lugdush, Maghaz, Mauhùr, Orcobal, Othrod, Radbug, Radgul, Shagrat, Ubhurz.

Rangers of Ithilien by Zedturtle

STANDARD OF LIVING: Martial

Suggested Callings: Warden, Wanderer, Slayer
Unusual Callings: Treasure-hunter

CULTURAL BLESSING
-Dauntless-
"We are truth-speakers, we men of Gondor. We boast seldom, and then perform, or die in the attempt."

Rangers of Ithilien automatically add their basic Heart rating to any tests of Valour.

STARTING SKILL SCORES

Common Skills:

Awe	1	Inspire	2	Persuade	0
Athletics	2	Travel	2	Stealth	2
Awareness	2	Insight	0	Search	0
Explore	2	Healing	0	Hunting	1
Song	0	Courtesy	1	Riddle	2
Craft	0	Battle	2	Lore	2

Weapon Skills
1) Great Bow 2, Sword 1, Dagger 1
2) (Spears) 2, Sword 1, Dagger 1

SPECIALITIES
(Choose from): Beast-lore, Gardener, Ithilien-lore, Leechcraft, Old lore, Woodwright

BACKGROUNDS

1) - A Hard Fate
Basic Attributes: Body 5, Heart 2, Wits 7
Favoured Skill: Craft
Distinctive Features: (Choose two) Adventurous, Cautious, Determined, Generous, Hardy, Merciful, Proud, Stern

2) - Messenger of the Steward
Basic Attributes: Body 4, Heart 4, Wits 6
Favoured Skill: Riddle
Distinctive Features: (Choose two): Adventurous, Clever, Eager, Fair-spoken, Lordly, Reckless, Tall, Trusty

3) - With the eyes of the Eagles
Basic Attributes: Body 6, Heart 2, Wits 6
Favoured Skill: Search
Distinctive Features: (Choose two): Adventurous, Cautious, Cunning, Fair-spoken, Patient, Steadfast, True-hearted, Wary

4) - Of an Ancient Blood-line
Basic Attributes: Body 6, Heart 3, Wits 7
Favoured Skill: Healing
Distinctive Features: (Choose two): Adventurous, Clever, Fair, Hardy, Lordly, Proud, Reckless, Tall

5) - A Grim Fate
Basic Attributes: Body 5, Heart 3, Wits 6
Favoured Skill: Awe
Distinctive Features: (Choose two): Adventurous, Cunning, Determined, Eager, Generous, Just, Stern, Trusty

6) - A Hunter in a Green Land
Basic Attributes: Body 5, Heart 4, Wits 5
Favoured Skill: Hunting
Distinctive Features (Choose two): Adventurous, Just, Fair, Merciful, Patient, Steadfast, True-hearted, Wary

names for Blue mtn dwarves & others by otaku-sempai et al

This is a list of names from Norse mythology that could be used for Dwarves of the Blue Mountains, to distinguish them a bit from the Dwarves of Erebor. Some were originally the names of Norse giants, deities, etc.; and some of them have been Anglicized a bit.

Male Names: Alvaldi; Alviss; Andvari; Baugi; Billingir; Brokk; Brokkir; Draupnir; Egil; Eitri; Fáfnir; Fjalar; Fraenir; Galar; Gangir; Gilling; Gullinbursti; Gungnir; Hreidmar; Idi; Ivaldi; Járnglófar; Kvasir; Litr; Mótsognir; Njord; Ölvaldi; Ottar; Regin; Reidmar; Sindri; Suttungir; Thiazi; Ullur; Wuldor.

Female Names: Gunnlod; Idun; Iduna; Ithun; Ithuna; Lofnheidur; Lyngheidur; Ostara; Skadi.

General Dwarven names

Dwarf Male Names: Alfrik (Algfrig); Althjof; Alvis; Andvari; Aridva; Austri; Bafur; Bari; Brokk; Dolgthvar; Draupnir; Duf; Eitri; Fafni; Fal; Finn; Fjalar; Frosti; Fundin; Galar; Grer; Har; Haur; Heptifili; Hledolf; Hor; Hugstari; Ingi; Lit; Lovar; Modin; Modvitnir; Nar; Nidi; Nordri; Nyi; Nyr; Nyrad; Otter; Radsvinn; Rekk; Siar; Skafinn; Skirpir; Sudri; Thekk; Thjodrerir; Throin; Vali; Vestri; Vig; Virpir; Vitr.

Dwarf Female Names: Angrboda; Auja; Bara; Berchta (Perchta); Bestla; Beyla; Bjart; Blid; Bylgja; Disir (Desir); Draumkonur; Duva; Eír; Eisa; Elli (Elde); Erda; Fenja; Frid; Frowe; Fulla (Volla); Gardofa; Gerd (Gerdh); Gersimi; Gialp; Gna; Greip; Grid; Groa; Gudr; Gullveig (Gollveig, Heid); Gunnr; Harn; Heidr; Hervor; Hevring; Hlin; Holla; Idis; Ingun; Jarnsaxa; Kára; Kari; Kolga; Kona; Lofn; Mana; Mardoll; Mengloth; Menja; Nanna; Natt (Nott); Niorun; Norn; Olrun; Orchil; Ragridr; Ran; Rana; Rime; Rind (Rinda); Rist (Hrist); Roskva; Róta; Sága; Seid; Sigyn (Siguna); Sinmara; Skadi; Skamold; Skuld; Sunna; Svafa; Sváva; Thogn; Thrima; Unn; Urdhr (Urdu, Urd); Vanadis; Vár; Verdhandi (Verdandi); Volva; Vor.

MORE DWARVEN NAMES by Michebugio

Male Names: (Azaghal), Balfur, Bali, Balin, Bifur, Bili, Bofur, Boin, Boli, Bor, Borfur, Bori, Borin, Borli, Borni, Borvi, Dafur, Dain, Dali, Dori, Dwalfur, Dwali, Dwalin, Dwalni, Durfur, Durin, Durli, Durni, Durvi, Farfur, Farin, Farli, Farni, Farvi, Fifur, Fili, Flofur, Floi, Floin, Floni, Flor, Frafur, Frain, Frali, Frar, Frerfur, Freri, Frerin, Frerli, Frerni, Frervi, Frofur, Froi, Froin, Froli, Froni, Fror, Fundfur, Fundi, Fundin, Fundli, Fundni, Fundvi, Gimfur, Gimli, Gimni, Gimvi, Glofur, Gloi, Gloin, Gloni, Glor, Grofur, Groi, Groin, Groli, Groni, Gror, Kifur, Kili, Lofur, Loi, Loin, Loni, Lor, Nafur, Nain, Nali, Nar, Narfur, Narni, Narvi, Nori, Oin, Ofur, Oi, Oin, Or, Ori, Pori, (Telchar), Thorfur, Thorin, Thorvi, Thrafur, Thrain, Thrar, Throfur, Throin, Thror.

HOBBIT & DWARF NAMES by aramis

Hobbits

Female Names : Adaldrida, Adamanta, Amaranth, Angelica, Asphodel, Belba, Bell, Belladonna, Berylla, Camellia, Celandine, Chica, Daisy, Diamond, Donnamira, Dora, Eglantine, Elanor, Esmeralda, Estella, Fíriel, Fosco, Gilly, Goldilocks, Hanna, Hilda,

Hildigard, Hugo, Lalia, Laura, Lily, Lily, Linda, Lobelia, Malva, Marigold, May, Melilot, Menegilda, Mentha, Mimosa, Mirabella, Myrtle, Pansy, Pearl, Peony, Pervinca, Pimpernel, Poppy, Primrose, Primula, Prisca, Rosa, Rosamunda, Rose, Rowan, Ruby, Salvia, Tanta.

Male Names: Adalgrim, Adelard, Andwise, Balbo, Bandobras, Bilbo, Bilbo, Bill, Bingo, Blanco, Bob, Bodo, Bowman, Bucca, Bungo, Carl, Cotman, Cottar, Daddy, Déagol, Dinodas, Doderic, Dodinas, Drogo, Dudo, Elfstan, Erling, Everard, Falco, Faramir, Fastolph, Fastred, Ferdibrand, Ferdinand, Ferumbras, Ferumbras, Filibert, Flambard, Folco, Fortinbras, Fortinbras, Fredegar, Frodo, Frodo, Gerontius, Gorbadoc, Gorbulas, Gorhendad, Gormadoc, Griffo, Halfast, Halfred, Halfred, Halfred, Hamfast, Hamfast, Hamfast, Hamson, Harding, Hending, Hildibrand, Hildifons, Hildigrim, Hob, Hob, Hobson, Holfast, Holman, Holman, Holman, Hugo, Ilberic, Isembard, Isembold, Isengar, Isengrim, Isengrim, Isumbras, Isumbras, Jolly, Largo, Longo, Lotho, Madoc, Marcho, Marmadas, Marmadoc, Marroc, Meriadoc, Merimac, Merimas, Merry, Milo, Minto, Moro, Mosco, Mungo, Nob, Odo, Odovacar, Olo, Orgulas, Otho, Paladin, Peregrin, Pippin, Polo, Ponto, Porto, Posco, Reginard, Robin, Robin, Rorimac, Rudigar, Rufus, Sadoc, Samwise, Sancho, Saradas, Saradoc, Seredic, Sigismond, Sméagol, Ted, Tobold, Togo, Tolman, Tolman, Tolman, Wilcome, Wilcome, Wilibald, Will, Wiseman.

Nicknames/Bynames: Andy, Broadbelt, Bullroarer, Cock-robin, Deepdelver, Farmer, Fatty, Ham/Gaffer/Old, Headstrong, Jolly, Long Hom, Masterful, Merry, Muddy-feet, Nibs, Nick, Old Gammidgy, Old Rory, Old Toby, Pimple, Pippin, Proudneck, Roper, Rosie, Sam, Scattergold, theFair, thegreenhanded, The Old, Tom, Tom, Will, Young Tom.

Family Names: "of Long Cleeve", Baggins, Baggins, Banks,Boffin, Bolger, Bracegirdle, Brandybuck, Brown, Brownlock, Bunce, Burrows, Butcher, Chubb, Chubb-Baggins, Clayhanger, Cotton, Fairbairn, Fallohide, Gamgee, Gammidge, Gamwich, Gardner, Goldworthy, Goodbody, Goodchild, Goold, Greenhand, Grubb, Hayward, Hornblower, of Gamwich, of Greenholm, Maggot, Oldbuck, Proudfoot, Roper, Rumble, Sackville, Sackville-Baggins, Sandyman, Smallburrow, Took, Twofoot, Whitfoot, "of the Marish".

Dwarves

Female Names: Dís

Male Names: Azaghâl, Balin, Bifur, Bofur, Bombur, Borin, Dáin, Dori, Durin, Dwalin, Farin, Fíli, Flói, Frár, Frerin, Frór, Fundin, [Gamil], Gamil Zirak, Gimli, Glóin, Glóin, Gróin, Grór, Ibûn, Khîm, Kíli, Lóni, Mîm, Náin, Náli, Nár, Narvi, Nori, Óin, Ori, Telchar, Thorin, Thráin, Thrór, [Zirak]

Nickname/bynames: Ironfoot, the Deathless, the Last, Oakenshield, Stonehelm, son of ___

~customisation~

new callings by Issachar et al

FOLLOWER

"We are coming with you; or following you like hounds." –Merry Brandybuck
You have pledged your service to another, and will fulfil your duty until its completion. Whether you are a soldier, or a kinsman, or only a servant, it is the province of your leader to decide a course; your task is to see the errand through.
Favoured Skill Groups: Custom, Vocation
Trait: Provisioner
Shadow Weakness: Forsworn Pledge

EMISSARY

"We alone here represent our kindred. We also will come." –Gimli
For the safety and weal of your people you journey abroad, bearing messages, making alliances, and winning renown for your homeland.
Favoured Skill Groups: Custom, Personality
Trait: Diplomacy
Shadow Weakness: Curse of Discord

SEA-CALLED

Living near the sea your entire life has influenced you in more ways than most. You may feel at home on land as well as on a boat, but for you the sea will always be important. You draw strength from the rocking of a deck beneath your feet, or the cry of gulls in the distance, and no matter how far from the coast you travel, your heart will turn ever seaward.
Favoured Skill Groups: Personality, Custom
Trait: Sea-lore
Shadow Weakness: Lure of the Ocean

ENVOY

"Those were happier days, when there was still close friendship at times between folk of different race, even between Dwarves and Elves."
For you the world is a brighter place when folk draw together in common fellowship. You would see the free-peoples of Middle-Earth form stronger bonds of friendship. You are a gifted speaker and see to the heart of matters and you would use your talents to strengthen the ties between the various settlements and factions of man, elf and dwarf.
Favoured Skill Groups: Personality, Custom
Trait: Peacemaker
Shadow Weakness: Lure of Manipulation

EVERYMAN

"The wide world is all about you: you can fence yourselves in, but you cannot for ever fence it out."
Many seek out the thrill and excitement of the road, of far off places and distant lands. This was not the case for you though; you never had any intention of leaving you home and loved ones. Sometimes adventures come looking for you and before you know what you are doing you are out the door and in the wilds.
Favoured Skill Groups: Vocation, Perception
Trait: Sensible
Shadow Weakness: Curse of Doubt

LEADER OF MEN (CAPTAIN) by Kelly Pedersen

"*And as a great captain may to a young soldier he seemed to you admirable.*"
While a captain can succeed with even a small group of close companions, they truly become a threat to the Enemy when they can command a group of loyal soldiers. You have been recognized as being worthy of leading such a troop. When you take this Calling you recruit a band of loyal fighters to

aid you in battle. While they are not as individually competent as a companion, together they can act to bring down the greatest foes.
When you first recruit your warband, it is Tiny, perhaps two or three fighting men who all know one of the tactics described below:

Support Companion, Shield Wall, Defend Companion, or Harry Foe.
You can later increase the size of your warband from Tiny to Small (4 to 6 fighters), from Small to Large (8 to 12 men), or from Large to a Throng (16 to 24 men). Each expansion to the size requires you to take the *Recruit Fighters Undertaking* (see Part Five), and spend 5 experience.
You can also teach your warband new tactics as an Undertaking (see Part Five).

REFUGEE

Most people on the road are there of their own volition. They travel for personal gain, or for the good of all. You have been denied the luxury of making that choice. Driven out of your home by violent attacks or imminent threats, you are forced to journey far. While you used to be a normal, working person, you now seek but one thing: safety.

Favoured Skill Groups: Survival, Vocation
Trait: Accepting
Shadow Weakness: Curse of Fear

house Rules on Endurance by michebugio

Use Body instead of Heart when you determine Endurance.
Thus the new cultural base values are:
Bardings, Beornings, Elves, Woodmen: 22 + Body Attribute
Dwarves: 24 + Body Attribute
Hobbits: 18 + Body Attribute
With these new cultural base values, all average Endurance attributes at character creation are 1 less than in the original system (Bardings 27, Beornings 28, Dwarves 30, Hobbits 21), except Elves that have now 2 more (27, like Bardings) and Woodmen that remain unchanged (25).

encumbrance changes by cheeplives

You reduce your Encumbrance by your Body rating when calculating Fatigue Score, in order to give a boost to the effectiveness of Body and to penalize armour a little less.

Failed Fatigue tests now result in Travel Fatigue as follows: In Spring/Autumn add 3/Summer 4/Winter 5.

Dwarvish oaths by Davio et al

"*Baruk Khazad*!" (Axes of the Dwarves) is a battle cry that is used in dwarvish and one of the most used one. Could perhaps be used as a curse.
"*By all the silver/mithril in the mountain - that is the most stupid thing I ever heard*"
"*Dragons hoard, that is a treasure*!"
"*By my golden heart, I will stay true to my word*"
"*Taste like elfwine*" (Something that tastes weird)
"*Like elfoath*" (A empty promise or gesture)
"*By Mahals maker*" (Mahal is the dwarven name of Aule, the creator)
"*Orcspawn*" (a reference that dwarves are not fond of orcs)
"*Oathbreaker*" alternative "*Oathbane*"
"*Goldwaster*" for someone wasting resources)
"*Mahals wrath upon you*"
"*Goblin Dung*"
"*Elf gold and goblin silver*" (worthless)
"*By Azog's skull*"
"*Ten thousand thundering trolls* (for the Haddock inspired dwarf)"
"*May the mountain fall on my head*"
"*By the Seven Fathers*."

"*A curse on your line.*"
"*Feckless Smooth Chin.*"
"*Whiskerless fool.*"
"*I'll cut you down to my size.*"
"*You reek like a drakeling breaking wind.*"
"*May my beard fall out if I'm not right.*"
"*On my word I will not parley with Oathbreakers.*"

Familial Background Generation by themonarchgamer[IV]

Table 1: Lordly Endeavours:

1 Your father was intimate with many women in the court, you are the product of a brief and meaningless union.
Result: If this knowledge has tainted your life, gain 1 Shadow Point. But if you accept the fact of your birth you gain your father's wife as an Enemy (Loremaster Character).

2 Your father discredited another noble and his family dishonestly during an argument for the King's favour. In doing so he ruined that noble and his family, unintentionally causing them to be hunted down and killed as traitors.
Result: If you feel guilt over this gain 1 Shadow Point and a surviving son of that family as an Enemy (Loremaster Character). If, however, you considered the gain worth their loss then receive 2 Shadow Points.

3 Your father educated you in the intrigue and political machinations of the nobles and they have always held you spellbound. Knowing how to secretly influence others has grown your self-importance; you don't consider others quite your equal.
Result: Gain the Shadow Weakness *Lure of Secrets*

4 Your father was selected as an ambassador to an elven haven, either The Halls of Thranduil or Rivendell. He returned enamoured with their high ways and spoke constantly of them.
Result: +1 Wisdom

5 Your father occupied much of his time with his musical instruments, using them both to woo ladies of the court and entertain his important guests. Fascinated by the sounds emanating from the complex wooden instruments you decided to follow in his footsteps and learn the art of music.
Result: Gain the Speciality *Minstrelsy*

6 A just man, your father taught you at an early age never to lie nor to bend the truth. Lies were the domain of the enemy and the enemy only. Realizing the wisdom in his views you have followed his code of honesty the entirety of your life.
Result: Gain the Distinctive Feature *Forthright*

Table 2: Renowned Battles:

1 The battle has either tainted your father psychologically or he made an enemy.
Result: Gain 1 Shadow Point or an Enemy (Loremaster Character)

2 The battle has scarred your father and you either mentally or physically.
Result: Gain 2 Shadow Points or -1 Body (to a Minimum of 1).

3 When your father was killed in an infamous battle against the servants of the Shadow, you swore an oath that you would make the world a better place. Now, you begin to see that the only way you can do that is by ruling it with an iron fist. Only then can you truly destroy the Shadow.
Result: Gain the Shadow Weakness *Lure of Power*

4 Result: +1 Valour

5 Gain Specialty: Mountaineering

6 Gain Distinctive Feature: Steadfast

Table 3: Studies of Lore:

1 Gain 1 Shadow Point or a book stolen from the Shadow that they seek.

2 Gain 2 Shadow Points or -1 Wits (to a Minimum of 1).

3 Gain the Shadow Weakness *Lure of Secrets*

4 Result: +1 Wisdom

5 Gain the Speciality *Rhymes of Lore*

6 Gain the Distinctive Feature *Keen-eyed*

Table 4: Mercantile Affairs:

1 Your father's business ventures usually paid off – but one of them didn't. Your family's debt began to accumulate after that.
Result: If you ran and disowned your name, gain 1 Shadow Point.
If family was more important to you than money, and you helped your parents to pay off their debt, gain the remainder of a large debt to be paid and reduce your Standard of Living by one level (to indicate most of your money goes to pay this debt, discuss with LM).

2 Just before you struck out on your own, your family received grievous news one morning that your father had been killed by a raiding band of orcs. After much discussion on the part of your family and your father's associates, you were asked if you would take over your father's place in his business.
Result: If you refused because you have your own plans gain 2 Shadow Points.
If you accepted that your plans would have to wait and solemnly took your father's place gain -1 Heart (to a Minimum of 1).

3 You were born into a rich family who's money carried them a long way on the backs of others. Although you haven't always agreed with their business practices, you sometimes feel a tendency at your core to consider your needs before the needs of others.
Result: Gain the Shadow Weakness *Lure of Secrets*

4 Your father was a travelling merchant – a dangerous occupation in those times, and even more so now. When he returned home from his travels he regaled you with the finest tales of bravery against the servants of the Shadow – those struck a chord in your heart, and inspired you to great deeds.
Result: +1 Valour

5 Determined that his son would be a learned man in the ways of crafting and making your father apprenticed you to a local blacksmith while you were still yet a lad. Although you went resentfully at the time, you have remembered your training to this day, and consider it some of the most valuable time of your life.
Result: Gain the Speciality *Smith-craft*

6 Inspired by your father's suave way with words, you listened to him speak with folk from all parts of life – both the nobles and the peasants alike – and practiced such speech to yourself when others weren't around.
Result: Gain the Distinctive Feature *Fair-Spoken*

Character Motivation Questionnaire by Mordagnir

1. What inspired your character's parents when they chose his name? Does your character have any nicknames or epithets?
2. Describe your character's appearance. Consider, at a minimum, his height, weight, build, hair, and eye colour. Does your character have any tattoos, scars etc?
3. Describe your character's personality. Is he an extrovert or an introvert? Is he essentially an optimist or a realist? Does he consider every action carefully or typically act without thinking? Is he calm-headed or hot-tempered? How does he prefer to resolve problems?
4. Describe your character's mannerisms. What are his favourite things and activities? Do others associate particular behaviours or sayings with your character?
5. Describe your character's family. To which professions is your family connected? How does your character relate to his ancestors,

parents, siblings, and other relatives?
6. According to the Adventurer's Book, "a character's calling is what motivated him to seek a life of adventure and keeps him on that dangerous path every day." How did your character discern his vocation?
7. A life in the wild, exploring dark places and fighting desperate battles, wears on the spirit. How does your character banish weariness, fear, and sadness? If it is through Craft, what things does he make? If through Song, what is your character's favoured form of artistic expression? Describe your character's greatest accomplishment in this field.
8. How does your character define success? What does he want to accomplish in the next five years? How does he envision retirement?
9. Describe any major influences on your character not previously discussed. What major events shaped his life? Does your character have any regrets or sources of guilt? What does your character fear?
10. What three words best summarize your character?

Belief system by Jacen

A characters belief is a brief statement that gives a snapshot of his mindset. It could be a strong motivation, a long term goal or desire, or perhaps an important opinion or philosophy. What matters is that it shows something important to the character and how he views the world around him.
At character creation a player will devise one such Belief for his character. Inspiration should be drawn from his culture, calling, background and personality.
Some examples of beliefs:
- *I will protect the borders of my homeland for the good of all Free Peoples.*
- *I am good for naught save blood and steel.*
- *Don't look for a Took to do much on an empty stomach (second breakfast included.)*
- *I will prove myself worthy to my companions, no matter the cost.*
- *My kin will one day reclaim the forest as their own, and rid it from the taint of shadow.*
- *Elves are not to be trusted as they care little for the perils men face.*

In actual play beliefs have two mechanical effects:

1 Gain Advancement Points
Just like a Trait, a Belief can be used as a means to obtain advancement points when they are narratively linked to the use of a successful common skill roll.

2 Pushing Beliefs
Once per game session a companion may 'push his belief' onto a common skill roll. This should be a roll that strongly narratively links to that Belief, and its use is subject to the approval of the other players and the Loremaster.
For the use of this common skill roll the player may then roll the feat die twice and take the better result.
This mechanical boon also comes with one caveat however:
Should the companion fail the task at hand he instantly gains a point of Shadow to reflect the feelings of self-doubt that creep into his mind after his failure.

Changing Beliefs
A character may undertake a Fellowship phase Undertaking to change his Belief (just like changing a Trait). This shows his changing outlook of the world around him.

~part three additional characteristics -attributes,skills etc.~

~skills~

common skills: cultural baseline by alien270

The majority of your starting ranks in the Common Skills are determined by your choice of culture. This provides insight into what professions each of the cultures prizes, as well as what types of opportunities might be available within a culture. Mechanically, it helps make the cultures more distinctive. There's obviously still room for customization since you get your "previous experiences" points that you can spend however you want, and as you gain advancement points you'll obviously spend those to upgrade the skills that are important to you.

Specifically, each culture's skill point "value" is 29 (based on the previous experience skill point table) and you get 10 "previous experience" skill points to spend as you see fit. So when you first create your character, roughly 3/4 of your skill points are pre-selected. At first I didn't like this ratio since I value customization, but I get why the designers went this route now, and I might actually prefer it this way the more I think about it. It says a lot about what life is like for an individual of a given culture, and customization is gained through adventuring.

Anyways, the point of this post is to provide a quick reference. While the skill rank table works very well for building characters, a list would be more helpful for finding out what each culture does well at a glance. Here is that list.

Key to the skill groups is as follows: Personality, Movement, Perception, Survival, Custom, Vocation.

Bardings
3 Ranks: Persuade
2 Ranks: Inspire, Travel, Insight, Explore, Courtesy, Battle
1 Rank: Awe, Search, Song, Craft, Lore
0 Ranks: Athletics, Stealth, Awareness, Healing, Hunting, Riddle

Bardings tend to be well-rounded with a large amount of skills with 2 or 1 rank(s), which maximizes total number of skills. They have the fewest 0 rank skills of any other culture. This opens up a lot of different options, giving individual Bardings a good starting point to specialize in a wide variety of areas. Given their privileged society, and good relations with both the Dwarves and Elves, this makes sense. Their specialty is their persuasiveness. They tend to excel best in the Personality group, with solid marks in Vocation as well. Weaknesses are Movement and Survival (which, interestingly, are strong points for the other generalist culture, the Woodmen).

Beornings
3 Ranks: Awe, Insight, Hunting
2 Ranks: Athletics, Awareness
1 Rank: Inspire, Search, Healing, Riddle, Craft
0 Ranks: Persuade, Travel, Stealth, Explore, Song, Courtesy, Battle, Lore

Beornings tend toward a deep focus in some skills with modest investment (1 rank) in a decent amount as well (if graphed they would have 2 large peaks at either end, having a lot of rank 3 and rank 1 skills). They are above all imposing, discerning, and remarkable hunters. They place little value on Custom and Vocation skills, and

surprisingly Movement, though to a lesser extent. No ranks in Battle is very surprising given their way of life (personally I'd be tempted to house-rule a trade between Battle and Inspire). Perception is their strongest group.

Dwarves of the Lonely Mountain
3 Ranks: Travel, Search, Craft
2 Ranks: Inspire, Explore, Riddle
1 Rank: Song, Battle
0 Ranks: Awe, Persuade, Athletics, Stealth, Awareness, Insight, Healing, Hunting, Courtesy, Lore

They are the most focused of the cultures, and it fits. They lean the most toward maximizing ranks, meaning that they specialize in fewer areas but are very talented in those areas. Consequently, they have the greatest number of 0 rank skills. Despite this they're surprisingly well-rounded, with a focus (rank of 2 or 3) in 1 skill from each of the groups. They're best known for their craft, resilience to discomfort, and obsessive ability to find what they're looking for (or a stubbornness that keeps them from giving up). Some of the skills that they ignore are very surprising given the source material, namely Insight and Courtesy but you could make an argument for Lore as well.

Elves of Mirkwood
3 Ranks: Athletics, Lore
2 Ranks: Awe, Stealth, Awareness, Song, Battle
1 Rank: Healing, Hunting
0 Ranks: Inspire, Persuade, Travel, Insight, Search, Explore, Courtesy, Riddle, Craft

The Elves are unparalleled in their ability to collect (and recall) Lore, and given their tough, immortal bodies it's not surprising that they are capable of great athleticism. Their rank 2 list all fit perfectly with what we know about Elves. They're surprisingly deficient in the Survival category (considering they're wood-elves); I would think they'd get at least a rank 2 in Hunting, and perhaps a rank 1 in Explore. Their haughtiness and inability to relate with mortals can easily explain the lack of focus in Personality, Perception, and Custom groups (with the obvious exceptions of Awe, Awareness, and Song).

Hobbits of the Shire
3 Ranks: Stealth, Courtesy
2 Ranks: Persuade, Awareness, Search, Song, Riddle
1 Rank: Travel, Insight
0 Ranks: Awe, Inspire, Athletics, Explore, Healing, Hunting, Craft, Battle, Lore

Stealth and Courtesy are perfect for the Hobbits main areas of expertise. Overall they're very well-represented in the Custom and Perception groups. They're arguably the most polarized culture, however, since they have no ranks in any skills from the Survival or Vocation group. Everything seems to fit really well with what you'd expect from a Hobbit.

Woodmen
3 Ranks: Explore, Healing
2 Ranks: Athletics, Stealth, Awareness, Hunting
1 Rank: Inspire, Song, Riddle, Craft, Battle
0 Ranks: Awe, Persuade, Travel, Insight, Search, Courtesy, Lore

Not surprisingly, Woodmen have a heavy focus on the Survival group, with strong showings in Movement as well. Overall they're really well-rounded, as only Bardings have fewer skills with 0 Ranks. Like Bardings, they seem to strive for competence in as many areas as possible (tendency toward many rank 1 and 2 skills). This makes sense given their lifestyle and frugal standard of living; without a formalized division of labor and with scattered settlements, each individual Woodman needs to be able to perform a wide variety of tasks. Personality is their worst group, with a weak showing in Perception as well (with the exception of Awareness).

Original songs & poems by WBweather et al

I thought it would be interesting to share original songs that people have written for TOR in light of the new Undertaking Write a Song. Recently Tmepyans posted an adventure summary with a couple of songs he had written:

"*Shadow falls outside the door,*
the candle blazes light to pour,
fear not, my child, the shadows flee
fear not, my child, my light's with thee.
Shadow falls upon the pane
the lantern's glimmer shines through rain
fear not, my child, the darkness flies
fear not, my child, light stills your cries."

and

THE ADVENTURER:
"*And now I hear the road call me*
to sweep us off to who knows where
with wondrous things for eyes to see
the joy of journeys if I dare.

Through mountain pass and hilly Shire
and forests dark with shady bough
the spark within my heart shall fire
my hood I pull up o'er my brow.

Come walk with me, my dearest friends,
and spin the tales of magic fair
of men and elves, and evil's ends
the song 'tis never ending there.

Dwarven hammer, hobbit hearth
does fill my soul with yearning strong
to walk these paths of Middle Earth
return, return, where I belong.

After reading these, my hobbit was inspired to write a few verses whilst their company was tracking down some dwarves who had absconded with some gold. Later that night he sang it for the company around the campfire.

The Dwarf and the Troll:
"There once was a dwarf with a long black beard
And a great big chest of gold.
But with all that gold he still fret and feared
That some other might grow bold
As to take his chest that he held so dear
And to leave him without naught.

So he made up his mind to disappear
And to leave them all to rot.
So off to the woods with his gold he fled
There to live his life alone.
"My treasure is safe." To himself he said
"And my whereabouts unknown".

But not far away sat a big old troll
With other plans for that gold.
So into the camp of the dwarf he stroll
And took that dwarf in his hold.

Now off in those woods, with his belly full
And a chest of gold in his lap
The troll gnaws and gums on a dwarven skull
And settles down for a nap.

Well, it seems to me to be poor in things
But wealthy in friendships true
Is better by far than the wealth of kings
If you wind up in a stew.

A guide to writing songs by Zekrish

Now, being a literature major and having a great love for the language of Tolkien I decided to write every single song my elven character composes to add more flavour to the already rich setting. Since some people seem to think that it's hard and difficult to write rhyming exposes I've put together a simple guide! Remember: always try to write in your own language.

Notes on verse and meter

Most of Tolkien's songs are written in a style which is called *'ann-thennath'* (roughly translated: Long and Short Together) which is identical to what the real world call Iambic Tetrameter with an aabb rhyme.. Translated in to normal speech this simply means that every line consist of 4 iambs(= 8 syllables) whit every line rhyming ex:

"There might and glory, wealth untold
Were wielded from his ivory throne
In many-pillared halls of stone.
There beryl, pearl, and opal pale
And metal wrought like fishes' mail"

Please note that these rules are not set in stone. If one of your lines turns out to be 9 or 7 syllables it doesn't really matter as long as most of the poem consist of ''correct'' lines. It will of course take sound better if it's made correctly but that is very difficult. But enough of the boring stuff; let's get cracking!

Step 1: Theme and introduction

Decide on a theme for your poem/song: Wandering, Heroism, Beauty, The fall of Gondolin, A brave hero etc. For my poem I decide on a story I made up called The Black Swordsman about a Mercenary who has a change of heart. The themes I will be exploring are those of honour, judgment and heroism.

The opening of a poem written in iambic tetrameter usually begins with an introduction of the main character/concept or a request to be heard/inspired by muses (like in *The Iliad*).

For my poem we will start with an introduction of the main character: The Black Swordsman:

"I will tell you a tale from the east
of a man whose bloodlust never ceased
who only knew the lust for gold
who in battle fought; strong and bold
He was a famous mercenary
his skill with sword legendary
All knew that where his black sword swung
song of victory would be sung"

Step 2: the plot

The middle of the poem should continue the tale and lead to a satisfying ending. Keep your theme in mind and keep writing stanzas. Use a Rhyming dictionary if you need some inspiration:

"One day he was hired by a village
fearing that brigands would pillage
The swordsman swore he would serve them well
As long as their wall never fell
The battle was fierce and long
the swordsman fighting in the throng
Laughing as he swung his sword
his armour bloody, his voice a roar
Then suddenly the wall fell

the villagers screamed and yelled
they wished that it would have held
now awaited death for those who dwelled
But there in breach stood the swordsman
who fought on and never ran
in the dust and smoke he fought
and through the brigands a vale wrought
When the battle ended the villager crept
and when they found their hero they wept
around him lay all his fallen foes
but the swordsman had taken many blows
They carried him to a quiet glade
and sung about his bravery and blade
about how he defended old and weak
and refused to falter and retreat"

Step 3: The ending
It should be memorable and reinforce the theme:

"The swordsman was so amazed
as he listen to the peasants praise
never in his life had he thought
that someone would remember how he fought
He had lived from blood and terror
he forgot that love was so much fairer
now when he finally went to sleep
he felt proud as he heard them weep"

Last tip: Don't get discouraged if you find writing poems hard in the beginning. It does require some training and they usually get better if you work with them for a while; always returning with a fresh perspective. Hope this guide helps!

Generic weapon skills & changed starting weapons by Bocephas[V]

Dagger
Includes brawling, using/throwing daggers, using/throwing improvised weapons, using clubs/staffs.

Sword
Includes using short swords, swords, and long swords.

Axe
Includes using/throwing hatchets (see below), and using axes, long-hafted axes, great axes, and mattocks.

Spear
Includes using/throwing spears and using great spears.

Bow
Includes using small bows (see below), bows, and great bows.

Cultural weapon groups and favoured weapon skills would be gone. Instead, each culture would get a favoured weapon within one of the weapon skills.

Starting Weapon Skills now changed to:

Bardings:
1) Bow-2/Spear-1/Dagger-1
2) Sword-2/Spear-1/Dagger-1

Favoured Weapon: Great Bow

Beornings:
1) Axe-2/Spear-1/Dagger-1
2) Spear-2/Axe-1/Dagger-1

Favoured Weapon: Great Spear

Dwarves:
1) Axe-2/Sword-1/Dagger-1
2) Axe-2/Bow-1/Dagger-1

Favoured Weapon: Mattock

Elves:
1) Spear-2/Sword-1/Dagger-1
2) Bow-2/Sword-1/Dagger-1

Favoured Weapon: Bow

Hobbits:
1) Sword-2/Bow-1/Dagger-1
2) Bow-2/Sword-1/Dagger-1

Favoured Weapon: Short Sword or Small Bow

Woodmen:
1) Bow-2/Axe-1/Dagger-1
2) Axe-2/Spear-1/Dagger-1

Favoured Weapon: Long-hafted Axe

~traits~

new specialities by robin smallburrow et al

Acting (includes Disguise, Dancing)
Administration & Law
Alchemy
Archer/Marksman
Art (Painting etc.)
Astrology/Astronomy
Beekeeping (especially for Beornings)
Camouflage
Cartography/Geography
Circus Performer (includes Acrobatics, Jesting, Tricks etc.)
Fortune Teller/Foresighted
Gambling & games
Geology & Mining
Heraldry
Historian/Scribe
Horse Archer (see below re Riding)
Hypnosis
Interrogation/Torturer
Linguist (could be with historian)
Lip reading
Quick Draw
Riding [*I notice previous treatment has made this a virtue, but in my view s/be a specialty*]
Sea-craft (sailing etc.)
Strategy & Tactics (military)
Teamster
Trapping (this is a specialised skill as distinct from Hunting in general)
Unarmed Combat (especially for the monks!)
Weather Watching

Provisioner

"Better to have and not want, than to want and not have," is your motto. Your fellow travellers can usually rely on you to produce a useful item at need, or small tokens of comfort to keep spirits lifted.
This trait was inspired by this quote:

"I keep a treasure or two near my skin, as precious as Rings to me. Here's one: my old wooden pipe. And here's another: an unused one. I have carried it a long way, though I don't know why. I never really expected to find any pipe-weed on the journey, when my own ran out. But now it comes in useful after all." – Peregrin Took

Diplomacy

You are experienced in the arts of debate and bargaining, and can also invoke the might and influence of those you represent to strengthen your position.

Lore of the Earth (Dwarves only)
The Dwarves were made by the Vala Aulë, who they call Mahal, the Maker, and he taught them much lore concerning his province, the substance of the Earth. This trait includes everything in the Stone-Craft specialty, and it also includes knowledge of creatures that live in the earth, both natural and those corrupted by the Shadow.

Lore of Arnor (Dúnedain only)
Though the Kingdom of Arnor has declined since the high days of old, your line still maintains much of its wisdom. You have learned from the old maps and tales of the great days of the Kingdom, and you know the crossing paths of Eriador like the back of your hand. Lore of Arnor bestows the benefits granted by both Old Lore and Region Lore (Eriador).

Orc-work (Orcs only)
Orcs make no beautiful things, but many clever ones including machines, tools and instruments of torture, and they are delighted by wheels, engines and explosions. You are especially crafty in these gruesome and dreadful 'arts'.

Lore of Númenor
You know the ancient tales of Númenor, the Isle of Westernesse, and can both tell the tales of its mighty glory, and sing sad songs of its decline and fall. Your knowledge can lead you to treasures of the Men of the Sea, and perhaps guide you away from the dark path many of them trod. You gain the benefit of the Old Lore trait, and can speak the ancient tongue of the High Elves of the West, Quenya, which was used as a language of lore and scholarship in Númenor.

Peacemaker
You are a masterful mediator and diplomat and know the correct ways to appease many different cultures.

new distinctive features by robin smallburrow et al

Ambidextrous
City Dweller (means not used to rural)
Fell-Handed (like Helm the Hammerhand)
Flamboyant
Hidden Strength
Lucky (careful with this one as open to abuse)
Phobia (plenty to choose from!)
Rustic (not used to towns/cities)
Strong Willed
Tiresome (tough one to play in a Fellowship)
Tolerant
Weak-willed

Accepting
You've had ill luck in your life lately, to say the least. You've learned to make the best of bad situations.

Sensible
You have a healthy dose of common sense and you are happy to display it when the need calls for it.

~Virtues and Rewards~

new masteries by docbadwolf et al

FIGHTING STYLE VIRTUE: PARRYING WEAPON by docbadwolf

You can use a shortsword or dagger in your offhand to gain a +1 bonus to your parry rate. If an enemy attack shows a Gandalf Rune on feat die, your next attack against them also disarms them, if you get at least one 6 on a success die.

ARMOUR MASTERY by mogul76

You have become accustomed to moving and fighting in armour.

Reduce the Encumbrance rating of any armour you are wearing by its number of Protection dice.
This Mastery may only be picked once.

ABSORB IMPACT by Mogul76

(Requisite: Armour Mastery)

Protection given by armour helps to prevent wounding blows, but it can also soften the impact of less dangerous attacks. Instead of letting themselves to be knocked back by their opponent, skilled fighters may use their armour to absorb the shock of an attack, exposing none but the most protected parts of their body.

Such a character makes a Protection Test against a Target Number equal to the Injury rating of the weapon used by the attacker. If the result doesn't produce any T icons (or 6's), the Absorb Impact attempt fails, even if the total result matches or beats the TN.

If the roll doesn't match or beat the Target Number and the player gets an Eye icon on his feat die, a piece of the armour breaks and it becomes damaged. Damaged armour can't be used to Absorb Impacts and all Protection Tests are now made as if the character is Weary.

If the roll matches or beats the Injury rating AND the player obtains at least one T icon (or 6) on his rolled Success dice, he halves the Endurance loss caused by the attack.

TWO WEAPON FIGHTING by michebugio

The character was taught the exotic art of two-weapon fighting by a dexterous master, and can make rapid, dangerous flurries with both his weapons. While he is fighting with two weapons, whenever he hits an opponent he can roll his Feat dice, and on a result of 8 or more, he deals additional damage equal to his off-hand weapon Damage.

If the result of this roll is also equal to (or greater than) the Edge score of the secondary weapon, the opponent must make a Protection check against the Injury TN of the secondary weapon to avoid getting WOUNDED.

TWO WEAPON FIGHTING Version 2 by Rich H

You wield two, one-handed weapons with lethal grace and potent skill. This is limited to club, dagger, hand-axe, mace, morning star, short sword, and sword. The encumbrance value of both weapons must be calculated for determination of Fatigue

(paired daggers have an Encumbrance of 1). One weapon must be designated the primary; the other is the secondary.

The bonus of dual wielding depends on your current Stance:
Forward: Reduce the Edge of the primary weapon by one.
Open: Increase Injury TN of the primary weapon by two.
Defensive: Add a parry value equal to the Encumbrance of your secondary weapon to a minimum value of 1. This is not the paired total, just a single weapon, so daggers have +1 (due to the minimum value rule) while swords add +2 parry.

In all cases, only a single attack roll is ever made and no more than a single target can be attacked per turn.

TWO WEAPON FIGHTING Version 3

You have to choose which one of the weapons you are wielding is primary (regardless of the hand which is holding it) and roll your attack as usual.

If the attack hits an enemy, roll the Feat die again: on a roll of [Gandalf minus your Weapon Skill in Secondary weapon], you inflict an additional loss of Endurance equal to the Damage rating of said secondary weapon.

If the regular attack roll didn't inflict a Piercing Blow but extra damage was inflicted, the result of the additional Feat die is compared with the Secondary Weapon's Edge, and a Piercing Blow may now be inflicted to the enemy by the secondary weapon following the usual rules (including any relevant Reward associated to the weapon, etc.).

In no case can this Mastery be used to inflict two Piercing Blows for the same attack.
After acquiring this Mastery you may further increase your expertise in this combat style by acquiring Web of Steel or Deflect as endeavours during subsequent Fellowship Phases.

Web of Steel: You may spend a Fellowship phase and 4 experience points to learn tricks, feints and how to weave a web of steel at your enemies until they remain off guard.

You lower by 1 the result needed on the additional Feat die to inflict extra damage with your secondary weapon (and possibly inflict a Piercing blow, following the usual rules).

Deflect: You may spend a Fellowship phase and 8 experience points to learn how to efficiently parry blows with both your weapons.

When you are in a close combat stance and are wielding two weapons your Parry rating receives a bonus of +1.

EXAMPLE
Walcaud, a Beorning with the Dual Wielding Mastery, is fighting a Black Uruk in a Defensive Stance.
He's wielding his father's Axe (Grievous, Axe Weapon Skill 4) and a strange Sword (Keen, Sword Weapon Skill 1) found in an ancient barrow along the shores of the Great River.
He decides the Axe is the primary weapon for the round and rolls 7 (Feat), 6, 4, 3, 1, beating TN 19. He inflicts 13 Endurance points to the enemy (5 Axe Damage + 2 Grievous + 6 Damage Bonus for Great Success).

He now rolls another Feat die for the secondary weapon and scores 9 (10 was needed, he rolls a Gandalf so G - Sword Weapon Skill 1 - 10), inflicting no extra Endurance loss and no Piercing blows because his Sword Weapon Skill is too low, even if the Keen Sword would normally pierce with an Edge of 9.
Should Walcaud raise his Sword Weapon Skill to 2 or gain Web of Steel, in the same situation he would inflict 5 more Endurance points (Sword Damage rating) and inflict a Piercing blow requiring a Protection test at TN 16 (Sword Injury rating).

DEFINING TRAIT

"*Then Beren put forth his left hand, slowly opening its fingers; but it was empty. Then he held up his right arm; and from that hour he named himself Camlost, the Empty-handed.*"

Every adventurer has traits that make them distinctive, but for some these traits go beyond the level of simply distinguishing them from others, and raised to the level of an essential feature. You have one such trait, and when the minstrels sing of your deeds, you will undoubtedly be known for it.

Choose one of your Traits. From this point on, you can no longer change this Trait as an Undertaking, it becomes a permanent fixture of your character.

You gain benefits from integrating a feature so firmly into your legend. Once per session, you may improve the bonus gained from the Trait.

If you invoke this Trait to automatically succeed on a Common skill roll, you receive a Great success instead of a normal success. If you invoke the trait to allow you to make a roll you would not otherwise be allowed to, you may choose to simply have a normal success on the roll, instead of rolling.

Finally, if you invoke a Trait after making a successful roll, the Loremaster should treat the roll as one step more significant when it comes to deciding whether to award you an advancement point.

SECRETIVE

"*You are not wise to be glad of the Yellow Face. It shows you up. Nice sensible hobbits stay with Smeagol. Orcs and nasty things are about. They can see a long way. Stay and hide with me!*"

You know how to keep hidden and not attract attention while travelling, and how to avoid speaking of matters that would draw dangerous attention while in company.

Reduce the amount you contribute to the company's Starting Eye Awareness Score by 1. This cannot reduce your contribution below 0, but it can compensate for the increased Eye Awareness from having high Wisdom or Valour, or from carrying a Famous Weapon or suit of Armor.

STAVE FIGHTING by Zedturtle

You have trained to be an expert wielder of the long staff in combat.

As long as you are not in a confined space you may add the Encumbrance value of your staff to your Parry score.

~Cultural Virtues~

HOUSE RULES ON ELVES OF MIRKWOOD VIRTUES by Michebugio

-Folk of the Dusk-

When an Elven character is inside a forest or under the earth, or it is night, his Cultural Virtues (whichever he may have) change as follows:

Deadly Archery: The bonus attribute to attack given by the Virtue becomes Favoured Heart score instead of the base Heart score.

Elvish Dream: In addition to the benefits described in Rulebook, if the Elven character gets a prolonged rest in a forest, under the earth or during the night, he recovers 2 Endurance points plus his Favoured score of Heart, instead of 2 points plus the base score of Heart.

Shadow Bane: In addition to the benefit described in Rulebook, if the Elven character is fighting in a forest, under the earth or during the night, when he is in the Forward stance he uses his Favoured Body score to determine his melee Damage against servants of the Shadow.

The Speakers: No modifications.

Wood Elf Magic:

Stinging arrow: when spending a Hope point to obtain either effect in the description, the ranged Damage for this attack is the Favoured Body score if the elf is fighting in a forest, under the earth or during night.

Elf-lights: When in a forest, under the earth or during night the effect is doubled (i.e. 2 points of Hope or Hate must be expended to resist the effect, and the weary penalty lasts for 2 rounds).

Enchanted sleep: Inside a forest, under the earth or during night, the maximum Attribute Level that can be affected is 7.

HIGH ELVES OF RIVENDELL CULTURAL VIRTUES by Kelly Pedersen[vi]

-Wisdom Learned in Sorrow-

"...for though the beauty of the Quendi in the days of their youth was beyond all other beauty..., it has not perished, but lives in the West, and sorrow and wisdom have enriched it."

The High Elves of the West know the Shadow well - it has weighed on their souls since they came to Middle-earth, and often, the weariness and despair it fosters is the cause of their leaving Middle-earth again. But the wisest of the Elves have learned that even darkness can be turned to beauty, and evil deeds nonetheless good to have been. They can take heart that, in the darkest night, light shines out the clearer.

To take this Virtue you must have at least one Common skill already marked (as per *Rivendell* supplement rules). Choose one skill you have marked. From now on, when you roll an Eye of Sauron on the Feat die when rolling that skill you still automatically fail, but you no longer gain Shadow points.

In fact, the first time you roll the Eye of Sauron on the marked skill during a session, you lose Shadow points equal to your Wisdom. Further Eye of Sauron results on the same skill in the same session do not heal more Shadow points, but they never result in Shadow gain.

This virtue can be taken multiple times, once for each marked skill you have.

ART OF DISAPPEARING (HOBBITS OF THE SHIRE) revised by Falenthal

"*...one poor hobbit coming in from battle is easily overlooked.' 'It's not always a misfortune being overlooked,' said Merry. 'I was overlooked just now by—no, no, I can't speak of it.*"

By spending 2XP and taking a Fellowship Undertaking, a Hobbit who has learned the Art of Disappearing Virtue can use it to his advantage in battle by learning Overlooked.

Overlooked: During a Combat engagement with more enemies than heroes, adversaries will tend to engage another companion if they can [a human sized hero can be engaged by 3 normal sized or 2 giant sized adversaries].

If the Hobbit decides to use the Art of Disappearing ability and spends a Hope point to disappear from the scene at the beginning of combat (before Onset), he may reappear at any moment (during the company's turn) attacking any target, even those in Rearward position.

For his first attack he can add his Valour rating to both Damage and Injury. He may also use the Combat Advantages dice obtained by his companions as usual. (As he has to disappear before Onset, the Hobbit doesn't get to roll for Combat Advantages).

~new cultural virtues by jamesrbrown et al~

CULTURAL VIRTUES -BEORNINGS

-Animal Friend by Jamesrbrown-

"Beorn said something to them in a queer language like animal noises turned into talk. They went out again and soon came back carrying torches in their mouths..."

You have observed Beorn and his dealings with his animal friends long enough to learn their strange languages. At any time you may talk with the ponies, sheep, rams, dogs and other domesticated animals that reside in the settlements of the Free Peoples. They are friendly toward you and desire to serve you within their animal limitations. Evil or wild animals cannot be conversed with, nor commanded, in this manner.

By spending a point of Hope, you may endue a group of these animals with subtle magical qualities, allowing them just enough power to accomplish the tasks of men, such as walking on hind legs while using fore-feet to carry things. This power lasts for a few hours and diminishes quickly if you leave their presence.

DUNEDAIN OF ARNOR CULTURAL VIRTUES by Kelly Pedersen

-Against the Unseen-

(As per the Rangers of the North virtue)

-Heir of Arnor-

"Already you have raised the banner of the Kings and displayed the tokens of Elendil's House. Will you suffer these to be challenged?"

(As per the "*Birthright*" Barding Cultural Virtue, except that standard of living is only raised to Prosperous)

-Deadly Shafts-

"The Men of the Sea sent before them a great cloud, as a rain turned to serpents, or a black hail tipped with steel."
(As per the "*Fierce Shot*" Barding Cultural Virtue)

-The Dignity of Númenor-

"*...you have an air too, sir, that reminds me of... wizards." "Maybe you discern from far away the air of Númenor.*"
The pride and wisdom of the Men of the West is revealed in you. You gain strength of spirit from your heritage, and others who you speak with are impressed, giving your words more weight.

Add 1 to your starting Hope score.

Instead of using Wisdom or Valour when calculating the starting Tolerance for an encounter, add both virtues together and use the total to calculate the Tolerance.

-Steeds of the West-

"*And indeed the love that the horses of the Rangers bore for their riders was so great that they were willing to face even the terror of the Door...*"

You possess one of the mighty horses of Arnor, descended from sires brought from Númenor, and they from steeds brought by the High Elves from the Blessed Realm. Such beasts are more intelligent and hardy than any on Middle-earth, and will face dangers with their riders and aid them in times of strife.
Your steed is sure-footed, and possesses great endurance. It can follow you on any terrain you can travel across, and bear the weight of some of your gear.

You may either: reduce the Encumbrance of your gear by 6 OR reduce the Encumbrance of both your gear and a single companion's by 3 for travel purposes.

If you use your mount in combat you put it at risk. When you are engaged in battle, if an attack aimed at you produces an Eye of Sauron the blow hits and automatically wounds your horse instead (in place of the effects of a normal hit). You may prevent this by taking the automatic wound yourself (you cannot roll for Protection).

A wounded horse is put out of combat for the remainder of the scene, and will return at your side at the start of the next session only if you succeed in a Healing roll with a TN of 16. If you fail, the horse will not recover until the next Fellowship phase.

The training of a Steed of the West is an endeavour in itself. When you first choose this Virtue your mount learns one particular tactic to aid you in battle as described under War-Trained below (without paying the Experience point cost). You can train him in additional combat manoeuvres as well as to Support you in the use of certain skills, as a separate Undertaking during later Fellowship phases, as follows:

War-Trained: These abilities represent training in specific tactics of mounted combat that your steed has received. Your mount knows one for free when you receive him. You can train additional tactics by spending 3 experience points and using an Undertaking, as described above.
Trample Foes: While fighting mounted in a Close stance, your mount has been trained to support your attacks with its own. When you successfully make an attack, you may add your Valour rating to your Damage rating.

Quick-Hooved: Your mount has been trained to make quick dashes in to bring you closer to a foe and then carry you back out to safety. When making close combat attacks from Open or Defensive stances, you may reduce the combat TN by 3.
Stable Gait: Your steed is an exceptionally smooth runner, allowing you to make accurate shots from further away. When making a ranged attack from the Rearward stance, reduce your combat TN by 2.

Support: You can train your steed to assist you in one activity. A horse can be trained to support you when making any one of the following skill rolls: Awareness, Awe, Inspire, or Travel. It takes a Fellowship phase Undertaking AND one Experience point to teach your horse to complete an additional task.

When you are making a roll using one of the skills imparted to your horse, you may roll the Feat die twice, and keep the best result.

DWARVES OF THE BLUE MOUNTAINS CULTURAL VIRTUES by Kelly Pedersen

Blue Mountain Dwarves can access the following Dwarves of the Lonely Mountain Virtues: Broken Spells, Durin's Way, Old Hatred, The Stiff Neck of Dwarves.
In addition they can choose from the following Virtues.

-Lore of Fallen Mansions-

"*In the ruins of the Dwarves, a dwarf's head will be less easy to bewilder than Elves or Men or Hobbits.*"

Many of the mansions of the Dwarves of the Blue Mountains now lie in the hands of servants of the Shadow, the lairs of orcs, trolls, and other, fouler things. But the Dwarves keep records and tell tales of their ancient homes, and do not forget easily, and a dwarf finds it easy to understand the structures of the Dwarves even if he has never heard of it before.

When you are in any structure that dwarves once built you reduce the TN for all Travel, Stealth, Awareness, Search, Explore, Riddle, and Battle skill rolls by two difficulty levels.

DWARVES OF DUNLAND CULTURAL VIRTUES by Ernst-Jan

Dwarves of Dunland have access to the following Dwarves of the Lonely Mountain Cultural Virtues: *Durin's Way, Old Hatred, The Stiff Neck of Dwarves*.

In addition, they may choose from the following Virtues.

-Well-Travelled-

Though your way is one of caution and mistrust, you have had dealings with many Folk and have ranged far, and have developed an easy manner when dealing with others.

Whenever you encounter the leader of a group or Folk for the first time, you are considered to have an extra amount of success dice to spend equal to your Wisdom rating. These can only be used in rolls involving Awe, Courtesy, and Persuade.

-Craft-Lore of Curunir-

Across the Misty Mountains lives the white wizard Saruman in his sheltered vale of

Isengard. Of late, the wizard has been interested in many forms of craft, including jewel-smithing. He has recently learned of the existence of the Hollow-Hold (see Part 8) and its furtive Dwarves, and has, on occasion, acquired the services of some to assist in the interpretation of some more obscure forms of smithing. You were among these Dwarves, and though none of you has been of any significant help, the time spent in the smithy of Orthanc has given you mastery over a few more refined techniques. *[LM Note: This may make for an interesting Adventuring Phase].*

You can now spend a Fellowship Phase crafting an Armour piece, customizing it to the features of its intended bearer. If successful, the Armour gains a +1 to Protection. You may later undertake this again for a total of a +2 to Protection.

DWARVES OF KHAZAD-DUM CULTURAL VIRTUES by Kelly Pedersen

-*Mithril* Crafter-

"*The wealth of Moria was not in gold and jewels... nor in iron... all things that they desired they could obtain in traffic. For here alone in the world was found Moria-silver... It's worth was ten times that of gold...*"

Among the many dwarves of Khazad-Dum who are skilled in crafts, you are the elite - a worker of truesilver or *mithril* as the elves call it. Your status among your people is high, and you never run short of wealth, for the dwarves say that those whose hands shape *mithril* will ever run with gold.

Add +2 to your Standing. Your Standing will not decrease below 2 during a Fellowship phase.
Additionally, during any Fellowship Phase that you spend in Khazad-Dum, you may perform the *Forge Mithril* Undertaking (see Part 5 below).

-The Craft of Narvi-

You have studied from one of the last masters of the line of Narvi, the dwarven crafter of the Second Age who worked with the elf-smith Celebrimbor, creator of the Rings of Power. Narvi's secrets lend your works an even greater degree of potency than even the usual standard of the Dwarves of Durin's Folk.

You learn how to Evaluate Treasure when you first select this virtue. You may later master the skill of making items of Peerless Craft as your undertaking, and spending 1 Experience point during a Fellowship phase; finally, you discover how to Enhance Equipment by spending another Experience point as another Undertaking during a later Fellowship phase.

Evaluate Treasure: (As per the Evaluate Treasure feature of the "*Artificer of Eregion*" Cultural Virtue of the High Elves of Rivendell in the *Rivendell* supplement).

Peerless Craft: Choose the *Dwarven-smithing* Undertaking (see Part 5) to craft an item of surpassing quality, which can be used by a hero to make their tasks easier.

- You may make an item that grants a bonus to a Common skill. Choose an appropriate item for the skill in question (a harp for Song, a staff for Travel, a fine set of clothes for Inspire, etc). The companion who

uses the item gets a +1 bonus to the skill. You may later undertake to further embellish the item for a total bonus of +2.

The improvement bonuses to an item last until the hero using it spends Advancement Points to improve the skill it grants a bonus to. When this happens, the companion loses the bonus, but you may eventually enhance it again. Restoring the bonus still requires the *Dwarven-smithing* Undertaking, but in this case only 3 crafting points need to be accumulated, not 6, and no Treasure has to be spent. If you already enhanced the item's bonus to +2 previously, only one new Dwarven-Smithing Undertaking is required to restore the full +2 bonus.

Enhance Equipment: Choose the *Dwarven-smithing* Undertaking to retire to your smithy and improve a weapon to make it more deadly, or improve a piece of armour to make it lighter or more protective.

- When you first enhance a weapon in your smithy, its user gains a bonus of +1 to all his attack rolls using the customised weapon. You may later undertake to improve the same weapon once again, for a total bonus of +2.
- When you first enhance a piece of armour, it gains either +1 to Protection rolls or -1 to its Encumbrance rating. You may later undertake to improve the same piece of armour again, to either increase the first improvement to +2/-2, or to apply the other improvement you didn't already choose.

Improvement bonuses to a weapon are applied until the hero wielding the weapon acquires a new level in the related Weapon skill, whilst improvement bonuses to armour last until the hero wearing it increases either their Valour or Wisdom. When this happens, the companion loses the associated bonuses, but you may eventually enhance it again, repeating the customising procedure.
Note that while certainly skilful, you cannot improve the craftsmanship of old: you may only enhance a weapon that does not already possess Enchanted Qualities.

-Fast Friends-
The Dwarves are bitter foes, it is known. But they are also firm in friendship to those who they have given their trust to. You are known as one who gives their heart deeply when they form bonds of fellowship.
Raise your starting Hope score by 1.

In addition, your Fellowship Focus is improved. If your Fellowship Focus is unharmed at the end of a session, you regain 2 points of Hope instead of just one.

In addition, if you choose the Defend Companion action in combat to defend your Fellowship Focus, you may use your favoured Wits attribute for your Parry rating against any attacks redirected to you from your focus.

-The Mountain Race-
The Longbeards have lived in the hearts of the mountains for thousands of years, and though they love to light their halls with magical lanterns, they are not afraid of the darkness.
You never suffer a penalty to any rolls due to darkness.
In addition, whilst in darkness you may add your Wisdom to your Awareness, Search, and Explore skill rolls.

ELVES: SONGS OF HOPE AND HOME - A 3XP Elf Magic spell by aramis

(This Virtue is available to all Elves)

An Elf with this spell may spend several (3-4) hours in a relatively safe place singing songs of good cheer, in hopes of restoring the Hope of weary fellows. The elf gains no hope themselves for this, and rolls Song against the local terrain's travel TN, with success level establishing the level of success others may benefit from.

Those attempting to gain hope from the songs must sing along, they must also roll Song vs the same TN, regaining one hope on success, two on great success, and 3 on exceptional success, but never a higher level than the elf singing obtained.

If multiple elves with this spell are singing, others are limited by the total 6's rolled between all casters, and each caster is limited by the total without their roll for their own Hope gain; their song roll to cast is also their roll to regain Hope. No one may benefit from this more than once per 6 days (the elven week), though a given elf may perform the spell daily.

ElVEN MAGICAL VIRTUES by mim (usually only available to Elves)

-Create Light-

You may create light, typically on your hand or at the end of your staff.
You can vary the intensity and colour of the light as you wish, though it is equal to that of a strong torch at most, sufficient to light a twenty-foot radius, under most circumstances, or a slightly larger area at night or underground. This spell lasts for one success dice in hours per point of your Heart rating.

-Blazing Light-

You may now cause your Create Light to blaze with a magical flare of great intensity, almost as bright as the sun.
This blaze quickly dies out, but while it burns, it is as though night turns to day: creatures who are harmed by the sun suffer accordingly (monsters with Hate Sunlight suffer the loss of one point of Hate, and those with Denizen of the Dark lose the associated advantage for three rounds).

-The Light of the Stars-

You learn how to bestow the blessing of Elbereth upon your magic.

By spending a point of Hope, you may cause your *Create Light* to burn with the pure light of the stars—bright enough to pierce any gloom. This light flares for a limited time (a number of rounds equal to your Wisdom rating) but while it burns creatures of the Enemy cannot engage you in close combat unless they spend three Hate Points.

In addition, you can scorch the Enemy with one success dice of the Light of the Stars damage, out to a maximum range of sixty feet plus your Heart rating.

Once the Light of the Stars goes out, you can cast the spell again at the cost of one point of Hope.

ELVES OF LINDON CULTURAL VIRTUES
by Kelly Pedersen

-Deadly Archery-
(As per the Elves of Mirkwood Cultural Virtue)

-Elvish Dreams-
(As per the Elves of Mirkwood Cultural Virtue)

-Shadow Bane-
(As per the Elves of Mirkwood Cultural Virtue)

-The Speakers-
(As per the Elves of Mirkwood Cultural Virtue)

-Elf-Song-
"*But at that moment came a sound like mingled song and laughter. Clear voices rose and fell in the starlit air. The black shadow straightened up and retreated.*"
You have learned the arts of elven-song, which can bring the light of the Blessed Realm and the love elves hold for all the things of the world untouched by the Shadow into your words. With the right song, you can lift the spirits of others, turn back the servants of the Enemy, and call forth the images of your thought.

When you first take this Virtue you learn the secrets of *Songs of Hope*. You may later master the art of *Fair Visions* as a Fellowship Undertaking and spending one Experience point during a Fellowship phase.
Finally you discover the secret of *Songs Against the Shadow* by spending another Experience point as another Undertaking during a later Fellowship phase.

Songs of Hope : When you make a successful Song roll to Rally Comrades (p.179 Rulebook), you may then spend a point of Hope. If you do so, the amount of Endurance recovered by your comrades is doubled.

Fair Visions: You can cause the visions of your mind to be revealed to others, whether as images in their minds eye, or as the semblance of true objects in the world (though they lack substance). This can be used for many purposes, such as aiding in accurate descriptions of people or objects you are searching for, but it can be of great help when communicating, as those you speak to can read the thoughts behind your words, even if they do not understand your language.
If you know how to create Fair Visions, you may make a Song roll at TN 14 to communicate with any creature who can speak and hear your words.

Songs Against the Shadow: Before combat begins if all potential foes have attribute levels equal to your Heart or lower, you may make a Song roll at TN 10 plus the highest Attribute value among the enemies, plus an additional +1 to the TN for every 3 foes, to drive them back.

If successful, the foes will retreat for a time, although determined enemies may track you and attempt to attack again later, if you cannot lose them.

In combat you may make an Intimidate Foe action using Song instead of Awe or Battle. If your roll is successful, you may spend a point of Hope and add 1 to the Hate points lost by the foes.

ELVES OF MIRKWOOD NEW CULTURAL VIRTUE

Two-Weapon Fighting.
If you are fighting with two weapons, both must be one-handed weapons. The secondary weapon cannot be larger than a short sword* or larger than your primary weapon. When you successfully hit an enemy roll the Feat die again: on a roll of 8+ you inflict an additional loss of Endurance equal to your Damage rating plus the Damage value of your secondary weapon. Your secondary weapon can be used to defend as if you were using a buckler (for a dagger) or as a shield (for any other weapon).
* Secondary weapons are limited to: dagger, short sword, axe or club.

MEN OF BREE CULTURAL VIRTUES by Hermes Serpent

-Militia Spearman -

The Men of Bree have long seen to their own defence, not trusting to some remote authority to save them. However, the enemies they have faced in the past have been brigands and ruffians rather than trained soldiers. The drilling of the militia under the Sheriffs of the town were always a source of entertainment and more an occasion for meeting friends and sinking a beer or few. They have sufficient training to stand together and keep their shield and spear steady.

A Man of Bree taking this Virtue may spend a point of Hope to use Protect Comrade for an Ally even if they have not declared a protected ally at the start of the combat round or are not in Defensive Stance. They add +4 to the TN for hitting the original target but lose their next opportunity to attack.

-Solid in a Fight-

The militia of Bree are farmers and tradesmen but they are fighting to defend their way of life. They take comfort in having friends and neighbours around them in a fight. Having another Man of Bree fighting alongside them gives them support and a feeling of solidarity.

A Man of Bree taking this Virtue may recover twice the normal number of Endurance points from a Man of Bree using the Rally Comrades Combat action.

MEN OF DOL AMROTH CULTURAL VIRTUES by Artorusaurus Rex

-Knight of the Silver Swan-

Through either years of long study and toil, or a single, shining moment of heroism, you have been dubbed one of the legendary Knights of Dol Amroth, or Swan Knights.

When you first take this Virtue, raise your Standing by 1.

Additionally you learn the skill *First into the Fray*.

You may later, as your undertaking in a Fellowship phase, take a Squire under your tutelage at the cost of 1 Experience point.

Finally, you may spend another Experience point and another Fellowship Undertaking to become a Champion of Dol Amroth (see

below).

-First into the Fray-
A Swan Knight, driven by both loyalty to Dol Amroth and by desire for renown, will never be caught behind the front-lines.

Under any circumstances (unless you are surprised) you may select a target after the Opening Volleys of combat and make a melee attack. If you roll a "G" on this attack, you inflict an automatic Wound on your target. It does not have the opportunity to roll for Protection. If you roll an "EYE" on this attack, you take a Piercing blow. You may roll for Protection, but you must roll the Feat die twice and take the lower result.

-Squire-
You have grown in stature enough that you have attracted a young person who requests to be your Squire and learn under you. And you have agreed to it. You will impart on them all the training, wisdom, and inspiration you can, and they will assist you with a variety of tasks.

Pick two common skills. From now on when using those skills, you may roll the Feat die twice and keep the higher result.

Your squire does not assist you in combat. Additionally, if you retire your character, you may begin to play as your Squire, and you will automatically start with a Maximum Hope 2 points higher than normal for whatever culture your Squire comes from.

-Champion of Dol Amroth -
(*Requisite: Knight of the Silver Swan Virtue*)
You have become a Knight among Knights. A true reflection of the ideals and glories of Númenor. Those who call you friend draw Hope from your presence, and your enemies fear you.

Increase your Fellowship rating by +1. Additionally, when you roll a "G" in combat your target loses 1 point of Hate.

-Elven blood-
"...Legolas looked at him and bowed low; for he saw that here indeed was one who had elven-blood in his veins."
Though thin, the blood of the Sindar flows in the line of Princes. And it is said trace amounts of that blood can also be found among the rest of the Men of Dol Amroth. There is...something different about you that has begun to manifest. Something ever so slightly otherworldly. Perhaps there is truth to the tales?

Gain the traits Elf- Friend and Fair, and Tolerance modified by +1 for all encounters with non-elves.

-Sea-legs-
Men of Dol Amroth tend to have experience with seafaring, whether they're true Mariners or not. You are no exception, and you have a strength and balance about you that only comes from spending time at sea.
Gain one free combat advantage die at the onset of combat.

Additionally, if you are fighting on water, boats, rafts, or other precarious surfaces, each of your attributes (Body, Heart, and Wits) is considered to be 1 point higher.

-Lancer-
Fighters from Dol Amroth train from a young age to use spears with great efficacy. Spears and lances are weapons of choice for the Swan Knights when they charge into combat, and also for the Mariners to throw from the decks of ships.
The first attack you make with a Spear in

combat will enjoy a free upgrade in quality if successful. A success becomes a Great success, a Great success becomes an Extraordinary success. A failure is still a failure. You may spend a point of Hope to do this with any given successful spear attack after your first attack.

-Defiance-
The Men of Dol Amroth have always, and will always ride openly against the Shadow. They do not fear to challenge the darkness. At the onset of combat, you may choose one target. That target may only attack you for the remainder of the upcoming battle, unless it spends a point of Hate to attack another. This lasts until the target is defeated, or you are unconscious, or dead. Your companions in Defensive stances may still spend points of Hope to defend you from this target's attacks as normal. This skill may only be used against targets with 6 Hate or fewer.

ORCS OF THE MISTY MOUNTAINS CULTURAL VIRTUES by Michebugio:

Due to the variety of orc breeds, they are said to possess all sorts of malicious and dangerous qualities. Many of these Virtues bear the taint of the Shadow, and could be attributed to the Dark Power's influence over the ages. What is certain is that nobody question the fierceness with which the Orcs carry out their invasions, sparing no weapon at their disposal.

-Uruk-Hai Fighter-
"*We are the Uruk-hai: we do not stop the fight for night or day, for fair weather or for storm. We come to kill, by sun or moon.*"

You belong to an improved breed of the uruks, black orcs of great strength that first appeared out of Mordor. Not only you are larger, but you can withstand the light of the day without being weakened and you've been trained in the use of better weapons.

Raise your maximum Endurance score by 3 points.

Additionally, from now on you do not lose 1 point of Hate when fighting under the light of the sun, and the Encumbrance of any broad-headed sword and broad-headed spear you wield is reduced by 1.

-Goblin Archer-
"*He leaped into the waters, but the Ring slipped from his finger as he swam, and then the Orcs saw him and killed him with arrows.*"

Most members of your kin possess a natural talent for aiming in the dark when using their horn bows. You seem to possess that quality yourself, as your arrows find their target with terrible precision.

When you are inside a thick forest or under the earth, or it is night, add to your ranged attack rolls a bonus equal to your basic Heart rating.

-Servant of the Necromancer-
"*The Orcs in the service of Barad-dûr use the sign of the Red Eye.*"
You've been a servant of the Necromancer in Dol Guldur for a long time, torturing slaves and acting as a lieutenant for the Dark Lord. Your evil deeds have elevated you among the ranks of the other orcs, marking you as one of the most cruel of your kind.

Raise you maximum Hate score by 1 point. Additionally, you enjoy a bonus of +2 to your Standing.

-Snuffler-

"*Orcs were as keen as hounds on a scent, it was said...*"
Your wide nostrils have made you a "snuffler", a tracker of intelligent quarries. Your scent is greatly enhanced and lets you follow tracks or recognize a smell better and at a greater distance than any other orc.

When you make a roll using a Perception or Survival skill in a situation where you can use your sense of smell, you always add your Attribute score to the result, as if enjoying an Attribute bonus.

-Warg Rider-

You made an alliance with a Warg of the North, which you now use as a mount.

Reduce by 1 the amount of Fatigue increase generated by each Fatigue test during any journey (as if you were riding a Pony), and you can now cover 30 miles of distance in an average day of travel, instead of 20.
You can make additional bargains with the Warg, to gain the same benefits as those described under the Hound of *Mirkwood* Virtue of the Woodmen of Wilderlands.
When you first choose this Virtue the Warg agrees to assist you with one Common skill as described under Support (p.112 Rulebook) without paying the Experience cost.

You can bargain to be supported in additional skills, as well as to be assisted in combat (through Harass Enemy and Protect as per p.112) as a separate Undertaking during later Fellowship phases and at the price of additional Experience points, as described in the *Hound of Mirkwood* Virtue.

But such benefits come with a price: a Warg of the Wilderlands is a vicious beast, always ready to betray his orcish companion at the first sign of weakness.
If you become Wounded or Poisoned during a fight, make a Valour check immediately after the battle ends: on a failure, the Warg attacks you!

Use the stats of a Wild Wolf for this fight (p.246). The Warg automatically wins the initiative and you are forced to fight in Forward position for the first turn. Your companions can join the battle and help you fighting the beast only starting from your second turn of combat, if they wish... and if you aren't already dead.

The Warg stops fighting when reduced to half his Endurance or less, or if he becomes Weary. At this point, he will keep assisting you and won't attack again while you're healing (unless you become Wounded or Poisoned after another battle). If you kill the Warg you don't lose the benefits already gained with this Virtue, but you won't have the assistance of another Warg until the next Adventuring phase.

RANGERS OF ITHILIEN CULTURAL VIRTUES by zedturtle

Rangers of Ithilien have the following Virtues:
Birthright (as per Bardings Virtue)
Fierce Shot (as per Bardings Virtue)
Steward's Man (as per Bardings King's Men Virtue)
Ways of the Wild (as per Rangers of the North Virtue)
Woeful Foresight (as per Bardings Virtue)

~new calling virtues by lukez et al~

-Emissary-

Adamant Resolve
When making a Corruption or Valour test, add your Awe skill rank

Master Negotiator
Once per game session can reroll the Feat die for a social skill (Courtesy, Persuade etc.) and choose the better result.

Magnanimous
Requisite: Master Negotiator
At the beginning of an Encounter you can make a Persuade test to endear yourself to the other party to improve their reactions to you. The TN depends on the other side's initial reaction: TN 12 (Co-operative), TN 14 (Indifferent), TN 16 (Unco-operative), TN 18 (Hostile).

-Scholar -

Darker Secrets
Add your current Shadow score to all Lore and Riddle rolls.

Learned Insight
Add one to the player-hero's Standing for appropriate intervention determination. In addition, for a point of Hope, add favoured Wits to an Encounter Interaction task or test.

Well-Read
When in a library, or other location of exceptional learning, you may upgrade the quality of a successful Lore roll by one level. In addition, you may comprehend and communicate in languages in a manner similar to a trader; you know a smattering of many tongues, enough to relate basic concepts.

Linguist
You have a keen interest in languages and ancient scripts. Learn one additional language of your choice (subject to LM's approval).
In addition, whenever making a Lore test involving languages, writing (magical or otherwise), or runes, you may roll the Feat die twice and take the better result.

-Slayer-

Dual Wielding
You wield two, one-handed weapons with lethal grace and potent skill. This is limited to dagger, short sword, sword, and axe. The encumbrance value of both weapons must be calculated for determination of Fatigue (in this case, paired daggers have an Encumbrance of 1).

One weapon is designated the primary, the other is known as the secondary. The bonus of dual wielding depends on the player-hero's current Stance:
Forward: Lower Edge of the primary weapon by one.
Open: Increase Injury TN of the primary weapon by two.
Defensive: Add a parry value equal to the Encumbrance of your secondary weapon (not paired total, just a single weapon, so daggers have +0 while swords add +2 parry).

Otherwise, in all cases only a single attack roll is ever made with the primary weapon and no more than a single target can be attacked per turn.

Foe
Add your weapon's Encumbrance rating to the Endurance damage caused on a successful hit against your specified enemy (via Enemy-Lore).

Know Thy Enemy
Roll one additional Success die when rolling Battle to determine combat advantage against your specified enemy (via Enemy-Lore).

Ferocious
The fury of your attacks can strike fear into the hearts of your enemies. When you immediately follow a Great or Extraordinary success on an attack roll with an Intimidate Foe combat task on the following turn, roll extra Success Dice on the Intimidate Foe. Roll one extra die if you got a Great Success on your attack, and two extra dice for an Extraordinary Success, up to a maximum of six.

-Treasure Hunter-

Acute Appraisal
When increasing Standing, your Wealth cost is reduced by your Wits and any permanent Shadow. Furthermore, when maintaining higher standards of living, your Wealth expenditure counts for two months at a time instead of one.

Sly Fingers
When picking locks (Craft) or pockets (Stealth) you add your current Shadow to your rolls.

Personal Stash
When determining Fatigue, you may ignore one point of Treasure per current Shadow point.

Expert Appraiser
Prior to making any Magical Treasure rolls (according to the optional rules in the *Rivendell* supplement) you may make a preliminary Lore or Craft test. Each success lets you re-roll one die, either Feat or Success, on the treasure rolls. Any single die can only be re-rolled once.

-Wanderer-

Hard March
You are accustomed to journeying through hard lands and can travel through them as swiftly as ordinary men cross unbroken ground. When you are on a journey, you and your fellow travellers roll the Feat die twice and choose the best result on all your Fatigue tests.

Versatile Traveller
Add your Wisdom to your travel duty rolls (Huntsman, Guide, Look-Out Man, or Scout).

Worldly
Add your Wisdom to all Lore rolls when planning ahead for journeys.

Many Friends
In your travels you have met many strange and curious folk. When encountering Free Folk while on a Journey, you may make a Riddle or Courtesy test. On a Success you recognize a name and recall something you've heard about the strangers, or vice versa. On a Great Success you also have a mutual acquaintance. And on an Extraordinary Success you've actually met. If any Success is made with an Eye of Sauron the knowledge or acquaintance is negative.

If engaged in a formal Encounter, Tolerance is increased by the number of successes. If an Eye of Sauron was rolled, Tolerance is instead reduced by the same number

-Warden-

Champion
You are one of the chief protectors and warriors of your people, charged with

defending your lands and brethren against the attacks of enemies. When you fight to protect your people or lands you receive a +1 to the total of all attacks and +1 to parry

Defender
When fighting to protect your folk, use your favoured Wits to determine parry.

Light-bearer
If in their company during a Fellowship phase, add your Wisdom to your companion's rolls to cure corruption.

Warder
If you successfully protect a companion while in a defensive combat stance and your protected companion suffers no significant damage throughout the same combat, one point of Hope is restored at the conflict's conclusion.

Stalwart Presence
When making a Corruption test due to a Blighted Area, on a Great Success you may let a companion pass their test, and on an Extraordinary Success you may do so for two companions.

~REWARDS~

MAPS AS REWARDS by docbadwolf.

Available only after completing a quest for someone in the region for which the map is made.

Each time the company's Scout makes an Explore check in that region, or a single party member makes a Hunting check, they may roll one success die twice, keeping the better result.

STAFF OF THE MAGUS by Robin Smallburrow (Dwimmer-crafter only)

As part of your training to become a Dwimmer-crafter you learn to craft your own staff (or other personal weapon) as an aid to casting spells. Note that the staff itself is not magical (so is just an ordinary staff to others) but for you it is an aid to focusing, giving you a bonus of 2 to the Fatigue test when spell casting. This Reward can be chosen again for a bonus of 4 to the Fatigue test.

~Horn of Valour – A Reward for Wardens by docbadwolf~

Heartens allies. Used with a Song or Inspire roll during Battle.
Increase Endurance gained by one per success step.

Additionally, allies (and the blower) get an increase to damage on the next round of combat on a Great or Extraordinary Success.

~Silvermoon Horn by Lara Redleaf~

The following is a Valour Reward that becomes available to any character that completes the Fellowship Phase Undertaking *Running With the Pack*:

For their most loyal of allies the Arferyth give an item forged by Elven-smiths for Men in ages long lost. It is a silver horn whose sound is that of a great wolf's howl. When blown, it can be heard by any wolf-kin for miles, striking fear into the hearts of Wargs and calling the noble wolves to aid those deemed

worthy. This horn, forged of pure silver and bound with delicate strands that shine with faint starlight, is capable of calling upon the old bonds between Men and Wolves of ancient days. Using this horn with an Intimidate Foe action grants one additional quality of success by one level (so an ordinary success becomes a great success, for example).

Alternately, against Wargs or Warg-riders, the character may choose instead to apply the loss of Hate from a successful action to every foe of those types.

Once per Adventuring Phase, a character may use the power of bond and Elf-magic of old to summon a pack of Arferyth to aid them in battle. She/he may take an action to wind the horn and can only perform this action in the wilderness. Within a number of rounds equal to (8 - Valour) a pack of noble wolves appear to aid the company. Two wolves appear for each enemy the company currently faces, or for each point of Valour possessed by the summoning hero (whichever is lower). The wolves aid the company in battle and then quickly depart.

These wolves have the following stats:
Attribute Level: 4
Endurance: 14 • Hate: 2
Parry: 6 • Armor: 2d
Skills: Personality
1, Movement 3, Perception 3, Survival 3,
Custom 0, Vocation 0
Weapon Skills: Bite 2
Special Abilities: Seize Victim, Strike Fear (vs. Wargs/Orc Wolf-Riders only)

Summoning the Silver Pack this way uses up the magic imbued in the horn. It may not provide its bonus again until the owner spends another full Fellowship Phase with the Arferyth as described in the Undertaking.

~new cultural rewards~

CULTURAL REWARDS – DUNEDAIN OF ARNOR by Kelly Pedersen

Lord Elrond of Rivendell has made sure that wisdom is not neglected among the heirs of Elendil the Fair, but a valiant man is given great praise and reward by his peers in the North Kingdom, as theirs is a world at war.

~Heirloom of Fallen Númenor~
(As per the "Heirloom of Lost Arnor" Rangers of the North Cultural Reward)

~Steel Bow of Númenor (Great Bow)~
For many long centuries, the "Men of the Sea" sent cohorts of archers to deluge their enemies under a rain of steel. Some lineages of Dúnedain have preserved the great hollow steel bows that the Númenoreans bore, and the great arrows can sometimes be found in ancient armouries and treasuries. You have been entrusted with one of these great bows, and can acquire the arrows from time to time.

When you get a Rune of Gandalf on the Feat dice using the Steel Bow of Númenor, the target rolls one Success die less on his Protection test.

In addition, this virtue gives the same arrows as the "*Númenorean Arrows*" Rangers of the North Cultural Reward.)

~Númenorean Steelbow Version 2 by MattG~

When making a ranged attack using a Steelbow on a Great or Extraordinary success you automatically inflict a Piercing Blow and add your Valour or +4 to the damage inflicted, whichever is greater.

This weapon can be paired with *Númenorean Arrows*.

If a Númenorean Arrow was used while making a Piercing Blow attack with the Steelbow, then in addition all enemies with Attribute Level 7 or less automatically lose 1 Hate Point, as this devastating weapon inflicts fear in their hearts.

~Shield Of The Star (great shield)~

The soldiers of the Dúnedain bear great shields emblazoned with the Star of the North, the emblem of the North Kingdom.

When you are using a Shield of the Star, your Parry bonus gets an additional +1.
In addition, once per combat, you may attempt the Intimidate Foe combat task in addition to your attack roll (instead of forfeiting your action for the turn).

CULTURAL REWARDS - DWARVES OF THE BLUE MOUNTAINS by Kelly Pedersen

~Mask of Gabilgathol (Helm)~

In the First Age, the Dwarves of Gabilgathol, the mansion remembered as Belegost in the Elven tongue, wore great and hideous masks into battle. They won renown during the Fifth Battle of the wars of Beleriand thus, for the masks resisted flame and warded off the gaze of the dragons that the Enemy sent into the field.

Add two extra dice of Protection when rolling to resist the effects of flame.

In addition, if a dragon uses a special ability on you that requires spending Hate to activate it must spend one additional point of Hate beyond the normal cost.

~Knife of Azaghal (Dagger)~

Glaurung the Golden, father of all dragons, struck down Azaghal, Lord of Belegost, in the Fifth Battle of the wars of Beleriand. But even as the worm crawled over him, with his last stroke the lord drove a knife into his belly, and Glaurung fled the field. In his memory the Broadbeams still make cunning knives that can slip through a creature's armour and deliver a cruel stroke.

When you get a Gandalf Rune on the Feat die using a Knife of Azaghal the target rolls two Success dice less on his Protection test.

~Kheled-uzn Coat (Leather Corslet)~

Galvorn was the name of a new metal devised by the Dark Elf Eol, as hard as dwarven steel, but so malleable that it could be made thin and supple, yet still resistant to all blades and darts. The Elves never learned its secrets for Eol was an outlaw among them, but he was in great friendship with the Dwarves, and they preserved the techniques of making it. They call it *kheled-uzn* ('mirror-shadow'), and make of it a thin coat that is marvellously light.

This armour has only an Encumbrance rating of 2 (which can be further reduced to 0 by the Cunning Make Quality), and it is so light that it can be worn under clothes, so that you appear unarmoured unless someone touches you.

CULTURAL REWARDS – DWARVES OF DUNLAND by Kelly Pedersen

~Walking-Axe (Great Axe)~

The craft of the Dwarves of Dunland exemplifies itself through eschewing beauty for practicality. What few Dwarves encountered the peculiar axes of the Dunlendish Dwarves both marvelled and were slightly disgusted by the stout, unwieldy-looking weapons. The Dwarves of Dunland's Walking-Axes are great, sturdy axes that double as sturdy walking sticks. The bottom of the shaft is coated in iron and greatly alleviates the rigours of extended travel.

A Walking-Axe shares the stats of a Great-Axe but only has an Encumbrance rating of 2.

~Grey Cloaks~

Cruel Men may jest that the weathered Dwarves of the Hollow-Hold already resemble boulders. Ironically, they do not realize how true their jibes are. Some Dwarves of Dunland wear thick, rough spun grey cloaks that blend uncannily well into their rocky environs.

When wearing a Grey Cloak a Dwarf of Dunland's Stealth skill is considered to be one rank higher. This bonus disappears as soon as the Cloak is taken off.

In addition, whenever the Dwarf is in what the LM considers to be a rocky environment, the Dwarf's Stealth TN's are lowered by 2.

~Relic of Better Times~

A relic of better times can be any of the Cultural Rewards available to the Dwarves of the Lonely Mountains or the Dwarves of the Blue Mountains, an artefact that ended up in the Hollow-Hold and neglected to travel on.

CULTURAL REWARDS – DWARVES OF KHAZAD-DUM

Dwarves of Khazad-dûm can choose from the *Axe of the Azanulbizar, Dwarf-Wrought Hauberk or Helm of Awe* Cultural Rewards of the Dwarves of the Lonely Mountain.

CULTURAL REWARD – DWARVES OF THE LONELY MOUNTAIN by Poosticks7

~Blade of the Old Kingdom (short sword, sword or long sword).~

Forged by the dwarves of the Mountain before the coming of the dragon. These finely crafted weapons are heirlooms of the folk who fled before the wrath of Smaug. They still bite as deeply as the day they were forged.

When you get a G rune on the feat die using a Blade of the Old Kingdom, inflict extra damage equal to your Damage rating (regardless of the level of success).

CULTURAL REWARDS – ELVES OF LINDON

~Laiquendi Mask (cap of iron and leather)~

The Green-elves have lived in Lindon for three Ages of the world, and they know its woods and groves well, and how to hide within them. These soft masks are dappled with the colours of the forests, and help the elves hide until it is time to strike.

When you make a roll using Stealth, you may roll the Feat die three times, and keep the best result.

~Woodland Bow (bow)~

(As per the Elves of Mirkwood Cultural Reward)

~Silver Harp (harp)~

Among the Lindar are many elves who still maintain the skilled craftsmanship of the High Elves of the West, and everything they produce is laden with some of their enchantment. This small silver harp can be carried lightly in the crook of an arm while walking or riding, and keeps itself in perfect tune.

When using the harp to accompany yourself you automatically succeed on Song rolls if you roll a Gandalf Rune or an Eye of Sauron roll on the Feat die.

CULTURAL REWARDS –ELVES OF RIVENDELL

~Staff of the Eldar by Zedturtle~

"...leaning on a thick rough-cut staff as he trudged along..."

The First-Born put their love of learning and their love of the world into everything they wrought. While this staff first appears to be nothing more than a common and unrefined piece of wood, a dedicated user will learn that it is capable of many things.

Firstly, it functions as a capable, if not deadly, weapon. When this Reward is taken you may convert any one Weapon Skill into the Quarterstaff skill. The weapon uses the following values:
Damage 4 /Edge G / Injury 14 / Enc. 1/Disarm
[Note: Two-handed. A piercing blow with this weapon produces a knock-back effect instead]

Additionally, it has two other special benefits: Whenever their wielder is fighting in a close-combat stance in an open area (i.e. not indoors or underground), he may raise his Parry score by 1. Secondly, you gain the Support ability:

Support: The wisdom of the First Born is entwined within this staff. When you first receive it, you may automatically gain a bonus (roll two Feat Dice and take the best) to one of Awe, Awareness, Explore or Lore. Spending one Experience Point and an Undertaking allows you to add another.
Harass Enemy: For the cost of one Experience Point and an Undertaking, you learn how to use your staff with lightning quickness. Each round, you may designate one adversary you are engaged with... this adversary counts as Weary without further action on your part.
Protect Companions: For the cost of one Experience Point and an Undertaking, you can become a master of using the length of your weapon to clear a wide area. If you have this ability, you always count as two people engaged in Close Combat for determining the number of heroes that may elect a Rearward Stance.

~Elven Steed~

An elven steed can do an extra 10 miles/day compared to normal horses. They have been bred for speed, intelligence, strength and power that is unheard of in other horses. They can understand their masters' commands in Elvish, and will bear no riders save their masters and those their masters tell them to carry.

CULTURAL REWARDS – MEN OF BREE by Hermes Serpent

~Spear of Ash (spear)~

A Spear of Ash is a stout hafted weapon with a metal tang that extends down the shaft below the head and includes two 'wings' sticking out at right angles to the shaft. This feature stops the spear from being stuck in a victim and allows it to 'hook' the opponents shield out of the way.

When making a melee attack using a Spear of Ash ignore any Parry rating bonus your target has that is due to them carrying a shield.

CULTURAL REWARDS – MEN OF DOL AMROTH

~Kite Shield (Great Shield)~

The Men of Dol Amroth, and especially the Knights, have always favoured large kite shaped shields, often emblazoned with a Silver Swan or a White Ship on blue. These types of shields offer some passive protection as well as increasing avoidance.

So long as you keep this Kite Shield equipped, your Armour rating is considered to be 1 point higher, giving you an additional success die to roll when defending against a Piercing Blow. This is in addition to the normal increase to Parry the shield provides.

~Banner of Dol Amroth~

In the eyes of a Man of Dol Amroth, there are few more beautiful sights than the symbol of the Silver Swan flying high up in the breeze. Many of the other Free Peoples of Middle Earth cannot help but agree. You have been given one of these banners, to use when and as you will. When you unfurl it, you and your allies will find new strength of body and heart.

In battle, you may unfurl your Banner. From that point forward, if you are fighting in an Open stance, you may take the Rally Comrades combat task in addition to your attack roll. But from that point on, all your opponents gain Hatred: Dol Amroth ability, and will attack you when given the opportunity.
During an Encounter, the banner of Dol Amroth automatically provides one bonus advantage success die.

Full Swan Helm (helm)

These helms were originally made only for the Prince's elite personal guard. A few, however, have passed into the collections of the super wealthy or very worthy. It fully covers the face for a great deal of protection, and beautiful swan wings extend across the sides. It is an incredible thing to look upon.

This helm automatically has 1 Close-fitting Quality attached to it.

Additionally, when you roll for Awe add your Valour to the skill roll result or +3, whichever is higher.

CULTURAL REWARDS –ORCS OF MISTY MOUNTAINS by Michebugio

Orcs make no beautiful things, but many clever ones including machines, tools, weapons, and instruments of torture, they are delighted by wheels, engines, and explosions, and can tunnel and mine as well as any but the most skilled dwarves. They can make very well hammers, axes, swords, daggers, pickaxes and tongs, or get other people to make to their design.

~Orc-poison (special)~

You learned how to make orc poison that you can use to coat the blades of your weapons.

When you are attacking an enemy with a bow of horn, a spear, a broad-headed spear or a broad-headed sword, if you roll a Great or Extraordinary Success you may choose not to apply your Damage rating and poison your enemy instead.

A poisoned opponent becomes partially blind after a number of rounds equal to his Attribute level, after which he suffers a modifier of +6 to the TN of all actions for the remainder of the combat.

~Spear of Boldog (spear or broad-headed spear)~

These iron spears are made after the one that the Great Orc Boldog used to fight Thingol in the First Age, and are designed to allow the wielder to take full advantage of his arm strength.

When using a Spear of Boldog, your melee Damage bonus is based on your favoured Body score.

~Spoils of War (special)~

A malicious habit of the Orcs is that of looting and stealing weapons and armours from the dead bodies of their fallen opponents. When they find something of particularly good quality, or that they deem otherwise useful, they keep it and carry it with them both as a trophy and as an instrument of battle.
When you take this Reward choose one Cultural Reward from the lists of Bardings, Men of the Lake, Beornings, Dwarves of the Lonely Mountain or Hobbits of the Shire. Once chosen, it cannot be changed. From now on, you can use that Reward as if it was an Orc Cultural Reward.
This benefit comes with a price, however. You automatically gain the Flaw Thieving (see p.228) if you didn't already have it.
Additionally, any member of the Culture you "stole" your Reward from will double his efforts trying to retrieve what you have unjustly taken, and is treated as having the Quality Hatred (Orcs of the Misty Mountains) when fighting against you.

CULTURAL REWARDS – RANGERS OF ITHILIEN

~Ranger's Longbow ~

(as per the Dalish Longbow available to Bardings)

~Well-worked Leather ~

(as per the Feathered Armour Reward of Woodmen but only leather, not mail)

~Staff of Lebethron~

They are made of the fair tree lebethron, beloved of the woodwrights of Gondor, and a virtue has been set upon them of finding and returning.

A bearer of this staff may roll the Feat die twice and take the best result for any Explore or Search rolls.

~Gear~

personal Gear

LIST OF PIPEWEED NAMES by throrsgold

Dragon's Breath
Eagle's Nest
Fungo's Fuzzy-leaf
Gamwich Braid
Gold-fire
Hornblower
Lengalenas
Longbottom Leaf
Muddy Foot
Old Toby
Roper's Twist
Rushlight
Shire Sweet-leaf
Southern Star
Southlinch
Stonecrop Leaf
Summer Green-weed
Sweet Galenas
Sweet Lobelia
Tighfield Choice
Wizard's Fire

lIST OF ALCOHOLIC BEVERAGES by throrsgold

(W means a wine)

Black Tea
Green Tea
Westfold Bold Coffee
Westfold Medium Coffee
Westfold Mild Coffee
White Tea

Crafted Spirits
These are any types of spirits that may be crafted by characters.
Apprentice's Ale
Blackberry Ale
Blue Bock
Blueberry Ale
Bold Stout
Honeybrew
Shire Spice Ale
Strawberry Stout
Ultimate Honeybrew
Winterberry Ale

General Spirits (All Heroic Races)
Ale
Beer
Hard Cider
Mead
Red Wine (W)
White Wine (W)
Dwarven Spirits
Beakbreaker Ale
Bombur's Beard Lager
Dragon's Breath Ale
Elven Spirits
Dorwinion Red (W)
Dorwinion White (W)
Limael's Vintage (W)
Hobbit Spirits
1404 Vintage Reserve (W)
Blagrove's Brown
Brandywine (W)
Green Dragon's Breath Ale
Old Winyards (W)
Old Withywindle
Thistleberry Brew
Toad's Tongue Ale
Whitebranch (W)
Wooly-foot Stout
Mannish Spirits
Barliman's Best
Forsaken Ale
Forsaken Cider
Isenwine (W)
Blind Troll Stout
Moor-boar Beer
Stars of Old Cider
Swill
Questing Reward Spirit - Bullroarer's Brew

~War-Gear~

WEAPON RESTRICTIONS & CHANGES TO WEAPONS & ARMOUR by Bocephas

Dwarves - Allowed to use clubs, staffs, daggers, short swords, swords, hatchets, axes, dwarven axes (a dwarven version of long-hafted axe), mattocks (which could be skinned as a dwarven 2-handed axe), spears, small bows, bows.
[*Note: Great Axe has been removed as this should be too big for them to use, as for the other 'Great' weapons*].

Hobbits - Allowed to use clubs, staffs, daggers, short swords, hatchets, axes (2h only), spears (2h only) and small bows.
[Note: bows have been replaced with a new category Small bows, see below].

Changes to Bows
See the Weapon table below for the changes. Basically, all Hobbit sized weapons (i.e. all weapons a hobbit uses) have a -2 to Damage and Injury.

Thus a Small Bow is Damage 3/Edge 10/Injury 12 / Enc 1.
A Hobbit Short Sword results are very similar to a human-sized dagger: Dmg 3 / Edge 10 / Injury 12 / Enc 1
I think that, due to the proportions, the Encumbrance should be the same: a hobbit sized weapon is as cumbersome to a hobbit as a human sized one is to a human.
Alternatively, you could give hobbits some other options for combat.

Armour List (see Table below)
Make the following changes to Armour List.
Note: Shields have been given +1 to Parry. All Armours have had Enc reduced to 3 pts/1D of protection.
Damage Reduction (DR) and Travel Load (Travel) have been added as new columns.

ARMOUR	ENC	PROTECTION	DAMAGE REDUCTION	TRAVEL LOAD[vii]	TYPE
Leather Shirt	3	1D	0	0	Leather
Leather Corslet	6	2D	0	0	Leather (includes arming garments worn under mail)
Mail Shirt	9	3D	1	1	Mail armour
Coat of Mail	12	4D	2	2	Mail armour
Mail Hauberk	15	5D	3	3	Mail armour
Helm	4	+4	0	0	Headgear
Cap of Iron	1	+1	0	0	Headgear

Table 1: Revised Armour Table

Table 2: Revised Weapons List Table

WEAPON	DAMAGE	EDGE	INJURY	ENC	GROUP	NOTES
Brawling	1	-	-	-	Dagger	-
Improvised Weapon	2	-	-	-	Dagger	Can be thrown
Club	3	G	12	1	Dagger	Wound counts as Knock-back instead
Staff	5	G	14	2	Dagger	2H weapon. Wound counts as Knock-back instead
Dagger	3	G	12	0	Dagger	Can be thrown
Hatchet	4	G	14	1	Axes	Can be thrown
Axe	5	G	18	2	Axes	-
Long-h Axe /Dwarven Axe	5/7	G	18/20	3	Axes	-
Great Axe	9	G	20	4	Axes	2H weapon
Mattock	8	10	18	3	Axes	2H weapon
Spear	5	9	14	2	Spears	Can be thrown
Great Spear	8	9	16	3	Spears	+1 parry due to reach
Short Sword	4	10	14	1	Swords	-
Sword	5	10	16	2	Swords	-
Long Sword	5/7	10	16/18	3	Swords	
Small Bow*	4	10	12	1	Bows	Requires 1 Defender
Bow*	5	10	14	2	Bows	Requires 1 Defender
Great Bow*	7	10	16	3	Bows	Requires 2 Defenders

** Arrows: All bows Enc rating includes 12 arrows. Add another 12 arrows for 1 Enc.*

Table 3: Revised Shields Table

SHIELDS	ENCUMBRANCE	PARRY MODIFIER
Buckler	1	+2
Shield	3	+3
Great Shield	5	+4

Table 4: Revised Weapon Ranges (in yards)

Weapon	Short Range	Medium Range	Long Range
Thrown Spear	5	10	20
Short Bow	10	20	30
Bow	15	25	35
Great Bow	20	30	40

OPTIONAL RANGE RULES by Falenthal

I think Opening Volleys could be divided in six moments or phases: Long Distance, Medium Distance, Short Distance, Close Distance, Melee Distance (temporary names). They should not be confused with Long Range, Medium Range, Short Range from the weapons.

Table 5: Revised Range Table (in Yards):

Weapon	Long +4TN	Med +2TN	Short	Close -2 TN	Mel
Great Bow	40 + Body	30 + Body	20+ Body	10+ Body	LM's vote
Bow	30 + Body	20+ Body	10+ Body	5+ Body	LM's vote
Spear	20+ Body	10+ Body	5+ Body	5+ Body	No pen.

Optional rule: An archer or spearman can shoot 'every other' Range/Distance.

For example, a Great Bow can be shot at Long Distance with a +4TN, and then again at Short Distance and also at Melee Distance, both without penalty.

Examples:
(Our Fellowship has a Hobbit with a Bow and a Woodman with a Great Bow).

1) They encounter a group of Attercops in the forest. The LM says they've seen each other at Medium Distance (at least 30 yards) and allows two opening volleys.
Knowing that the Attercops don't have missile attacks, the Hobbits decides to fire his two shots at Close and Melee Distance, without penalties. The Woodman decides to do the same with his Great Bow.

2) They encounter a group of Goblin Archers in the open valleys of the Anduin, who ready their Horn Bows (ranges as Bow). The Woodman decides to try to reduce their strength before the Goblins have a chance to shoot, the LM rules that this is at Long Range for his Great Bow and that there can be two Opening Volleys (three for the Great Bow).
He fires at Long Distance with a +4TN before anyone else has a chance to shoot.
The Goblin Archers (with just 2 ranks) will wait until they don't have any penalty to shoot (Close Distance).
The Woodman decides to use his second shot at Short Range(just before Close Range) without any penalty.
The Hobbit can risk shooting at Long Range for his Bow (+4TN), and again at Short Distance (+2TN), trying to weaken or kill

some Goblins before it's their turn to attack.

With these rules, the -3TN of a Bow of the North Downs, or the possibility of adding Attribute bonuses to the attack roll (such as with Deadly Archery), or the "fly up to twice its normal range" of Stinging Arrow, become more important.

~new weapons~

SWORDS

Greatsword or Two-Handed Sword.
The true two-handed sword is a relatively rare weapon developed in Gondor to hack through the strongest armour and the thickest troll-hide (Isildur carried a great sword at the Disaster of the Gladden Fields). Because of its great length (up to 180 cm), Dwarves and Hobbits are incapable of wielding such a blade. Elves may use it but they prefer more graceful weapons.

A two-handed sword cannot be used by a mounted rider and is generally carried slung across the back or shoulders, or hung from the saddle of a mount, as it is too long to wear at the hip. Wielders often use a specialized scabbard or holster that allows the weapon to be easily drawn from behind the back.
Damage: 9
Edge: 10
Injury: 18
Encumbrance: 4
Called Shot: Disarm
Notes: Two-handed weapon. Not usable by Dwarves or Hobbits (or small Orcs).

Greatsword Version 2
Damage: 10
Edge: 10
Injury: 16
Encumbrance: 3
Notes: Two-handed weapon. A called shot results in Disarm. Cannot be used by Hobbits or Dwarves.

AXES

Pickaxe
Damage: 4/6
Edge: 10
Injury: 16/18
Encumbrance: 2
Called Shot: Break Shield
Also learnable as part of the Hammers group (see below)

Pick
Damage: 4
Edge: 10
Injury: 16
Encumbrance: 1
Called Shot: Break Shield
Also learnable as part of the Hammers Group (see below)

BOWS

Númenórean steel bow (Great Bow)
Damage: 9
Edge: 9
Injury: 18
Encumbrance: 3
Notes: Only available to Rangers of the North

SPEARS

Halberd/Polearm
Damage: 7
Edge: G-rune (axehead) or 9 (spearhead)
Injury: 20 (axehead) or 16 (spearhead)
Encumbrance: 4
Called Shot: Break shield (axehead) or Pierce (spearhead)
Notes: Two-handed weapon. This weapon is also learnable with Axes group.

Reduced Spear Encumbrance
Reducing Spear encumbrance from 2 to 1. Encumbrance is one of the few "hard" rules in TOR, and since the Bow is enc 1 and with infinite ammo, the encumbering, one-shot Spear isn't an alluring choice as ranged weapons go. I think the Spear is a rather iconic weapon for the Wilderlands and needs some more love. The Spear is less encumbering because it doubles as a walking stick.

HAMMERS (NEW GROUP)

Warhammer.
A long-hafted hammer, used to smash big rocks when opening tunnels... and crush metal armoured orcs to a pulp.
Damage: 5
Edge: 10
Injury: 16
Encumbrance: 2
Called Shot: Break Shield

War Hammer Version 2
Damage: 6/7
Edge: 9 (2h)/10
Injury: 16/18
Encumbrance: 3
Called Shot: Smash Shield

Maul
Damage: 9
Edge: 10
Injury: 18
Encumbrance: 4
Called Shot: Break Shield
Notes: Two-handed weapon

Mace
Damage: 4
Edge: 10
Injury: 14
Encumbrance: 2
Called Shot: Break Shield

Mace Version 2
Damage: 6
Edge: G
Injury: 16
Encumbrance: 2
Notes: Designed to damage a heavily armoured opponent and also cheaper.

OTHER WEAPONS

Quarterstaff
Damage: 7
Edge: 10
Injury: 14
Encumbrance: 3
Called Shot: Disarm
Notes: 2h weapon, part of the Dagger group
Staff Version 2
Damage: 6
Edge: 10
Injury: 14
Encumbrance: 0
Notes: 2H, part of the 'Dagger' group

Staff Version 2
Damage: 5
Edge: 10
Injury: 14
Encumbrance: 0
Notes: 2H, usable by Hobbits, part of the 'Dagger' group

Staff Version 3
Damage: 4 (+1 to Parry)
Edge: 10
Injury: 14*
Encumbrance: 0
Called Shot: Disarm*
Notes: 2H, usable by Hobbits, part of the 'Dagger' group
*Any wound is replaced with Knockdown

Staff Version 4
Damage: 3
Edge: G
Injury:14
Encumbrance:1
Notes: 2-handed, part of 'Dagger' group.
+1 to Parry
If a Wound is inflicted, instead the enemy is knocked back (loses his action next turn)
A Called Shot results in Disarm.

Staff Version 5
Defensive grip:
Damage: 4
Edge: G
Injury: 14 (+1 Parry)
Offensive grip:
Damage: 6
Edge: G
Injury: 16
Encumbrance:1

Sling
Slings have largely fallen out of favour since the coming of the Númenóreans; however, there are still Men of Eriador who use them for hunting and self-defence. Slingers in Eriador will likely be using sling-stones rather than lead or iron bullets. In addition, virtually anything that can be thrown by hand can be placed in a sling and flung for a greater distance.
Damage: 3
Edge: 10
Injury: 12
Encumbrance: 0
Called Shot: None

Notes: Usable by Hobbits, part of the Dagger group

Sling Version 2

Damage: 5
Edge: G
Injury: 14
Called Shot: Piercing blow regardless of the outcome of the Feat die.
Notes: Ranged weapon (ranges as per Bow). Encumbrance rating is 0.

Cudgel

Damage: 3
Edge: G
Injury: 12
Encumbrance: 1
Notes: this is your basic 'club' weapon, no cost to make.

Easterling Weapons by Halbarad

Sabre - use regular sword
Nomad Bow - use regular bow
Lasso - no damage, edge or injury. Special Called Shot: Ensnare (as per the Shadow ability Seize Victim).

Weapon	Damage	Edge	Injury	Encumbrance	Notes
Jagged Knife	3	Eye	14	0	-
Bow of horn	4	10	12	1	Ranged weapon
Bent sword	4	10	12	1	Called shot: Disarm
Spear	4	9	12	2	Called shot: Piercing.
Broad-headed sword	5	10	14	2	Called shot: Piercing.
Broad-headed spear	5	9	12	2	Can only be thrown with Horrible Strength
Orc-axe	5	Eye	16	2	Called shot: Break shield.
Heavy scimitar	7	10	16	3	Called shot: Break shield

Table 6: Weapons of the Orcs of the Misty Mtns by Michebugio

quality & condition optional rules by elfcrusher

Weapons and armour are tools, and even the best tools eventually break, are lost, or simply wear out from use.
War gear now have two additional ratings: Quality and Condition.

Quality is a fixed value from 1 to 6 and is a measure of both the materials used in the weapon and the skill with which it was crafted:
Junk: this weapon is crudely made, and shows no signs of craft.
Inferior: perhaps made by an apprentice, or mass-produced for new recruits.
Normal: perfectly serviceable weapon made from decent materials.
Fine: a skilled smith took time and care crafting this weapon.
Exceptional: a king would commission such a weapon for his personal use.
Masterwork. This weapon represents the lifetime achievement of a master smith.
A weapon or armour cannot have a Condition higher than its Quality rating. Thus, for example, a Junk weapon can never have Condition greater than 1.
If the Condition rating reaches zero, the item is considered Broken. Through the use of appropriate Craft skill (either by a hero or by an NPC) gear can be repaired. The TN for repairing a damaged item depends on whether it is Broken (Condition of 0) or merely damaged (Condition 1 or more).

Gear Repair TNs (Condition = TN)
Broken (0) = 20 + (Quality x 2)
Damaged (1+) = 10 + (Quality x 2)
So a Fine sword that has a Condition of 2 would require a Craft roll of 18 to restore it to Condition 4 (Fine sword means Quality is 4, so TN = 10 + (4x2) = 18.

Heroes care about the quality and condition of their gear because it has a direct effect on their fighting ability.

Condition determines the number of success dice that can be used, either for attack rolls in the case of weapons and protection rolls in the case of armour.

For example, if a hero has weapon skill of 4 but the Condition of his weapon is only 3, he can only roll 3 Success dice when attacking. A broken item, therefore, allows no Success dice to be rolled.
The Quality of an item, regardless of its current Condition, determines how likely it is to lose Condition points during use (in addition to affecting the TN for repairing it.)

When an item risks damage a Gear Test is rolled, this is done with a Feat die and a number of Success dice equal to the Quality of the item. This should be done whenever a failure with an Eye is rolled (for attacks with weapons, or Protection rolls with armour) a Gear Test should be made. The TN is equal to 10 plus the attribute level of the relevant adversary.

- On a normal failure the item loses a point of Condition.
- On a failure with an Eye the item is Broken (Condition becomes 0).
- On a Gandalf, if the adversary is wielding a weapon and that weapon has a Quality lower than the hero's weapon or armour (as applicable), the adversary's weapon breaks.

Remember that the number of Success dice is equal to Quality, regardless of current Condition.
Under most circumstances adversaries don't make Gear Tests, unless the LM chooses otherwise.

~Life and Death~

Critical Wounds by Rich H

Critical Wounds occur when a player-hero is wounded, resulting in them suffering some kind of debilitating injury determined by the weapon which caused the injury. Within the rules this is represented by the character acquiring a temporary wounded trait, the nature of which is dependent on the weapon dealing the injury. A summary of the Wounded traits and their associated weapons and Weapon Groups follows:

• Simple Weapons, Staffs, Nets and Torches, etc: usually do not result in Critical Wounds unless the weapon description describes them.

• Thrown, Slings, Bows, and Spears: use the Puncture Critical Wound trait

• Hammers: use the Crush Critical Wound trait

• Axes: use the Slash Critical Wound trait (on a roll of 1, 2, 3 on a Success Die) or the Crush Critical Wound trait (on a roll of 4, 5, 6 on the Success Die)

• Mattocks: use the Puncture Critical Wound trait (on a roll of 1, 2, 3 on a Success Die) or the Crush Critical Wound trait (on a roll of 4, 5, 6 on the Success Die)

• Swords: use the Slash Critical Wound trait

INVOKING CRITICAL WOUNDS

The Loremaster may invoke a Critical Wound suffered by the character if it would have a negative effect on the situation at hand. In other words, it must be reasonably plausible that the character would have fared better if he didn't possess the negative feature detailed by the wound. The Loremaster may invoke a Critical Wound to apply a Feat Re-roll. Usually, the Loremaster cannot apply the effects of the Critical Wound more than once during the same scene.

Feat Re-roll
If the Loremaster rules that a Critical Wound is affecting the performance of a hero, the acting player must roll the Feat die twice, and keep the lowest result.

Failure aggravation
If the Loremaster rules that a Critical Wound is affecting the performance of a hero, and the roll he attempted was a failure, the Loremaster may declare that the character suffers Failure aggravation.

When such a thing happens, the wound re-opens and it is considered as no longer treated (another Healing roll must be attempted to treat it again).

The character loses a number of Endurance points equal to the result of one success dice.

NEW STATES OF HEALTH

Wounded (Crush)

The character has suffered a grievous, crushing blow, which may have resulted in any one of a broken/fractured leg or arm, a staggering blow, concussion or any other similar wound.

These injuries will affect a character's weapon skills and mental capacity (i.e. Wits related Common Skills).

Wounded (Slash)

Characters wounded in such circumstances may exhibit injuries ranging from nasty slashes to vicious arterial cuts resulting in significant blood loss.

These injuries will affect a character's weapon skills, vigour and physical well-being (i.e. Body related Common Skills).

Wounded (Puncture)

A Character suffering from such a critical wound may manifest this as internal organ damage or bleeding, muscle damage, or a deep penetrating wound.

These injuries will affect a character's weapon skills and their energy and vitality (i.e. Heart related Common Skills).

Treated Wounds

For treated wounds a character may spend a point of Hope to ignore the effects of their Wound for a scene, battle, encounter, fatigue roll etc.

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new Rules on exhaustion by michebugio

EXHAUSTED
When a character's Endurance drops to zero, the character doesn't pass out as per RAW. Instead, he can spend a point of Hope to gain a new condition: he is considered EXHAUSTED.

An EXHAUSTED character's Parry drops to zero; he also loses any shield bonus. In any dice roll (including attack rolls) except Protection tests, all scores of the Feat die counts as zero except the six (Tengwar) still counts as a six (and also counts as a Great or Extraordinary success, where it matters). The character can still spend Hope points with the usual effects.

Any successful attack against an EXHAUSTED character is considered a Piercing Blow that doesn't deal Endurance damage but requires a Protection test.
If the character gets WOUNDED when he is EXHAUSTED, or if he was already WOUNDED when his Endurance drops to zero, then he drops and he is dying, as usual.

A character who gets EXHAUSTED can choose not to spend a Hope point and drop helpless to the ground, as usual.
When a character recovers at least 1 Endurance point, he is no longer EXHAUSTED.

Recovery Summary by Ieuane

Short Term Recovery

1. An Unwounded character that rests for at least ½ hour after a battle recovers his Heart in Endurance.

2. The "*Rally Comrades*" Task recovers Endurance for characters damaged in that battle (p.179).

3. Removing a Helm reduces Fatigue by 3 (not 6) to delay or undo a Weary status.

Long Term Recovery

1. Healing Tests may be made once per character per day.

2. Healing TN is 14

3. A successful Healing test designates a Wound as Treated and improves recovery from 1 to 2 per day.

4. Endurance recovery occurs after a Prolonged rest (a day at camp without travel, a night's sleep).

After the rest:

WOUNDED & UNTREATED = recover 1/day

WOUNDED & TREATED = recover 2/day

UNWOUNDED = recover 2 + HEART

5. Unmark Weary after a Prolonged rest when your Endurance is higher than your Fatigue.

6. Unmark Wound after a Prolonged rest that results in Endurance reaching its maximum value.

7. After a Prolonged rest, Fatigue is re-calculated by your current gear, armour & weapons. Fatigue is not changed even if you remove them AFTER a Journey except a Helm (by 3).

~treasure~

alternate treasure rules by zedturtle

TREASURE

Heroes begins their adventuring careers outfitted with what their families and their culture have been able to provide for them. But in the wide world they may often need items that must be purchased from strangers.

The purchasing power of a hero is given as a rating of Treasure and ranges from 1 to 6. All beginning heroes have a Treasure rating of 1.

STANDARD OF LIVING

A hero's culture determines the type and kind of Treasure that they carry and how easy it is to agree with strangers on a fair price for a needed good or service.
A Woodman may carry fine wood carvings and a few copper coins whilst a Dwarf might have many silver coins and a nugget of gold on his person.

The following table gives a base value for each Standard of Living's Treasure tests (see below):
Poor (TN 20)
Frugal (TN 18)
Martial (TN 16)
Prosperous (TN 14)
Rich (TN 12)
Wealthy (TN 10)

Item Costs

It is up to the Loremaster to determine if the cost of the item will affect the Treasure test. Simple goods and basic services should not add to the Treasure test (and might even reduce it) while more esoteric goods and services will increase the cost. Securing the use of a pony or a month's stay at a modest inn should add a +2 TN modifier, whilst a horse or a stay at a fancy inn might be worth a +4 TN modifier.

Treasure Tests

Whenever a character wishes to make a significant purchase of a good or service, the Loremaster may call for a Treasure Test.

The player rolls the Feat Die plus a number of Success dice equal to the character's current Treasure rating and compares it to a TN based on the character's Standard of Living, modified if needed by the Item Cost. If successful, the hero has made the purchase without any complications.

If the test fails the hero has the option to instead succeed by reducing his Treasure rating by one point. For example, if a hero has 3 Treasure and fails the test, he may reduce his Treasure to 2 and succeed. If a hero fails with a Sauron result then the Treasure score must be reduced by two points to succeed.

Gaining Treasure

On occasion heroes may either find a cache of Treasure or a Hoard and thus have the opportunity to increase their Treasure rating.

Divide the Treasure rating of the find by the number of heroes. If this number is equal to or above a hero's Treasure rating he may increase his Treasure rating by one.

If a hero cannot (or chooses not to) increase his Treasure rating, he instead gains one bonus Experience Point from the find instead.

Treasure and Encumbrance

Treasure affects a hero's Encumbrance as

explained in the main rulebook (no change in the rules).

Treasure and Standing
At Year's End a hero that has a Standing of 1 or higher must reduce his Treasure rating by one to maintain his current Standing. To increase his Standing to the next higher level, he must spend Treasure equal to that new level instead.

For example, if a character has a Standing of 3 he may pay 1 Treasure in order to remain at 3, or pay 4 Treasure to raise Standing to 4. If he does raise up to Standing 4, the next year he simply needs to pay 1 Treasure in order to maintain a Standing of 4.

~examples of magical treasure indexes~

CAMPAIGN: THE BLUE MOUNTAINS by Otaku-sempai

Campaign Members:
Loremaster:

1. PRECIOUS OBJECTS
(no 't' results)

A gold brooch crafted in Belegost and set with purple amethysts, is of sentimental value to the Dwarves of the Blue Mountains. Worth 80 Treasure points.

A single, large emerald crafted by a Noldo Elf, possibly even Fëanor himself. It came into the possession of the Dwarves of Belegost from trade with Caranthir (fourth son of Fëanor). Worth 120 Treasure points.

A platinum ring set with a green gem, crafted in Belegost to fit a dwarven finger. Worth 20 Treasure points.

A golden circlet set with a pair of blue sapphires, one on either side of a mountain design, made in Nogrod, of sentimental value to the Dwarves of the Blue Mountains. Worth 80 Treasure points.

2. WONDROUS ARTEFACTS
(at least one 't' result)

Nimphelos
This great, white pearl was found by the Falathrim off the Isle of Balar and given by Círdan to Thingol. Thingol, in turn, gave it to the Lord of the Dwarves of Belegost as part of the payment for the delving of Menegroth. Nimphelos is a large pearl the size of a dove's egg, with a sheen like starlight on sea-foam. Those possessing the pearl had the ability to see into the hearts of others to discern their true intent (a Greater Blessing to Insight).

A clear crystal ground into a lens by an Elven craftsman of Beleriand. When the holder gazes through the lens at a track left by a creature, he sees the creature's trail glowing softly for as long as the lens is being used (a Blessing to Hunting).

This war-horn from Khazad-dûm is crafted in the likeness of a ram's horn. It strengthens the courage of any allies who hear it (a Blessing to Inspire).

A ring of braided gold and silver crafted by a High Elf of Beleriand. The Sindarin word *mellon* ('friend') is inscribed in Elven

script on the inside of the ring (a Blessing to Courtesy).

A filigreed silver circlet set with three violet amethysts, crafted for a Dwarven physician. The circlet calms and clears the mind of the wearer (a Blessing to Healing).

This segmented belt of bronze was crafted by a Dwarf of Belegost and enhances the ability of its wearer to leap (a Greater Blessing to Athletics).

3. FAMOUS WEAPONS AND ARMOUR

Companion:
Item: The War-helm of Azaghâl
Type: Helm
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Close Fitting
2. Ancient Cunning Make
3. Special (see below)
Notes: This visored helmet was crafted by Telchar of Nogrod after the Dwarf-king Azaghâl gifted the Dragon-helm of Dor-lómin to the Noldo-prince Maedhros. The helm was worn by King Azaghâl when he fought the dragon Glaurung in the Battle of Unnumbered Tears. The helm presents the appearance of a hideous visage.
Special: If you succeed on an Awe roll, your enemy loses 1 point of hate for a normal success, 2 points for a great success, 3 points for an extraordinary success, on a "G" the foe loses a number of Hate points = 3 plus your Valour or Wisdom, whichever is lower.

Companion:
Item: Axe of the King
Type: Great Axe
Craftsmanship: Dwarven
Banes: Dragons
Qualities:
1. Flame of Hope
2. Superior Fell
3. Superior Keen
Notes: This great axe is thought to have been crafted in Nogrod by Gamil Zirak the Old for the Lord of Belegost. King Azaghâl wielded it in battle in the Nirnaeth Arnoediad in the First Age.

Companion:
Item: The Coat of Kings
Type: Mail Hauberk
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Close Fitting
2. Ancient Cunning Make
3. Rune-scored Armour
Notes: Chain armour crafted by the Dwarven-smiths of Belegost for King Azaghâl. The Lord of Belegost was wearing the hauberk when he was mortally injured by the dragon Glaurung in the Battle of Unnumbered Tears.

Companion:
Item: Shield of Belegost
Type: Shield
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Cunning Make
2. Superior Reinforced
3. -
Notes: This kite-shield from Belegost is embossed with the image of crossed mattocks over a single mountain.

A MAGICAL TREASURE INDEX for *Tales From Wilderland* by Michebugio

Loremaster: Michebugio
Campaign: Tales from the Wilderland
Campaign Members: Varbrand the Man of the Lake, Aeranthor the Elf, Egil the Woodman, Carl the Hobbit

Note: instead of making Magical Treasure rolls, the players in my campaign found the following objects without rolls needed: to use them, however, they had to invest 3 Experience points for Wondrous Artefacts with one blessing, or 6 Experience points for Wondrous Artefacts with a Greater Blessing or for Famous Weapons and Armours.
I've organized the index sorting the items by adventure, indicating the occasion(s) where they can be found.

The Marsh Bell

If the players manage to find and take the treasure of the Mewlips, treat it as a T* and they will also find a strange refined dagger. The blade is long and broad, almost resembling a short sword, and the making is crude and essential, but nonetheless elegant and efficient. If the characters choose the *Go See a Lore-master* Undertaking during a Fellowship phase, the dagger will reveal itself as the Protector of the East, a famous blade forged by the Men of Westernesse.

Item: Protector of the East.
Companion: Ideally, a Barding or a Man of the Lake. If no Bardings or Men of the Lake are present in the group, it can be assigned to a Woodman or a Beorning.
Type: Dagger.
[*A LM who feels particularly generous at this early stage can make it a Short sword or even a Sword*].
Craftsmanship: Nùmenòrean.
Banes: Evil Men, Wolves.
Qualities: 1. Superior Grievous
2. Superior Fell
3. Keen.
Notes: In the fourteenth century of the Third Age, King Ròmendacil II of Gondor crushed the Easterling in T.A. 1248, and many Northmen joined his army. When he sent his son Valacar as an ambassador to the so-called King of Rhovanion, Vigudavia, he also brought this dagger as a gift and a sign of gratitude for his military help. The blade was not only an ornament, as it was wrought to protect the northern and eastern frontiers of Gondor from the Easterlings and the wild wolves once so widespread in those lands.
The blade then passed down to Vinitharya, the son of Valacar and Vidumavi (the king's daughter) who became known as king Eldacar in Gondor. The blade was lost in the ensuing Kin-strife, the civil war in T.A. 1447.

Don't leave the path

After the fragment of the Wolfbiter Axe is obtained from the hermit and taken to Woodland Hall, a character who passes a Lore check with a great or extraordinary success can make an offer to the elders of the village: to bring the fragment to Rivendell and convince Damron, the Elven-smith, to re-forge the axe.
Regardless of the craftsmanship of the original weapon (the history of the ancient item is up to the Loremaster), the re-forged Wolfbiter Axe will be of Elven craftsmanship, long and lean, light and sharp like no Woodman has ever kept in his hands.

Item: Wolfbiter
Companion: A Woodman (if no Woodmen are present the fragment could not be obtained in the first place).
Type: Long-hafted axe.
Craftsmanship: Elven (see above)
Banes: Wolves.
Qualities: 1. Raging
2. Cleaving
3. Foe-slaying.
Notes: at Loremaster's discretion, the axe may have some additional effect if used against the Werewolf of Mirkwood, given its Bane and elven craftsmanship.

Of Leaves and Stewed Hobbit

If the characters manage to take the treasure of the goblins in their caves, among the

rubbish they may find something of value. Treat this as a T** and roll for it. This may be a good occasion to let your players find objects especially suited for them (pick from your own Magical Treasure Index).

Kinstrife and Dark Tidings

After the fight with the Spectre, the players find a torque in the tomb near the ruins of Haycomb. If not sold, the torque may reveal enchanted qualities (Blessing of Awe), at the price of a Curse of Ill-Omen.

If the players defeat Valter (either by killing or subduing him), they can take his armour for themselves. Doing so, however, is considered an act of thievery and the player who will take the armour for himself will automatically gain 2 Shadow points. Also, the misdeeds of the original possessor have a lingering effect on the armour itself, and the player must make a Corruption test to avoid gaining an additional point of Shadow.

Item: Coat of Bronze Mail.
Companion: Any Man or Dwarf.
Type: Coat of mail.
Craftsmanship: Dwarven.
Banes: none
Qualities: 1. Ancient Close Fitting
2. Cunning Make
3. Cunning Make.

Notes: This is a suit of ancient armour forged by the Dwarves of Erebor for a close relative of Girion, Valter's ancestor, passed down for generations until it came to Valter himself.

Those who tarry no longer

At the end of the adventure, Irimë will reward the players with the following objects from her personal belongings.

Item: Ring of Irimë
Companion: Only Elves.
Blessing: Awe.

Notes: In addition to the Blessing, if the possessor of the ring has the Wood-elf Magic Virtue, he may automatically gain all the spells associated with the Virtue, including those taught by Ormal the Lamp-maker in the Woodland Realm, as a single Undertaking during the next Fellowship phase (and without having to study with Ormal). He must still spend the experience points for each spell.
Additionally, the ring can act as the medium for Elf-lights (and all other spells associated) to work: so, instead of using a torch or a lamp, the wielder of the ring can light the ring itself to obtain all the Virtue effects.

Also, Irimë gives her cloak to the group.
Item: Elven cloak
Companion: Any.
Blessing: Stealth.

A Darkness in the Marshes

At the end of the adventure, if the players performed very well Radagast may reward the characters with one (or more) of the following:
- An enchanted book of herbs and salves recipes (Blessing of Healing)
- A wooden staff with a travel enchantment (Blessing of Travel)
- A pair of boots with a sure-striding enchantment (Blessing of Explore).

The Crossings of Celduin

At the end of the adventure, generous Loremasters may let King Bard reward a Barding/Man of the Lake player with an enchanted royal silver circlet made by the Dwarves for Girion himself (Blessing of Inspire).

The Watch on the Heath

The hidden treasury in the Watch in Zirakinbar is a T***. Moreover, if the players find the original lair of Raenar, they may find additional items... provided they are experienced enough for the task!

miscellaneous magical items by mim et al

(these could be considered as Precious Objects or even Wondrous Artefacts, up to each LM)

1–6 silver bars
Each bar is a flat rectangle, two-feet thick by two-feet wide by ten-feet long, and weighing 50-pounds, untarnished.

1–6 Tiles
1–6 Dúnedain tiles of baked and glazed clay, painted with scenes of swimming fish, and with white pearls set as eyes, one fish per tile.

Amulet
A Black Númenórean amulet carved like ravening serpents, set in milky quartz set in gold, depending from a gold chain.

Balthalion (Si.'*Strong Power*')
A Black Númenórean scroll tube, of carved ivory, with gold-plated metal end caps.

Beggar throwing knives
A set of three identical, finely balanced throwing knives, with plates of polished sardonyx set on both sides of the tang to form the grip, both beautiful and practical.

Black Númenórean scroll tube
Of carved ebony with silver-plated end caps, each cap inset with a large-faceted half-emerald.

Book
Halfling Cooking: 101 ways to liven up your meal, written by Gerontius Took, this beautifully-illustrated book contains 101 mouth-watering recipes for a variety of meals ranging from appetizers to feasts.

Bracelet Set
Dúnedain platinum bracelet set with a black pearl set by the Dwarves.

Cursed Dagger
A small ceremonial copper dagger, carved with leering demonic faces. Player-heroes may risk corruption handling this accursed blade.

Haradrim Dagger
Haradrim gold wavy-bladed ceremonial dagger inlaid with garnets

Darvik Burrower's tobacco pouch
The renowned Halfling Treasure-finder ordered exceptional workmanship applied to this pouch, which spews a faint, musty odour. It is now also of shabby leather, with an ivory toggle switch and a large, amethyst ornament surrounded by rings of beading, now worn and missing in spots.

Dúnedain abacus
A chestnut wooden frame, about eight-inches by 10-inches, across which several heavy wires are "strung" parallel to one another. On each wire are 10 wooden balls.

Dúnedain arrows
1–6 silver-tipped arrows, though the fletching is worn.

Dúnedain candle snuffer
A six-inch-long, red cherry wood candle snuffer.

Dúnedain coffer
It is thought to have belonged to Mámandil the Fat of Bar-en-Nimloth (House of the White Tree), who is not remembered well. He was greedy and known as the Fat for his ferocity at the dining table and other names besides among the women of the realm; many were his debaucheries and indiscretions. He failed to sire a son, and in this the people worried, for they feared what might ensue in the event that he died heirless, remembering the terrible Kin-strife of Gondor. On a sudden in T.A. 1637 a

deadly plague came with dark winds out of the east and struck Mámandil down—though few rued his passing. The coffer is two-feet high by one-foot-wide by two-feet-long, with gold hinges and catch, of carved ivory worked into a bevelled top, with a gigantic battle scene of Dagor Iant Methed (Battle of the Last Bridge) in the year 1409 of the Third Age, covering both sides and the top, all of the figures individually cut and exquisitely detailed.

Dúnedain purse
A leather drawstring purse about the size of a small fist. Whether it is full or holds only a few coins, no noise emanates from it.

Dúnedain tapestry
Of wool and animal hair with a few strands of spun gold; it is a large six-foot-wide by twelve-foot-long tapestry, depicting three maidens in skirts standing in a moonlit garden beneath seven stars. The origin and meaning of the scene is now forgotten, but the Wise believe it to represent the division of the North-kingdom into its three smaller realms.

Dunlending bracelet
46 tiny white pearls strung together on a gilded wire, fastened with a barbed hook and a loop.

Dunlending death mask
Of beaten gold & believed to be of Freca

Garter
Queen Berúthiel's garter contains nine gold coins linked with gold wire, from which hangs an electrum mesh fringe extending down in six triangles to (at the tip of each) a claw-held, cabochon-cut jacinth, the whole backed with a rotting black leather band.

Haradrim bangles
2–20 four-inch-diameter gold hoops, with rounded edges.

Haradrim silk
1–6 bales, rolled and bound with leather thongs and canvas outer wraps, and although the outer layers are rotten and black, the inner ones are fine, comprising faint pastel shades, with the usable area of each bale approximately four-feet-long by 10-feet-wide.

Headdress
Dunlending golden headdress with emerald and topaz inlays.

Mothras (Dusk Horn)
It is said that this curved horn with an adamantine mouthpiece was carved from a tusk of a great beast—some say a Mûmak, while others speak of Scatha, the Dragon of Ered Mithrin. It was used for many years by The Circle, a dread band of evil Men and fell beasts that attempted to raise again the Witch realm of old that was Angmar, to summon their servants for battle. Heroes utilizing it risk corruption…

Miramarth (Doom Jewel)
A tiny black stone, a unique type of onyx, that seems to burn with a clear inner flame, and is encased within a wondrous sapphire—this presents a gem within a gem within a gem, as it were. It may have been borne by a Black Númenórean woman renown for her beauty named Yávien, who is also believed to have been one of the fabled daughters of Ool. She is recorded as having visited the court of Imshur (a Black Númenórean loremaster) for study, but over time Imshur became enamoured of her, and when Yávien spurned his lecherous advances, the loremaster ravished her. No more is known of this tragic tale, nor of her fate.

Nauzgauga (Ring of Azog)
The mount of this rare, black gold ring is cunningly shaped like an Orc-skull, with ruby eyes and diamond tusks (what sane champion of the West wants this?).

Noldorin scroll case
A herring bone scroll case, sealed, that can hold many separate scrolls. Even better, any scroll placed within is kept magically dry, intact, and preserved, no matter what the external circumstances.

Oromendil's tomb
Within this barrow rests the mummified remains of the dread Black Númenórean Dragon Lord Oromendil the Usurper, who lived between the years 2769–2835† of the Third Age. The mummified champion of the Shadow is wrapped in ceremonial bandages. Over his bandages he wears a rotting blue-stained steel hauberk, set with precious stones, garnets and onyxes, and a golden headdress shaped like a bejeweled scorpion, with pincers protecting the eyes. The shattered fragments of a black-stoned (obsidian) greatsword, its golden hilt shaped like unto a stalking scorpion, rest beside the creature.

Pouch
10 tourmalines; eight sapphires, one aquamarine, and a ruby.
[*Note: The stones are uncut, but their value can be quadrupled by a skilful jeweller*]

Ring of Fire
A Black Númenórean gold ring set with a large ruby carved with the word *Ghâsh* ("*fire*" in the Black Speech). The Wise believe this to be a mockery of the Elven Narya — the Ring of Fire..

Ruby Scepter
This fabled Black Númenórean sceptre glistens with an unimaginable, unearthly lustre.

Sarn-i-Hîn (Stone of Children)
This one-pound grey-green stone, probably a rare form of a beryl, is depended from a silver necklace. An unusual Dúnedain heirloom, it was handed-down by the Rangers as a favorite children's toy.

Scroll Tube
Adder-skin-wrapped Black Númenórean scroll tube.

Sindarin bedroll
A grey, quilted, goose-down bedroll, sewn along the edges so as to make it a large bag, similar to a sleeping bag. Anyone sleeping in this bedroll will remain warm, up to a +/- 30° F. ambient temperature difference, and dry, regardless of rain, snow, or other conditions without, unless the bedroll comes to lie in more than one-inch of water. It remains dry, however, even when covered with un-melted snow.

Sindarin feedbag
An ordinary appearing horse's feedbag, but of exceptional craftsmanship upon closer examination. Once per day it can be placed around a horse's snout, and the horse can eat its fill from the bag, with clean, fresh oats and grains, that provide it a hearty meal, no matter what the season. No food can be poured from the bag, but it can be used again the next day.

Sindarin jewel-coffer
Chased silver, with catch, depicting woodland scenes with birds in branches on the back and the sides, and a maiden combing her hair while gazing at her own reflection in a pool on the top, exquisite. The maiden might just be a youthful Celebrían.

Sindarin perfume
A cut crystal bottle six-inches-tall, with a one-inch-stopper, sealed with wax, that flares from the base to its wider facet, and from there tapers to a thin neck, that contains an unknown, musky but pleasant and very seductive perfume, soft and sensuous.

Sûlrostur **(Master of Wind and Foam)**
A beautiful silver ring set with a magnificent star sapphire, wrought by the Dúnedain of the Guild of Venturers during the midst of the Third Age. The final war that destroyed the North-kingdom imperilled them and they set sail on a last desperate voyage seeking Gondorian aid. Once per day the ring can aid a mariner by summoning a unique spell-like power known as wind in the sails: up to one-knot-hour for up to one-hour-per every one point of Heart rating of the caster.

Tuning fork
A Dúnedain tuning fork, made of beautifully-carven mahogany.

DWARVEN MAGICAL TOYS by Venger

AstronoMecha- (Astrolabe)
A complex instrument of somewhat useless necessity but that of casual interest with numerous dials, needles, pointers, gimbals and precision inscriptions that allows the user to predict with a high degree of accuracy, the position of stars and the moon, and even predict solar and lunar eclipses. Now if it could only predict the weather...

Cylinder of Long Sight
A telescoping series of 2 or 3 tubes with polished glass lenses mounted at the ends of the tubes, that when pointed at distant objects that magnifies a small area and allows the user to see details at a greater distance than with the naked eye. Originally built as an attempt for a dwarf to mimic the ability of an elf's vision.

Unknown Mechanical Device
A smallish box 1' x 1' x 18" made of brass and steel with glass side panels. Within can be seen an astounding number of densely packed cogs, wheels, gears of various types and sizes, as well as numerous springs and other intricate mechanics. There is a keyhole on the back and If the key is found and it is wound up, it will click and tick and whirr and make other mechanical noises and periodically in some kind of undistinguishable pattern on the front panel there is a series of rows, of tiny "knobs" that will pop up and retract again in odd-seeming sequences with no apparent reason or function that anyone can determine.
[LM note: it is a mechanical computer, and is still computing the last problem the artisan cobbled it for]

~precious objects~

Annayulma (Q. "Gift Cup")
Of sentimental value to all Elves, this is a silver chalice encrusted with emeralds that can pour Miruvor (a delightful and invigorating cordial). The wielder may spend a point of hope to fill up to eight glasses. One point of fatigue is restored to those who drink. If the wielder is an elf he may do this for free (no hope point) one time per adventuring phase. Worth 90 treasure points.

Button by Templar72
Mithril button worth 6 treasure points and being so light no encumbrance to carry.

Durin's Gift
Said to have been given by King Durin II to

men of the vales of Anduin as a token of their close relations and alliance. It consists of a belt, a sheath and armbands of figured leather, strengthened with mithril and decorated with white gems. The sheath is made for holding a sword. Any sword placed in the sheath cannot be broken when in the sheath or when drawn in the hands of anyone wearing the armbands. Worth 110 Treasure Points.

Wondrous artefacts[VIII]

IDEAS FOR WONDROUS ITEMS by Glorelendil et al

Explore Skill

- Boots
- An asymmetric gem hung as a pendant; when dangled freely it always points West
- Dowsing rods
- A map on metal - the discolouration changes to show you where you are
- Tie-on traction grids (for winter)
- A cloak
- An orrery (a device that represents planets)
- A surveyor's theodolite, staff & chain
- An astrolabe
- A spyglass (telescope)

Healing Skill

- A soup bowl
- A small pouch stuffed with herbs
- A small diary with meticulous notes by a legendary healer
- A staff (traditional)
- A set of fine Chirurgeons' tools
- A divining pendant - for finding out what's wrong
- A lens (In fact, a lens is a great focus for almost any skill that involves noticing or seeing something)
- Jewel (think Radagast and the Hedgehog)

Hunting Skill

- A Horn
- Jewellery made of teeth or claws
- A hunting knife ("Dagger")
- A snare or leg-clamp trap, perhaps in miniature, perhaps just as pictures
- A lens - it helps you spot the prey
- A bow
- A bestiary, perhaps graven on copper pages
- A Cloak of confusion (allows you to sneak up on animals)
- Stag Pendant (enables you to find animals)

IDEAS FOR ELVEN HEIRLOOMS by Otaku-sempai et al

- A sword or dagger from Gondolin that glows when Orcish enemies are near (but isn't very original).
- Perhaps a Ring (or Staff) of Homecoming with a minor blessing of Travel that helps to prevent one from becoming lost.
- A wand with a blessing of Search that helps one to locate medicinal herbs.
- A musical instrument (a lyre or small harp?) with a blessing of Inspire.
- A pair of shoes, boots or sandals with a blessing of Athletics that allows the wearer to leap for twice his/her normal distance.
- A canteen or skin that purifies and keeps fresh any drinkable liquid placed in it (Greater Blessing of Healing?).
- A pouch containing a small number of mithril arrowheads, each with a Blessing of Hunting upon them. They reduce the TN to bring down game by 2.
- A Hair comb - minor Blessing on Inspire or Awe.
- A pack - reduces the load of the

character by 1d - rolled at start of journey.

- A birdbone nose flute - minor Blessing on Hunting.
- Cleated clogs - minor Blessing to travel.
- Wound Clips - look like hair-clips, but with shorter teeth. Minor Blessing to Healing.
- Mask or torc - minor Blessing to Orate, Song or Riddle (pick one.)
- A cookpot - +1 Tolerance if one can cook using it.
- A fine map - that only can be read by moonlight. Minor Blessing to Travel only if owner is the Guide.
- A map on silk that always shows where you are and the surrounding 30 miles... (Greater Blessing to Travel)
- A ring of light - when the command word is spoken for the first time since sundown it provides 1 candle of light for one hour. Cannot be turned off early...
- Briar of the Storyteller – A minor Blessing to all of Courtesy, Riddle, Inspire, or Awe if one is skilled with Smoking and has pipeweed, as the smoke illustrates one's tale...

UNORTHODOX BLESSINGS by Scrollreader

A Blessing of Secrecy for a cloak. It gives the blessing to both Riddle and Stealth but only to hide the wearer's identity (not the wearer). This seems fair to me as a 'normal' Blessing, given the limitations compared to an item which fully blessed both abilities.

A Blessing of Protection (e.g. a jewel from Eregion), treated as a Greater Blessing on the treasure index since it seems more potent than a Blessing on a common skill.

A Blessing vs Fear tests (e.g. A war mask of Belegrond). Also costed as a Greater blessing for the same reasons.

MORE DETAILED WONDROUS ARTEFACTS

Celebrían's Talisman
It is said that ere Celebrían sailed into the West she gave this talisman to her beloved husband Elrond. It is possible that he might be willing to part with it to a band of chosen heroes for a special task. This red-streaked, bright green beryl dangles from a delicate silver chain.

The talisman enables the wearer to attempt to speed their recovery by making a Healing roll against a Very Easy difficulty (TN 10). If you are not unconscious you may attempt the roll yourself, or allow another character to tend to you.

A successful Healing roll does not remove a Wound, nor does it restore lost Endurance points, but it lets you mark the injury as Treated. The LM should not allow a failed Healing roll to be repeated until at least a day has passed, as the failure of the treatment will not be immediately apparent.

Circlet of Eagles by Poosticks7
A silver circlet that allows the wearer to have keen eyesight and speak the language of the Great Eagles - it was later given as a wedding gift to Beorn.

Collothalion (S. "Cloak of Shields")
A dark blue cloak trimmed with a white border & stitched with silver thread into a dazzling pattern. In battle the cloak animates and seems to come to life and the pattern changes and dazzles attackers.
If worn without using a shield the cloak increases the Parry score of the wearer by 2.

Corantir (S. "Circle of Long Seeing")
Golden circlet of elven make. Protects the wearer as if he had a helm, and allows the wearer to see about twice as far as normal (Blessing to Awareness for distant things only).

Dragon-helm of Dor-lómin by Mim
It is woven with runes of warding, and carries with it an enchantment to foil the hottest flame. This magic works only in battle, however, and it does not permit you to walk unscathed through a bonfire—though it protects you from sparks near flames.
While wearing the Dragon-helm you receive a +2 to Inspire tests.
When you invoke an Attribute bonus on a Protection test, use your favoured Body rating as a bonus. Dragons know well this work of the Dwarves, and will regard you as a mortal enemy.

Elenya (Q. "Ring of Stars")
A lesser Elven Ring of Power made by Finculin with aid from Annatar and Celebrimbor. It is a pale shadow of the might of the Three but it is still an item of considerable power.
The Ring of Stars is fashioned of mithril and set with an amethyst. The ring can be invisible and undetectable to all but other Ringbearers if desired.
The Wits score of the wearer increases by one. The ring makes the wearer more empathetic to those he meets and gives a Blessing to Insight. The wearer may at any time spend a Hope point to become invisible for a limited time and then have a Greater blessing to Stealth.

Curse: If the wearer is mortal he ages at about half normal rate, but reduces body or heart score by one every tenth year. If the body or heart score reaches 0 the wearer turns into a wraith.
[*Ed.note: this item should have another Curse that operates on all wearers given it was made with Annatar's (Sauron's) aid].*

Gift of Melian
Engwë's beautiful suspended medallion was a gift from the Maia it is named for. It is entirely a swirl of variously coloured laen, so artfully put together that is seems constantly in motion, though completely static. Blessing to Awe and the wearer is immune to fear.

Gimilkhor
A gold ring set with a single sapphire, this item was named by its maker. Spidery Tengwar runes spell out the ring's name on the inside of the band.
It gives a Blessing to resist magic of all kinds. If the wearer has to use a point of hope to resist any magic he/she may roll a feat die, if the result shows a Gandalf rune he/she gets the Hope point back after resisting the magic

Hilvar's Flute
A silver flute which has a tracery of gold around each of the finger-holes. It belonged to a particularly carefree Silvan Elf known for his light-hearted song and biting wit. The flute lightens the mood for those listening.
A Blessing to Song. With an Extraordinary Success listeners to the flute that are not Miserable may remove one temporary Shadow point (only one per adventuring/fellowship phase).

Horn of Battle by Poosticks7
When making a roll using Inspire, you may blow the horn to gain a +2 bonus, but the user must have Battle skill to gain the bonus if in a battle.

Lembas (Elven Waybread)
Baked in small cakes and wrapped in leaves to keep in freshness. As long as the wrapping is not removed they can stay fresh for days. One cake will provide enough sustenance for a Man to march a full day. Lembas also strengthens both body and mind and will help a traveller to continue even when hope is lost.
While travelling reduce the difficulty of fatigue checks by 2.

Masterwork Dwarven Tools
These tools are for fine detailing work such as engraving/gem setting/lock picking etc. These tools give a +2 to any Craft roll when used for making a small item or for making something look nice, or to pick locks.

Optional Drawback/Curse:
The owner must pass a TN20 Wisdom test to give them to someone else, or do everything in his/her power to get them back if they are lost or stolen.
Furthermore, if the owner failed a roll when making an item, it would seem to be fine but the same curse would pass over to whomever the item was given to, worse if a 'Sauron' was also rolled.

Maltilcala (Q. 'Gold-gleam')
A lesser Elven ring made by Celebrimbor before the great rings were made. It is a gold ring with no inscriptions or gems, but its gold is quite bright and shiny. The ring increases the wearers Wits by 1 and seems to bring the wearer out of the most dire situations – the wearer can reroll any roll once per game session.

Mighty Warhelm by Poosticks7
When making a roll using the Awe skill whilst wearing the helm, you gain a +2 bonus. The helm cannot be dropped during combat to regain Fatigue as the helm is a chore to don & doff due to intricate workmanship.

Miruvor (Cordial of the Elves)
A rare and delicious drink that invigorates both body and mind. Even a mouthful will relieve all Weariness.

Nimrodel's Necklace
This beautiful necklace of black and green jade is a work of the highest Elven craftsmanship. The necklace enables the wearer to use his favoured Wits for Parry rating. If he/she already uses favoured Wits then the Parry rating is increased by 1.

The Ring of Hissael
A ring of silvered steel inlaid with gold, bearing the head of a great bird with emerald gems set upon its eyes that bestows upon the wearer eyesight as keen as a hawk (a Blessing to Awareness).

Scabbard of Westernesse
A sword scabbard wrapped in dark blue leathers with silver metal accents and emblazoned with imagery of ancient Númenór. When a blade is drawn from this scabbard, all who gaze upon it are compelled to recognize the mighty presence of the bearer (a Blessing to Awe).

Sigilnîr, the Necklace of Tears
The Sigilnîr is a beautiful white-gold necklace of subtle design, wrought in Eregion of old by an Elf-princess who travelled far and wide whilst her daughter remained at home. A small locket inlaid with interlocking motifs is its main adornment.
Placing a portrait of the wearer's true love inside will activate its strange magic: the portrait will slowly alter to reflect the emotional state of one's true love, whether joy or sorrow, pleasure or pain.
The item functions much the same as if the wearer had a second Fellowship Focus, renewing 1 point of Hope at the end of a session if the true love remains happy and content, but also as a source of Shadow should they ever suffer.

Silver Ring
This ring is in the shape of a bird, with the eye of the bird being a yin/yang style symbol of unknown semi-precious stones. The ring gave the user a +2 to any Song roll.

(Optional Drawback/Curse):
The wearer becomes a little wary and distrustful when meeting new people. So during an Encounter if the wearer wanted to use any other skill except Riddle to introduce themselves, he must pass a TN14 Wisdom roll to use it.
If the roll failed then they had to use Riddle to make their introduction and roleplay being a little distant and untrusting.

Silver Wolf's Head Pin
This brooch/cloak pin gives a +2 to any Hunting roll.

(Optional Drawback/Curse)
The wearer seems more imposing and intimidating to others who meet him.
So during an Encounter if the wearer fails an Awe roll with a 'Sauron' on the Feat die, Tolerance is decreased by an additional point as the character comes across as angry or intimidating.

Sulrosendil (S. "Friend of Sea and Foam)
This ring once belong to Elros before it eventually became a hereditary possession of the Kings of Númenor, and is a Sister ring to that worn by Círdan of Lindon.
The favoured Wits score of the wearer is increased by 1.
The wearer always seem to get a bit more favourable weather conditions than others; he/she ignores any Sauron Eyes when making Traveling tests at sea.
The wearer may also spend a point of Hope to control winds in the immediate area if by the sea or sailing on the sea.

~famous weapons and armour~

WEAPONS

Elven Dagger by Templar72
Does the same damage as a sword versus Orcs (only) and (like Sting etc.) glows in their presence.

Andcarch (Long Fang)
A finely wrought Elven dagger forged many years ago in Hollin.
Type: Dagger
Craftsmanship: Elven
Qualities: 1) Luminesence
2) Keen

Anduril (Flame of the West)
" Very bright was that sword when it was made whole again; the light of the sun shone redly in it, and the light of the moon shone cold, and its edge was hard and keen."
Type: Long Sword
Craftsmanship: Dwarven/Elven
Qualities:
1. Flame of Hope
2. Gleam of Terror
3. Runes of Victory

Andúril, Flame of the West Version 2
Type: Long Sword
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Flame of Hope
2. Gleam of Terror
3. Superior Keen

Notes: The Elven smiths of Rivendell reforged the Shards of Narsil, also known as the Sword-that-was-Broken, into Andúril on the behalf of Aragorn. It was given into his keeping prior to the Company of the Ring setting out from Imladris on the 25th of December 3018 of the Third Age.

Annúngil by Curulon
Type: Long-sword
Craftsmanship: Númenórean
Banes: Orcs, Undead
Qualities:

1. Superior Grievous
2. Raging
3. Foe-slaying

Notes: Like Lara mentioned with Ringil, in my vision Annúngil remains true to its name and does seemingly appear to 'glow' during the night, as if a star had come down from the heavens to dwell on the earth. I don't think it would actually glow, more of that subtle magic that goes into crafting a Famous Weapon that would appear to be more of a great magic to those who are not attuned to its sight, such as the High Elves or members of the Wise.

Caladtegi (Lightbringer) by Beran
Type: Long Sword
Craftsmanship: Elven
Bane: Orcs
Qualities: 1) Luminesence
2) Runes of Victory
3) Foe Slaying

Forged long ago in Gondolin. The name of the smith and original owner are long lost to the mists of time. This blade has seen use in war almost since it was first quenched. The last known wielder was Arantar, one of Isildur's knights, veteran of the Last Alliance and Champion to the King. Both knight and sword never returned from the Fields of Gladden and its resting place is not known even to this day. Is it in the foul hands of some Orc chieftain, at the bottom of a fen in Gladden or swallowed by Anduin the Great? All that is known is that if it ever returns to the hands of Men it will be a beacon to those Free Folk who continue to fight against The Enemy and his dark forces.

Dorwin-nautr ('Wineland's Gift')
A finely crafted Dorwinion blade.
Type: Sword
Craftsmanship: Dorwinion
Qualities: 1) Fell

Glamdring
The sister sword to Orcrist, Glamdring was similarly ornate, bearing the runes of its Elven smiths. The Goblins called it Beater and hated it even more than its twin.
Type: Sword
Craftsmanship: Elven
Banes: Orcs
Qualities:

1. Luminescence
2. Superior Keen
3. Runes of Victory

Gurthang ("Iron of Death")
Type: Longsword
Craftsmanship: Elven
Banes: all living things
Qualities: 1. Superior grievous
2. Superior keen
3. Foe slaying

[The sword of both Beleg and Turin, forged from Anglachel, the black blade of the Dark Elf Eol. It is said that the iron of its blade fell to Middle-earth from an asteroid, giving it unparalleled sharpness. A sentient blade that constantly thirsts for blood, its qualities show its propensity for killing single enemies fast - as evidenced by Turin's slaying Glaurung in one blow. Alas, it is also cursed, as its other name "Black Blade" attests - its wielder will suffer from the "Darken" curse]

Iúyevanwa, The Never Lost by Lara Redleaf
Type: Sword
Forged in an Age long past, the Númenorian blade has been carried by the same House since it was first cooled. This shining steel blade and black handled weapon is very plain, with only a single green polished stone adorning the pummel. Traditionally, Iúyevanwa has been passed down when the Eldest Child is married. As it name implies, the owner who wields the blade always returns home. Even those who fell had their bodies recovered and returned home for proper burial.

You can spend a point of Hope after a successful attack to produce an automatic Piercing Blow.

Ringil by Lara Redleaf

"*Seven times I wounded the Great Enemy, that you call Morgoth. I hewed his foot as my master lay dying beneath his heel and did a hurt to him that ever after pained him. Long have I lain in darkness, and long have I hungered for vengeance. Ever shall I strike down the servants of Shadow while true hands wield me.*"

Type: Long sword
Craftsmanship: Elven
Bane: The Enemy
Qualities: Superior Keen
Luminescence
Foe-slaying

Dramborleg

Type: Great axe
Craftsmanship: Elves of Gondolin
Banes: The Enemy
Qualities:
1) Raging
2) Crushing
3) Superior Fell

Possible curse: Ill omen
Description: A beautiful double-headed axe engraved with wave-motifs.

Durin's Axe

Type: Great Axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Cleaving
2. Runes of Victory
3. Grievous

Notes: This axe was an heirloom of the Longbeards, though it was lost when the Dwarves were driven from their Halls of Khazad-dûm by Durin's Bane the year 1981 of the Third Age. The Axe was one of the treasures that Balin's expedition to reclaim Khazad-dûm sought to recover when they established their ill-fated colony from 1989 until it met its doom in 1994.

The Wolfbiter's Axe by Indur Dawndeath

The Wolfbiter Axe is a one-handed Axe, forged of steel by Dwarves of the Greydelve at the commission of a Woodman War Leader.
Damage: 5 (+ Valour against Wolves)
Edge: 9 Injury: 18 (Wolves roll the Feat Die twice and keep the lowest result)
Enc. 2 Called Shot: Break Shield (Piercing strike against Wolves)
Intimidate foe (Free attribute bonus against Wolves).
Cursed by the Gibbet King:
The effect of a Bout of Madness while carrying this axe results in a Kin-slaying frenzy, that will not stop until everyone is dead or the holder is knocked out or killed. Wolves are both afraid of the wielder of this axe and at the same time extremely hostile. Encounters with wolves will develop, as an all-out attack on the wielder. All the Wolves will try to kill the wielder first before concentrating on anyone else.

The Axe of Dreadful Sounds by jamesrbrown

Type: Great Axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Gleam of Terror 2. Runes of Victory 3. Superior Fell
Notes: This Axe, when swung, makes an awful booming sound to accompany the intimidation efforts of its wielder - a particularly disturbing noise for all Shadow creatures. The sound increases in intensity the greater the display of passion. Dwarven runes cover its surface.

Aeglos ("Snow Point")

Type: Great spear
Craftsmanship: Elven
Banes: Orcs
Qualities: 1. Cleaving
2. Crushing

3. Raging

[*The spear of Gil-Galad that was used against the forces of Sauron in the Last Alliance of Elves and Men in the Second Age, it was said that "none could stand before it," so I went with qualities that focus more on mass damage versus taking down a particular foe. No one knows for certain what became of it after Sauron slew Gil-Galad on the plains of Gorgoroth, though some believe Elrond brought it back to the Last Homely House*]

Bow of the Galadhrim

Type: Great Bow
Craftsmanship: Elven
Banes: Orcs
Qualities:

1. Biting Dart
2. Sure Shot
3. Fell

Notes: The Bow of the Galadhrim was longer and stouter than the bows of Mirkwood, and it was strung with a string of elf-hair. It was given to Legolas by the Lady Galadriel as the Company of the Ring was departing Lothlórien on the 16th of February 3019 of the Third Age.

Belthronding by Arkat

Type: Great bow
Craftsmanship: Elves of Doriath
Banes: Orcs
Qualities:

1) Superior Grevious
2) Keen
3) Sure Shot.

Possible curse: Ill luck
Notes: Belthronding is made of black Yew, inlaid with knots of lighter wood, strung with bear sinew and can only be drawn by might and magic (Valour and Wisdom 3+). This bow belonged to Beleg Strongbow and was though lost with the sinking of Beleriand.

Minluzîr by Curulon

Type: Great Bow (Númenorean Steel Bow)
Craftsmanship: Númenórean
Banes: Evil Men, Trolls
Qualities:

1. Superior Fell
2. Sure Shot
3. Superior Grievous

Minluzîr, which means "sky-friend" in Adûnaic, is not as iconic to Curulon as Annúngil is, but if he possessed a second Famous Weapon it would be this Númenórean steelbow. I imagine it to have a deep blue colour, with silver accents along the limbs, especially at the nocks. The ancient Númenóreans crafted hollow bows of a spring steel that were much feared by the Orcs and other evil creatures of the Second Age. Only the strongest of archers could wield this weapons, but they and their steel-tipped arrows were devastating. The secret of manufacturing these weapons was lost in the destruction of Númenór.

Númenorean Steel Bow Version 2

Type: Great Bow
Craftsmanship: Númenorean
Banes: None
Qualities:

1. Superior Grievous

(I thought that Superior Grievous made sense for such a bow)

Grond ("The Hammer of the Underworld")

Type: Mace (use Mattock)
Craftsmanship: Morgoth
Banes: elves, dwarves, men
Qualities: 1. Raging

2. Superior Grievous (as Elven)
3. Runes of Victory

Grond was the mace wielded by Morgoth in his single combat against Fingolfin, when he cratered the earth every time he missed. As Morgoth desired to mar Arda above all else, Grond shares this desire: every time its wielder misses its target with an attack, Grond nonetheless damages the ground around its opponent. Mechanically, the opponent loses any bonus success dice on each miss (one die per miss). If the opponent has no success dice, then instead they become increasingly hindered (-2 to the defender's TN, cumulative with each miss). Curse: Shadow Taint.

ARMOUR

Mithril Mail
Type: Armour
Craftsmanship: Dwarven
Qualities: 1) Cunning Make
2) Mithril Armour – Enc 6/3d

Braces of Belegost
Type: Leather Vambraces
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Close Fitting
2. Rune-scored Armour
3. –

~enchanted qualities~

EXPANDED ENCHANTED QUALITIES by Elfcrusher

Accurate
Craftsmanship: Any
Item: Bows
Special: replicates the Hobbit Cultural Reward
When making a ranged attack, add to your rolls a bonus of +3, or your Valour rating (whichever is higher).

Bastion
Craftsmanship: Any
Item: Shield, Helm
Woven with spells and engraved with runes to protect its owner from the most fearsome abilities of the Enemy's minions, this item grants the owner a Blessing (add Wisdom to roll) whenever resisting Dreadful Spells used by adversaries.

Blessed
Craftsmanship: Elven, Númenorean
Item: Close Combat Weapon
Special: Bane
Touched with a remnant of the light of the two trees, this weapon drains a point of Hate from Bane creatures for each extra success rolled during a successful attack (that is, one point on a Great Success, two points on an Extraordinary Success.) Additionally, the wielder may spend a point of Hope to cause the weapon to flare with brilliant light for one minute, increasing by one the number of successes from any successful Intimidate Foe or Rally Comrade combat task.

Destruction
Craftsmanship: Elven
Item: (Swords)
Special: Bane
When Bane targets are killed by a Wound from this weapon, the results are…messy. All Bane creatures who witness this must make a test (Attribute Level vs. TN14 + Valour) or lose a point of Hate, or all Hate on a failure with Gandalf. Not applicable vs. mindless adversaries.

Dwarf-wrought
Craftsmanship: Dwarven
Item: Mail Armour
Special: replicates the Dwarven cultural reward
When you invoke an Attribute on a Protection test, use your favoured Body rating as a bonus.

Flickering Steel
Craftsmanship: Dwarven
Item: 2h Weapons
Bonus to Parry = Valour

Hardened
Craftsmanship: Any
Item: Armour

Special: replicates the Hobbit cultural reward When you make a Protection test roll the Feat die twice and keep the better result.

Hated
Craftsmanship: Elven, Numenorean
Item: Close Combat Weapon
Special: Bane
Bane creatures recognize and fear this dreaded weapon, and gain the Hatred special ability against its wielder. On a successful Intimidate Foe, however, Bane creatures engaged with the wielder lose all attribute level bonuses.

Hope of Valinor
Craftsmanship: Elven
Item: Close Combat Weapon
Spend a point of Hope to cause your weapon to flare with pure light, causing servants of shadow to despair (cancels their Attribute Level bonus next turn) and/or giving all companions attribute bonus on Fear/Corruption checks this turn and next.

House of ...
Craftsmanship: Elven
Item: Shield
This ancient shield is emblazoned with the emblems of a great house of the First Age. Servants of Shadow attacking the bearer gain the benefits of "Hatred of..." but in their rage they lose all of their Parry.

Insidious
Craftsmanship: Dwarven
Item: Close Combat Weapon
Special: Bane

Weapon is harder to heal from for bane targets; all wound treatment tests are +2 TN, and endurance recovery is impossible without daily healing skill rolls. Even when not wounded, all End recovery is halved once hit with the weapon.

Ironbane
Craftsmanship: Elven
Item: Dagger, Short Sword
Forged in Beleriand in elder days, this blade is infused with spells that allow it to cleave iron. Enemies wearing non-enchanted mail armour roll two fewer Success dice when making Protection tests against this weapon. Additionally, on a successful Craft test the owner is able to cut through normal iron such as chains or bars.

King's Guard
Craftsmanship: Any
Item: Shield
When used for the Protect Companion combat task, this shield grants additional Parry equal to the wielder's Valour.

Massive
Craftsmanship: Any
Item: Great Spear or Polearm (2h)
With a successful Piercing Blow opponents of man-sized or smaller are knocked down (regardless of outcome of Protection roll).

Noble Protector
Craftsmanship: Dwarven
Item: Shield
When using the Protect Companion combat task, your Parry is increased by your Valour score against the intercepted attack. If the attack misses completely your point of Hope is refunded.

Piercing
Craftsmanship: Dwarven
Item: Spear
Special: replicates the Barding Cultural Reward

When thrown, roll the Feat die twice and keep the better result.

Protection-spell
Craftsmanship: Elven
Item: Headgear, close combat weapon
Special: Bane
An item bestowed with such a Quality gives you a bonus to your Wisdom rolls when you are fighting against a Bane creature equal to your Valour.

Quick
Craftsmanship: Elven
Item: Bow
Special: replicates Elves of Mirkwood Reward
This bow allows the wielder an extra opening volley, even when no volley would normally be allowed.

Scion's String
Craftsmanship: Elven
Item: Bow
Once per turn, on a successful attack that results in a Wound, immediately make another attack against any enemy within range.

Smiting
Craftsmanship: Dwarven
Item: Great Axe
Special: replicates the Dwarven Cultural Reward
When you are attack an enemy with an Attribute level of 7 or less, if you get a Gandalf on the Feat die using this axe, your opponent is made Weary for the remainder of the combat.

Weapon Shattering
Craftsmanship: Any
Item: All types of shields
When an adversary misses on a Gandalf, their weapon shatters on this shield. If the weapon was a natural attack (bite, claw, etc.) they suffer an endurance loss equal to their own damage rating.

Wounding
Craftsmanship: Numenorean
Item: Spear
When a Pierce is rolled the target continues to take damage, regardless of the outcome of the Protection test. If the attack was a normal success the victim loses one additional endurance every round, two on a great success, three on an extraordinary success.

~standing~

alternate standing rules by doctheweasel

Renown Points
The new system revolves around a new economy: Renown Points. Gaining ranks in Standing through the Raise Standing undertaking now takes a requisite number of Renown points rather than treasure.

Table 7: Renown Points

Standing Rank	Renown Point Cost
1	3
2	6
3	9
4	12
5	15
6	18

GAINING RENOWN POINTS

You gain Renown Points through your actions. The focus here is on how one benefits their culture.

~Good Deeds (player's own culture)~

Gain 1 Renown.
Do a good deed for your own culture. This is something that could happen in your standard adventure.

Examples:
- Rescue a villager from Orcs.
- Protect a village from being pillaged.
- Thwart local bandits.
- Return a cultural heirloom to a leader.
- Speak on behalf of locals to regional leader.

Great Deeds (player's own culture)

Gain 2 Renown in own culture
1 Renown in adjacent cultures.

Do an exceptional deed for your own culture. These should not happen as often and should be worked up to. This is only worth 1 Renown if it does not benefit your culture directly, rather benefits a nearby culture.

Examples:
- Save a town from destruction.
- Save a leader from death.
- Uncover a conspiracy.
- Defeat a significant threat.

Legendary Deeds (any regional culture)

Gain 4 Renown.
Participate in a historic event that has lasting impact on the region. The character must make a significant heroic contribution. Just being there doesn't cut it.

Examples:
- Smaug's attack on Lake-town
- Battle of Five Armies
- A few places in *Darkening of Mirkwood*

Famous Encounters

Gain 1–2 Renown.

The character distinguishes himself as a spokesperson for the region. This is worth a different amount depending on the nature of the encounter and the import of the other party. This does not apply to secret meetings, for word must be able to spread of the event.

- Person of import (town leader, general, merchant prince, etc): Gain 1 Renown for 5+ successes in an encounter.
- Cultural leader or Luminary (Thranduil, Beorn, Radagast, Gandalf, Saruman, etc): Gain 1 Renown for 2+ successes, 2 Renown for 5+ successes

Public Spending

Gain 1 Renown
Spend 4 Treasure to the benefit of your culture.
This can go to:
- Aiding a village rebuild after a raid
- Help finance public works or developing communities
- Buying favour with local leaders.

Standing Upkeep (Losing Renown Points)

If a character spends a Year's End Fellowship Phase away from home, their Renown is reduced by their current Standing rating (because the more you represent to a culture, the more is expected of you). If this reduces one's Renown pool to less than 0 the character immediately loses a rank in Standing. Their new Renown pool is half (round up) of what is needed to regain their Standing.

part four additional rules & clarifications for the adventuring phase

~actions~

AN EXAMPLE OF HOW TO USE FEAR TESTS: Does Fear Know No Bounds? By eluadin

Rules Used: *Natural Watchfulness* (p.112 Rulebook) and Strike Fear (p.234 Adversaries: Special Abilities)
When Natural Watchfulness (or similar ability) is employed by a PC and an Adversary is found in the area, if that Adversary has Strike Fear then they can use it to attack the player-hero with their Hate. The player-hero must make a Fear Test as per the normal rules even though they are not directly engaged with the Adversary.

ORIENTATION TEST EXAMPLE: Such Savagery! by eluadin

Rules Used: Orientation Test (p.146 of Rulebook)

When entering a scene that could require a Corruption Test because of Anguish and some type of Task is required immediately after entering the horrific scene, an Orientation Test is required in order for the PC's to attempt said Task.
If successful, then regardless of the result of the Corruption Test the player-hero undertakes the subsequent Task(s) without any negative impact.

If the Orientation Test is failed, then some important detail is missed that negatively influences the subsequent Task(s).

If the Orientation Test fails AND an Eye of Sauron was rolled AND the player-hero failed their subsequent Corruption Test, THEN the missed detail when it comes to light causes the player-hero to be temporarily Miserable until the scene is over.

If a player-hero possesses any number of Shadow points at the time, then reduce the TN one level, OR for every permanent Shadow point reduce the TN one level.
[*This is because it is assumed that such PC's have become 'used' to such scenes because of their past confrontations with the Shadow*]

~Journeys~

THE COMPLETE JOURNEY SEQUENCE by stormcrow

1. PLANNING

a. The Company decides on a destination.

b. The Company shows the Loremaster their planned route on their map.

c. The Loremaster calculates the distance travelled.

d. The Loremaster modifies the distance for terrain.

e. The Loremaster divides the modified distance by the speed of the Company to get the total number of days to travel.

f. The Company may opt to make Lore rolls to improve aspects of the journey.

g. Company members choose their roles for the journey.

2. TRAVELING

a. Start of Day

- Players are entitled to two tasks each.
- If 3, 4, 5, or 6 days have passed since start of journey or last Fatigue test, all members of the Company roll one Fatigue test.
- If a Fatigue test fails, the hero who failed it immediately gains 1 or 2 points of Fatigue, depending on his Travelling Gear.
- If a Fatigue test fails with an <Eye>, a Hazard is triggered immediately.
- If the Loremaster decides to include a Corruption test for the day's journey, it is rolled now.
- If the Loremaster chooses to introduce an encounter at this time, the encounter occurs.

b. End of Day

- If the Company makes camp for the night, and if anyone is not at full Endurance points, they regain a number of Endurance points depending on their Wound status.
- If the journey is not complete, go back to Start of Day for the next day.

3. 3. The Company arrives at its destination.

JOURNEY RULES SUMMARY by jamesrbrown

(See rulebook pp. 154-163)

1. The players decide on the route.
2. The Loremaster determines the length of the journey in days and the number of Fatigue tests each player will need to make.
   a) Measure the distance the Company will travel (1 hex represents 10 miles). Include the hexagon containing the destination, but not the one containing the starting point.
   b) Check which type of terrain the company traverses for the majority of the journey (at least half the distance) and then multiply the total distance travelled by the appropriate modifier (very easy x0.5, easy x1,moderate x1.5, hard x2, severe x3, daunting x5, good roads x0.5).
   c) Divide the distance measured by the travelling speed of the Company – rounding all fractions to the nearest whole number. The result is the expected length of the journey in days. Travelling speeds per day are: 20 miles on foot, 40 miles riding horses (horses cannot be ridden in any woods), 20 miles using boats on a river downstream, 5-10 miles using boats on a river against the current.
   d) The Loremaster may decide to split the journey into legs for different terrains or regions.
   e) Each player will make a number of Fatigue tests based on the duration of the journey and the weather conditions of the season. They will make 1 test every 3 days in Winter, 5 days in Spring, 6 days in Summer,4 days in Autumn. A Fatigue test will be made for each full or partial number of days travelled.

3. ALL players may attempt a Lore test for the first leg of the journey.
   a) Take the best successful Lore roll and consider...a success chooses one of the following options, a great success chooses two, and an extraordinary success chooses all three (the same option cannot be chosen more than once).

   (1) Reduce the length of the journey by one day (to a minimum of one).

   (2) Allow one character to automatically pass one Fatigue test.

   (3) Reduce the TN of all Travel rolls made by one character by one level, (e.g. from moderate to easy).

   b) For every failed Lore roll, the length of the journey is extended by one day.
   c) If the players are familiar with the route, they may be granted a free Attribute bonus.
4. Companions assign roles for the journey (more than one character may be assigned to the same role except for the Guide position).
   a) Guides need superior Travel skill.
   b) Scouts need a decent Explore skill.
   c) Huntsmen need good Hunting skill.
   d) Look-outs need high Awareness skill.
5. Fatigue tests are all resolved at the same time for all characters by making Travel rolls.
   a) Determine the TN for Fatigue tests based on the Region Type (TN 12 for Free Lands, TN 14 for Border lands, TN 16 for Wild lands, TN 18 for Shadow lands, and TN 20 for Dark lands). If a journey requires multiple rolls, a Loremaster may apply different TNs to represent the difficulty of traversing different areas.
   b) Players that fail a Fatigue test must increase their Fatigue score by the Encumbrance value of their Travelling gear (2 in a warm season or 3 in a cold season). Companions on boats or ponies halve the total Fatigue due to failed Travel rolls (round fractions up). Note: this rule only affects cold season travel due to rounding fractions up.
   c) If at least one player fails the test and the Feat die shows the EYE (11) result, a Hazard episode has been triggered.
6. At the end of a journey, if a player's Endurance is lower than his Fatigue, he starts the episode Weary.
7. During an average day of travel, players are entitled to make a maximum of two die rolls for actions (basically, one action attempt in the morning and one in the afternoon).

TRAVEL BOONS by Telcontar

If a Gandalf Rune is rolled as part of a successful travel roll (perhaps requires a Great or Exceptional Success) then a travel boon has occurred.
Example:
Guide
Discovered an old ruin that was a former elven haven, still has a wholesome feel - all PC's recover any Weariness due to Travel Fatigue.

GUIDELINES FOR A FORCED MARCH by Eluadin

Rules Used: Journey Rules and Fatigue Test (p.155-6 of Rulebook)
Task: To Perform a Prolonged Athletics Task (Forced March) to attempt a vigorous pace while journeying within Mirkwood. If successful, the player-hero covers more distance in less time.

Failure indicates a Forced March pace was impossible and regular Journey Rules prevail.
Simple Success: The Fatigue Test TN increases two levels.
Great Success: The Fatigue TN increases one level.
Extraordinary Success: The Fatigue TN does not increase AND regardless of the quality of success, the terrain modifier used by the LM when calculating the Journey distance lowers one level.

For a company to make a successful Forced March, everyone in the company needs to succeed at their Athletics Task. If a player-hero has an appropriate Trait, this can be invoked for a Simple Success of the Athletics Task (examples include: specific Region lore, Hardy, Swift, Determined, and Hardened).

Regardless, a Fatigue Test is always required for a Forced March; and, given the aforementioned mechanics, it is usually best to make the roll instead of invoking the Trait.

Because of the lateness of the day of arrival at destination a full rest is usually not possible, this means no removal of Fatigue Points from any failed Fatigue Tests during the march, and requires a full day and night of rest the following day instead.

new hazard episodes

A BIG LIST OF HAZARDS by Rich H

All Companions

False Friends (Dangerous Meetings)
The company meets a group of Woodmen who seem friendly. All companions must make an Insight test. If no one succeeds, they do not realise that these Woodmen have fallen to the Shadow and will seek to ambush and rob them at the first opportunity.

On the Path of Mischief (Dangerous Meetings)
The company passes a pair of seemingly friendly local inhabitants. A successful Insight roll suggests that the pair is up to no good and have some serious mischief in mind.

Enchanted Obstacle (Misery)
The company faces an enchantment not unlike the Black Stream in Mirkwood. Failing the test, they will learn soon enough as one or several of the companions succumb to the dark enchantment.

Scanty Provisions (Misery)
The reserves of food have been spoilt, or prove to be too scarce. On a failure, the mood of the company is ruined for the rest of the leg of the journey (all are Temporarily Miserable).

A Gloomy Place (Daunted)
All companions must make a Fear test to maintain their resolve as they pass through a frightfully eerie place.

Tap-Tap-Tap… (Despair)
The company hears an ominous noise echoing in the distance. The noise is unsettling, and everyone must make a Valour test to avoid losing Hope.

Worn with Sorrow and Toil (Despair)
The company makes hard work of their travels. All companions make a Valour test to avoid losing Hope.

Dark Embassies (Corruption)
The company is met by an ambassador of the Enemy (or of their principal enemy). He may simply offer dire warnings but may also wish to negotiate with them. Or even ask a favour of them and give them a rich reward for merely considering it. The characters should be tempted according to their respective Shadow-Weaknesses.

Spellbound (Corruption)
The company is subjected to a terrible enchantment that befalls all who enter the area. All companions must make a Wisdom test. On a failure, a character gains a Shadow point and falls into a daze and starts walking towards a dangerous end (perhaps into a swamp or cave).

Unquiet Dead (Corruption)
Unbeknownst to them, the company shelters on the site of an ancient massacre of Dwarves by Orcs. The company are plagued by ghosts for several subsequent nights and every companion must make a Corruption test.

A Night Time Chorus (Weariness)
Throughout this leg of the journey, the nights are plagued by the loud chorus of frogs, toads, insects and the like, all companions are Temporarily Weary for this leg.

Bad Weather (Fatigue)
The company must all make another Fatigue test immediately as terrible weather assails them for a number of days.

High Road (Fatigue)
The Company are forced to take a higher route than expected. The cold and the climb affect all as they traverse this high road, all must make another Fatigue test.

Swarms of Midges (Fatigue)
Blood-sucking insects descend on the company. Everyone must make an immediate Fatigue test, representing the unpleasant conditions and the distraction of having hundreds of insects snacking on their blood.

Treacherous Path (Fatigue)
The company must cross a difficult natural obstacle such as a fast flowing stream or steep cliff using Travel or Athletics. Any failures require another Fatigue test.

Deadfall (Strain)
The Company may fail to spot a precarious dead tree, and it falls with a crash. Anyone failing an Athletics test suffers hurt from the crashing wood and branches (1d6 Endurance, Wounded on an Eye).

Dumbledors (Strain)
The companions are plagued by blood-sucking Dumbledors. All heroes must make a Travel test. Anyone who fails loses one point of Endurance and must suffer any consequences from that loss.

Lost Baggage (Wrong Choices)
Ponies topple into gorges, packs are dropped, etc making Fatigue tests for the rest of the journey more difficult (+2 TN) than previously.

Uncomfortable Lodgings (Wrong Choices)
The heroes have made poor choices regarding where to camp and find a shelter for the night. On a failure, the companions sleep miserably and will face harder Fatigue tests (+2 TN).

Guide

Ambush From Above (Dangerous Meetings)
The path leads through a gorge, above which Goblins lie in wait to ambush the companions. Guide must make a Travel test to be aware of this.

Signs of Monsters (Dangerous Meetings)
The guide must make a Travel test to keep the company moving through the territory of a dangerous creature(s). For example, trees covered in spider webs indicate a spider nest nearby. On a failure, the company is unable to clear the territory before being attacked.

Abandoned Settlement (Despair)
The guide brings the company to where he thought there was a friendly settlement, but it has been abandoned/destroyed. Guide must make a Wisdom Test or be Temporarily Miserable.

Very Nasty Dreams (Corruption)
The company unknowingly stops to rest on the doorstep of a dangerous enemy. The Guide must make a Corruption test as a fell and evil dread falls across him.

Creeping Cold (Weariness)
If the Guide fails a Travel test, a combination of unusually cold weather and poor preparation for water travel means the companions are Weary for the rest of this leg of the journey.

Lost Direction (Weariness)
The guide has lost the path he was meant to follow and scrambles to recover the lost trail to keep heading in the right direction while traversing a trackless area. If he fails a Travel test, the company is considered Weary for the rest of this leg of the journey.

False Trail (Fatigue)
The guide finds an old trail that leads away from where the company wants to go. Guide to make a Travel test to stay on the correct path, failure means the company goes onto the wrong path, requiring an extra Fatigue test and an extra day of travel is added.

Ill Equipped (Fatigue)
The Guide has to make a Travel test. A failure means he is not appropriately equipped for the route taken and he is considered Weary until this situation is resolved.

Biting Insects & Sucking Leeches (Strain)
The Guide leads the company through an area rife with blood-sucking animals. Guide to make a Travel test, failure means all characters suffer 1d6 Endurance damage (Disease on an Eye).

Hazardous Terrain (Strain)
The path ahead is difficult and the unwary traveller might easily twist an ankle or break a foot. The guide can navigate these hazardous patches with a Travel test; otherwise one PC at random injures one of their feet (1d6 Endurance damage).

Dead End (Wrong Choices)
The Guide makes a Travel roll; on a Failure he incurs an unexpected detour. Add an extra day onto the length of the Journey.

Split Path (Wrong Choices)
The guide must make a Travel test to guess the correct path. If the test fails, the company goes down the wrong path, add an extra day onto the Journey.

Scout

Monsters At Work (Dangerous Meetings)
The scout spots monsters that are otherwise engaged in some activity. Spiders could be weaving webs, a Troll could be digging out a new den, or Wargs could be feasting on a deer. The company can either attack or use Explore to find a way around without drawing the creature(s) attention.

Out of the Frying-Pan Into The Fire (Dangerous Meetings)
The scout makes an Explore test. On a failure, the company has been put in danger by the wrong choices of the scout; for example the group enters the hunting ground of a dangerous creature.

Dying Elf (Misery)
The company moves past a place where Wargs and Elves have fought. One scout must make an Explore test. If he succeeds, he encounters a dying Elf who has been attacked by Wargs. The Elf can warn the company so that they avoid the Wargs. A Failure and the Elf is dead and the Scout is temporarily Miserable for the rest of this leg of the journey.

No Stars To Light the Way (Daunted)
The way is dark and/or confusing. All scouts make a Fear test as the darkness closes in about them and eerie shadows play tricks on their mind.

Separated (Despair)
The scout becomes separated from the company. The scout must make an Explore Test. If he fails, then he loses Hope as he searches for his companions.

Washed Out Camp (Weariness)
It rains heavily, making finding suitable shelter more difficult. All Scouts must make Explore Tests. If none succeed, the company's gear is soaked and they are considered Weary for the rest of this leg of the journey.

Cruel Weather (Fatigue)
The company is surprised by the changing weather and is repeatedly caught in the open by rain or snow, add +2TN to subsequent Fatigue tests until they find shelter.

Goblin Camp (Fatigue)
The company is in an area with very few sheltered places to camp. Every scout makes an Explore test. Failure results in the scout expending more energy in order to avoid marauding orcs and goblins that patrol the area, the Scout gains Fatigue as a result.

No Way Forward (Fatigue)
The company faces an unexpected obstacle in its path and the Scout must go out of his way to find a better path to follow. Scout makes an Explore test, failure means an extra day is added onto the Journey (may require an extra Fatigue test).

Falling Branches/Rocks (Strain)
The scout must make an Explore test to mark any dangerous branches or rocks that might break lose. Failure results in injury to a random PC (1d6 Endurance).

Ruins (Strain)
The scout must make an Athletics test to avoid falling through the crumbling roof of long forgotten ruins. On a failure, he loses Endurance (Wounded on an Eye). Is the scout trapped in the ruins? Does the company have the time to explore the strange ruins?

Between Hammer and Anvil (Wrong Choices)
The scout makes an Explore test and discovers that the company is caught between two perils. Circumventing them causes delays and greater challenges than expected. Add a day to the length of the Journey.

Hunter

A Fallen Token (Dangerous Meetings)
The huntsman discovers a token of some kind: a sign that someone has deliberately dropped or placed. Is someone in danger and in need of help?

Haunted Grounds (Dangerous Meetings)
On a Hunting test failure the hunter continues to pursue a seemingly easy prey but as soon as the beast's blood hits the earth, the air grows dim as an evil mist descends and ghosts assail the company with dreadful spells.

Outlaws (Dangerous Meetings)
While travelling away from the rest of the company the huntsman spies a small patrol of outlaws approaching. Does the companion race back to the company, or try to hide?

Fat Pheasants (Misery)
The huntsman spots a flock of juicy fat black pheasants (or other desirable fowl). He is permitted a single Hunting or Bow test to bring one down before the rest scatter. If the test fails, the birds vanish, and the company are tormented by the thought of what they might have had if they were luckier.

Tracks of the Werewolf (Daunted)
The huntsman finds a gigantic paw-print in the mud and must make a Valour test. If successful, the character correctly observes that the print is old and that the beast is no longer nearby. If unsuccessful, the hunter mistakenly determines that the print is fresh and that a gigantic wolf is lurking in the woods.

Just Out of Reach (Despair)
The huntsman spots a flock or herd just beyond some natural barrier such as a rushing river or deep chasm. Hunter to make a Wisdom test or become Temporarily Miserable.

A Noble Beast (Corruption)
Unbeknownst to the huntsman, the beast he is tracking is a noble and intelligent creature. He recognises this on a successful Hunting test. If the creature is killed by the Huntsman, he will be asked to pay a were gild to its family, and will also need to make a Corruption test to avoid gaining Shadow.

Foul Foraging (Weariness)
The huntsman makes a Hunting test. On a failure, he mistakes a poisonous plant, berry, or mushroom for a common edible one. The company is sickened and considered Weary for the rest of the leg of the journey.

Magic Mushrooms (Fatigue)
The mushrooms in the area are unfamiliar. All Huntsmen make a Hunting Test. If no one succeeds, the companions are plagued by nightmares and restless sleep, all gain Fatigue as a result.

Scarce Game (Fatigue)
The company moves through an area of scarce game. Can their Hunters successfully forage food? If not the company gains Fatigue.

From Hunter to Prey (Strain)
A dangerous predator has followed the tracks or the scent of a hunting companion. On a failure the Huntsman is attacked by an unusually dangerous creature and takes 1d6 Endurance damage (Wounded if an Eye).

Things That Bite and Sting (Strain)
The huntsman is attacked by a small creature that quickly disappears – on a failed Hunting test the hunter takes 1d6 Endurance damage (Disease if an Eye).

Foul Water (Strain)
The river and streams of the area are corrupted. All Huntsmen make a Hunting Test. If no one succeeds all the company are Poisoned.

Poached Quarry (Wrong Choices)
The hunter pursues the same quarry as a group of Elves. One Huntsman makes a Hunting Test. If he succeeds, he has killed a particularly fine stag that was being stalked by a group of Elves and they are not happy.

Look-out

Hungry Wolves (Dangerous Meetings)
A pack of wolves are hunting in the area. While they are unlikely to attack a bank of armed adventurers, a lone look-out might be easier prey, especially if he is a toothsome morsel like a Hobbit or a fat Dale-man. Lookout must make an Awareness test or be surprised.

Monsters Roused (Dangerous Meetings)
The company travels close to the lair of a perilous monster or a colony of wicked creatures. On a failure, monsters are made aware of the company's presence before any companion realises that a threat is imminent, and attack.

Wandering Troll (Dangerous Meetings)
The look-out hears something huge moving nearby. A troll is wandering this way, The company can fight the monster, or they can hide if the look-out gives enough warning (roll Awareness). If anyone fails the Stealth test, the troll spots them.

Scavengers (Miserable)
The company has attracted the attention of scavenging animals, who follow them on their journey. All Look-Outs must roll Awareness. If none succeed, the scavengers have looted the company's provisions and the companions are Miserable until they reach a safe place.

A Fell Creature (Daunted)
The look-out spots a large bat swooping towards him and must then make a Valour test to resist the vampire's dreadful spells, on a failure he is Daunted.

Spooked (Daunted)
The look-out makes a Valour test to avoid becoming spooked by strange noises. On a failure he is Daunted.

A Thief Is Abroad (Despair)
There is a strange, sad creature stealing valuables from passing travellers. All Look-Outs must make an Awareness test. If none succeed, one item of value is lost. The victim is randomly determined unless one companion possesses a valuable ring, in which case the thief makes off with that…

No Way Out (Despair)
The companions feel like they are going round in circles. All look-outs must make Awareness tests. If no one succeeds, the company loses Hope as they struggle to overcome the feeling that they are lost.

Spies and Thieves! (Corruption)
The look-out makes an Awareness test. On a failure, one or more valuable items are taken from the camp at night and the companions only notice the following morning. On a success, the company's belongings remain

safe but the look-out is unsettled by feelings of being watched.

Blanket of Butterflies (Weariness)
A flock of purple butterflies flutter down and nest on the sleeping company. They are like a velvet shroud; if left undisturbed, they smother their victims. The butterflies hum a lullaby as they land. The look-out must make an Awareness roll to stay awake; if successful, he fends off the unnatural sleepiness and drives the butterflies away. On a failure, the humming of the butterflies puts him to sleep too. The company are saved when one of the insects is inhaled by a sleeping companion, and his choking snorts wake the rest. In that time, though, all the company were partially suffocated and feel drained, all considered Weary until next rest.

Guttering Fires (Fatigue)
A constant freezing wind makes keeping the fire alive difficult. All Look-Outs must make an Awareness roll. If none succeed, they repeatedly let the fire go out and all companions are cold and fatigued when they rise in the morning from their restless slumber, all gain Fatigue (as if a failed Fatigue).

Jumping at Shadows (Fatigue)
In a dark and sinister part of the wood, there are many noises and movements that look threatening but may not be. Look-Outs should make Awareness Tests. If any fail, no one gets a proper night's sleep.

A Taste For Blood (Strain)
The look-out makes an Awareness test otherwise he wakes with a mysterious bite mark (Failure with an Eye means Poisoned).

Midge Infestation (Wrong Choices)
The Look Out makes an Awareness test, on a Failure he encounters a large infestation of midges and the company struggles to circumvent the pests, all Weary until rested.

CARAVAN HAZARDS by fedifensor

Broken Wheel (All Companions)
One of the caravan wagons breaks a wheel, or even an axle. It takes a TN 14 Craft check to fix the wagon so it can be used. Failure means the contents of the wagon are distributed among the people in the caravan, counting as an extra encumbrance point of traveling gear. This will increase the Fatigue gained from any future failed tests from 1 to 2. This lasts until the journey ends.

Bad Weather (Guide)
Storms batter the caravan, and the guide must find an appropriate location to set camp for the night. The Guide makes a Travel test. If the roll is failed, the penalty for failed Fatigue tests is increased by 1. This lasts until the journey ends, or a (Gandalf) is rolled.

Unexpected Obstacle (Scout)
The way forward is sufficiently blocked that the wagons can't get through, and an alternative path must be found. All Scouts must make an Explore test. If no one succeeds, the caravan loses a day of travel, and the Scouts must repeat their rolls each day until one is successful.

Missing Supplies (Huntsman)
Some of the foodstuffs are missing from the caravan. The character is sent to bolster the supplies. All Huntsmen must make a Hunting test. If no one succeeds, all companions are temporarily Weary as the caravan is put on half rations. This lasts until the journey ends, or a (Gandalf) is rolled. If a Huntsman failed the roll with a (Sauron) result, he is accidentally Wounded during the hunt.

Runaway Horse (Look-out)

A horse is spooked by a noise, and pulls free from one of the wagons. A successful Awareness test is required to grab the animal's bridle before it flees. If the horse escapes, it slows down the caravan, adding one day for each test remaining in the trip.

MORIA HAZARDS by Mim

Cloud of Hate (Huntsman)

The Huntsman discovers the deadly purple moss known as Gorfang (Dread-beard) nestling in a dimly lit cranny. The peculiar moss emits a reddish tell-tale spray that causes sleep; and on occasion, the Dread-beard's juices can be fatal—once the victim falls asleep, the moss covers the victim. The Dread-beard places you into a deep sleep, one in which you cannot awaken on your own until the effects wear off. Other people can awaken you by successfully testing versus TN 14 in the usual ways — such as jostling or shouting at you, or by splashing water on your face. This slumber lasts for up to one hour per point of Body rating.

Great Bats (Huntsman)

The companions enter a cave where Great Bats hang hungrily from the roof. If the company investigates, a number of the unusually large bats flutter angrily around — one for each hero. In the confusion, the companions will drop any light source, which will probably extinguish. Anyone striking at the bats in the darkness may hit their nearest friend instead of their intended bat.

Fine Eaters (Huntsman)

The Shadow corrupts Death Shrews into vicious and aggressive little rodents. Their enormous appetites drive them to feed on nearly anything. They are fierce, cunning, and superb climbers, and attack even the tallest warriors. Explorers in Moria should take care where they rest or sleep...

Death Shrews
ATTRIBUTE LEVEL 3
ENDURANCE 10 HATE 1
PARRY 4 ARMOUR 1d
SKILLS
Personality, 1 Survival, 2
Movement, 3 Custom, 0
Perception, 2 Vocation, 0
WEAPON SKILLS
Bite 2
SPECIAL ABILITIES
Bewilder (four or more) Fear of Fire
Bite Damage 2/Edge 10/Inj 14 /Pierce

Red Jaws (all Companions)

A pack of these four to six foot long fish with large flat heads and huge red jaws filled with rows of sharp teeth scavenge within the murky depths of the water. Woe to anyone who falls in, because these voracious eaters can devour a Man's leg in seconds (Convert the Death Shrew stats)

Tap-Tap-Tap (all Companions)

Ranging ahead in the darkness, the company hear a noise echoing through the rock from far away and far below. Tap-tap-tap, it says, tap-tap-tap. The noise is unsettling, and everyone must make an immediate Valour test (TN 12) to avoid losing a point of Hope.

Treacherous Footing (any Companion)

The tunnel opens up into a chasm. A raging underground river plunges into this pit, falling into the uttermost deeps of the world. The tunnel continues on the far side of the chasm, and a narrow ledge runs along the

opposite wall of the chasm to the waterfall. The company can – if they dare – clamber along this water-slick ledge to continue their journey. A wise guide will advise the travellers to rope themselves together, and then have the most agile companion make the first crossing. The first crossing requires passing an Athletics test (TN 14). Failure means the adventurer falls into the depths and perishes, unless he is roped to other companions. If a hero is lost this way, then all his companions must pass a Corruption test or gain one Shadow point for the distressful experience (see Rules on Anguish of rulebook p.222-223).

Sinkhole (all Companions)

The constant erosion occurring within the limestone deposits beneath cause an enormous sinkhole that effectively blocks the passageway. It measures twenty feet in length and disappears to a depth of one hundred feet, emerging into an icy cold underground rivulet that flows hard and strong toward the Sirannon (Gate Stream) or Glanduin (Border River) toward the westward, or the Celebrant (Silverlode) toward the eastward.
There are isolated spots where the water has worn the roof of its passage smooth with time, thus allowing anyone falling in (and taking the normal falling damage as appropriate) to come up gasping for air. This potentially allows for his survival by being swept downstream with the current, if he can survive the bitter cold immersion and being slammed against the rocks en route his merger with the aforementioned stream – several miles on.

If the heroes secure a rope to the opposite side with a sure cast (Athletics or a ranged shot at TN 14), they can swing or climb across, Athletics (TN 14).

HAZARDS FOR JOURNEYS FROM LAKE-TOWN TO GREY MTNS by Lathspell

The Itinerant Dwarves

"The Naugrim looked at us warily. They were a suspicious folk made more so by the perils of bandits and things worse than bandits on the roads this far north. Still they begrudgingly agreed to share their fire for the night, and as the evening shadows grew conversation turned towards the journey that lay ahead of us".

The company encounters a group of dwarves traveling between Erebor and the Ered Luin (or possibly the Greydelve) either to trade goods or to visit their distant cousins. The dwarves are initially terse, but value Valour. The usual racial modifiers apply, and a few acts of Courtesy, a Song or two, or a game of Riddles might get the Dwarves too loosen their tongues. (If the companions choose to share what provisions they have with the dwarves lower the TN by 2, or by 4 if they are sharing Beorning Honey-cakes.)

Results:

0-1 The Dwarves share their fire, but little else. They leave before the break of day without even a word of farewell.

2-4 The Dwarves are polite and glad of the companionship. They may share rumours of far of lands, or sights they have seen while traversing the Narrows.

5-7 The Dwarves are pleased to have met the company and tell them of a hidden valley in the narrows. If the heroes succeed in an Explore check they find the valley. Reduce the TN of Travel checks in the valley by 2, and the journey is shortened by a day.

8+ Same as above but the Dwarves are so impressed by the company they are willing to delay their own journey slightly in order to show the Company the way to the valley, eliminating the Explore check.

~The Unexpected Storm~

"The weather had been fair, ideal for traveling and we had hoped to make good time. The storm, when it came, arrived suddenly out of the north. The formerly blue sky quickly darkening as clouds crested the mountains and blotted out the sun. The storm was upon us before we could find shelter and within minutes we were all soaked to the bone".

Mountain country can have severe and sudden shifts in weather, which can be especially dangerous to those unfamiliar with what to expect. If the Look-Out fails an Awareness check (Mountaineer can provide an auto-success here or possible AP) the company is caught in a sudden squalor. Lose endurance equal to two success dice.

~The Glacial Lake~

In a valley the company happens upon a hidden lake with icebergs breaking through the sapphire blue surface. The spectacular view might be enough to restore a point or two of hope (possibly requires an Awareness check, with failed checks merely noting the water is freezing). If anyone in the company wishes to go for a swim, have them make a Valour check to steel themselves for the plunge (Swimming might at LM's discretion allow an auto-success here). Anyone who succeeds loses a few points of Travel fatigue, depending on the level of their rolls success. One for normal, two for superior, or three for Extraordinary.

HAZARDS DURING WINTER by Magus76

~Severe Cold~

The temperature drops dramatically and freezing winds howl over the open plains. Everyone loses 10 minus their Body-rating in Endurance.

~Lost in the storm~

A storm whirls up a wall of white, and the characters lose their way in the wilds. Roll 1d6 and use the hexagonal pattern on the Loremaster's Map to determine what direction they end up, disregarding the direction they were heading in. They will end up one day's worth of travel in this direction before the Guide can try and find their way again.

Should the company fail to realize their mistake, they will continue in this direction until they do. Adjust the remaining number of Fatigue Tests accordingly.

~Heavy Snowfall ~

During the night snow starts to fall and by the end of the following day it is snowing so heavily that it becomes hard to ignore. After two days of continuous snowfall travel becomes harder and harder, making the company slower than usual and more tired from the strenuous journey.

The company loses one day's worth of Travel and 2 points of Endurance.

~Snow-wolves~

The wolves of the plains, all white during the winter, are desperately hungry and looking for food. They will track the characters and attack them during the night. Roll 1d6 and add the number of heroes in the company to get the total number of wolves (use Wild Wolves stats).

~actions while travelling~

PROVISIONS AND HUNTING ON JOURNEYS BY BECKETT

Travelling is a dangerous business, and those who venture far afield must be well-prepared or have sufficient skills in order to survive in the wild and untamed corners of the world, far from civilization.

While the rules as written explain that a hero can only carry a week's worth of provisions, thus a Company must rely on their hunting skills once their provisions run out, the rules don't have much detail about foraging for provisions or the consequences of running out of provisions. RAW of 2 hunting rolls/day/character seemed overly cumbersome, and since food often holds such an important place in Tolkien's stories it seemed important to establish some guidelines for handling it in the game and especially what the consequences of running out of food might be.

Those travelling on foot can carry enough provisions to sustain themselves for one week. Travelling by pony or horse, or using a pack-horse or mule, means that two weeks' worth of provisions can be carried. However, once provisions run out food must be caught or foraged from the surrounding wilderness.

The designated hunter of the group can make a Hunting roll at the commencement of a journey. If the journey is long enough to be broken up into individual legs, then the hunting check is made for each leg of the journey, to try and find provisions for the group.

The roll represents how well the hunter does in getting provisions from multiple hunting and foraging attempts over the course of the journey or that leg of the journey, and thus, how much provisions the Company manages to find beyond their carrying capacity.

"Provisions" here refers to enough food (of whatever kind) and water for each member of the Company.

The Target Number is derived from the Region Table (p.158), and is modified according to season in which the journey takes place and any other circumstances the Loremaster may deem relevant (such as traveling in a Blighted Area, particularly barren land etc.).

Other companions with the Hunting skill can provide assistance, with every additional success adding an additional 2 points to the hunter's total score, and every failed roll subtracting 2 from the total score.

Success
If the Hunter succeeds the Company has enough food to sustain themselves for the journey or that leg of the journey. A Great Success or Extraordinary means the company has managed to gather more than enough food. As a result, uninjured heroes heal using their favoured Heart rating per night, rather than just their basic heart score.

Failure
Failure on the Hunting test means that food proves to be so scarce on the journey to sufficiently feed all companions. Consequently, the Company can only recover 2 Endurance per nights rest (except for those with an untreated Wound, who only recover the normal 1 Endurance per nights rest).

If a Gandalf is rolled on the feat die the Company gains 1 Fellowship Point due to especially good food on the journey and an improvement in morale that results.

If an Eye is rolled on the feat die the Company loses 1 Fellowship Point from their pool due to lack of food and a consequent loss of morale among the Company.

Hunting on a Journey Results Table:
Failure = The Company have not found sufficient provisions for the week. Penalty of +2 to Travel TN and the Company can only recover 2 Endurance per nights rest (except for those with an untreated Wound, who only recover the normal 1 Endurance per nights rest).

Success = The Company have sufficient provisions for the week.

Great Success = The Company have sufficient provisions for the week. Bonus of +2 to the next Travel TN.

Extraordinary Success = The Company have found more than enough provisions for the week, perhaps a large deer or an abundant grove of fruit trees. Same as Great Success with this addition: next week's Hunt is considered to be a normal Success. In other words, the Huntsman need not make a roll that week to find provisions.

Success with a Gandalf = 1 Fellowship Point added to the pool in addition to the Quality of the Success as above.

Failure with an Eye = 1 Fellowship Point removed from the pool in addition to the Failure as above.

BONUS JOURNEY TASKS by Rich H

These rules expand upon the Journey rules presented in the main rulebook.

Upon a Great or Extraordinary success on a Fatigue test a player may select one of the following options, based upon the character's Role or Calling, and gains the benefit of the chosen Journey Task for the specified length of time.

These tasks, listed below, provide small additional bonuses to other actions and tests which may occur during a fellowship's journey.

When To Use Them?
Journey tasks are designed to supplement story tasks, not replace them, so if the story requires players to be undertaking specific time-consuming tasks (e.g., searching for a missing pair of dwarves) then the focus should be on the story tasks.

Likewise, for narrative reasons, there may be times where nothing of interest happens and the Loremaster wants to quickly move the characters from one location to another. Do not use Journey Tasks in these cases.

Task Descriptions
In the following descriptions "*n*" is the number of successes (one for a Great success and two for an Extraordinary success), obtained during a Fatigue Test that are used in the particular effect being described.

A Good Road Taken (Guide)
A competent Guide aids the company by discovering and choosing better paths to travel.

Reduce TN by *n* for the next Travel fatigue test rolls for all companions.

A Soft Bed & A Warm Fire (Scout)
An able Scout fashions a good camp from the materials at hand.

Increase the number of Endurance points recovered by 2*n* for all companions taking a prolonged rest.

A Hearty Meal (Hunter)
The capable Hunter successfully forages for extra provisions to provide for a hearty meal.

Restore 2*n* Endurance points to all companions.

Sharp Wits Available (Look-out)
A sharp witted Look-Out stays alert for signs of danger.

Reduce the TN by *n* for the next test roll when attempting to avoid a Hazard.

Spirits Raised (Captain)
A good-hearted Captain raises the spirits of his companions when they find themselves at their lowest ebb.

Remove the Miserable or Daunted status from *n* Companions. May only be applied once per Journey Leg.

Secrets Revealed (Scholar)
A perceptive Scholar discovers vital pieces of information within ancient ruins.

Find *n* clues. The Loremaster must state prior to this action whether there are in fact any clues worth discovering! Such clues do not have to relate directly to the current task in hand or adventure and may be used by the Loremaster to foreshadow and provide information on future events. May only be applied once per Journey Leg.

No Fear This Day (Slayer)
A fearless Slayer is undaunted by dark visions and eerie feelings.

Reduce the TN by *n* for the next Fear test rolls for all companions. May only be applied once per Journey Leg.

Treasures Untold (Treasure Hunter)
A sharp-eyed Treasure Hunter uncovers items of value within dark caverns and dangerous lairs.

Can only be used in Wild Lands, Shadow Lands, and Dark lands. Find 2*n* treasure points. May only be applied once per Journey Leg.

Paths Seldom Trodden (Wanderer)
The world-wary Wanderer aids the company by journeying along paths that are seldom trodden; away from the prying eyes of the servants of the Enemy.

Reduce the Fellowship's Eye Awareness by *n*. May only be applied once per Journey Leg.
Note: If a campaign has yet to employ the Eye of Mordor Rules (from Rivendell) then the Journey Task for the Wanderer can be used instead to ignore the next EYE result on a Fatigue Test. As usual, this may only be applied once per Journey Leg.

Against The Shadow (Warden)
A wise Warden recognises the signs of the Shadow and wards against them.

Reduce the TN by *n* on the next Corruption test rolls for all companions. May only be applied once per Journey Leg.

~miscellaneous journey rules~

CHASES by Stormcrow

Treat the chase as an opposed action. Decide how many "areas" the pursued are from the pursuers. Each opposed roll represents a day of travel. One success increases or decreases the number of areas between the pursuers and the pursued.

Players may either roll for themselves or let the character with the lowest skill roll. If they do the former, they split up as some gain more success than others. Anyone using mounts or vehicles may roll a skill assigned by the Loremaster.

Exactly which skill to use depends on the nature of the action. The pursued will usually roll Athletics or Travel, as they will usually be trying to move as quickly as possible. If the pursuers know where the pursued are, they will roll Athletics or Travel as well.

But suppose the pursuers have to figure out where their quarry is: they may have to roll Hunting instead to follow the trail. If the pursued are trying to hide from the pursuers, they'll have to roll Stealth.

If the pursuers reduce the number of areas to 0, the two groups have a confrontation. If the pursued stop fleeing, the pursuers may take automatic actions to catch up, or they may continue to roll if they want great or extraordinary successes to get there faster.

The Loremaster must decide if the pursuers have lost their quarry. For instance, if the quarry has been using Stealth to hide from them, and they all fail their Hunting rolls, he may declare the chase ended.

Why Chase Rules?

"...they began to hear goblin noises and horrible cries far behind in the passages they had come through. That sent them on faster than ever..."

These chase rules try to bridge the gap between the strategic movement of travel, covering days at a time, and the direct, immediate, operational-level clash of arms that is a combat encounter, where dice rolls fly almost as fast as sword-strokes.

The One Ring has been lacking rules for tactical movement, yet the setting is in need of them: Be it escaping from goblins in Moria or under the Misty Mountains, reaching Bucklebury ferry before the Ringwraiths do, outboating Uruk-Hai down the Anduin or chasing them on foot over the plains of Rohan.

Hunter or Hunted?

Whether the party is in pursuit, or being pursued, the rules used are the same. The only difference is whether successful actions advance up or down along the distance category list, or, if that is easier to imagine, it determines whether the list is flipped on its head. When the characters pursue, we shall call it a hunt, when they flee, a flight.

Preparedness

The skill to determine the bonus success dice in a chase is Hunting. Preparedness can mean having brought snares, driving the adversary or knowing how to mask one's approach or detachment.

Target Number

To keep in line with *The One Ring's* philosophy of avoiding opposed rolls, at first the target number of the chase should be determined.

As usual the base TN is 14, modified in steps of 2 for comparative advantages or disadvantages. If both sides share an advantage or disadvantage, it should not influence the relative outcome - thus, for instance, the difficulty of the terrain travelled in should not influence the target number on its own.

Tunneling capacity, state of mountedness or natural speed, and availability of boats are usual factors to be considered (, as well as great differences in attribute level to valour and virtue of the party).

Examples: A party on horseback pursuing orcs on foot rolls against TN 12.

A party without any tunneler trying to escape from goblins underground deals with TN 16.

A pack of tunnelling Hobbits boating along an underground river in pursuit of an Elf on foot against whom Saruman has set his will rolls against TN 8 to take him to Isengard.

Categories and Skills: Overview

There are 5 distance categories, preliminarily named distant, far, medium, close and immediate. The starting category is determined by the Loremaster in accordance with the narrative situation.

"Immediate" should never be the starting category unless by player choice; even if a party just escaped combat with enemies that give chase, they should start at least in "close" category.

While any category allows the use of Athletics, each distance category also allows the use of another special skill or action.

Success and Failure

For a character to maintain their current distance category, an ordinary success is required, since the adversaries are not standing still, or there would be no need for a chase encounter.

Failure results in the change of one distance category to the detriment of the character: towards immediate when escaping, towards distant when pursuing.

A Great success lets the character advance one distance category to their benefit. An Extraordinary success lets the character advance next round without rolling (if any special skill was used), and allows the modification of another companion's roll up one category to a maximum of a Great success.

Rolling an Eye makes the character suffer a fatigue increase equal to the encumbrance of their travelling gear as they exert themselves. This has no bearing on the success or failure of the test, and the success of the test has no bearing on the fatigue increase.

Failing a test in the last category (immediate for flight, distant for hunt) results in no change of distance category, but incurs a loss of 2 Endurance points.

Addtional Actions per Category

Distant:

Stealth

"When the goblins discovered that, they put out their torches and they slipped on soft shoes, and they chose out their very quickest runners with

the sharpest ears and eyes. These ran forward, as swift as weasels in the dark, and with hardly any more noise than bats."

Closing some distance before the enemy knows it is a chase, or slipping away quietly when the distance allows. It is not necessary for the whole party to adopt a stealthy approach to allow a character to advance using Stealth (or help the party along with it).

Inspire
"*But come! With hope or without we will follow the trail of our enemies. And woe to them, if we prove the swifter!*"

Keeping spirits up when a chase looks distant, or encouraging the last dash to safety may speed the company on its way or at least means leading by example.

Give up Hunt (any category)
A character can opt to give up the hunt rather than continue rolling tests and risk suffering further fatigue increase and endurance loss. If they do so, they play no further part in the hunt, and likely none in the encounter that follows the chase.

They may be allowed to join at some point at the Loremaster's discretion (especially if the ensuing encounter is a social one and the other characters persuade the NPCs to wait for, or meet, their companion, which might require more than an ordinary success).

Far:
Explore
"*Swiftly now the pursuers turned and followed the new path. As if fresh from a night's rest they sprang from stone to stone.*"
Represents an awareness for the best negotiable paths, shortcuts and escape routes.

Medium:
Ranged Weapon Skill
"Arrows fell among them. One struck Frodo and sprang back. Another pierced Gandalf's hat and stuck there like a black feather."

Well-placed arrows may well discourage pursuit, or slow down an enemy as they have to dodge and defend. Note that this is not a ranged attack, but simply a roll using the ranged weapon skill as if it were a common skill. Shooting at someone still is usually considered a hostile action, even if the intent here is to slow down rather than cause harm.

Alternatively, in cases where the Loremaster deems it sensible, such as when chasing a single adversary, the archer may opt for a single ranged attack when in medium or close distance.

Close:
Battle
"*Suddenly without a signal they sprang silently forward to attack. Bows twanged and arrows whistled; battle was about to be joined.*"

Knowing stratagems, tactics and effective manoeuvring to bring about combat or detach oneself from its immediate threat.

Immediate:
Give up Flight (any category)
"All the same he suddenly refused to go a step further and flung himself on the ground."

A character can opt to give up the flight, rather than continue rolling tests and risk suffering further fatigue increase and endurance loss. If they do so, they are considered captured, or suffer any other consequence the Loremaster deems fitting for the narrative.

If the other characters immediately give up the flight to come to the laggard's rescue, a combat encounter might ensue where it might be sensible to stagger the arrival of the other party members according to their distance category. Note that the scene might perceivably change from a flight to a hunt if the adversaries subdue the laggard quickly enough and are of a mind to take prisoners.

Delaying Action (Weapon Skill)

"*At this point Gandalf fell behind, and Thorin with him. They turned a sharp corner. "About turn!" he shouted. "Draw your sword Thorin!"*"

Characters may decide to play Boromir to allow others a chance to escape or catch up with them. In case of a flight, this means they forego their Athletics roll to increase the distance category.

A Hunting character does not have to fight a delaying action, he can simply keep his distance category to await the arrival of his friends without further rolling (or voluntarily fall back again, etc.).

Whether hunt or flight, the character makes a weapon skill roll against the chase TN. On a failure he suffers endurance loss as if he was in the last distance category. When rolling an Eye, in addition to the fatigue increase for the chase, he must also roll a protection test against the chase TN or suffer a wound.

However, while a character is fighting a delaying action no other character can lose a distance category. Furthermore, a Great Success lets every other character advance a distance category.

End of Chase

A hunt ends when at least half the party's characters have reached the immediate distance category. Then, the Loremaster takes the narration to the next scene, likely a combat or unusually a social encounter. The other characters should arrive at the encounter staggered by their distance category.

A flight ends when all characters have made a successful advance from the "distant" category.

CHASES VERSION 2 by Veilan

1) The group who runs has a Starting Lead equal to the highest Travel/Movement skill among its members.
Optional: If time is being used as the Lead, 4 hours = 1 Lead.

2) The pursuing group can make one Hunting skill check in the morning and another one in the afternoon (TN based on the difficulty of the terrain). If no success is scored, the group cannot move, as it doesn't know which direction to follow. Raise the Lead by 1. For every Eye rolled (even if the roll wasn't a failure), the Lead also raises by 1.

3) If at least one Hunting check was successful, the pursuing group can continue the chase. Succeeding in a Hunting check doesn't reduce the Lead.

4) The pursuing group can Force the March to catch up with the running group. Every character has to roll one Athletics (TN based on the difficulty of the terrain) per

day.

A failure means an increase in Fatigue equal to the Travelling Gear.
Even if everyone failed the Athletics check, the Lead is reduced by 1.
If everyone was successful in the Athletics check, reduce the Lead by 2.

5) The LM has to keep a record of the number of days passed, and apply Travel checks accordingly.

6) If the Lead reaches 7 or more then the running group has escaped.
If the Lead reaches 0, the pursuing group has caught up.

RIVER CROSSINGS by Wbweather

There are areas along every river that are well known as easy places to ford. It is not surprising that many of the main roads lead to these crossing points. Travelling adventurers do not always stick to the main roads, however, and often find themselves many miles from a well-known crossing. At times such as these, players may need to search for a suitable place to cross a river.

Searching for a fordable spot in the river requires a prolonged action by the scout requiring 3 successful Search rolls.

A great success counts as two rolls, an extraordinary success counts for three.

Any "Eye" rolled on these tests results in an additional day of travel (as the company loses a day in unproductive searching).

The Scout is allowed two tests each day. Each test moves the company half a day's journey up or down stream (this may result in travel delays as the company may need to backtrack or replan their route once they cross the river).

Once a viable area to cross the river is found, all party members must then pass an Athletics test (Riding if on horseback) to ford the river.

The TN for this test is equal to 12 plus the roll of a success die. The TN is increased by +2 for spring (rivers running higher) and winter (ice and cold).

On a Great success a player may assist another player, on an Extraordinary success, he may assist 2 other characters.

For each failed roll, a player loses Endurance equal to the roll of a success die.

A player who fails with an "Eye" result on the feat die gains a wound. Once discovered, a ford can be marked on the map (along with its TN) and used again by the company whenever they return to the area.

~combat~

ONSET

Ambush

Allowing those who successfully Ambush their opponents the ability to choose engagements in addition to gaining initiative (which is the current benefit).
Ambushing - Extra successes: Each level of success is 1 extra round of ranged attacks.
Ambushing - Charging: melee types may make unanswered melee attacks on the final round of ranged attacks instead of using a ranged weapon.

Exploiting Combat Advantages

Expanding the use of Combat advantage dice to include defence by editing the text of the Rulebook as follows:

"*Based on the quality of the result, every successful Battle roll grants a hero a number of bonus Success dice to use for rolls* ***or for Parry bonuses in Combat***."

Each ordinary success grants one Success die, a great success grants two dice, while an extraordinary success grants three dice.

Heroes may spend one bonus Success die to add it to any one of their rolls during the ensuing confrontation (to boost an attack roll for example) or to add a temporary Parry bonus to his defence (by rolling the die and adding the result to his Parry rating), or he may give it to another hero to spend it on one of his own rolls (the hero who receives the die must spend it immediately when his turn to act comes or when he is attacked). A player may only spend one die per round.

"*Players are free to describe the advantage granted by a free Success die in any way they see fit, but should conform to the description by the LM.*"

CLOSE QUARTERS

Change result of a Gandalf/Eye

Rolling an Eye/Gandalf on an attack roll grants EITHER an automatic hit
OR a Piercing Blow, not both.

Reach

The target of a close combat attack who is aware of the attack and able to defend themselves is harder to hit if the weapon they are using has a significantly greater reach than that of their opponent.

Subtract the Relative Reach of the attacker's weapon from the Relative Reach of the target's weapon and add it to the TN of the attack.

Table 8: Weapons & Relative Reach

Relative Reach	Weapon
0	Unarmed
2	Dagger
4	Short Sword, Axe
6	Sword, Great Axe, Mattock
8	Long Sword, Spear
10	Great Spear, Lance, Pike etc.

Two Weapon Fighting Version 1

A companion may fight with one of the following weapons in their off-hand in conjunction with a primary weapon* for greater effects:

Dagger (including dagger skill for torches and small improvised weapons), short sword, axe.

Spears, ranged weapons and two-handed weapons may not be used in two-weapon fighting

Weapons that can be wielded 1-H or 2-H such as a long sword or long-hafted axe can be used with a secondary weapon provided that they are wielded one-handed.

Bonuses:
Forward Stance: reduce the edge rating of the primary weapon by 1.
Open Stance: increase the damage rating of the weapon by 2.
Defensive Stance: grants a +1 parry bonus as per a buckler.
Rearward Stance: no effect.

Two Weapon Fighting version 2 by Michebugio

Any character who wishes to fight with two weapons designates a primary weapon (wielded in his main hand) and a secondary weapon (wielded in his off-hand).

He must have at least 2 points of weapon skill in the primary weapon and at least 1 point in the secondary weapon, which must be a one-handed melee weapon with an Encumbrance value of 1 or less.

A character fighting with a secondary weapon in his off-hand adds 1 to his Fatigue score.

If the secondary weapon has an Encumbrance value of 0, it grants the following benefits:
Defensive stance: the wielder gains +1 to his Parry value (as if he was wielding a buckler);
Open and Forward stance: the wielder gains +2 to the Injury TN of his primary weapon.

If the secondary weapon has an Encumbrance value of 1, it grants the following benefits:
Defensive stance: the wielder gains +1 to his Parry value, as if he was wielding a buckler
Open and Forward stance: the wielder gains +2 to the primary weapon's Damage and +2 to the Injury TN.

A successful called shot with a sword against a two-weapon fighter still disarms him of his primary weapon; a successful called shot with an axe breaks his secondary weapon, as if it was a shield.

Two Weapon fighting Version 3 by Woodclaw

A character who wishes to fight with two weapons has to be skilled with both weapons and need a rank of at least 2 in the main weapon and 1 in the secondary weapon. The secondary weapon must have a maximum encumbrance of 1.

A character fighting with two weapons may re-roll the Feat Die on his attacks with the main weapon and choose which result to use, but if he does so he has to use the profile of the secondary weapon instead of the main one to calculate damage, edge and injury.

If he/she chooses not to use the re-roll, the secondary weapon provides a +1 Parry bonus against close combat attacks for the current round.

Since fighting with two weapons is tiring a character must increase his Fatigue score by 1 every time he switches to this style or enters combat wielding two weapons. This extra Fatigue is recovered in the same way as Travel Fatigue.

Two Weapon Fighting Version 4 by Pipesmoker

Fighting effectively with two weapons is extremely difficult for heroes not specifically trained in this combat style and, for obvious reasons such as size and function, not all weapons can be paired.

Each player hero can normally wield two weapons from the list below at the same time, but his only benefit would be to choose which one he's going to use for his attack roll in the round.

Weapons that can be paired: Dagger, Short Sword, Sword, Axe.

A character that acquires the Dual Wielding Mastery (following the normal rules) is able to inflict an extra Endurance loss and has a better chance to wound his enemy.

STANCES

~Cavalry Stance for Mounted Combat by Eldath~

"*With astonishing speed and skill they checked their steeds, wheeled, and came charging round*".

Order of Action 0 (before forward)
Combat TN: 9 + Parry value

Tasks Available:
1) Escape Combat
This is automatic if your enemy are afoot, otherwise at the end of the round make an Athletics roll at TN 10 + highest opponents Attribute Level.
If failed, you lose 1 Hope. If you succeed, your opponents lose 1 or more Hate. You cannot do this if you were wounded last round.
2) Cavalry Charge Stance: You spend an entire round gathering speed. If your attack in the following round is successful your Parry is increased by 3.

~Forward Stance: Grapple Fighting ~

Any unarmed hero or hero armed with a dagger or short weapon may attempt to grapple his opponent and gain an advantage while fighting.

When it is his turn to take action, he should first make a roll of Athletics or Battle. The TN for the roll is equal to 10 plus his opponent's Attribute level. A great or extraordinary success is needed if the hero is engaged by multiple opponents.

If a Success on the Athletics/Battle roll he can then make an attack roll at +2 and gains a +4 Parry bonus if his opponent is using a long weapon.

These bonuses remain in effect until he suffers Endurance loss or breaks the grapple. While grappling, enemies also gain +2 on attack rolls, unless they are using a long weapon.
If he fails, he may not make an attack roll this round.

Defensive Stance: Evasive by Rich h
By sacrificing their attack for the round, the player-hero makes an Athletics roll. The TN for this roll is 10 plus the highest Attribute level amongst the opponents faced. A successful roll applies a bonus to their parry rating dependent on their quality of success:

- Ordinary success: +2 parry rating
- Great success: +4 parry rating
- Extraordinary success: +6 parry rating

This bonus persists until the start of the player-hero's next turn.

DAMAGE

~Piercing Blows for Extraordinary Successes etc. by Michebugio~

1) An Extraordinary success (2 or more Tengwars) doesn't deal an additional amount of Endurance damage equal to 2xDamage.

Instead, it deals basic weapon damage plus character's Damage score AND is a Piercing Blow.

2) On Called shots with either Swords or Axes if the opponent is already unarmed (in case of swords) or without a shield (in case of axes), a successful Called shot is considered a Piercing Blow.

3) A successful Called shot that would be a Piercing Blow and also is an Extraordinary Success increases the Injury TN of the attack by 2 for every Tengwar after the first (+2 for 2 Tengwars rolled; +4 for 3 Tengwars; etc.).

4) If a character rolls a Gandalf rune on an attack his Injury TN increases by 2 for every Tengwar score on the feat dices.

5) Weapon Damage is no longer fixed, instead:

Damage = Body + modifiers.

With this rule all the weapons with Damage 5 now have Damage equal to the wielder's Body; the other Damage values are obtained by summing Body plus (or minus) a modifier to match the original value (Damage 7 = Body +2; Damage 9 = Body +4; Damage 3 = Body -2, etc.).

A Great success now deals damage as above x2, while an Extraordinary success deals x3. Everything else remains unchanged.

6) Protection Dice given by Armour reduces the amount of damage sustained by the number of dice, thus Armour of 3D reduces any damage by 3 and so on.

7) Armour assists recovery immediately after combat = half its Encumbrance value. Standard rules state that provided some rest (roughly half an hour) the characters immediately regain Endurance = Heart.

With this optional rule, characters now regain:

Endurance = Heart + 1/2 Encumbrance value of armour
(i.e. 2 for leather shirt, 4 for leather corselet, 6 for chain shirt, 8 for coat of mail, 10 for mail hauberk).

~Increased Damage on Forward Stance by Woodclaw~

When a character fights in Forward Stance, he always add his Damage rating one time

more than his actual level of success, up to a maximum of three times.

Whereas, a character fighting in Defensive Stance adds it one time less, down to a minimum of zero.

Hence a character with a Damage of +5, fighting in Forward Stance with an axe (damage 5) would inflict 10 damage on an Ordinary Success, 15 on a Great Success and 20 on an Extraordinary Success.
The Same character fighting in Defensive would inflict 5 damage on Ordinary and Great Success and 10 on an Extraordinary one.

~Optional Damage Rules by Robin Smallburrow~

Have been thinking about how to make Body & Armour more important, and as a fan of GURPS I came up with these ideas:

Step 1. Determine Potential Damage (PT)

PT = Base Weapon Damage (BWD) + Body.
Thus an 'average Joe' of Body 3 wielding a sword will do PT of 8pts on a normal success.
On a Great Success PT = BWD + Body x 2, so this is 5 + 2x3 = 11pts.
On an Xtra Success player can choose from the following options:
a) PT = BWD = 3x Body; this is 5 = 3x3 = 14pts.
b) PT = BWD x2 + 2x Body; this is 5x2 = 2x3 = 16pts.
c) As for a normal success (PT =8) and character can also apply a Called Shot effect (Disarm, Smash Shield etc.)

A Piercing Blow effect is only possible if character is wielding a Piercing type weapon (arrow, spear etc.)
d) As for a normal success and character can reduce the Protection Value of Defender's armour by 1d.
e) As for a normal success and character can choose an action such as Intimidate Foe as a Free Action.
f) As for a normal success and character gets a bonus success die to use later (must be in same combat).

Step 2: Defender rolls Protection Test

The Defender rolls a Protection Test against the Injury Rating of the weapon, this roll is made even if no Piercing Blow was inflicted.

If the Protection Test is successful the Piercing Blow (if any) is ignored and any Endurance Damage is reduced by the amount the Protection Test was successful by.

For Example, the Injury Rating of a Sword is 14 and the Defender gets a total of 16, this means that the Potential Damage is reduced by 2. A roll of Gandalf (or Eye for adversaries) counts as 12 for this test.
This still makes Body and Armour more important (as per some fans input in earlier messages) keeps it simple and also makes more use of individual weapon ratings.

Step 3. Determine Actual Damage by checking Weapon Type.

Slashing Weapons do 1.5x damage (round up) to No Armour and half damage (round down) to metal armours (no change against leather)

Crushing Weapons do half damage vs no armour (round down) and 1.5x vs metal armours (round up).

Piercing Weapons do 1.5x vs leather armour (no change vs other types).
So in this example ED =2 x 1.5 = 3 pts actual damage.

~Damage changes by Morgoth~

In my campaign Body modifies the base damage of your weapon. Someone with a Body of 5 does normal weapon damage. Someone with a Body of 6 does 1 extra damage, 7 does 2 extra, 4 does one less, etc.

Thus Damage = Normal weapon damage + Body - 5.

So a hobbit with a body of 3 only does 3 damage with his short sword. But the Beorning with a Body of 7 would do 7 damage with the same weapon. It makes sense that a bigger, stronger, faster man would be able to wield a weapon to greater effect.

Armour increases the amount of Endurance gained after a short rest.

Instead of healing your heart score as per RAW, Endurance gained is now:

Endurance regained = Heart Score + Protection dice of armour

So someone using a mail shirt would heal endurance equal to their heart + 3 (since their armour is 3d6).
[The rationale behind this is if you're wearing heavy armour, you find your wounds are lot less serious. Someone in a mail hauberk might find some bruising after a battle while the guy in a leather shirt might find that he has a lot of open wounds].

~Damage Changes by cheeplives~

On a given attack, if the attacker gains a Great or Extraordinary Success they can, with each level of success, choose to either:

Add Damage Rating to the Endurance Loss of their opponent OR
Increase the Injury Rating of their weapon for that attack by +2.

So, if you get a Great Success you can either:

Deal Weapon Damage + Damage Rating or you can do Injury +2. If you get an Extraordinary Success you can deal Weapon Rating + (Damage Rating)x2, Weapon Rating + Damage Rating AND Injury+2, OR Injury+4.
Example:
Say Eboric smashes into a Troll with his Giant Slaying Spear... he rolls his Edge and gets an Extraordinary Success.. so he is going to deal one Protection check as well as 13 END base. He also has 2 Success Levels to play with and chooses to use one on his Damage Rating (+7 END Damage, or 20 Damage total) as well as a +2 to the Injury Rating of the Spear for the Protection Test, making it an 18 rather than a 16. Or he could have done 27 END damage and a Protection Test/16 or 13 END damage and Protection Test/20.

For rolls that do not force a Protection Test then use the normal rules (each Level of Success adds Damage Rating to the Endurance Loss).

~Combat Stunts in The One Ring by Woodclaw~

(*this rule replaces both Called Shot and the extra damage from great or extraordinary success*)
When a character rolls a Great or extraordinary success on an attack he can choose to add an effect from the following table. It's possible to trade one extraordinary effect for two great effects, but each effect can be chosen only once, unless otherwise specified.

When a hero rolls an "Eye" or an Adversary rolls a "Gandalf" this provides their opponent one free level of success on the Stunt table. Specific creatures or weapon might be able to perform other stunts depending on their abilities and weapons (e.g. Orcs' poison arrows).

Great success Stunts

Cleave: you can hit two opponents with a single attack, if your original roll is high enough, you can decide how to split damage between them (exception: you can apply other effects – like piercing blow or break shield – only on one target)

Higher ground: you gain one Die of Combat Advantage immediately

Into the fray: you can perform a combat task immediately, but this task can't benefit from great or extraordinary success (exception: you can't perform Skirmish after performing this task)

Mighty Blow (can be chosen twice): add your Damage rating to the total damage

Skirmish: you can immediately move one stance forward or backward and this sets your TN until the next round(exception: you can't move Rearward unless the usual conditions are met)

Extraordinary success Stunts

Break shield: you break your opponent shield or knock it out of his grasp (special: axes and mattock can perform this as a Great success stunt)

Disarm: you knock your opponent weapon out of his grasp (special: swords can perform this as a Great success stunt)

Knockback: you knock your opponent out of balance, denying him the possibility to execute his next attack (special: spears can perform this as a Great success stunt)

Pierce Armour: you inflict a piercing blow even if you didn't score an edge, but your Injury rating is -2 (special: bows can perform this as a Great success stunt)

An Example of Using Combat Stunts

On his way to the Carrock Aric "the Red" is ambushed by two Snaga trackers, after the opening volleys the Beorning grasps his great spear and attacks. Being outnumbered Aric stays in defensive stance and rolls his spear attack, unfortunately his skill isn't good enough to allow him to land a hit. The Snags counterattack with their knives, both miss, but one rolls a "Gandalf", giving Aric an opening and a single success to use on the Stunt table the next round.

Feeling a bit emboldened Aric switches to open stance and rolls, this time he scores a Great success, which gives him two great successes to spend on Stunt. He chooses to Cleave through both of his opponents and knock one of them back (usually an

extraordinary stunt, but Aric uses a spear). He splits the 9 damage between the two as evenly as possible and deny the one of the Snags the chance to counterattack.

Into the Fray (Great or Extraordinary Stunt): you can perform a combat task as part of your attack, you're limited to combat tasks available in your stance and you can only roll a number of skill dice based on the level of Success (2 for Great, 3 for Extraordinary (exception: you can't perform Skirmish after performing this task)
Skirmish v1 (Great Stunt): you can immediately move one stance forward or backward and this changes your TN accordingly, but you can't change stance the next round (exception: you can't move Rearward unless the usual conditions are met).

Skirmish v2 (Great or Extraordinary Stunt): you can immediately roll a die and add half the result (rounded down; minimum 1) to you TN until the beginning of the next round. If you perform this as a great stunt roll two dice and use the best result.

COMBAT HAZARDS by Indur Dawndeath et al

[These are all triggered after a failed attack by a player with an Eye of Sauron. Rationale is to provide more complications].

Accidental Friendly Fire
Weapon damage to a random companion close to you, or in case of a ranged attack close to your target. This can be negated by spending a point of Hope.

Caught in the Open
Cycle a stance forward (backward to Defensive if already in Forward Stance; into Open if Rearward) as you lose your ground or the enemy forces you to reposition. If your enemy has already acted, then you cannot change stance as usual at the start of the next round.

Slipped
You have lost your footing, and are considered moderately hindered attacking (+2 TN for PC) and defending (-2 TN for Adversaries) until you spend a full round to get your bearing again.

Blinded
You have been blinded by blood, dust or a poor fitted helm. You are severely hindered (-4) until it is your turn to act again.

Dropped Weapon!
You've dropped your weapon, draw another or spend a full round retrieving your dropped weapon, while being severely hindered (-4).

Blindsided (If Close Combat)
Your enemy takes advantage of a critical mistake and piles through your defences. One randomly selected engaged enemy may make a free attack against you using only your stance as TN.

Broken String (If Ranged with Bow)
With a loud report, your bowstring snaps. You must spend a turn making a TN 14 Craft roll to repair it...or do without for the remainder of the battle.

Cast Aside (If Ranged with Thrown)
Your enemy plucks your chosen weapon from its shield or the earth and casts it far away. You may not retrieve it during the battle and it is irrevocably lost if you fail a

TN 14 Search roll to locate it after. Cultural rewards and famous weapons are immune to the latter effect.

Surprise from Below
An enemy has feigned being dead, and suddenly attacks you, your Parry is Halved with a successful Awareness test, No Parry bonus at all if Awareness failed. The attack will be a Called Shot regardless of success or failure of the Awareness test.

Falling Tree
Make an Athletics Test to get out of the way of an unexpected obstacle such as a falling tree, failure means you suffer a Knockback, failure with an Eye means you are Knocked Down.

Orc Kamikaze
An Orc will charge head first into the companion and open up the companion's defence for retaliation, unless the companion succeeds with a Battle test, failure means companion is Moderately hindered (-2).

Poisonous fumes
You are temporarily blinded by the sudden release of poisonous spores or similar hazard under your feet, unless you make a successful Lore roll to recognise the danger. Failure means you are Severely hindered (-4) until a successful Healing test on you has been made. Failure with an Eye means you are Poisoned.

Friendly Fire
Whether you over-commit on a blow or a companion nearby your intended target wandered into line of your shot, they are struck for your weapon's base damage (not including bonus modifiers). Close Combatants roll among themselves, Ranged Combatants roll for a companion near their intended target.

Battle Fatigue
A stressful movement or the sheer length of the battle at hand overtaxes you and you must temporarily raise your fatigue by 2 until the battle's conclusion.

Who's Got My Back? (Forward)
In your battle-lust, you wade a bit too deep into the fray, letting yourself get separated from your companions. Pass an Awareness test or a random Adversary gets a free attack against you.

Turtle (Defensive)
Your defences are so effective that your opponents seek other targets. Pass an Awe test or one enemy with who you are engaged uses its next attack on one of your companions in Forward or Open stance.

Stop Moving, Dammit! (Rearward)
Pass a Riddle/Insight test or your attack struck a companion in Close Combat with your target, the idea here being relying on intellect or instinct.

CALLED SHOTS

~Archer fumbling a Called Shot~
When an archer fumbles his Called shot (i.e. rolls an Eye + fails the attack roll on the called shot), roll a d6: on a result of 1-3, he has just one last arrow in his quiver.

~Secondary Called Shot for Axes by Woodclaw~
When a character hits with an axe called shot, he can decide to apply the following effect to the target, instead of the usual smashing shield:
Tripping
A tripped target lose half of his basic Parry

score during the next round. At the LM discretion creatures with the Great Size or Horrible Strength traits might be immune to this effect.

TASKS IN COMBAT

New Combat Tasks by Glorelendil

Hunker Down (Defensive Stance)
You may forego your attack for this turn in order to focus entirely on defence. Use your Favoured Wits as your base Parry, and in the event you are hit with a Pierce you may add your Valour to the Protection roll.

Reckless Charge (Forward Stance)
You attempt to fight past the adversaries engaged with you and engage with another adversary, including one engaged from range. Roll Athletics or Battle against a TN equal to 12 plus 2 for each adversary currently engaged with you.
On a success you are engaged in close combat with your target.
On a Great Success or better you may make an attack against your new target on this turn.
On a failure with an Eye of Sauron you lose your footing and spend a turn recovering, suffering the same side-effect as a Knockback (i.e., lose your next attack and can't change stance).

Taunt (Forward)
Befuddle, ridicule, and confuse an adversary who is attacking somebody other than you. Roll Riddle or Persuade against a TN of 10 + Attribute Level of target. If successful, the adversary will switch to attacking you for 1 turn per success (e.g. 3 turns on an Extraordinary Success), beginning on the next turn. On a failure with an Eye the adversary gains a point of Hate.

Hinder (Open)
Roll attack against an opponent. On a success, instead of doing damage you prevent that opponent from using Called Shot until the end of your next turn. On a great success, you also raise the opponents attack TNs by 2; on an extraordinary success you raise them by 4. On a failure with an eye, you fall prone: on your next turn you can't attack, you can't change stance, and you lose your Parry bonus (base TN by stance only).

Evasive Manoeuvres (Defensive)
Opting out of any form of offense, a player-hero in the defensive stance decides to be evasive to present their most formidable, and single-minded, defence possible.
By sacrificing their attack for the round, the player-hero makes an Athletics roll. The TN for this roll is 10 plus the highest Attribute level amongst the opponents faced. A successful roll applies a bonus to their parry rating dependent on their quality of success:
- Ordinary success: +2 parry rating
- Great success: +4 parry rating
- Extraordinary success: +6 parry rating

This bonus persists until the start of the player-hero's next turn.

Tactical Acumen (Rearward)
Calling upon their own battle experience and observation, a player-hero in the rearward stance may employ the tactical acumen option to bolster their companions with timely assistance and advice.
At the expense of their attack, the player-hero may roll Battle to determine combat advantage, just as is normally done at the onset of a conflict. Combat advantage determined in this fashion is delegated to

one's companions, however, but otherwise applied as usual.

~More Combat Tasks by Psychomachia~

Forward Stance: Assault
Where no advantage exists, you make one. Using Athletics or Awe at TN 10+Highest Adversary Attribute Level (HAAL), you spend the turn forcibly manoeuvring the enemy into positions of weakness using displays of raw force…or by simply employing your body as a battering ram.
This ability functions in the same way as the initial Battle roll at the start of a combat to determine advantage. These must be spent immediately and apply to the character's very next combat roll.

Open Stance: Tactical Direction
The player may spend a turn to roll a TN 10+HAAL Search or Insight check as they visually scour the enemy lines, looking for holes, weaknesses, and tactical flaws. Doing so successfully will lower the fellowship's attacking TN on all enemies by 1, 2 for a Great Success, 3 for an Extraordinary Success. This effect lasts until the start of the player's next turn.

Defensive Stance: Taunt Enemy
A player may use their turn to make a TN 10+Target AL Persuade or Song roll in order to goad an enemy into exposing its greatest vulnerabilities. The selected enemy suffers a negative to its Protection rolls equal to the player's Heart rating for a number of rounds equal to the degree of success(to a maximum of three). A failed roll returns 1 point of Hate to the creature. A failed roll with an Eye returns 1 Hate to all enemies present.

Defensive Stance: Retrieve Weapon
A player who has lost or thrown a weapon may enter Defensive Stance and spend a turn there to reclaim it. If an enemy forcefully impedes them, they must pass a TN 10+HAAL Battle check in order to succeed.

Rearward: Surprise Attack
A player may roll their Stealth or Hunting at TN 10+HAAL to quickly fade out of sight of the enemy as he prepares to outflank them. When doing so, the player must also switch to a melee weapon. They should also note the degree of success on their first roll. On their next turn, the player must take a Forward Stance attack against any foe they choose.
On a successful Stealth or Hunting roll, the player raises his weapon's damage by 2. On a Great Success, he also lowers his weapon's Edge by 2 for the attack. Finally, on an Extraordinary Success, he additionally increases the degree of his success on his attack by one.

~Suggested Combat tasks working as a Fellowship (as per roles for Journeys)~

Leader/Captain: Company Role: Organize and lead (Inspire)
Frontline fighter: Role: Deal with confusion of close combat (Battle)
Defender: Company Role: Make sure that the defensive line is maintained (Athletics)
Archer: Company Role: Keep an eye out for new threats (Awareness)

~New Combat Stance manoeuvres by ThePat~

Forward Stance

All-out attack
Add extra success die to melee attack, but lose Parry bonus (only TN 6 to hit hero)

Smash shield
Remove 2 success dice from attack roll; if attack hits it deals damage as per normal rules and smashes opponent's shield

Sweeping Blow
If Hero is paired against 2 or more foes, he can attack all foes with one attack.
Remove success dice equal to total number of foes (2 or 3); roll one attack with remaining dice. Each enemy is hit if the attack result is greater than the required TN (6+parry).

Open Stance

Disarm
Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and enemy drops weapon.

Distract Opponent
Roll Riddle or Stealth vs. TN 10+Attribute ranking of foe.
Success: This enemy loses 2 Parry (3 on great success, 4 on extraordinary success) for this and the next combat round.

Targeted strike
Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and the attack is an automatic Piercing strike independent of the roll on Feat die.

Twin strike
Remove 2 success dies from attack roll; then split the remaining success dice between two attacks; roll each attack with Feat die + respective number of success dice; this can be used to attack two enemies or one enemy twice. [*This is yet another Two Weapon Fighting idea!– ed.]*

Defensive Stance

Defensive Fighting
Reduce a number of success dice from your attack roll; your Parry increases by 2 for each success die.

Second wind
Roll Athletics against TN 14; Success: You regain up to 4 Endurance points (5 on Great Success, 6 or Heart rating on Extraordinary Success); can be used only once per Combat.

Command
Roll Battle vs. TN 10+highest Attribute ranking of foes; Success: Next round one of your companions can spend 1 extra success die on attack actions (2 companions on a Great success, 3 on Extraordinary success) ; no Hero can spend more than 1 of these dice.

Rearward Stance

Evasion
Roll Stealth vs. TN 10+highest Attribute ranking of foes; Success: Next round you can spend 1 extra success die (2 on great success, 3 on extraordinary success) on attack actions; (this can also be used during opening volleys).

Twin shot
Remove 2 success dies from attack roll; then split remaining success dice between two attacks; roll each attack with Feat die + respective number of success dice; Can be used to attack two enemies or one enemy twice.

Targeted shot
Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and the attack is an automatic piercing strike independent of the roll on Feat die.

NON-COMBAT ACTIONS

Stupid PC Tricks
If a player comes up with a cool idea for getting a combat advantage based upon use of a non-combat ability, they may make the roll to get a temporary -1 to Edge or +2 to hit.

A CAPTAIN'S WARBAND, COMBAT & OTHER RULES by Kelly Pedersen

When in combat the Captain or Leader must choose which stance their warband will be in, the warband counts as a certain number of companions in that stance for the purposes of how many companions can be in Rearward stance:
Tiny: 2 companions
Small: 4 companions
Large: 8 companions
A Throng 16 companions.
In addition, the warband may use any tactic that it knows and its stance allows.
If the captain has a warband larger than Tiny he may also decide to divide it into smaller groups, in order to accomplish more tasks. Such divisions count as Small for purposes of any tactics they undertake. A Small warband may be divided into two Tiny groups, a Large band may be divided into two Small divisions, and a Throng may be divided into two Large groups.
Enemies may attack a Captain's warband in order to reduce its fighting force. The warband has a Parry rating equal to half their Captain's Wisdom (round up), +2 for a Small band, +4 for a Large band, or +6 for a Throng.

If an enemy hits the band has Endurance equal to their Captain's Hope + 10, multiplied by 2 for a Small band, by 4 for a Large band, and by 8 for a Throng, and if an enemy scores a Piercing Blow the warband's Protection depends on their Captain's Standard of Living: 1d for Poor or Frugal, 2d for Martial, 3d for Prosperous, or 4d for Rich or better.
Each Wound taken by the band reduces its effective size by one. A Tiny band that takes a Wound is effectively disabled and unable to fight.

If a band's Endurance is reduced to 0 the soldiers composing it flee the field. After the battle their Captain must then make an Inspire or Persuade test to convince them to return, at a TN of 10 + the highest Attribute of the enemy they faced in the battle. If the Captain fails this test the warband disperses. If the Captain succeeds then some members of the band will still leave, but not all - the warband decreases in size by one category, to a minimum of Tiny.
On a Great Success all members of the band stay but they will be less effective, with only half their normal Endurance in the next battle. On an Extraordinary Success no members leave and they will be at full Endurance in the next battle.

If a warband receives a Wound during combat some members have been seriously hurt and may die unless they can be Healed. If circumstances permit either their Captain or another companion may make a Healing roll after a battle, TN 12 + 2 per Wound the band received. Other companions with Healing may assist by making their own Healing rolls at TN 14. Each assistant who succeeds gives a bonus to the main healer, +2 on a success, +4 on a great success, or +6 on an extraordinary success. On a failure on the main Healing roll, no Wounds are removed. On a success remove one Wound from the band, on a Great Success remove two Wounds, and on an Extraordinary Success remove all Wounds from the band. For each Wound remaining after the Healing roll some soldiers of the band have died.

Each Wound reduces the size of the band by one step. If a Tiny band has a Wound, it is eliminated.

A warband is a large, obvious group of people, and it is difficult to be stealthy or remain unobserved while accompanied by such a group. Increase the Starting Eye Awareness of a company that has a warband with them by +2 for a Tiny band, +4 for a Small band, +8 for a Large band, or +12 for a Throng.
A companion may leave some or all of their warband behind in order to lessen how obvious they are, but a band left behind will desert unless they were left in a sanctuary, in which case they will remain there until the end of the Adventuring Phase. If their Captain doesn't return for a band left in a sanctuary during the following Fellowship Phase, they will desert in any case.
Warbands reduced by desertion or death can be restored by taking the Recruit Fighters Undertaking during a Fellowship Phase.

TACTICS OF WARBANDS

Warbands may learn the following tactics to aid companions in battle. Each tactic notes the stances it can be performed in.

Support Companion

Stance: Close, Open, or Defensive, and must be the same as the companion supported.
The band backs the close combat attack of one of the companions in the company, attacking the foes they attack and distracting the enemy so that the companion can make more effective blows.
The Captain adds his/her Valour to the Damage and Injury Rating of the companion being supported, and add an additional +2 for a Small band, +4 for a Large band, or +6 for a throng.

Shield Wall

Stance: Close.
The band holds the line against the foe, forcing any enemy to go through them to reach those behind the line. Add +2 to the Combat TN for all enemies who are making close combat attacks not against those in Close stance. This increases to +4 for a Small band, +6 for a Large Band, or +8 for a Throng.

Defend Companion

Stance: Defensive
The band stays near one companion and prepares to defend them as best they can from all attacks. The band acts as a companion taking the Protect Companion action, but they need not spend Hope to defend someone. A Small band gets +2 on its Parry against attacks redirected by this tactic, a Large band gets +4, and a Throng gets +6.

Harry Foe

Stance: Open or Rearward.
The warband attacks one enemy their Captain designates, attempting to bring them down. The band makes an attack roll, using half their Captain's Valour (round up) as their rating in the weapon skill, with an Edge of a Gandalf Rune, and a Damage and Injury rating based on their Captain's Standard of Living, modified by size of warband below:
Poor or Frugal: Damage 3, Injury 14
Martial: Damage 5, Injury 16
Prosperous: Damage 7, Injury 18
Rich: Damage 9, Injury 18

- Small band Dam +2/+1 Inj/Edge 10
- Large band Dam +4/+2 Inj/Edge 9
- Throng Dam +6/ +3 Inj/Edge of 8

If this tactic is taken in Open stance it is a close combat attack. If it is taken in Rearward stance, it is a volley of arrows. In order to take a rearward stance, there must be sufficient other companions in close combat stances to support the band: 3 other companions for Tiny, 5 for a Small band, 10 for a Large band, or 15 for a Throng.

~encounters~

HOUSE RULES FOR ENCOUNTERS by jamesrbrown

Encounters are a good time to earn Advancement Points through the use of Common skills. The Loremaster should make sure that all tasks proposed during an encounter have tangible consequences on the story, whether the adventurers fail or succeed. At the beginning of an encounter the players should focus on an objective and choose their course of action accordingly.

So, if a group of players were trying to convince Thranduil to come and help the Beornings defend Woodland Hall against an invasion of Orcs, they might start with Persuade to make their point. If they had several points, they could continue making them with additional rolls of Persuade as long as they did not exceed the Tolerance rating for the Encounter. If they fail a roll, they could switch to Insight to stop talking and just observe for a minute.

The Loremaster could roleplay their failure by speaking of Thranduil's disagreement with their point. Afterwards, they could make a roll of Riddle to ask a question. If they succeed at this, they get their answer. If they feel like they have succeeded enough, they can stop the Encounter and the Loremaster checks the quality of success. All of this is done by roleplaying around the table and adds to the fun.

But to give it a little more tension the LM can change the quality of success scale. For harder to impress figures may require 9 or more successes to achieve the ultimate response instead of the standard 7+ successes.

You could develop Encounter Gaffes for each skill. These are triggered when a failed roll also shows an Eye. For example, you are setting up an Encounter with Beorn, who is in a gruff mood. If the heroes use Persuade and fail with an Eye, they trigger a Gaffe. The Gaffe you have chosen for the Persuade skill is called Beorn's Temper and requires a roll of Courtesy to remedy. They must apologize and calm Beorn down. If they fail their Courtesy roll, Beorn goes ballistic and they have to try it again at TN 16 and so on. This pattern continues until they either exceed the Tolerance rating or they give up and forfeit any successes toward the objective.

Here is a full complement of generic suggestions on Encounter Gaffes:

- Inspire triggers a Gaffe that Persuade can remedy. The hero comes across as insincere in his high sounding speech. The only way to fix this properly is to make some reasonable points with his audience.
- Persuade triggers a Gaffe that Courtesy can remedy. The hero gets his facts mixed up or mischaracterises the subject. Now, he must apologize and demonstrate humility to carry forward the conversation.
- Courtesy triggers a Gaffe that Awe can remedy. The hero unknowingly insults his subject with inappropriate hand gestures or words and the only way to gain respect now is to demonstrate confidence and power.
- Awe triggers a Gaffe that Insight can remedy. The hero exudes arrogance

and pride instead of importance. To regain the consideration of his subject, he will need to be quiet and listen well.

- Insight triggers a Gaffe that Riddle can remedy. The hero does not listen well and comes across as disinterested. To straighten things out, he must ask good questions and prove his commitment to the subject.

- Riddle triggers a Gaffe that Song can remedy. The hero asks foolish, assuming, or drawn-out questions that the subject is bored with. Only a sweet melody or rousing recital can break the monotony and draw responses.

- Song triggers a Gaffe that Inspire can remedy. The hero forgets his words and cannot find the right pitch, causing his subject to cringe and disapprove. He must now impress the crowd with a heartfelt speech to retain the subject's attention.

Other consequences of Failure:
Here are suggested modifiers based on the quality of an encounter. These modifiers are to be applied when the heroes next encounter this individual.
0 Successes, -3 Tolerance
1 Success, -2 Tolerance
2 Successes, -1 Tolerance

For TN modifications, these are a bit more tricky to quantify. The Loremaster would need to judge how difficult it will be to get cooperation during the encounter due to prior insults and failures.

ENCOUNTER LENGTH by zedturtle

"*He can be appalling when he is angry, though he is kind enough if humoured. Still I warn you he gets angry easily.*"
Not every personage the heroes have a chance to speak with has an unlimited amount of patience or time. For situations where time is limited, the Tolerance of the Encounter may be reduced as the heroes overstay their welcome. At a set timeframe (no earlier than the second Interaction), each further Interaction will reduce the Tolerance by one. This is to represent the impatience of some for those who are long-winded, or otherwise waste the time or goodwill of important people.
As for figuring out who should speak next, how about something like this? Whoever rolled highest for initial Insight makes the first choice, then they must select another player to perform the next action. The Loremaster responses and then the player who took the action selects the next player.

ENCOUNTER HAZARDS by Indur Dawndeath

1. Interruption by another individual.
   a. Use Courtesy to ask politely if this can wait until your meeting is finished.
   b. Use Awe to demand that you are given time to present your case undisturbed.
   c. Use Persuade to reason with your subject that your case is more important.

2. Natural disaster or accident.
   a. Use Craft to extinguish a quickly developing fire, perhaps caused by your negligence.
   b. Use Awareness to avoid the accidental destruction of one of the subject's personal effects.

c. Use Athletics to catch a dropped item, to avoid its destruction.

3. Misunderstanding.
a. Use Lore to correct a misunderstanding.
b. Use Search to help find the missing item / map, before the conversation can continue.
c. Use Riddle to understand correctly the answer and avoid misunderstandings.

4. Sudden illness.
a. Use Healing to help cough up a piece of fruit or a nut.
b. Use Insight to notice an illness in time to remedy.
c. Use Song to calm a child or animal that is not feeling well.

5. Embarrassing moment.
a. Stealth to hide an embarrassing item.
b. Hunting to identify sounds as harmless animal noises(e.g. Mating moose...)
c. Travel to explain where the item you just stepped on can be repaired or replaced.

6. Doubt in your abilities.
a. Battle to explain how you could defeat the problem / foe.
b. Inspire to change his mind about your ability.
c. Explore to convince him that you are able to solve this from another angle.

COURTSHIP:AN ENCOUNTER VARIANT by Falenthal

The whole Courtship won't represent a single conversation, but a process that can take months. Every Test represents a whole act of seduction, not just a sentence or dialogue.

Only one companion can take part in the Courtship. If the LM allows it, another companion might help with an Insight roll during the Courtship if he's at the same location as the potential lovers. This can represent advices to the suitor:
"Let her have some time, so she gets to miss you".."

Options for Setting Tolerance
Option 1: The suitor can choose whether to use his Valour or Wisdom to calculate the Tolerance. It is recommended that this represents his actual approach, e.g.:
"Hey, baby! Today's your lucky day: I've chosen you to be my wife!" or
"I have a lot of patience with kids. And am willing to hear all of your troubles without complaining".

Option 2: As per RAW (LM chooses between Valour and Wisdom). Maybe "wilder" cultures (Woodmen and Beornings, but also Dwarves) prefer Valour, as the family is a way of keeping its members safe from the dangers of the world.
In civilized cultures (Bardings, Lake-towners, Elves) Wisdom might be more appropriate, as the members of the family need to care for each other, have a job, keep a place in the society, gain the respect of other citizens,...

Any Standing in the Culture of the beloved one is added to the Tolerance.
For example, a Barding that is courting a Beorning won't add his Standing, but will if he first takes the Receive Title among the

Beornings (and gets property), then he will be able to add his Standing to the Tolerance.

Preliminary Rolls are done as usual.
Optional: If a companion is at the same location of the suitor and the beloved one, he can do an Insight roll for extra success dice and give them to the suitor.

Introduction:
This is a way of letting the beloved one know that you're interested in her. Use Awe, Persuade or Riddle, as usual.
Awe: "*Look at these muscles! You like them, don't you?*"
Persuade: *"I can only see your face when I close my eyes every night"*
Riddle: "*People say that we get along so well that we look like a couple. Can you believe that? Can you?*"

If the Introduction is failed the character can't continue with the Encounter (as per usual). But as this is an Encounter of just one person, then the Courtship is also considered failed: the beloved one isn't interested in you.

Traits can be used to auto succeed: Fair, Well-spoken, Passionate,... can all represent something about you that caught the beloved's eyes.

Interaction
Every test represents a whole action. The objective of these rules is to have a good time, not to make things difficult for the companion. So the LM should encourage imaginative use of skills, such as Craft to prepare a delicious meal or an engagement ring; Travel to take your beloved on a trip to Esgaroth during the Dragontide festival; Riddle to remember her birthday and give her a present.

A trait like Herb-lore can be used to gather some special flowers for her. What matters in the Interaction is that the player describes different ways in which he tries to gain his beloved's heart, not how appropriate a skill is. As always, the Tengwars add to the number of successes.

The Interaction is over when either Tolerance reaches 0 or when the player decides to stop, the number of successes are then counted:

0-3: "*Sorry, but I don't feel the same for you*". The companion can't try to Courtship the same NPC again, and gains a Temporary Shadow Point (broken hearts will heal).

4-6: *"I need some time to think about it..."* You didn't get a "no" for an answer. Maybe it's not the right moment for her, or she wants to do some things with her life before she settles down. Or she needs you to gain some Standing or Treasure etc. before she's willing to marry you. You can try again in the next Fellowship Phase, in the meantime you gain 1 Hope as she didn't say 'No'.

7+ Wedding bells! She said "Yes!" without hesitating. You did bring an engagement ring along didn't you? As per *There And Back Again* Undertaking you recover 1/3 of your initial Hope Score but also 1 Permanent Shadow Point (because you now have more things to lose).

part five additional fellowship phase material

fellowship phase summary by merp

Lasts from one week to three months. Players narrate what they are doing:

1. **Sojourn** (i.e. where are they spending most of the time). You can repair to a sanctuary, to heal wounds and listen to stories, news etc.

- You can disband for a while and go home to invest money and Raise Standing with your people (an Undertaking).

2. **Spend Experience Points (XP)**

- To raise Weapon Skills

- To raise Valour OR Wisdom:
Raising Wisdom: gains you a virtue, either a Mastery (feats to boost skills) or a Cultural Virtue (Barding archery, Elven magic etc)
Raising Valour: gains you a reward, either better equipment quality or Cultural (a famed weapon from house or history)

3. **Spend Advancement Points (AP**

- To raise up common skills

4. **Undertakings (usually only one allowed except at Year's End)**

- Meet a new patron

- Gain a new Distinctive Feature or Speciality

- Heal corruption

- Open a new sanctuary (All companions must be present)

- Create a Bond with your Fellowship (All companions must be present)

- Take Counsel (see below, but this can actually be done by all PC's with Wisdom 3 or more). This Undertaking requires the presence of a Patron at a sanctuary. This means that the PC is involved in important discussions taking place (like the Council of Elrond at Rivendell).

- Raise Standard of Living by spending Treasure (only at home or where character has Standing).

- Raise Standing by spending Treasure (can be done either at home or at current base)

- Train with a new skill (see New Undertakings below).

- Purchase/Obtain Items of Quality (see below).

- Learn a New Language

There are more new Undertakings in the new Supplements as well, refer to these for details (such as Set up a Holding see below).

5. **Year End Phase**

The loremaster relates what has happened in the world. Characters with standing can influence this end of year tale with a suitable skill test.

Fellowship phase house rules by Rocmistro

1. Party members are allowed to open sanctuaries independently of one another (and then, therefore, track them as well).

2. "Open Sanctuary" might be a free "reward" for an adventure run particularly well (i.e., usually the result of a successful Social Encounter).

3. Fellowship Phases last from 1 to 3 "sessions" long, and allow for an equal number of Undertakings.

A Fellowship Phase "session" is defined as a couple of weeks (2d6 weeks), 2 Fellowship Phases lasts about a month (3d6 weeks) and 3 Fellowship phases about a season (4d6 weeks).

To determine the actual length of the Fellowship Phase, each player rolls a number of dice commensurate with the length of the Fellowship Phase that they have agreed to take.

If they all did their Fellowship Phase in the same place, then the total time is the SHORTEST roll of all the players.

But if they spent their Fellowship Phase in different locations (even one player), then the total time is the LONGEST roll (represents the time it takes for the different players to go off and then regroup).

4. All the Undertakings from the main books are available, as well as some that I've come up with. For example, a person with high Craft or Song might put those skills to use to earn some extra coin.

5. I heavily leverage the "Meet Patron" undertaking as a way to issue 'Side-quests' that involve bonuses to Standing rating, for example, or allow for other tangible benefits.

While a character can meet any patron while in the appropriate Sanctuary, I also allow players to have a 'Favoured Patron', one which they have particularly bonded to. To have a Favoured Patron requires some sacrifice on their part.

For example, Beorn requires an '*Oath of Animal Friendship*' for him to be a Favoured Patron. This oath includes such things as not eating meat and not putting any animal into servitude, suffering etc.
Radagast would have similar requirements involving nature and animals.
Thranduil requires an *Oath of Secrecy* about the location of the Woodland Realms, and an *Oath of Fealty (Vassalage)*.
King Bard would require an *Oath of Fealty (Vassalage)*, and so on. However, these favoured patrons would open up other more tangible benefits.

~Fellowship phase undertakings~

UNDERTAKINGS IN ERIADOR by Otaku-Sempai

Opening a Sanctuary in the Shire
Some possible sanctuaries might include:

Bag End. Bilbo Baggins considers the heroes to be friends and invites them to visit whenever they are passing by.

Brandy Hall (Buckland). Heroes receive a +1 Tolerance rating with Bucklanders.

Great Smials (Tookland). Heroes receive a +1 bonus to their Tolerance rating with Tooklanders.

Michel Delving. The Mayor of Michel Delving recognizes that the company has

performed a great service to the Shire. Heroes receive a +1 bonus to their Tolerance rating with Shire-hobbits.

Open the Grey Havens as a Sanctuary
If a company has entered the Grey Havens during an Adventuring phase, the heroes may gain permission to spend a first Fellowship phase there. If they wish to return, they must all choose the Open New Sanctuary undertaking to be accepted as regular guests by Lord Círdan.

During the next Adventuring phase, if the heroes travel in Lindon, they gain a bonus of +2 to any Travel tests performed in the region.

Open the Halls of Thorin as a Sanctuary
(Blue Mountains)
If a company has entered the former Halls of Thorin Oakenshield during an Adventuring phase, the heroes may gain permission to spend a first Fellowship phase there. If they desire to return, they must all choose the Open New Sanctuary undertaking to be accepted as regular guests by the current Master or Mistress of the Hall.

During the next Adventuring phase, the heroes gain a bonus of +2 to any Travel tests in the Blue Mountains.
[*Note: For my purposes Dís, daughter of Thráin, is the Lady of Thorin's Halls having returned to the Blue Mountains after her pilgrimage to Erebor to visit the tombs of her sons and brother in TA 2942. Dís may be taken as a Patron*]

Pilgrimage to Mount Dolmed
(Blue Mountains; Dwarves only)
Dwarves of the Blue Mountains (or their descendants) who spend a Fellowship phase in the Blue Mountains or elsewhere in western Eriador may journey to the sacred site of Mount Dolmed in the northern Ered Luin and may remove one point of permanent Shadow. The hero may only gain this benefit once.

Pilgrimage to the Tower Hills
(High Elves only)
Any High Elf spending a Fellowship phase in the Grey Havens or anywhere else in western Eriador may use it to visit the White Towers at Emyn Beraid and gaze into the palantír kept at Elostirion to look upon the Undying Lands. Any High Elf who does this recovers one point of Hope.
[*Note to LM: The Seeing-stone of Elostirion was placed by Círdan aboard the white ship of the Last Riding of the Keepers of the Ring in TA 3019 and returned to Eldamar*]

Researching Lore in Círdan's Halls
(Grey Havens)
Similar to Researching Lore in the House of Elrond. A hero gains a bonus Success die if he/she possesses an applicable Speciality, and another die if Círdan is a patron of the company. Possible subjects include (but are not limited to): Astronomy; Eriador-lore, Marine Navigation; Map-making; Sailing (Boating on the ocean); Shadow-lore etc.

Receive Title (Shirriff)
(Hobbits only)
The First Shirriff, the Mayor of Michel Delving, has made a hero an honorary Bounder of The Watch and charged him with the protection of the borders of the Shire when within those borders. The hero is expected to report to the Mayor at Michel Delving upon returning to the Shire and before departing again. A member of the Watch is identified by wearing a feather in his cap. The hero gains the standard benefits of receiving a title.

Visit Annúminas
(Rangers of the North only)
A Ranger of the North who spends a Fellowship phase in Rivendell or at home may visit Annúminas on the shores of Lake Nenuial will find a degree of peace, allowing him to heal one point of permanent Shadow.

SUPPLEMENTARY HOLDING RULES by Rich h

SUMMARY OF CURRENT HOLDING RULES

A Holding is awarded to a character based upon their Standing. This can be taken at any time during a Fellowship Phase as an Undertaking.

Holdings have a Rating that may be increased but each Holding has elements that may be developed within it.
The overall rating of a Holding is the sum total of all the elements/Improvements that have been developed. These are things like: Farm (Crops), Farm (Livestock), Iron Mine, Gold Mine, Hunting Lodge, Stronghold, Vineyards, Fishing, Market, etc.

Each Improvement increases the Rating of the Holding by 1 to a maximum of 6. Therefore only 6 improvements are needed to reach the maximum rating of a Holding, but more can be developed (to increase Treasure revenues and/or insulate against Mishap Events).

Certain Improvements can only be developed in certain areas, mainly limited by geography - for example, iron can be mined in mountainous terrain but farm (crops) cannot be grown.

Certain Improvements generate Treasure whereas others require Treasure to maintain. Treasure can be spent to invest into the Holding to improve its Rating (i.e., build/acquire new Improvements)

Rolling Gandalf / Sauron when checking Events - check the Book of the Manor. Gandalf are positive events, Sauron are mishap events, while results in between these produce results similar to that outlined in *Darkening of Mirkwood* - i.e., they either generate excess Treasure or cost Treasure to maintain.
As a Holding's rating improves so too does a character's Standing, therefore developing a Holding is a way of demonstrating within the system how Treasure spent to improve Standing works - i.e., a character spends it on their Holding thereby increasing their political/economic Standing within their culture.

SELECTING HOLDING IMPROVEMENTS

The overall rating of a Holding is the sum total of all the improvements that have been made to the Holding. Every time that a Holding's rating is increased, the player may select from the List of Improvements below. These Improvements add flavour and distinction to a Holding but they act/behave in a similar way to traits for characters. A character who owns a holding may profit from having a matching Speciality; an innkeeper should learn Cooking, a Hunter Beast-Lore, and so on.

Maximum Number of Improvements

As each Improvement allows for the rating of the Holding to be increased, only up to six Improvements can be selected in total and therefore a Holding may only have up to a total of six Improvement Traits.

However, such traits may be selected multiple times (as limited within their descriptions below). This allows (for example) for farms of varying sizes and rating to be developed by characters. In addition, some Holding Hazards and Events may affect Improvements and their associated traits directly, so selecting an Improvement more than once may be advantageous in such instances.

LIST OF HOLDING IMPROVEMENTS

The following section lists the various Improvement Traits that may be selected by the player when a character improves the rating of their Holding. These traits describe the raw materials available to the holding, the trade or occupation of residents of the Holding, or the actual goods produced by the Holding in question.

Apiary
An apiary is a bee colony. Their presence will enhance all the crops, and provide honey to sell or make into mead, and wax for candles.

Artisans and Craftsmen
The Holding has improvements relating to artisans and/or craftsman; skilled manual workers who make items that may be functional or strictly decorative, including furniture, clothing, jewellery, household items and tools. Artisans practice a craft and may through experience and aptitude reach the expressive levels of an artist.

Artists and/or Performers
The Holding is the home of artists. These individuals or groups may produce song, paintings, poems or other such expressive arts often travelling, both to neighbouring communities and further afield, in order to perform for others and to finance their endeavours.

Charcoal-making
Using nearby forests and woods the Holding produces charcoal to use, and sell to other communities, as a source of fuel to warm hearth and fire smithies.

Coneygarth
This is a large artificial enclosure surrounded by water (since rabbits do not like swimming), with prepared "pillow mounds" where rabbits and/or hares nest and reproduce.

Dovecote
This is a large "birdhouse" that attracts a hundred or more pigeons for protection and nesting. When it's time for squab on the menu the cook goes out and opens up a little door in the back of the nest and grabs a few. This is an especially useful way to get fresh meat in the winter.

Farm and/or Farmstead
A farm is a collection of fields and buildings used to cultivate various crops and vegetables to feed the general population, animals, and also to trade for other goods. Ranging in size from a farmstead (a farm housing and sustaining an extended family) to the larger farms found within the Dalelands, these are of vital importance to the well-being of the cultures they support.

Fishing
The local area has a significant river or pond where fish can be caught, saving a portion of their catch for local consumption with any left over for trade to the surrounding communities.

Foraged Foods
For those with such knowledge and training the wild can provide an abundance of forage able foodstuffs such as nuts, fruits, fungi and herbs for both cooking and medicinal purposes. These foods are often consumed by those who forage them but can be exported to surrounding areas and further afield if they are dried or preserved.

Gardens and Allotments
Including the expertise to tend them, gardens are an area of ground for growing flowers, bushes and trees simply for delight and pleasure, whereas allotments are small holdings for growing vegetables that are not usually mass consumed, and for herbs often used for cooking.

Horse Herd
Located in large corrals, horses are bred and used for labour, travelling or war. Highly valued by commoner and lord alike they provide a valuable service and source of income to any Holdings that have them.

Hunting Lodge
A hunting lodge is a cabin in the woods or wilds that is suitable for a couple of nights stay. A resident caretaker keeps it repaired and tidy, and always has a small supply of food on hand in case his lord shows up unexpectedly.

Inn and/or Public House
Generating income from those travelling through the lands of the Holding and therefore only available to those places on

established routes, inns and public houses also provide the local community with news and information from the patrons that frequent them.

Kennel
Used for hunting, herding or as watch dogs, etc. This large kennel is a formal structure with many pens, runs, a dog master and includes training dogs, equipment like muzzles, collars and leashes, etc. The average kennel will have 25 or so dogs, plus specialised hunting breeds. The kennels of the Woodmen are impressive structures and house their Hounds, the greatest of all the hunting dogs of Wilderland.

Livestock
Livestock may comprise cows or sheep. Such an improvement constitutes a large herd of a couple of hundred cows or several hundred sheep. Cows are raised to produce milk, cheese, butter, meat and hides for leather. Tended by cowherds and milked by dairymaids they require a fairly large staff to exploit fully.
Sheep are raised for food, wool and parchment. They are grazed on Wastelands (areas too poor to support cows or horses) and guarded by shepherds who also milk them and shear them in the spring.

Logging
Wood and forest wasteland may be logged. It is an occasional activity. Harvested trees are sold for lumber, barrels, staves, weapons and ships. Reckless logging (as per the Numenoreans) will permanently ruin this resource.

Mews
An elaborate collection of pens and cages housing a variety of hawks and falcons and workers to take care of them. Particularly favoured by the nobility of the Haradrim and Southern Gondor.

Mill and/or Millstones
A Holding needs only one mill which all the farmers in the surrounding area bring their grain to be ground into flour. A mill may be water-driven, wind-driven or ox-driven. In smaller, self-sustaining hamlets, each family may use their own millstone instead of a central mill.

Mine
Found within mountainous or hilly regions a mine usually provides iron, gold or silver through the veins that are discovered therein. Such valuable raw materials are sold on to smithies and artisans alike for various uses.

Orchard
An orchard is a large grove of fruit trees. These may be apple, pear, cherry, plum, chestnut, walnut, etc.

Pipeweed
Grown predominantly in the Shire pipeweed is a tobacco that is farmed, dried and used by hobbits and others to smoke within their pipes. The cultivation and exportation of this herb is a key industry in the Shire, especially in the south. Popular varieties of pipe-weed included Longbottom Leaf, Old Toby, and Southern Star.

Smithy
A specific type of craftsman. Smithies may range from the production of weapons and armour to the shoeing of horses and other beasts of burden.

Trading House
Merchants use trading houses as part of their business, the front is employed to receive other traders in order to negotiate and finalise deals, with the rear often a warehouse used for storing stock purchased and/or transported from further afield.

Vineyard and/or Vintners
An expanse of land given over to growing grapes, delicate fruits that are hard to maintain. The grapes can be used in a Winery instead of as income to make wine out of grapes. The materials needed are specialised and requires an expert for continued success. The Dorwinrim are the master Vintners.

SIMPLE TOWN BUILDING SYSTEM by theMoon

[*The inspiration here is Dale, which gives the PCs an opportunity to affect the restoration efforts and measures their progress*]

Below are jobs the adventurers may assist the settlers in to increase the rate at which the town grows upon arriving. Every Successful Test/Task awards the players an amount of Progress points. These are added together to form a Total Progress number (see below).

Each adventurer is permitted to roll for two Projects each month.
During Autumn and Winter the TN of all Projects should be raised by 2 and 4. Extra levels of success represent a project taking less time than expected, allowing attention to be focused on others. A Great success awards 1 bonus die and an Extraordinary success provides 2.

- Explore for a fitting quarry for the stone required to construct the town. A good site can be found only a few miles north. Only at night will the adventurers discover it has been made the home of several stone trolls. +2 Progress. May only be successfully Undertaken once.

- Explore the best location for a series of protective watchtowers above the town. Improper placement could lead to devastating landslides. This allows for the construction of watchtowers.
A landslide causes -2 Progress.

- Undertake the construction of watchtowers with Craft. Wooden towers can be completed with 2 Craft tests and provide warning of approaching enemies (lower Awareness test TN by 2) and provide 1 bonus die during any combat occurring within the borders of Longwalk (See *Erebor*), but can also be easily overtaken.
Stone towers can be completed with 4 Craft tests, they provide warning of approaching enemies, are much more difficult to overtake, and provide 3 bonus dice during combat occurring within the borders of Longwalk.

- Hunt for a suitable source of fresh water. Several streams seep down from the Iron Hills. They are likely to be guarded by wolves. +2 Progress, -1 Progress each month this task has not been completed. May only be successfully Undertaken once.

- Explore for a suitable pasture for the livestock. +2 Progress. May only be successfully undertaken once. Livestock are considered dead if not put to pasture within 2 months.

- Enervate efforts and dispel fears of the rough wild with Song or Inspire. Add 2 to the result of another character's next Project test, 3 with a great success, and 4 or the companion's Heart score (whichever is higher) with an Extraordinary success.

- Provide wood and stone for the construction efforts with Athletics. A dearth of materials will prolong the reconstruction. Over applying oneself (i.e. rolling an EYE) could lead to weariness or possible wounding in mining accidents. +2 Progress.

- Maintain the perimeter bonfires to keep the wolves at bay with Craft. (Wolves and wild men are supposed to make monthly raids on the settlement).

- Assist in the construction of key structures, roads, and abodes with Craft. +2 Progress. May not be attempted until a quarry is found.

- Hunt for hardy game with which to feed the town. +2 Progress.

- Patrol the borders with Awareness. Success prevents an ambush.

Any other tasks the adventurers can devise should award +2 Progress, some examples:
Persuade: Get the local hunters/trappers in the area to provide food for your workers.
Battle: The right configuration for the defensive wall, ditch, towers etc.
Healing: to address any injuries/sickness that happens to the workers.

Once the Total Progress Number reaches one of the below targets then the town is considered sufficiently rebuilt and the adventurer's contract fulfilled.

Total Progress Requirements:
2 players = 20 Points
3 players = 30 Points
4 players = 40 Points
5 players = 50 Points
6+ players = 60 Points

~new undertakings~

TRAINING by cheeplives

A character can train a single Weapon or Common Skill during a Fellowship Phase. This costs 8x New Level (in Treasure Points) for a Common Skill or 10x New Level Treasure Points for a Weapon Skill to secure a proper teacher and training facilities. Only one skill can be trained during any given Fellowship Phase and no XP nor AP can be spent on a Skill trained in this way during the same Fellowship Phase. This cannot ever raise a skill above 5.

TRAINING AN HEIR by zedturtle

Training Sessions

At any time where a character may select a normal Undertaking he may instead elect to do a Training Session Undertaking instead. It is recommended that in Fellowship Phases where two undertakings are allowed (such as at Year's End) that only one of them be allowed to be a Training Session.

Training Common Skills

The Trainer selects a common skill and makes a test using their ability at that skill. The TN for the test is dependent on the skill level being taught... going from zero to a ranking of one requires a TN 12 test, going from one to two is TN 14, two to three is TN 16, etc.
If the Heir has that skill as a favoured skill, then the Trainer may invoke an Attribute bonus to the test without spending Hope. If the test is successful, then the skill level of the Heir is advanced. If the test produces a Great or Extraordinary success then the Trainer begins the next Adventuring Phase having already earned the first AP in that skill category.

Training Weapon Skills

Training with weapons works much like training with common skills, including the varying TNs depending on the skill level being taught. However, the Trainer does not gain any benefit from Great or Extraordinary successes. Furthermore, he begins the next Adventuring Phase with Fatigue equal to the Heir's new weapon skill ranking. For example, if the Heir raises their sword ability to 3 then the Trainer will begin the next Adventuring Phase with a Fatigue of 3, as if he went on a long journey.

Note on Weapon Skills and Weapon Groups
For simplicity, weapon groups can be used to teach skill in particular weapon in that group (for example, (Swords) can teach the Long-sword skill) and the reverse is also true (a master of the Long-sword can impart enough general knowledge to teach the (Swords) group.).

PURCHASE/OBTAIN ITEMS OF QUALITY

Characters can purchase Items of Quality with Treasure.
For 2 Points of Treasure they can purchase/modify an item with one of the Qualities listed as a Valour Reward.
For 6 Points of Treasure they may purchase/modify an item with two of the Qualities listed as a Valour Reward.

This cannot be used to modify an item that already was a Valour Reward, or any other kind of special item.

Thus you can't modify your Spear of Bladorthin by throwing money at it, nor can you make Orcrist Keen or something like that, as these items are not given "plot immunity" like actual Valour Rewards.

Thus Items of Quality may be stolen, lost, damaged, or subject to any other whim the LM might have so care must be taken to protect them.

These items can only be gained during a Fellowship Phase and requires time spent in an area capable of manufacturing the item (e.g. don't expect to get your hands on a Keen Short Sword while hanging out with Beorn, but if you want a Grievous Bow the Elvenking's Halls are a good place to start looking).

LEARN A NEW LANGUAGE

This is an extended action, requiring 3 successes of Lore. One success gives a smattering, two gives a good knowledge and 3 fluency. The TN is 12 for dialects of a language already known, 14 for new languages and 16 for difficult, ancient or shadow languages (such as Quenya or Black Speech). A teacher reduces the difficulty one level, only having books to learn from (but not hearing it) raises the difficulty one level. Rolls can be made over several Undertakings to reach fluency.

BOND (ALL CHARACTERS)

The fellowship spends winter in each other's company, forging their friendship and planning future deeds. From now on, as long as they are all present at a session, the Fellowship Pool is increased by one.

DWARVEN-SMITHING by Kelly Pedersen

"Telchar first wrought it in the deeps of time."

A companion with the Craft of Narvi Virtue (see Part 3 above) may retire to his smithy in Khazad-Dum to give himself unto the hammer and anvil to either enhance a piece of equipment or to enchant it.

To complete his work, an artificer must accumulate 6 Craftsmanship points in one or more Undertakings.

To gain Craftsmanship points, during the same Fellowship phase the companion may make a Craft roll, spend Experience points or gain Shadow, or a combination of all three.
- Gain 1 Craftsmanship point on a successful Craft roll, 2 points on a great success, and 3 on an extraordinary result.
- Spending Experience, you gain 1 Craftsmanship point for each Experience point you choose to spend.
- Finally, you may acquire Craftsmanship points by gaining Shadow, at the cost 1 Shadow for each two Craftsmanship points gained. This carries a risk that the item will

be cursed, however – see below.

In addition, for each Craftsmanship point gained, you must also spend 10 points of Treasure (representing the acquisition of rare materials and skilled assistants).

If the artisan doesn't succeed in accumulating 6 points in the same Fellowship phase then take note of the number of points gained so far, to resume the work at a later Fellowship phase (the companion will have to choose the Dwarven-smithing Undertaking again.

It is possible to improve an item for someone else. In this case, the companion who will receive the item will have to stay in Khazad-Dum for the Fellowship phase and take part in the making of the artefact by renouncing to choose another undertaking. The artificer will still make the Craft roll, but it is the other companion who will eventually spend Experience or gain Shadow to complete the work.

Cursed Items
If the artisan or the eventual owner of the item spent any Shadow points to gain Craftsmanship points when creating or improving an item, the darkness of the work may taint the item, creating a curse.

The LM will check this in secret, rolling the Feat die a number of times equal to the number of Craftsmanship points gained from Shadow points. If the Eye of Sauron comes up on any of the Feat die rolls then the item is cursed.

The LM should design a curse (using the rules in *Rivendell*, p. 101), and let the players discover its nature in play.

VISIT ANNUMINAS (RANGERS OF THE NORTH ONLY) by Otaku-Sempai

A Ranger of the North who spends a Fellowship phase to visit Annúminas on the shore of Lake Nenuial will find a degree of peace, allowing him to heal one point of permanent Shadow.

FELLOWSHIP TREASURE HUNTING by Etarnon

[Requires Loremaster Supervision]
[*Can take multiple characters, and use the highest of their skills but the Leader Rolls all dice unless specified.*]

The Companion(s) spends a Fellowship phase leading an expedition in the search for treasure. The more dangerous expeditions are costly, because there is a need to hire scouts, lookouts, and porters. Much of the time, the adventurer will find only traps, or monsters, frustration, and stress, and lose their investment. But sometimes, with good training, lore-knowledge, and a lot of luck, they might find or track down a true hoard worthy of a Prince, or a Dragon!

The Adventurer goes to one of the following Regional Areas, searching for Treasure:

Wild Area - Coldfells, East Nether Vales, Grey Mountains Narrows, High Pass, Mountain Pass, The Nether Marches, Northern Mirkwood, Redhorn Pass, Trollshaws, The Upper Marches, West Nether Vales, West Upper Vales, Western Mirkwood

Shadow Lands - Ettenmoors, Mount Gram, Mountains of Angmar, The Heart of Mirkwood, The Long Marshes, The Narrows of the Forest of Mirkwood, Vales of Gundabad, The Waste.

Dark Lands - The Mountains of Mirkwood, Mount Gundabad, Southern Mirkwood, The Withered Heath

The Leading Character specifies the danger

level of the Area, pays the Expedition costs, then makes the following Checks:

Wild Area
No cost to fund the Expedition, since it is just heroes, and pack animals. Leader makes an Explore Test of TN 14.

Shadow Land
Costs 1 Treasure to fund the Expedition. Leader makes an Explore Test TN 14, Travel TN 14, and Stealth Test of 14.

Dark Land
Costs 3 Treasure to fund the Expedition. Leader makes an Explore Test of TN 16, Travel TN 16 and Stealth Test of 16.

If the Explore test was failed in a Wild Area, the Treasure Hunters find nothing.

If ANY test was failed in a Shadow Land Area, the Treasure Hunters find nothing and they all gain 1 Shadow point.

If ANY test was failed in a Dark Land Area, the Treasure Hunters find nothing and each gains 1 Shadow point.

If All tests were successful then the Leader rolls a single Feat Die (1d12) and consults the Table below (Hope cannot be used on this roll)

Modifiers:
-2 If no members of the Expedition have the Treasure Hunter Calling

+1 If any members of the Expedition have an applicable Lore Speciality [Regional, Racial, Or Enemy-Lore Specialty, or Beast-, Folk-, and Herb-lore), but non-cumulative
+1 If the Treasure Site is in a Shadow Land
+2 If the Treasure Site is in a Dark Land and then add only the better of:
+1 Gandalf on the Stealth Test Feat die, or An Extraordinary Success on the Stealth Test.
+2 If the Explore roll was a Great Success with at least one Tengwar (6).
+4 If the Explore roll was an Extraordinary Success with at least 2 Tengwars OR a Gandalf on the Explore Test Feat Die

TREASURE HUNTING TABLE RESULTS:

Natural Sauron in Wilds
You Uncover an Ancient Haunted Barrow!
You barely escape from the horrors that you experienced. - Make a Fear Check TN 14 or gain 1 Temp Shadow.

Natural Sauron in Shadow Lands
You Uncover a Wight's Tomb!
You escaped, but the touch of pure evil has tainted your soul - gain 1 Temp Shadow.
Make a Fear check or gain another 1 Temp Shadow.

Natural Sauron in Dark Lands
You tangled with a Nazgûl, and lived, but you'll have nightmares forever!
Gain 1 Temporary Shadow point. Make a Fear Check TN 14, or gain 1 Permanent Shadow.

Modified Total of the Single Feat Die
-1 You have no idea what you are doing, and have fallen or been injured, and it heals badly. Leader must roll Inspire/Awe/or Persuade TN 14 or all Lose 1 Hope.
All Individuals in Expedition must roll Athletics or lose a point of Endurance permanently.

0 Your lack of training on how to explore crypts and tombs hampers your efforts. You strain yourself escaping danger. All Lose 1 Hope. All Individuals in Expedition roll Athletics, or lose another Hope.

1 This was a complete waste of time. There is nothing at this site, not even an exciting fight. You trudge home, tired and crestfallen. All Lose 1 Hope.

2 You find Nothing! You have spent weeks searching through dusty dungeons, and cobweb-filled chambers by torchlight to no avail.

3 You get lost in a vast catacombs or labyrinth for days, and emerge exhausted, but alive. You rest up, considering this mostly a waste of time.

4 You Travel to many possible sites, but bad luck and bad weather take their toll, and you return home, empty-handed, but alive.

5 You escape many dangers, and learn how to be a more effective Treasure hunter. All individuals gain 1 AP for Explore in the upcoming Adventure phase.

6 You get into a nasty fight with something in a dark, slimy cave. It had no treasure, but it was an exciting fight, and you won. All Gain 1 XP.

7 Things of Silver worth 1 point of treasure. Who gets it? The rest get 1 AP for Explore and 1 AP for Search in the upcoming Adventure phase.

8 Coins worth 1 point of treasure each, and a scrap of a map, or mouldy scrolls. Each member gains 1 AP for Travel OR Lore in the upcoming Adventure.

9 Gold Treasures are found worth 2 points of treasure to each member of the Expedition.

10 Gold Coins worth 2 treasures to each are found AND each gains 1 AP for Explore in the upcoming Adventure phase.

11 Platinum Treasures or Gems worth 3 treasure each are found in a Ruin. All gain 1 AP for Explore in the upcoming Adventure phase.

12 Find a hostile Camp or Ancient Ruins! Quickly grab what you can in gold, gems, and other valuables before you are discovered. Split 10 points of treasure among the expedition. All members recover 1 point of Hope. If your Hope was already full gain 1 XP instead. Gain 1 AP for Stealth in the upcoming Adventure phase.

13 Minions of Darkness! You stumble upon and delve deep into a legendary Goblin site of the Underdeeps, ambush the minions of darkness, and take their stuff, including some scraps of ancient Tomes. Divide 20 points of Treasure among the expedition, all recover 1 point of Hope. If your Hope was already full gain 1 XP instead. All gain 1 AP for Lore in the upcoming Adventure phase. Each member can also make a Lore check TN 16. If you pass gain the Speciality: Goblin-Lore. If you already have it gain 1 point of Standing at Home.

14 Fighting Shadows! You delve into the most hideous crypts, fight many denizens of the dark, and after days of horrific encounters, emerge victorious, but the fighting was epic and it has given you 'the shakes'. Split 40 points of treasure, but each member can only carry up to their Endurance out. Each member gains 2 XP. All members must make a Fear Check of TN 14 or gain 1 Point of Temporary Shadow.

15 Escape from an Orc Lair by a Hair! Split 50 points of treasure, but each can only carry up to their Endurance out. Each member can make a Lore Check TN 16 to Gain Speciality "Orc-Lore". If you already have it, gain 2 XP.

16 Looted the Lair of a Dragon! Each member can carry Treasure equal to their Endurance. Each member can make a Lore check TN 18 to gain the Speciality "Dragon-Lore". If you already have it gain 1 Wisdom.

17 Explored a Hoard! You find a sea of coins, baubles, and loot! There's too much to carry so you all end up making multiple trips. You each end up carrying out Treasure equal to TWICE your Endurance. Make a Lore check TN 18. If you pass gain the Speciality "Dragon-Lore". If you already have "Dragon-Lore" then gain 1 Valour.

Gandalf in Wilds: Treat this as a #12 on table above: Find A Hostile Camp, or Ancient Ruins! or roll again.

Gandalf in Shadow Lands: Treat this as #13: Minions of Darkness! or roll again.

Gandalf in Dark Lands: Treat this as #14: Fighting Shadows! or roll again.

EREBOR & DALE UNDERTAKINGS by Falenthal[ix]

Restore the Lower Sections (Dwarves only, Erebor)

Roll Craft (TN14). After that, roll the Feat die, adding +1 if the character possesses the Tunneling trait, and another +1 if he possesses the Stone-craft trait. Add also a +2 if the Craft roll was a Great success, or +4 if it was an Extraordinary success.

Eye: You've entered a zone still blighted by the dragon's presence. Gain 1 Shadow point.
1: Cul-de-sac. Useless work, without any reward.
2-3: Habitable zone: Gain 1 Treasure. Gain also 1 Standing only for the next Adventure phase.
4-5: Open the entry to unexploited mines: Gain 2 Treasures.
6-7: Discovered ancient storehouse: Gain 3 Treasures.
8-9: Recover a forge: Gain 1 Advancement point in the Vocation group, and 6 Treasure points.
10: Restore a Great Hall Gain 1 Experience OR Hope point, and 8 Treasure points.
Gandalf: Choose any result except 10, or roll again.

~Hire a Raven (Dwarves only, Erebor)~

A Dwarf can use a Raven from the Lonely Mountain only during the next Adventure phase. The raven allows the Dwarf to roll the Feat die and keep the best result in Awareness, Explore and Search tests.

As a fee the Dwarf is expected to pay 1 Treasure point when choosing this Undertaking.

~Honour Thorin Oakenshield's tomb and the Arkenstone (Dwarves only, Erebor)~

This Undertaking can only be chosen once in the lifetime of a Dwarf.

Roll for Wisdom (TN14).

Failure + Eye: Gain 2 Shadow points. The Arkenstone fills your dreams with greed and desire.
Failure: Gain 1 Shadow point. You doubt that it was such a good idea to bury the Arkenstone.
Success: Gain 1 Shadow point AND recover 1 Hope point. Thorin fought for the Dwarves, but he also died in the end.
Great Success: Recover 1 Hope point.
Extraordinary Success: Recover 2 Hope points AND reduce your Shadow score by 1.
Gandalf + 1 six or 2 sixes: Recover 2 Hope points AND reduce your Shadow score by 2.

This Undertaking is interesting because a Dwarf has to carefully choose the moment of his pilgrimage. He should have a decent Wisdom to represent that he is "prepared" to do it. Also, those with the Stiff Neck Virtue can see the higher results as not so positive. And those without Shadow might lose the benefit of it if their rolls are lucky.

~Spend Time at the Toy Market (Dale)~

You get two Hope back if you have no permanent Shadow, or one Hope back if you do.

~Visit Grey Stone on Durin's Day (Dwarves only, Erebor)~

"Stand by the grey stone when the thrush knocks, and the setting sun with the last light of Durin's Day will shine upon the key-hole"

The Secret Door is destroyed, but a large, broken grey stone remains on site as a memorial. Same use and effect as the Visit the Carrock undertaking.

~Work with Dwarven Craftsmanship Master~
Any culture but depends on location of Master (Erebor usually, possibly Iron Hills or Blue Mtns).

Roll the feat dice:
1-10 Gain one rank of Craft
Gandalf Gain one rank of Craft and use your favoured body attribute instead of standard for the remainder of the next adventuring phase
Eye Gain one rank of Craft but start the next adventuring phase Weary
Additionally, taking this Undertaking allows changing one of your specialities to Stone-craft, Tunneling or Smith-craft.

~Library Restoration - Help the Librarian (Erebor)~
Restore a section of the Library in Erebor dealing with old dwarvish history.
Gives a bonus to Dwarvish Lore for the next Adventuring Phase.

~Restoring/Clearing out a lower Section, collapsed passage or a Lost Mansion in Erebor~.
This may result in the discovery of a family relic or icon or other Dwarvish relic of significance. Dangers may include pitfalls and other physical problems to solve, or maybe denizens of the dark or something "uncanny" that dwelt in secrecy beneath the notice or concerns of Smaug.

~Establish a Holding in Erebor (Dwarves only)~
Usually results in increased Standing for a Dwarven character.

~Befriend the Thrushes~
The player-hero is a descendant of Dale of Old, and his forefathers had the ability to understand the language of thrushes. A Barding or Man of the Lake with a Wisdom score of 3 or higher may spend time studying and learning the old talents of speaking with the birds.

The first time this Undertaking is taken the player-hero spends one experience point to learn to speak the language of thrushes.

Further Undertakings may be taken to gain a thrush companion for the next adventuring phase. A thrush companion will assist a player-hero within reasonable limits. The player may narrate the use of the thrush ally and give the hero advantage (roll the Feat die twice, keep best result) one time per game session.

~Bring Back Some Old Toby~
A Hobbit taking this undertaking gains the Smoking speciality, usable only for a single adventure. This Undertaking could also be made available for non-Hobbit characters that have The Easterly Inn as Sanctuary.

FELLOWSHIP PHASE UNDERTAKINGS FOR A CAPTAIN/LEADER by Kelly Pedersen

Choose one of the tactics:
Support Companion, Shield Wall, Defend Companion, or Harry Foe that your warband doesn't already know and spend 2 experience.

Recruit Fighters
"Aragorn has need of his kindred. Let the Dúnedain ride to him in Rohan!"
A Captain can attempt to raise a force of loyal fighters who will support him/her in their future adventures, or replace men from an already-existing force who have deserted or fallen in battle, by making an Inspire or Persuade roll at TN 12, +2 for every size category the Captain wants the warband to expand by, and an additional +2 for every Wound that has previously reduced the size

of their force (as men are reluctant to join the force of one who has squandered the lives of his soldiers).

To remove this penalty the Captain must first make an *Honour the Fallen* Undertaking (see below).

If the Captain succeeds they recruit the soldiers, but must then for their gear spend 2 Treasure for every size category the warband is being increased by.
On a Great Success many of the soldiers are already equipped and the Captain need only pay 1 Treasure per size category.
On an Extraordinary success all the soldiers have their own gear and the Captain doesn't need to pay anything.

Honour the Fallen
"*Then the Riders of the King's House upon white horses rode round about the barrow and sang together a song of Theoden Thengel's son that Gleowine his minstrel made, and he made no other song after.*"

A companion may publicly pay their respects to those who have died, speaking of their deeds or singing songs of praise and mourning. Make a Custom, Inspire or Song roll at TN 14 plus the Standing of the fallen being honoured.

Multiple fallen can be honoured at once, in this case use the Standing of the highest individual to set the TN, + 2 for every additional named character being honoured, or +2 for each Wound to a warband a Captain is trying to eliminate the penalty for.

Costly grave goods can give a bonus to this Undertaking:

- each 3 points of Treasure gives a +1 bonus
- Precious Object = +1 & +1/3 T pts (in worth)
- Wondrous Artefact +10 if 1 Blessing, +15 if 2 or a Greater Blessing
- Famous Weapon/Armour +20.

If the companion doing this Undertaking gained Shadow points as a result of the death of the person being honoured, a Success on the roll above heals 2 Shadow points on a normal success, 4 on a Great Success or 6 on an Extraordinary Success.

Alternatively a companion who succeeds on a roll with a Great success can Heal 1 Shadow point AND allow another companion participating in the Honour the Fallen undertaking to succeed without rolling.
A companion who gets an Extraordinary Success can Heal one Shadow point and allow two other companions participating to succeed.

PILGRIMAGE TO THE TOWER HILLS (HIGH ELVES ONLY) by Otaku-sempai

Any High Elves spending a Fellowship phase in the Grey Havens or anywhere else in western Eriador may use it to visit the White Towers at Emyn Beraid and gaze into the palantír kept at Elostirion to look upon the Undying Lands. Any High Elf who does this recovers one point of Hope.

FORGE *MITHRIL* (DWARVES OF KHAZAD-DUM ONLY) by Kelly Pedersen

You retire to the great forges in the halls of Durin and endeavour to shape *mithril*, the wondrous metal of Khazad-Dum, into forms both beautiful and functional. If successful, you will be richly rewarded.

Make a Craft roll, TN 16. If you succeed, you are awarded with Treasure, 5 points with a success, 10 points with a great success, and 15 points on an extraordinary success.

STUDY WITH MAB THE SPINNER by Hermes Serpent

A companion can spend a Fellowship Phase studying the Lore, Healing craft, potions and salves of Mab the Spinner at her cottage in the Rushdown Woods.

The companion has to work hard for Mab not only gathering herbs but cutting wood for her fire, tending various bubbling pots, crushing seeds and plants in a mortar for salves.

The companion can gain the benefits of the Rhymes-of-Lore speciality for the duration of the following Adventuring phase.
If the character already has Rhymes-of-Lore then he may gain two benefits from a single Trait invocation (for example, he could automatically succeed at a roll and gain an Advancement point).

Alternatively the companion can learn how to prepare salves and healing herbs and where to acquire the necessary materials. Gain a +1 bonus to Healing until the companion acquires a new level in their Healing skill.

Alternatively the companion can study the plants and herbs that Mab uses in her remedies and gain the trait Herb-lore for use only in the Anduin Vales.

Alternatively the companion may study Shadow-lore with Mab to learn what she's knows of the darker things of the world gaining a +2 on Lore tests/tasks associated with Shadow.

COURT LOVER by Arkat

You spend time trying to win the heart of your love. You have to be in the same location as the person you are courting. Every time you choose this undertaking you have to spend Treasure equal to your love's Standing +1.

This undertaking is an extended test that can span multiple fellowship phases and you need to collect a number of successes equal to your love's standing to win his or her heart.

Roll Courtesy: Difficulty = 10 + Attribute Level + Difference in Standing.

An Eye of Sauron indicates frustration or jealousy and gives you +1 Shadow. A Gandalf rune indicates euphoric love and you regain 1 Hope.

Get Married

If you have successfully courted a lover, you can marry this person. You have to be in the same location as your love and spend Treasure equal to the highest Standing x10. When you are married your maximum Hope rating is increased by 1. The couple's new standing equals the average standing of the husband and wife +1.

Raise family

If have been married and are in your home location you can spend time raising your family. This Undertaking lets you regain 1 Hope.
Also roll one feat die:
Eye: Death in the family (random), +1 Shadow.
1-3: Sickness, +1 Shadow
4-6: No effect
7-10: Child born
G: Bliss, Child born -1 Shadow.

Settle down

You can settle down in any Sanctuary. Spend treasure equal to your standing to be able to treat the sanctuary as a home location.

RUNNING WITH THE PACK by Lara Redleaf

The Arferyth are the most ancient race of wolves yet living in Middle-Earth. Long ago their ancestors became the hounds of Men, but in time their numbers declined. Men had domesticated hounds and after many generations most had forgotten their kinship with the wolves of old. Instead they hunted wolves that grew more desperate as their territories shrank, and Men greedily hunted

their prey. As with many things, the dark powers corrupted many of their kind; perhaps Morgoth himself worked fell magics upon them as he did to create the Orcs, or at the behest of Sauron evil spirits took wolf shape and bred a line of wicked killers. Fewer now of the noble wolves remain, even as the numbers of the Wargs grow.

Adventurers who meet the Arferyth may be tempted at first to attack, but if they learn of the pack's nobility, they may instead seek to form a bond with them. The wolves are proud, fierce, and unfailingly loyal. They hate the Shadow and its servants for the misery it brings them, and perhaps the ancient evil of creating Wargs. Their fiercest foes are the Wargs themselves, and the Arferyth hunt and destroy these evil creatures wherever they are found. Daring heroes may spend time with the wolves, learning the land as the wolves know it, becoming expert hunters and trackers.

By spending two entire Fellowship Phases in a row living among the wolves and learning their ways, a character may gain either:

The Tracking Speciality or The Song of the Forest (both described in *Horse-lords of Rohan*). This deep connection to the land allows them to hunt and live with the wilderness as well as their own domains. Characters may spend a total of four entire Fellowship Phases to learn both of these abilities.

Those who develop a deeper kinship with the Arferyth may instead gain the greatest of their gifts of old. They must spend three entire Fellowship Phases with the silver packs, fighting and hunting beside them, sharing in their songs of elder days.

THE WATCH ON DOL GULDUR by uhu79

(*Optional: This undertaking can be chosen only once at Year's End and ideally before 2951.)*

Companions spending the Fellowship phase in Woodland Hall, Woodmen-town or Rhosgobel may choose to spend their time wandering Southern Mirkwood and keeping a watchful eye on the area around Dol Guldur.

This dangerous Undertaking will automatically result in 1 point of temporary Shadow as well as 1 point of Experience for every companion taking part. If more than half of the company chooses to take part in the Watch, the fellowship pool is increased by 1 point for the following Adventuring phase. Increase the fellowship pool temporarily by 2 points if the whole company takes part in the Watch.

When a companion chooses this undertaking they must first roll an AWARENESS test, followed by a roll on the table below.

This second roll is modified by:
+1 If the hero possesses Shadow-lore speciality
+1 If the hero has the WARDEN Calling
+2 If the AWARENESS roll was a Great success
+4 If the AWARENESS roll was an Extraordinary success.

Table Results:

Gandalf: Guardian of the Free Peoples.
You gain the benefits of the Shadow-lore speciality for the duration of the following Adventuring phase. If the character already has Shadow-lore, then he may gain two benefits out of a single Trait invocation (for example, he could automatically succeed at a roll and gain an Advancement point). However, you need to pass a Corruption Test in order not to gain an additional Shadow point during this Undertaking. Furthermore, you get 2 bonus success dice to be spent on any Valour or Wisdom roll in the upcoming Adventuring phase.

1: Tiresome Watch.
Nothing happens. You need to pass a Corruption test in order not to gain an

additional Shadow point during this Undertaking.

2-3: Fearless Watchman.
Gain 1 bonus die for any one Valour test during the next Adventuring phase.

4-5: Unshaken Sentinel.
Gain 1 bonus die for any one Wisdom test during the next Adventuring phase.

6-7: True Warden.
Gain 2 bonus dice for any one Valour and/or Wisdom test during the next Adventuring phase.

8-9: Vigilant Warden.
See 6-7, plus gain an Advancement point in the Perception skill group.

10: Ranger of Southern Mirkwood.
See 6-7, plus gain one Advancement point each in the Perception and Survival skill groups.

Eye of Sauron:
Your hide-out is attacked by Orcs or any other form of menace. You help in repelling the threat, but you are injured in the process. You begin the next Adventuring Phase suffering from a loss of 6 points of Endurance. You need to pass a Corruption test in order not to gain an additional Shadow point during this Undertaking.

STUDY RUNES OF OLD (Dwarves Only)

(Fashioned after 'Study with the Lampmaker', Heart of the Wild, p. 79-80)

When Companions are spending a Fellowship phase in the Lonely Mountain, they may go and study under the tutelage of their elders, who have recovered ancient texts left within the Halls of Erebor. A Dwarf who knows all the spells associated with the Broken Spells Virtue may choose this Undertaking and spend an Experience point to learn one of the ancient secrets recovered by the historians.

Shelter of the Earth, Warding Rune
Your Spells of Prohibition and Exclusion have been strengthened, and you can now carve a Warding Rune, allowing the fellowship to rest without worry, even in the wildest lands. Your company enjoys a free attribute bonus to Awareness or Hunting rolls to avoid being surprised.

Additionally, you may spend a point of Hope to reduce the difficulty of the next Fatigue test by an amount equal to your Wisdom for all members of your company.

In the Shadow of the Mountain, Rune of Covering
Knowledge of Secrecy and life under the Lonely Mountain have protected your people for centuries. At the beginning of an Adventuring Phase, you may carve one Rune of Covering, and keep it on your person.

The rune increases The Hunt Threshold for the company by an amount equal to your Wisdom.

During play, any member covered by the rune can expend a Fellowship Point to eliminate raising the Eye Awareness Score due to a rolled Eye of Sauron or due to Using Magic (as defined under rules for Eye of Mordor in *Rivendell* pg. 112). When you roll an Eye of Sauron on the Feat Die or Use Magic, you may choose to accumulate a point of Shadow instead of increasing your party's Eye Awareness Score. This choice does not raise the Eye Awareness Score of the group, as if triggered by the Shadow Gain rules.

Rich Veins of the Deep, Rune of Resistance
The stubbornness of the dwarves has long foiled the plans of the Shadow. You may carve a Rune of Resistance, and keep it on your person.

You may add your Favoured Heart Score to Corruption Tests as though enjoying an attribute bonus.

In addition, when an enemy employs Dreadful Spells against you, you may spend a point of Hope to force the enemy to spend 2 additional Hate Points when targeting you, or the effect does not take place. The enemy still spends the initial point of Hate regardless.

If the Dreadful Spell affects more than one company member, as long as you would be affected the enemy must still spend the additional Hate points. Your companions do not share the other benefit of the Rune of Resistance.

REPAIR EQUIPMENT by Michebugio

As a Fellowship Phase Undertaking, the character may attempt to repair additional equipment with a Craft test at TN 14. On a normal success, he removes 2 points of penalties from weapons and armours, or he repairs a shield. On a Great success the penalties removed increase to 4 points, and on an Extraordinary success the penalties removed amount to 6 points.

He can distribute these points as he wishes among his items (for example, if he obtained a Great success, he can remove 3 points of penalties from his weapons, and 1 point of penalty from his helm).

part six – the loremaster

a tor session sequence summary by stormcrow

1. Create the Fellowship Pool.

2. Adventuring and Fellowship Phases; repeat these as required, continue to next step whenever ready:

A. Adventuring Phase

i) The Loremaster presents the beginning of the adventure.

ii) The players choose a Company Objective.

iii) Play out any number of encounters, journeys, combats, tasks, and tests.

B. Fellowship Phase

i) Decide where to spend the Fellowship Phase
- Any place the company has previously visited
- A sanctuary
- The company disbands temporarily

ii) Each player describes what his character does during the Fellowship Phase.
a) Spend Experience and Advancement Points.
b) Undertake a task.
c) Describe sundry details.

iii) Year's End (only if the year has indeed ended)
a) Players must spend Treasure Points equal to their current Standing ratings or lose one point of Standing.
b) The Loremaster describes events that have been occurring in the world over the last year.
c) Players with Standing ratings may attempt to intervene with events.

3. Distribute any remaining Fellowship Points.

4. Each character whose Fellowship Focus was not wounded during play gains one point of Hope.

5. Each character whose Fellowship Focus was wounded during play gains one point of Shadow, or three points of Shadow if his Fellowship Focus was killed.

6. Award Experience Points

a. Each character receives one Experience Point.

b. If significant progress was made toward achieving the Company Objective but the adventure has not yet been completed, each character receives an additional Experience Point.

c. If the Loremaster's story was completed in the Adventuring Phase this session, each character receives one supplementary Experience Point for every two game sessions spent in the Adventuring Phase.

~designing adventures by poosticks7 et al~

Main Themes
Friendship & Fellowship
Tolkien emphasizes friendship as the only way for the side of Good to fight against the Evil that Sauron brings.

The ennoblement of the ignoble
In other words, show humble people doing great things.

Compassion & forgiveness : Tolkien's tales are full of this.

Home
Middle-earth seems even more precious (and worth defending from Sauron) because it is so loved by its inhabitants.

Fear & doubt
Facing and overcoming fear and doubt is a key component of Tolkien's stories. Misplaced fear is also a factor.

Perseverance
Continuing on with a task or duty even if the going gets tough. If there is one virtue Tolkien seems particularly to admire, it is perseverance.

Player vs Character
Overall it's important, in *The One Ring* more than other games, to acknowledge the distinction between Player and Character. What we're trying to do is give the player...the Tolkien junkie...the fixes they seek, without having to turn their characters into the central figures of the 3rd Age.

I agree with "interaction with canon" but I don't think it needs to specifically be with the canonical characters. In fact, I think direct interaction can be worse than indirect. (This brings to mind the old adage about how strategically placed clothing can be more suggestive than no clothing at all.) The "ghost" mentioned by the Woodmen in *Tales from Wilderland* is, I think, an excellent example. Or the backstory to the Easterly Inn.

And beyond just the characters, there's interaction with the history itself, both past and future, which is probably more important, e.g. Witherfinger.
Without any direct claims of who or what she is, anybody who arrives at a certain conclusion is bound to get shivers. When it's stuff that the players know but the characters would not it's almost more effective...it's like having a secret you're just dying to share.

One fun way to do this is to make 'forward' historical references. That is, drop hints of things to come, that the players only know because they've read LoTR. They might encounter the very first shipment of pipeweed to leave the Shire for Isengard...they'll get that tingle of recognition, but they'll also be tortured by the thought they have it in their power to alter the future. But of course they can't because the characters don't understand the significance.

At just the right moment in time and place, the heroes might be sharing a glass of wine with a Mirkwood elf, a young guardsmen who confides..."just between you and me"...that lately he's had the curious assignment of guarding a "special prisoner" while he climbs a tall tree in the Mirkwood.

Continuity & History
Next is continuity, or the sense that heroes exist at one point in a continuous story that spans millennia. This goes beyond sprinkling Middle Earth with ancient ruins (not that there's anything wrong with ancient ruins.) As I mentioned in another thread, I love this passage in LoTR, where Shagrat and Gorbag (Frodo's captors) are reminiscing:
"*What d'you say? – if we get a chance, you and me'll slip off and set up somewhere on our own with a few trusty lads, somewhere where there's good loot nice and handy, and no big bosses.'*
'Ah!' said Shagrat. 'Like old times."

It's subtle, but it's a sneaky reference to Sauron's return, and how the orcs enjoyed a period of relative independence, but now the "big bosses" were back in power.
Like the interactions mentioned above, these sorts of hints are best left subtle, or at least unstated: maybe the heroes come across a clearing on the east side of the Misty Mountains where a tall pine has been burnt to a crisp. Let the players draw their own conclusions.

Fading & Decline
Maybe the most important theme in Tolkien is the fading of the Elves and the transition to the age of Men. Tolwen has written some great stuff on this, and how the Art of the Elves was focused on preservation, as they attempted to keep the world they loved unblemished and unchanged, an exercise in futility for those who are immortal. (Spoiler alert: it didn't go as planned!) So in addition to the continuity mentioned above, the heroes should face a sense of decay. That the most beautiful bits of the world are slowly disappearing.

Big Bad Evil Guy (BBEG)
This was alluded to in previous posts, but there is a trade-off between having every RPG campaign culminate in a world-saving fight against the Big Bad Evil Guy, versus having a campaign that just feels like a collection of generic RPG quests. The middle ground is tricky. Here I think the key is to have the players (even if the characters don't realize it) feel they are caught up in a small piece of the bigger picture, and that the blow they strike today will weaken Sauron in the long run. Or…perhaps better…their victories today will make it possible for Frodo's mission to succeed in the future. (The last adventure in *Ruins of the North* does this.)

The hard part is that this feeling of relevance needs to be a nearly constant presence; an adventure shouldn't feel like it's mostly just chasing treasure, or murder-hoboing, with some sort of hint at the end that ties it to canon. (Unless you're doing so intentionally for dramatic effect because you have a mind-blowing denouement in store, and thus you want your players to think they're just chasing some run-of-the-mill bandits or whatever.)

Other Points
There should be a sense of self-sacrifice on the part of the player characters.

The player characters should have some reminder of the past, be it through an interaction with an NPC, an ancient artefact, or a place. That's what makes Middle-earth unique, the layers upon layers of history.

The players should be presented with moral choices that have tangible consequences.

Morality should be fairly black and white. Free peoples may have flaws, but they are basically good. Those who have aligned with the shadow are basically bad, although the Children of Ilúvatar (as well as hobbits and dwarves) should

always have the possibility of redemption.

The story should focus on seeking knowledge and tools to fight the enemy more than on treasure or glory. For as much as it's easy to bash on Decipher's *Lord of the Rings RPG* - and it's true that it often had the feel much more of a generic, high-powered epic fantasy - there is a two-page spread in the Core Rules that spells out the important elements of Tolkienesque gaming. I think it's titled 'The Quality of Heroes', IIRC.

It details what makes the Tolkien hero different from many other fantasy adventurers (what you might find in Game of Thrones, for instance). It explains qualities like humility, compassion, self-sacrifice, nobility, kindness, empathy, and many others. Without picking on any alternate play styles, the stereotypical "hack n' slash", where roving murderhobos kill monsters and gather loot (the stuff of a typical game of "Munchkin"), the protagonists in Middle-earth are more about defending their loved ones, establishing truth and justice, and protecting the innocent.

There's a general sadness and melancholy, especially surrounding the Elves and their passing of the torch to the era of Men. The *Darkening of Mirkwood* captures this so well, as the world gets more and more dark with the return of Sauron in the latter part of the Third Age (the default setting of TOR).

Any chance to have the characters engage in songs and poetry fits the setting as well.

Good and evil should be sharply contrasted; there should be way less 'grey' than you might otherwise see in a game. Adversaries like Orcs and Trolls are generally irredeemable, whereas there's almost always still hope to restore Men, even if they've started to head down the path of darkness.

Evil seeks more than just power and conquest. Heroes and the good forces love nature, the trees, and all of life, and evil tends to destroy the same and seeks to eradicate or dominate it.

Teamwork, loyalty, and camaraderie are qualities that the good forces can use for victory, but which elude those that are evil.

Often the lowliest of persons, like a simple gardener, can achieve the works of legends and songs, often simply through perseverance, loyalty, and determination.

~awarding points~

GUIDELINES ON AWARDING ADVANCEMENT POINTS by SirKicley

0 Points
Succeeding with a normal skill check.

1st Point
(within a given skill grouping).

- Succeeding at a skill check and then Invoking a Trait/Distinctive Feature to narrate its success.
- Succeeding on a skill check with a Great success.
- Failing on an important but not crucial skill check by three or less points, and then explaining what was learned (if/when the difficulty is higher than TN 14).

2nd Point
(within a given skill grouping)

- Succeeding at a Hard skill check (TN 16 or 18).
- Using a skill that heroically aids another by putting yourself in harm's way.
- Succeeding a skill check with an Extraordinary Success.
- Succeeding on a skill check w/ a Great success AND Invoking a Trait.
- Failing a crucially important skill check by 3 points or less, and then detailing what the character "learned" from his failure. (We learn as much from our failures as we do from successes).
- Succeeding on a check that the Loremaster points out if you attempt to do this it will carry great consequences if you fail.

3rd Point
(within a given skill grouping).
- Succeeding on an Extraordinary Success AND Invoking a Trait.
- Succeeding on a Skill check that is TN 20.
- Succeeding on a skill check that literally saved another's life.
- Succeeding on a check that the Loremaster points out that if you attempt to this and fail, it will carry grave/death consequences.

Advancement points are earned only if HOPE points are not used to assure success. Each subsequent category listed trumps the previous one. Thus they don't have to happen in order.

If, for example, something in the third category happens at the beginning of a journey it will grant your first point. The inverse is NOT true. Each subsequent point in a skill grouping needs to be earned with the next tier of difficulty.

SOME EXAMPLES OF FAILURE AND EXPLANATIONS:

PERSUADE

Mungo Hornblower a Hobbit of the Shire, decides to try to Persuade an audience that they should join his cause and go to war against the Orcs of the Misty Mountains. This is a crucial element to the story. LM tells the player that it will requires Persuade skill check (since the LM didn't specify the difficulty to do so it's default is TN 14 to persuade them). It could also be made into a Prolonged Skill Action requiring several successes - but that's ancillary to this discussion). The player rolls a 13 and just misses!

Instead of spending a Hope point to succeed, Mungo decides to fail and explain why he almost succeeded and why he should earn an Advancement point.

"Everything was going just fine with the speech and I convinced them that it would be glorious to finally rid the Mountains of Orcs and Wargs. They were all set to follow me until I told them about the creepy, talking, giant spiders and the long dark journey through Mirkwood....oh and how they would probably suffer extreme hunger and experience the strange enchantments of the forest....oh and I mentioned the horrible storms and rock-throwing giants....and then I mentioned the icy death cold of the region that sucks the very air from your lungs.....after that, they politely declined the adventure. I've learned my lesson not to tell so much in the beginning....maybe Riddle would be

a better approach next time."

ANOTHER EXAMPLE: HEALING

Avina the Woodman, reaches down to assist her wounded hound. The dog's leg has been badly cut and needs to be cleaned and wrapped to keep from infection and further complications. The LM states that it will be "hard" to do this, requiring a Healing roll with a TN of 16, or the hound will not recover for another three months! She rolls and gets a 14, missing by only 2 points. She decides to accept the failure, but asks for an Advancement Point because she explains that:

"Well, I know what I did wrong - I didn't wrap the leg tight enough. The dressing must then have come loose, and the hound must have gotten some dirt in the wound. This aggravated it further. Next time, I'll be sure to use another method and more wrappings to make sure this doesn't happen again!"

Dice Probabilities by Bobchuck

Standard Table

	TN 10	TN 12	TN 14	TN 16	TN 18	TN 20	TN 22	TN 24	TN 26	TN 28	TN 30
0d	16.67	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33
1d	45.83	29.17	16.67	9.72	8.33	8.33	8.33	8.33	8.33	8.33	8.33
2d	74.07	58.33	41.90	27.31	16.44	10.65	8.56	8.33	8.33	8.33	8.33
3d	92.01	82.64	69.48	54.17	38.85	25.69	16.32	11.03	8.91	8.37	8.33
4d	98.38	95.06	88.57	78.40	65.18	50.45	36.24	24.40	16.07	11.28	9.14
5d	99.77	99.02	96.93	92.54	85.05	74.34	61.19	47.14	33.99	23.28	15.79
6d	99.98	99.86	99.40	98.09	95.16	89.82	81.54	70.47	57.53	44.18	32.02
7d	100.00	99.99	99.91	99.63	98.80	96.88	93.14	86.95	78.06	66.80	54.17

Weary Table

	TN 10	TN 12	TN 14	TN 16	TN 18	TN 20	TN 22	TN 24	TN 26	TN 28	TN 30
0d	16.67	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33	8.33
1d	37.50	25.00	16.67	9.72	8.33	8.33	8.33	8.33	8.33	8.33	8.33
2d	57.41	43.75	31.25	20.14	14.58	10.65	8.56	8.33	8.33	8.33	8.33
3d	72.57	60.42	47.72	35.22	26.04	18.06	12.85	10.46	8.91	8.37	8.33
4d	82.99	73.44	62.64	50.83	40.07	29.70	21.66	16.22	12.09	9.98	8.99
5d	89.73	82.81	74.52	64.54	54.07	43.20	33.52	25.53	18.81	14.43	11.54
6d	93.92	89.19	83.24	75.43	66.39	56.39	46.40	37.08	28.54	21.95	16.81
7d	96.46	93.36	89.29	83.52	76.33	67.89	58.67	49.25	39.94	31.84	24.77

Great/Extra Success Table

	TN 6	TN 12
0d	0.00	0.00
1d	16.67	0.00
2d	30.56	2.78
3d	42.13	7.41
4d	51.77	13.19
5d	59.81	19.62
6d	66.51	26.32
7d	72.09	33.02

effect of armour on dice probabilities by Bezurkur

		Injury / TN 12		Injury / TN 14		Injury / TN 16		Injury / TN 18		Injury / TN 20	
Leather Shirt	**(1d)**	29	(25)	17	(17)	10	(10)	8	(8)	8	(8)
	w/cap	38	(29)	22	(21)	13	(13)	8	(8)	8	(8)
	w/helm	63	(54)	46	(38)	29	(25)	17	(17)	10	(10)
Leather Corslet	**(2d)**	58	(44)	42	(31)	27	(20)	16	(15)	11	(11)
	w/cap	66	(50)	50	(37)	34	(25)	21	(17)	13	(12)
	w/helm	87	(71)	74	(57)	58	(44)	42	(31)	27	(20)
Mail Shirt	**(3d)**	83	(60)	69	(48)	54	(35)	39	(26)	26	(18)
	w/cap	88	(66)	76	(54)	62	(41)	46	(30)	32	(22)
	w/helm	97	(82)	92	(73)	83	(60)	69	(48)	54	(35)
Coat of Mail	**(4d)**	95	(73)	89	(63)	78	(51)	65	(40)	50	(30)
	w/cap	97	(78)	92	(68)	84	(57)	72	(45)	58	(35)
	w/helm	99.6	(90)	98	(83)	95	(73)	89	(63)	78	(51)
Mail Hauberk	**(5d)**	99	(83)	97	(75)	93	(65)	85	(54)	74	(43)
	w/cap	99.5	(86)	98	(79)	95	(70)	89	(59)	80	(49)
	w/helm	99.97	(94)	99.77	(90)	99	(83)	97	(75)	93	(65)

~loremaster characters~

FAVOURITE NPC's by Zedturtle et al

Irmgard (unofficial)
Irmgard is an itinerant farmhand and was first seen at the Easterly Inn with a hurt foot (to give my healer heroes something to do that wasn't an Encounter). He's since been seen there every time someone comes to visit, and seemed to be some sort of lazy lie-about. However, it was recently revealed that he's actually spying on the Viglundings for Beorn and comes back to the Easterly Inn on occasion to report in.

Viglar
Viglar in my games has been pushed around by his father and other power brokers in the Viglunding establishment. He loves his wine (and ale, and mead, and beer, and...) and is a fun NPC to play (especially if he's drunk, which is pretty much all the time). When one of my groups decided that he was worth trying to save (or at least redirect), it took me by surprise. We haven't seen yet if they were successful, but mercy is always a good choice...

Dragar (unofficial)
Dragar, the Captain of the Guard in Dale, is a staunch ally and long-time friend of King Bard. For a middle aged man he is very energetic, and below his thin, business-like exterior he is a very optimistic person, who is very passionate about his work. If a Fellowship is ever looking for (relatively) straightforward opportunities for Heroics with immediate, tangible results, he's your go-to man.

Garindel (unofficial)
Garindel is very much the stereotypical mirthful Woodland Elf. Almost suspiciously so. . . Although his motives (and identity, and history. . .) are often in question, no Hero ever leaves his company bereft of a smile. Couple that charisma with a seemingly endless supply of enigmatic, intriguing tasks and suddenly a Fellowship can't help him enough! While his requests all seem benign, one can't help but wonder to what end they all might be working towards.

Brienne (unofficial)
Brienne is a mix of The Bride and Amaleoda. She joined the company for one adventure and then retired to be a full time non participating NPC and found her way to being the leader of the Black Tarn settlement. Had a brief and light romance event with one of the players now enjoys being the leader of a Woodmen tribe. The personal friendship of the NPC and the company brings out some interesting things when Mogdred tries to subjugate Black Tarn to his own rule or by tributes.

Ruithel
Ruithel bested my companions in the Lake-town Archery Contest some years ago and they met again during the Questing Beasts. I like her own arc too with the dwarves and the Wayward Elves. I am planning to use her usually when I need something from Mirkwood or my players to involve in the affairs of the Elven-king. Currently she is at the eastern borders of the forest to see the situation with the Dale woodcutters and the Elves.

Ceawin
I enjoy playing as this NPC. The way he acts with his new crown and his claims to build a new kingdom worthy of the Northmen of the old...etc. Really fun and interesting. Sunstead is one of my favourite places in *Darkening of Mirkwood*.

Durbag
A Mount Gundabad orc held prisoner by the orcs of the Greydelve. My players

encountered Durbag as a tortured prisoner in the dungeon beneath an abandoned dwarf watchtower. They could not kill him without acquiring shadow and could not safely let him go, so the orc travelled with them for some time.

I thought Durbag would pose an interesting problem for the companions, but he became a really interesting NPC in his own right. The interactions have been prolonged, tense but always rewarding. From him the players learned a lot about tribal factionalism and animosities in the period after the Battle of Five Armies. The encounter got the companions thinking how they might use internal orc conflicts to their advantage. The players put Durbag safely on the road to Gundabad, but I think they will meet up again.

INTRODUCING RADAGAST by zedturtle

"As you follow the raven, you occasionally begin to see white stones that you never noticed before in the ground. Soon enough the white stones have become regular enough to be paving stones along the path. Wondering at this, you turn to look back at Rhosgobel... it seems faint and distant, like a sudden mist or haze has sprung up, or twilight has come early.
The path winds its way through the woods, travelling alongside the sharp-thorned brown hedge that protects Rhosgobel from the wild woods beyond, and brings the company to a small cottage in a little clearing. The lights of the cottage are warm and welcoming as the night draws in. A horse eats grass contentedly in the field beside the house. Kuäk flys up to the door of the cottage and knocks on it with his beak. The door opens, but no warden is to be seen.
As you step, you can see a vast and cluttered space... almost it seems too large to fit within the frame of the cottage. Birds flit to and fro, Kuäk flies up to the rafters and disappears into the darkness there. A thousand gifts, jugs, cages, blankets, casks of wine, woodcarvings, scrolls, and other papers are stacked in precarious towers of stuff. In the centre of the space is a table set with breads, cheeses, jams and fruits. There are eight chairs, seven for you and one for the Wizard. He sits there, his eyes glinting in the candlelight. "Come in, come in... have a seat and tell me about yourselves as you do..."*

NEW LOREMASTER CHARACTERS

Frithalf of Buhr Wenjan by Halbarad
Frithalf is the 48 year old Chieftain of the Horsefolk village of Buhr Wenjan, which lies in the shadow of East Ridge, some three days journey south of Dale. He stands almost six feet tall but would probably be taller were it not for his bow legged gait, typical of his people. He has bright blue eyes and tawny coloured hair, greying at the temples and in his beard. Unlike the Bardings of Dale his folk tend to favour facial hair.

His people were among the first to swear fealty to King Bard and this is a source of great pride to him. Since Smaug had scattered the folk of Dale, the Horsefolk had been raising their stock and selling trained horses to the fractious Lords of the Running and Redwater Valleys. Now, with the return of a King to the north, there would be a need for good horseflesh and for warriors to train the new horsemen.

In the three years since Lord Frithalf took his oath of allegiance, his folk have grown wealthy. His riders wear coats of dwarfish mail and rings of hack silver

adorn their arms. The womenfolk tie back their hair with threads of gold.

In return, the King has gained a fledgling force of Horsemen trained and captained by a half dozen warriors of Frithalf's own clan. These warriors include his youngest son, Frithigern and his nephew, Frithismund. Other voices scoff that his loyalty was bought with coin, but Frithalf cares not. Coin may well have bought his oath, but now that it is given it will be honoured.

Frithalf can be encountered at Buhr Wenjan for most of the year. His age means that he is not so useful at herding on the plains these days. Instead, he leaves that business to Fritheric, his eldest son.

He can be encountered at Dale during the autumn months when he, Fritheric and other men of Buhr Wenjan bring trained horses to the stables of the King's Horse.

The Dalefolk usually try to lock up their daughters when the riders come to town. There is no little jealousy and antipathy toward them from the locals. They do cut quite a dash though and the King regards only the men of his own guard more highly.

~Brísindre by Halbarad~

A very proud (sometimes too proud, he certainly thinks a lot about himself) man from Dale. He's not native to the place, he wasn't born in Dale, Esgaroth or the near villages, but rather came to the town when he was about 12. Probably a sole survivor of a raid on a woodsmen settlement, but he doesn't talk about the past. Nobody knows his real name and he just calls himself Brísindre.

He's very handsome and beside being a very good archer (it's a matter of prestige among young men in Dale) he's also a poet and a singer. He cares a lot about his appearance and only his success with singing for wealthy men and women of the town allows him to wear expensive clothes - his favourite is a tunic so richly embroided with golden and silver thread it looks like it's made of shiny metal. (it's dwarven made and it actually protects the wearer like light armour)

Beside a longbow he carries a long straight knife and a buckler. He's always looking for inspiration for songs, a great saga if possible. He might even join the players just because it seems interesting and adventurous enough.

~Angmarim Priest by Throrsgold~

ATTRIBUTE LEVEL 6
ENDURANCE 20
HATE 6
PARRY 6
ARMOUR 3d (Mail shirt)
SKILLS
Personality 3 Movement 3 Perception 3
Survival 3 Custom 3 Vocation 3
WEAPON SKILLS
Club 3, Damage 4/Edge G/Injury 10/
Dagger 3, Damage 3/Edge G/Injury 12/ CS pierce
Quarterstaff 3/Damage 5/Edge G/Injury 10/CS –
Sword 3/Damage 5/Edge 10/Injury 16/ CS break shield

SPECIAL ABILITIES
Commanding Voice
Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).

Dreadful Spells (Blast)
Reduce the creature's Hate point score by one to force one companion to make a Corruption test. If he fails it, he gains a Shadow point and suffers caster's

Attribute Level in Endurance loss.

Dreadful Spells (Heal)
Reduce the creature's Hate point score by one to restore target ally's Endurance by caster's Attribute Level or to remove Wounded condition.

Dreadful Spells (Stun)
Reduce the creature's Hate point score by one to force one companion to make a Corruption test. If he fails it, he gains a Shadow point and is unable to act for 1d3 rounds.

Hatred (Dúnedain)
When the creature is confronted by the object of its hate, all its Weapon skills and Attack forms are considered to be favoured.

~Kemic Farstrider by Poosticks7~
Physical Description & Mannerisms
Kemic is a dusky skinned man of middle years, with coal black hair and beard which are beginning to show signs of grey. His russet coloured eyes twinkle when he laughs, which is often. He walks with a noticeable limp, from a wound he received when he was a young man. His garments are always colourful and well made. Although he speaks the Dalish language well, there is a noticeable twang in Kemic's voice when he pronounces certain words. Kemic unconsciously fiddles with his beard when he talks.

Equipment Worn
At his belt he wears a curved knife, which has a beautiful garnet in its pommel. He wears clothing typical of the lakemen, favouring light shirts and sturdy breeches. Around his neck he wears a pendent of silver, fashioned to resemble a horse's head.

Background
Kemic hails from the distant lands of the east, beyond the Sea of Rhun. He is well travelled and has seen many wondrous sights.

Having led a life of adventure and danger, he has decided to settle down in the newly rebuilt settlement of Dale and has opened a feasting hall called the *Laden Platter* with his dwarven friend Regin Stonetears. A worldly man, many come to his feast hall just to hear his outlandish tales of adventure. He wiles away many long nights standing before the great hearth telling anecdotes to any who will listen.

Loremaster NPC Statblock
Attribute Level: 4
Specialities: Rhun-lore, Storytelling
Distinctive Features: Merry, True-hearted
Endurance: 10
Parry: 7
Armour: 1d
Skills: Personality 2, Movement 3, Perception 2, Survival 1, Custom 3, Vocation 2
Weapon Skills: Dagger 2, Sword 2

~Regin Stonetears by Poosticks7~
Physical Description & Mannerisms
Regin would dearly love to claim the title of fattest dwarf from Bombur of Erebor. The only time you won't see him eating something is when he's snoring his head off. His copper coloured beard is bushy and decorated by the remains of long forgotten meals. Regin's ever expanding girth is adorned with a *mithril* and gold belt buckle, which adorns his oft rumoured enchanted belt. His favourite colour is blue and all of his garments are of that hue.

Apart from his insatiable appetite, Regin's most noticeable mannerisms are to call anyone he meets 'my boy/lass' even those of older years than him and also to wave around his food laden hands whilst talking in overblown

gestures to get his point across.

Equipment Worn
Blue jerkin and blue breeches, a dark leather belt with a gold and *mithril*-lined buckle depicting a mattock and a helm. A walking stick, which he rarely has need of these days and a sturdy dwarven dagger.

Background
Regin hails from the Iron Hills, yet he has spent many years travelling the lands of the east as a member of a trade caravan. In his younger days Regin was a vigorous and hearty dwarf, but his love of food and the finer things in life have taken a toll on his physique. During his travels he became fast friends with a man of the east named Kemic Farstrider. The two of them shared many adventures and saw many wondrous things, including the halls of Regin's distant kin below the Red Mountains far to the east.

Now the two friends have put their wandering days behind them and have opened a feast hall called the *Laden Platter* in the newly rebuilt city of Dale. They make a handsome income from their investment, even if it seems at times as if Regin is intent on eating the halls entire larder himself.

Loremaster NPC Statblock
Attribute Level: 4
Specialities: Smoking, Trading
Distinctive Features: Forthright, Robust
Endurance: 12
Parry: 5
Armour: 1D
Skills: Personality 3, Movement 1, Perception 2, Survival 2, Custom 2, Vocation 2
Weapon Skills: Dagger 2, Axe 2

~Elven Tracker by Poosticks7~
Attribute Level: 6
Specialities: Mirkwood-Lore, Woodwright
Distinctive Features: Keen-eyed, Quick of Hearing
Endurance: 18
Parry: 7
Armour: 2 d
Skills: Personality 2, Movement 3, Perception 3, Survival 2, Custom 2, Vocation 2
Weapon Skills: Bow 4, Short Sword 2
Special Ability: Deadly Archery
Spent a hope to add attribute level as damage bonus after a successful hit with a bow

~Dwarven Warrior by Poosticks7~
Attribute Level: 6
Specialities: Smith-craft, Tunnelling
Distinctive Features: Determined, Hardy
Endurance: 24
Parry: 4+2
Armour: 4d
Skills: Personality 2, Movement 3, Perception 2, Survival 2, Custom 2, Vocation 3
Weapon Skills: Axe 4, Short, Sword Sword 2
Special Ability: Old Hatred
Spent a hope to add attribute level as damage bonus after a successful hit with a melee weapon

~Hobbit Bounder by Poosticks7~
Attribute Level: 5
Specialities: Smoking, Storytelling
Distinctive Features: Wary, Elusive
Endurance: 15
Parry: 6
Armour: 1d
Skills: Personality 2, Movement 3, Perception 2, Survival 1, Custom 3, Vocation 1
Weapon Skills: Bow 3, Short Sword 2
Special Abilities: Small Folk (as a trait)

~Scholar of Dale or Lake-town by Poosticks7~
Attribute Level: 5
Specialities: Old-lore, Storytelling
Distinctive Features: Clever, Curious
Endurance: 14
Parry: 7
Armour: 0
Skills: Personality 2, Movement 2, Perception 3, Survival 2, Custom 3, Vocation 4
Weapon Skills: Staff 3, Sword 2

Dínathrad by Poosticks7
Physical Description & Mannerisms
Dínathrad is a soft spoken Silvan elf, whose demeanour is of someone who likes to let others do the talking. His pale grey eyes hint of a wisdom gained from his long years wandering the wild places of Middle-earth. His hair is a warm auburn colour. He is usually garbed in robes of subdued colours which match the season around him. His mood can shift easily between a quiet melancholy and exuberant joy, usually triggered by his time among the younger folk.

Equipment Worn
Dínathrad wears finely made robes and carries a satchel of herbs and reagents. He wears a long sword at his side though he is loath to ever draw it.

Background
For many years Dínathrad has had a passion for all things that grow. He has learnt the names and properties of hundreds of plants found throughout Wilderland. Having spent many years travelling across Wilderland Dínathrad has learnt to appreciate the worth of the younger peoples of the land and has a fondness for the tenacity and indomitable spirit of the Men of the North and has spent some time amongst the folk of Dale, Esgaroth and the lands of the Beornings.
He has passed on some of his knowledge of herb-lore to help the fragile race of man battle the effects of disease, poison and infection. He also helps fund a house of healing in the newly rebuilt city of Dale.
Loremaster NPC Statblock
Attribute Level: 6
Specialities: Herb-lore, Mirkwood Lore
Distinctive Features: Fair-spoken, Generous
Endurance: 22 Parry: 6
Armour: 2d Skills: Personality 3, Movement 3, Perception 3, Survival 4, Custom 2, Vocation 2
Weapon Skills: Dagger 2, Sword 2

~Balin son of Fundin by Rich H~
ATTRIBUTE LEVEL: 7
ENDURANCE: 25
HOPE: 4
PARRY: 7
ARMOUR: 4d + 1
SKILLS
Personality 3 Movement 4 Perception 4
Survival 3 Custom 3 Vocation 3
WEAPON SKILLS
Great Axe: 4 [Damage 11, Edge 10, Injury 20, CS Break Shield]
Throwing Axe: 3 [Damage 5, Edge 'G Rune', Injury 14, CS Break Shield]
SPECIAL ABILITIES
Toughness: Reduce Balin's Hope point score by one to reduce the Endurance loss caused by an enemy's attack by 7 points.
Traits: Keen-eyed, Energetic, Smoking

~Beorn by Rich H~
Attribute Level: 9
Endurance: 40
Hope: 10
Parry: 7
Armour: 2d
Skills:
Personality: 5 Movement: 5
Perception: 3 Survival: 3
Custom: 0 Vocation: 3

~Thranduil the Elven King by Beleg~

Attribute Level: 9
Endurance: 30
Hope: 7
Parry: 6
Armour: 1d
Skills:
Personality: 4 Movement: 3 Perception: 4
Survival: 1 Custom: 3 Vocation: 3

~Glorfindel by Beleg~

[I subscribe to the belief that Glorfindel is the Glorfindel who died fighting a Balrog in the First Age]
Attribute Level: 10
Endurance: 34 Hope: 12
Parry: 8 Armour: 4d
Skills:
Personality: 3 Movement: 5 Perception: 2
Survival: 1 Custom: 3 Vocation: 4
Weapons:
Elven Glaive (those thingies from the opening scene in The Fellowship of the Ring film, for lack of a better name): 6
Damage: 9/11, Edge: 9, Injury: 18/20, Called Shot: Disarm
Abilities:
Asfaloth: While Glorfindel is riding Asfaloth, he gains a bonus to damage of +2, and he may expend a Hope point to reroll the Feat die.
Elf-Lord: Spend a point of Hope to force all enemies near Glorfindel to roll a Fear test against TN 18 [Feat die plus highest Attribute Level of the enemies.]

~Bilbo Baggins by Beleg~

Attribute Level: 6
Endurance: 22
Hope: 18
Parry: 4
Armour: 5d (Mithril Vest)
Skills
Personality: 2 Movement:5 Perception: 4
Survival: 0 Custom: 6 (mainly for Riddle) Vocation: 1
Weapons
Sting: 3, Damage: 6, Edge: 9, Injury: 16, Called Shot: Disarm

Abilities:
The One Ring: Reduce Bilbo's Hope score by one to put on the ring. Reduce Hope score by one for each subsequent round spent invisible. While invisible, all attacks instantly hit, however, roll the Feat Die to determine if the attack is a Piercing blow. If the Eye is rolled, Bilbo becomes visible and cannot put the Ring back on while in combat.

Riddle Me This: Instead of attacking, Bilbo can make a Riddle roll [All 6 dice] against a TN of 10, plus the highest Attribute level of all enemies. On a successful roll, the enemy is confused, and the enemy's parry rating is lowered by 1, 2 or 3 points, depending on the degree of success, and the TN for the enemy to hit is raised by 1, 2 or 3 depending on success, for one round.

A Gandalf Rune results in either additional targets being confused, (depending on the number of sixes) or in the target enemy's parry rating being reduced to the base stance TN for one round.

An Eye results in Bilbo confusing himself, and lowering his parry rating to the base TN and increasing his to hit by 4 for one round.

~Gandalf the Grey by Thror II~

Attribute Level: 11
Specialities: Folk-lore, Smoking
Distinctive Features: Secretive, Steadfast

Relevant skills: Insight 4, Inspire 5, Persuade 5, Travel 4, Sword 3

Endurance: 99
Wizardry:
Blinding Flash, Break Binding, Burning Sparks, Enchant Food, Fiery Missile, Fireshaping, Flame of Anor, Imitation-spell, Kindle Fire, Light-spell, Opening-spell, Quench Fire, Resist Fear, Shattering-spell, Shutting-spell, Smoke Weaving, Mindspeech, Sundering-spell, Travel Blessing, Voice of Command, Watershaping, Word of Command.

Glamdring: Sword of Gondolin; Glows blue when Orcs are near; great or extraordinary combat success inflicts an automatic piercing blow against Orcs.

Ring of Fire: Narya (Ring of Power).
The effects of being temporarily Weary or Miserable are negated for the Ring bearer and those who travel with him; A Free Attribute bonus is provided to all companions for rolls to heal Corruption.

~Radagast the Brown by Thror II~

Attribute Level: 10
Specialities: Beast-lore, Herb-lore
Distinctive Features: Secretive, Cunning
Relevant skills: Insight 4, Healing 3, Lore 5, Riddle 3
Endurance: 90
Wizardry: Animal Messenger, Beast Protection, Beast Speech, Beast Summoning, Break Binding, Concealment-spell, Enchant Food, Healing-spell, Imitation-spell, Light-spell, Mastery of Shapes, Mind-speech, Misdirection, Opening-spell, Power of the Land, Shutting-spell, Slumber, Travel Blessing, Voice of Command, Word of Command
[*The Wizardry spells come from my home brewed Magic in Middle-earth, in which spells (ripped from the Decipher's LotR game) are converted to The One Ring. I give Maia and such beings 2 spells per Advancement level; Elves get 1 point per Advancement (if they are Noldo).*
I assume each LM Character has Hope equal to their Advancement Level for use in spell casting].

~Galadriel by Thror II~

Attribute Level 10
Specialities: Elf-lore, Shadow-lore
Distinctive Features: Fair, Lordly
Relevant Skills: Awe 5, Insight 4, Lore 4
Endurance: 22

Wizardry: Farseeing, Fog-raising, Fog-weaving, Mind-speech, Misdirection, Mist of Speed, Power of the Land, Rain-ward, Sundering, Veil

Nenya: Ring of Power.
A servant of the Shadow must have an Attribute level equal to the combined total of the bearer's Wisdom and Valour to be able to enter the Ring Bearer's sanctuary. Additionally, the ringbearer's sanctuary is treated as having a continuous Veil spell on it.

~Gimli son of Gloin (Version 1) by James Harrison~

Culture: Dwarf of the Lonely Mountain
Standard of Living: Rich
Cultural blessing: Redoubtable
Calling: Slayer
Shadow weakness: Curse of Vengeance
Specialties: Smith-craft, Tunnelling, Orc-lore
Distinctive features: Bold, Hardy
Body: 6 Heart: 3 Wits: 5
Body (favoured): 8 Heart (favoured): 6
Wits (favoured): 6
-Common Skills-

- Awe: 2 Inspire: 2 Persuade: 0
- Athletics: 3 Travel: 3 Stealth: 0
- Awareness: 1 Insight: 0 Search: 3
- Explore: 2 Healing: 0 Hunting: 0
- Song: 2 Courtesy: 3 Riddle: 2
- Craft: 3 Battle: 3 Lore: 0

-Weapon Skills-

- (Axes): 4
- Great axe: 5
- Short sword: 1
- Dagger: 0

-Rewards-: Keen, Fell
-Virtues-: Expertise
-Gear-

- Great axe damage: 11 edge: 10 injury: 20 enc: 4
- Mail shirt enc: 12
- Helm **enc**: 6

Endurance: 31 Starting Endurance: 31
Fatigue from Encumbrance: 16
Fatigue from Travel: 0 Total Fatigue: 16
Hope: 9 Starting Hope: 9
Armour: 3 Headgear: 4
Parry: 5 Shield: 0
Damage: 6 Ranged: 6
Wisdom: 2 Valour: 3
Experience: 52 Total Experience: 52

~Frodo Baggins by Angelalex242~

Culture: Hobbit of the Shire
Standard of Living: Prosperous
Cultural blessing: Hobbit-sense
Calling: Scholar
Shadow weakness: Lure of Secrets
Specialties: Smoking, Story-telling, Rhymes of Lore
Distinctive features: Cautious, True-hearted
Body: 3 Heart: 7 Wits: 4
Body (favoured): 4 Heart (favoured): 10
Wits (favoured): 6
-Common Skills-
Awe: 0 Inspire: 1 Persuade: 2
Athletics: 2 Travel: 3 Stealth: 3
Awareness: 2 Insight: 3 Search: 2
Explore: 0 Healing: 0 Hunting: 0
Song: 2 Courtesy: 3 Riddle: 3
Craft: 0 Battle: 0 Lore: 3
-Weapon Skills-
Short sword: 2 Dagger: 1 Bow: 1
-Rewards-: King's Blade, Lucky Armour, Grievous
-Virtues-: Tough in the Fibre, Art of Disappearing, Small Folk, Brave at a Pinch
-Gear-
Short sword damage: 7 edge: 10 injury: 14 enc: 1
Bow damage: 5 edge: 10 injury: 14 enc: 1
Dagger damage: 3 edge: G injury: 12 enc: 0
Mail shirt enc: 12
Endurance: 23 Starting Endurance: 23
Fatigue from Encumbrance: 14
Fatigue from Travel: 0 Total Fatigue: 14
Hope: 19 Starting Hope: 19
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 3 Headgear: 0
Parry: 4 (6 with Small Folk)
Shield: 0 Damage: 0 Ranged: 0
Wisdom: 5 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 3, 6(in the Shire)

~Samwise Gamgee by Angelalex242~

Culture: Hobbit of the Shire
Standard of Living: Prosperous
Cultural blessing: Hobbit-sense
Calling: Warden
Shadow weakness: Lure of Power
Specialties: Cooking, Gardener, Shadow-lore
Distinctive features: Eager, Trusty
Body: 3 (6) Heart: 6 (8) Wits: 5 (6)
-Common Skills-
Awe: 0 Inspire: 2 Persuade: 3
Athletics: 0 Travel: 2 Stealth: 3
Awareness: 3 Insight: 1 Search: 2
Explore: 0 Healing: 3 Hunting: 0
Song: 2 Courtesy: 3 Riddle: 2
Craft: 3 Battle: 0 Lore: 0
-Weapon Skills-
Short sword: 4 Dagger: 1
Bow: 1
Rewards: King's Blade, Lucky Armour, Fell
-Virtues-: Tough in the Fibre, Brave at a Pinch, Small Folk
-Gear-
Short sword damage: 5 edge: 10 injury: 16 enc: 1
Bow damage: 5 edge: 10 injury: 14 enc: 1
Dagger damage:3 edge:G injury:12 enc: 0
Leather corslet enc: 8
Endurance: 22 Starting Endurance: 22
Fatigue from Encumbrance: 10
Fatigue from Travel: 0 Total Fatigue: 10
Hope: 18 Starting Hope: 18
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 2 Headgear: 0
Parry: 5 (6 with small) Shield: 0
Damage: 0 Ranged: 0
Wisdom: 4 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 1/5 (servant at first, Mayor later...)

~Merry Brandybuck by Angelalex242~

Culture: Hobbit of the Shire Standard of Living: Prosperous
Cultural blessing: Hobbit-sense
Calling: Wanderer Shadow weakness: Wandering-madness
Specialties: Herb-lore, Smoking, Folk-lore
Distinctive features: Energetic, Merry
Body: 4 Heart: 6 Wits: 4
Body (favoured): 7 Heart (favoured): 7
Wits (favoured): 6
-Common Skills-
Awe: 2 Inspire: 0 Persuade: 2
Athletics: 2 Travel: 2 Stealth: 3
Awareness: 2 Insight: 1 Search: 2
Explore: 3 Healing: 0 Hunting: 2
Song: 2 Courtesy: 3 Riddle: 2
Craft: 0 Battle: 3 Lore: 0
-Weapon Skills-
Short sword: 4
Bow: Dagger: 1
-Rewards-: King's Blade, Lucky Armour, Fell
-Virtues-: Tough in the Fibre, Brave at a Pinch, Small Folk
-Gear-
Short sword damage: 5 edge: 10 injury: 16 enc: 1
Bow damage: 5 edge: 10 injury: 14 enc:
Dagger damage: 3 edge: G injury: 12 enc: 0 Mail shirt enc: 12
Endurance: 22 Starting Endurance: 22
Fatigue from Encumbrance: 14
Fatigue from Travel: 0 Total Fatigue: 14
Hope: 18 Starting Hope: 18
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 3 Headgear: 0
Parry: 4 (6 with small, but remember he's dwarf sized)
Shield: 0 Damage: 0 Ranged: 0
Wisdom: 4 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 4

~Pippin Took by Angelalex242~

Culture: Hobbit of the Shire
Standard of Living: Prosperous
Cultural blessing: Hobbit-sense
Calling: Treasure-Hunter Shadow weakness: Dragon-sickness
Specialties: Smoking, Tunnelling, Burglary
Distinctive features: Bold, Reckless
Body: 2 (5) Heart: 7 (8) Wits: 5 (7)

-Common Skills-

Awe: 1 Inspire: 0 Persuade: 2
Athletics: 2 Travel: 3 Stealth: 3
Awareness: 2 Insight: 2 Search: 2
Explore: 2 Healing: 0 Hunting: 0
Song: 3 Courtesy: 3 Riddle: 2
Craft: 0 Battle: 3 Lore: 0

-Weapon Skills-

Short sword: 4
Bow: 1 Dagger: 1

-Rewards-: King's Blade, Lucky Armour, Fell
-Virtues-: Tough in the Fibre, Brave at a Pinch, Small Folk
-Gear-

Short sword damage: 5 edge: 10 injury: 16 enc: 1
Bow damage: 5 edge: 10 injury: 14 enc: 1
Dagger damage: 3 edge: G injury: 12 enc: 0

- Mail shirt enc: 12

Endurance: 23 Starting Endurance: 23
Fatigue from Encumbrance: 14
Fatigue from Travel: 0 Total Fatigue: 14
Hope: 19 Starting Hope: 19
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 3 Headgear: 0
Parry: 5 (7 with small folk, but Pippin is dwarf sized)
Shield: 0 Damage: 0 Ranged: 0
Wisdom: 4 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 4

~Boromir by Angelalex242~

Culture: Man of Gondor
Standard of Living: Rich
Cultural blessing: Furious
Calling: Slayer Shadow weakness: Curse of Vengeance
Specialties: Beast-lore, Mountaineer, Orc-lore
Distinctive features: Proud, Wrathful
Body: 7 (10) Heart: 2 (3) Wits: 5 (7)
-Common Skills-

- Awe: 3 Inspire: 1 Persuade: 1
- Athletics: 3 Travel: 3 Stealth: 0
- Awareness: 2 Insight: 1 Search: 2
- Explore: 2 Healing: 1 Hunting: 3
- Song: 1 Courtesy: 0 Riddle: 1
- Craft: 1 Battle: 3 Lore: 0

-Weapon Skills-

- Long sword: 4
- Great bow: 3
- Dagger: 1

-Rewards-: Noble Armour, Grievous, Keen, Fell
-Virtues-: Nil
-Gear-
Long sword damage: 7/9 edge: 9 injury: 18/20 enc: 3
Great bow damage: 7 edge: 10 injury: 16 enc: 3
Dagger damage: 3 edge: G injury: 12 enc: 0
Leather corslet enc: 8
Endurance: 28 Starting Endurance: 28
Fatigue from Encumbrance: 14 Fatigue from Travel: 0 Total Fatigue: 14
Hope: 10 Starting Hope: 10
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 2 Headgear: 0 Parry: 5
Shield: 0 Damage: 0 Ranged: 0
Wisdom: 1 Valour: 5
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 4

~Gimli son of Gloin (Version 2 by Angelalex242)~

Culture: Dwarf of the Lonely Mountain
Standard of Living: Rich
Cultural blessing: Redoubtable
Calling: Slayer Shadow weakness: Curse of Vengeance
Specialties: Smith-craft, Tunnelling, Orc-lore
Distinctive features: Eager, Steadfast
Body: 7 (9) Heart: 2 (5) Wits: 5 (6)
-Common Skills-
Awe: 0 Inspire: 2 Persuade: 2
Athletics: 3 Travel: 3 Stealth: 0
Awareness: 2 Insight: 0 Search: 3
Explore: 2 Healing: 0 Hunting: 0
Song: 1 Courtesy: 3 Riddle: 2
Craft: 3 Battle: 3 Lore: 0

-Weapon Skills-
(Axes): 4
Dagger: 1
Short sword: 1

-Rewards-: Axe of the Azanulbizar, Grievous, Keen
-Virtues-: Durin's Way, Old Hatred, The Stiff Neck of Dwarves
-Gear-
Great axe damage: 11 edge: 10 injury: 20 enc: 4
Dagger damage: 3 edge: G injury: 12 enc: 0
Mail shirt enc: 12
Helm enc: 6
Endurance: 30 Starting Endurance: 30
Fatigue from Encumbrance: 17 Fatigue from Travel: 0 Total Fatigue: 17
Hope: 8 Starting Hope: 8
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 3 Headgear: 4
Parry: 5 Shield: 0 Damage: 0
Ranged: 0
Wisdom: 4 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 4

~Legolas Greenleaf by Angelalex242~

Culture: Elf of Mirkwood Standard of Living: Prosperous
Cultural blessing: Folk of the Dusk
Calling: Warden Shadow weakness: Lure of Power
Specialties: Elven-lore, Woodwright, Shadow-lore
Distinctive features: Fair, Swift
Body: 4 Heart: 4 Wits: 6
Body (favoured): 7 Heart (favoured): 6
Wits (favoured): 7

-Common Skills-
Awe: 2 Inspire: 2 Persuade: 0
Athletics: 3 Travel: 3 Stealth: 2
Awareness: 3 Insight: 0 Search: 0
Explore: 2 Healing: 2 Hunting: 3
Song: 2 Courtesy: 1 Riddle: 0
Craft: 0 Battle: 2 Lore: 3
-Weapon Skills-
Bow: 4
Dagger: 1
Sword: 1

-Rewards-: Woodland Bow, Keen, Fell
-Virtues-: Deadly Archery, Wood-elf Magic, Elvish Dreams
-Gear-
Bow damage: 5 edge: 9 injury: 16 enc: 1
Sword damage: 5 edge: 10 injury: 16 enc: 2
Dagger damage: 3 edge: G injury: 12 enc: 0
Leather corslet enc: 8
Endurance: 26 Starting Endurance: 26
Fatigue from Encumbrance: 11 Fatigue from Travel: 0 Total Fatigue: 11
Hope: 12 Starting Hope: 12
Temporary Shadow: 0 Permanent Shadow: 0 Total Shadow: 0
Armour: 2 Headgear: 0
Parry: 6 Shield: 0
Damage: 0 Ranged: 0
Wisdom: 4 Valour: 4
Experience: 0 Total Experience: 52
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 5

~Aragorn son of Arathorn by Angelalex242~

Culture: Dúnedain of the North Standard of Living: Frugal
Cultural blessing: Strong Willed
Calling: Warden Shadow weakness: Lure of Power
Specialties: Old lore, Herb lore, Shadow-lore
Distinctive features: Just, Lordly
Body: 4 (7) Heart: 4 (6) Wits: 6 (7)
-Common Skills-
Awe: 2 Inspire: 3 Persuade: 2
Athletics: 3 Travel: 3 Stealth: 3
Awareness: 3 Insight: 2 Search: 3
Explore: 3 Healing: 3 Hunting: 3
Song: 3 Courtesy: 2 Riddle: 2
Craft: 3 Battle: 3 Lore: 3
-Weapon Skills-
Long sword: 6,Dagger: 1, Great bow: 3
-Rewards-: Anduril, Numenorean Steel Bow, Armour of the Rangers, Close Fitting*2
-Virtues-: Destined for Greatness (freebie), Hand of Kings (all uses), Experienced Ranger, Enemy of the Shadow, Noble Lineage, Confidence

-Gear-
Anduril damage: 12/14,edge: 8, injury: 26/30, enc: 3
Dagger damage:3,edge: G,injury:12 enc: 0
Great bow damage:7,edge: 10, injury: 16 enc: 3
Leather corslet enc: 8

Endurance: 26 Starting Endurance: 26
Fatigue from Encumbrance: 14
Fatigue from Travel: 0 Total Fatigue: 14
Hope: 14 Starting Hope: 14
Temporary Shadow: 0
Permanent Shadow: 0 Total Shadow: 0
Armour: 2+2 Headgear: 0
Parry: 6 Shield: 0
Damage: 0 Ranged: 0
Wisdom: 6 Valour: 6
Experience: 0 Total Experience: Lots
Fellowship: 0 Advancement: 0
Treasure: 0 Standing: 6 (High King)

~Tauriel - Elf of Mirkwood (LM Character by Otaku-Sempai)~

Standard of Living: Martial
Cultural Blessing: Folk of the Dusk
Calling: Warden
Shadow Weakness: Lure of Power

TRAITS
- Specialities: Elven-lore, Mirkwood-lore, Shadow-lore
- Distinctive Features: Hardened, Nimble

ATTRIBUTES:
- Body: 6 (7) Heart: 2 (6) Wits: 6 (7)

Valour: 2 Wisdom: 2

COMMON SKILLS:
- Awe (favoured): 2 Athletics: 3
- Stealth: 3 Awareness (favoured): 2
- Search: 1 Healing (favoured): 2
- Hunting: 2 Song: 2
- Battle: 3 Lore (favoured): 3

WEAPON SKILLS:
- Bow (favoured): 3, Sword: 2, Dagger: 3

Damage: 6 Parry: 6
Armour: 2d

REWARDS:
- Woodland Bow (bow)

VIRTUES:
- Wood-elf Magic (Stinging Arrow; Elf-lights)

GEAR:
- Weapons: Bow, Sword, Dagger (enc 3)
- Armour: Leather corslet (enc 8)

Endurance: 24 Fatigue: 11
Hope: Starting Score: 10
Experience Points: 0
Advancement Points: 6
PATRONS: - Thranduil
SANCTUARY:- Mirkwood
Treasure: 7 Standing: 3

BACKGROUND: Envoy of the King.

Your parents were killed by Orcs when you were still small. You were raised in the Halls of the Elvenking and (despite being female) rose to the position of Captain of the Royal Guard. As such, you have learned much about the nearby communities of Men and Dwarves. Sadly, you have also discovered how the Shadow is creeping upon the outside world gaining in strength with each passing year. You find it more and more difficult to agree with King Thranduil's isolationist policies. Are you not a part of this world?
NOTE: Tauriel is 600 years old.

New Weapon: Mirkwood Fighting Knives. Usually crafted in pairs, these exceptionally well-balanced blades are meant to be wielded in a two-weapon fighting style, similar to the Lake-men's Cultural Virtue of Shield-Fighting.

If you get a "G" on the Feat die when attacking with an Elven Fighting Knife, you inflict double the normal Damage (3 + 3 = 6).
- Damage: 3 Edge: "G"
- Injury: 12 Encumbrance: 0
- Group: Daggers

~Shanker's (NPC from *Of Leaves & Stewed Hobbit*) backstory by Jussi Martila~

Of Leaves and Stewed Hobbit contains an NPC, a tomb-robber called Shanker, he's a Man of Bree originally, and recently came across a ruined Numenorean fortress that had a few barrows next to it. He was the first to find the barrows, so he found quite a few precious items that he sold in Bree later on.
This put the Rangers on his trail as they got word of someone pawning off Numenorean-made items in Bree. A young Ranger woman travels across the Misty Mountains to seek help from Beorn: they're worried about the fact that someone's robbing tombs and something might awaken in them. Since the Ranger doesn't know the lay of the land, Beorn asks the Company to escort her so they can find the ruined fort and the barrows near the Misty Mountains (I'm describing it as an old fort that guarded a pass that's now impassable)
Sure enough, they eventually get on the trail of Shanker and realize he's been taken by Barrow-Wights. If they risk life and limb to rescue him, they'll see the guy turn a new leaf: he goes to serve the Rangers and returns to Breeland.

~Miriel by Finrod Felagund~

Basically she's the daughter of Caranthir and took the lead in the various Kinslayings. As a result she was banned from returning to the Blessed Lands at the end of the First Age. By TA 2950 she lives in North Lindon at what remains of Lake Helevorn, with the descendants of Huan the Hound. She's a very Dark Goddess type figure - harsh and stern - and the greatest Elven Warrior in Middle Earth. She's not evil but her story has a tragic element as other Elves will not speak with her, and she misses her father and other kin. Mortal Men never see her as she surrounds herself with a Dark Fog, but shiver in their homes when they hear the thunder of hooves and baying of hounds in the distance.

Her eventual fate forms part of the 7 Wisdoms storyline - just to say that she sacrifices herself, and in doing so finally ends the division between Sindar and Noldor.

No pictures or music for this character, but I will say that the inspiration for her were a mix of Tolkien's early creation of Measse, and the Irish Goddess of War the Morrigan.

Draupnir Lord of Hargrod by Otaku-Sempai

Draupnir son of Dolgthrasir, also called Draupnir Forkbeard, is the Lord of the Dwarf-city of Hargrod in the southern Ered Luin. Draupnir sees himself as a wise ruler; however, he remembers with bitterness the treatment his folk received long ago at the hands of the Elf-king Thingol and his people and he is distrustful of all High Elves. He also worries about the security of his realm and might be susceptible to overtures from agents of the Enemy if he feels that they might strengthen his position.
I imagined Draupnir as being descended from the Naugrim of both Belegost and Nogrod, but it is the blood of Nogrod that seems to flow hottest in his veins.

~Galion by Hermes Serpent ~

Attribute Level 5 (disgraced Royal envoy)
TN=15 when testing vs Galion rather than TN14
3 ranks in Vocation, 2 in Perception and 2 in Movement
Hates Dwarves, Partial to Fine Wine
Elven Scout
Keen-eyed - TN12 to see or hear things,
Stealthy Archer - TN10 to shoot enemies of the Elves

~Raddle the horse trader of Lake-town~

A rogue and a swindler. Has stables in Dale, but is diversifying into travel goods and transport between the head of the Lake and Dale.
Skills: Persuade 3. Stealth 2.
Raddle has a distinctive greenwood cane with a golden pommel that he values greatly - as it was the last possession of value of his first rival (who became bankrupt in uncertain dealings).

~Dwerfin the Jem Cutter.~

Erebor, Dale and Lake-town. A Dwarf of Iron Hills and a jewellery trader/manufacturer.
Skills: Craft 4. Insight 3 (precious stones & objects 5).
Traits: Financial mind; hard bargainer;
Weapon Skill: Dagger 2.
Dwerfin has a set of crystal lenses that enable him to examine objects close up.
Standing = 5 (Noble & wealthy Dwarf).
Friend/companion of Dain (consultant to Erebor Treasury).
Flaw: Like the Elven king he has a passion for gems and crystals (banned from Thranduil's palace following an unfortunate situation when he was found too close to the unlocked door of a treasury there). Ex-president of the Erebor Assay Guild.

~Marilla the Beorning baker, resident at Lake-town.~

Craft 4 (cooking).
She owns reclaimed fields on the shore of the Long Lake - full of varieties of wheat and of rye used in her bread making. These fields have beehives, which double as guards. There is a clear link to Beorn himself here, but what else do they share other than recipes?

~Lothgar the Tanner~

His shop is built along the shoreline of the Lake. His leather goods are well spoken of. He can refine leather armour – for a price - into, say, Awe inspiring qualities (+1 Awe rolls), or into particularly cut-resistant materials (+1 Bonus to protection rolls), or lightweight armours (-1 or -2 enc). Raddle the horse trader is indebted to Lothgar for the gift of a suit of leather armour that moves SO quietly…

~Liefster and Fornald~.

A pair of ferrymen/boatmen who will take anyone across the Lake. They know a lot of gossip and also take the opportunity to fish for the rarer fish varieties only found far out on the Lake.
Traits: Boating; fishing; Travel (Lake-town area) 3; Weatherwise (gets the weather forecast correct more than most); Well-Spoken/Merry – they get their customers to chat freely while on board. They will not (they say) cross the Dragon Water [*Both are in fact agents for the new Master of Lake-town and these two often moor up for the night near to that House...*].

~Joala the Artist and Scribe~.

Has a real passion for cartography. Can be employed to produce maps. Is always interested in expanding her knowledge of Middle Earth: this is sometimes distorted by the tall tales of travellers. Joala cannot walk far or quickly (she is lamed from Smaug's attack on Esgaroth) so her wanderlust is being resolved with this work.
Craft 3; Persuade 3; Explore 2; Lore 5 (Mirkwood, Anduin)

~Maedreil. Wood Elf of Mirkwood~.

Wine purchaser for Thranduil.
Friend of Raft elves.
Good orator (Awe 3).
Sharp-eyed and Keen sense of smell and of taste; (Awareness 3); Lore 4 (Dorwinion to Dale; Wine; Weatherwise;) Insight 3;
Weapons skill: Dagger 2; Spear 3
Flaw: Proud; Dislike for Woodmen (they lack fine taste! [Tolerance -1]

~Dame Miriel, Captain of the Carad Ehta by Woodclaw~

Dame Miriel is over 700 years old, she currently holds the position of captain among the Carad Ehta elves. Miriel is a bit different from the usual picture of ageless grace and elegance of elven ladies. The harshness she had to endure over the centuries has deeply scarred her. The pain, the loss and the worries are carved in her visage and her hair - once chestnut - are now grey.

Personal History

When the Necromancer returned to the southern Mirkwood, Miriel was nothing but a young huntress who, along with her parents and relatives, was doing her part to reopen the old refuges in that part of the wood by hunting down wolves and spiders. During her hunts she pushed herself further than many, which brought her in contact with the Woodmen, who became close friends of her.
When the servant of the Shadow struck, Miriel fought alongside her relatives to protect their sanctuaries, only see her parents slaughtered in front of her very eyes. This tragedy weighted upon her soul for a long time and is still an open wound.

After the establishment of the Carad Ehta clan, Miriel refused any kind of official role and prefers to gather a fellowship of elves who, like her, had been scarred deeply and lead them into the wild to fight the minions of Dol Guldur. The deeds they accomplished are something of an obscure legend, still whispered during long winter nights among the Woodmen, which earned Miriel the nickname of "The Grey Wolf".
It was only after many years of this dark and wandering life that Miriel found a little bit of peace. During a long winter spent among the clans of the Northern Mirkwood she fell in love with a humble carpenter named Elgir and they married

shortly thereafter.
In 2946 Miriel is mother of two young elves and accepted the duties of captain of the Carad Ehta over a century ago. The happiness has made her less harsh and uncompromising, but she's still very ferocious in protecting her loved ones. Today she's more worried about how to save as many lives as possible, rather than looking for revenge. For this reason Miriel tends to command by example and prefers not to order people into dangerous mission by the force of her authority, but rather ask for volunteers.

Personality
In spite of her presently more controlled demeanour, Miriel remains a warrior at heart, she much prefers people who demonstrate to be able to follow their words with decisive actions, rather than those who think that everything can be solved with words alone.
Her friendship with the Woodmen is still very strong and, when her responsibilities allow her, Miriel goes to pass the winter at Woodland Hall. During one of her most recent visits she heard rumours about a mad elf travelling with other former slaves of the Necromancer (Ash from *Heart Of The Wild*), but her responsibilities and the current agitation among the goblins of the Mountains of Mirkwood prevented her from verifying.

Appearance
Miriel is an elven woman of average height with a slim, but strong profile. She has grey hair kept long with a single braid that circles her forehead, keeping the rest in check. Her face has long and well defined features. A pair of green eyes, surrounded by worries wrinkles, shine in the middle of her visage. Her hands show the callus typical of a trained fighter.
Usually she dresses in earthly shades of brown, over which she wears a finely crafted leather corslet, reinforced with small burnished steel scales, shaped like leaves. When she roams the wilds, she adds a dark green cape with several layers of leaves stitched to it in the use of her clan.

Her typical weapons are a small yew bow - a gift from her Woodmen friends – and a long spear, which shaft was made from the wood of the Southern Mirkwood.

Miriel the "Grey Wolf", Captain of the Carad Ehta in The One Ring

Tolerance: Miriel is a warrior at her core, hence she's more impressed with Valour than Wisdom.

Miriel has deep friendship with the Woodmen and has been a revered guest of Woodland Hall several times. If there's a Woodman present, raise her tolerance by 1. Reduce the Tolerance by one if there's a Dwarf or a Wayward Elf (opposite to many of compatriots Miriel isn't too prejudiced toward Wayward Elves due their high number among her own clan, hence she ignores the normal penalty from the *Call of Mirkwood* Virtue).

Character Stats
Attribute Level: 6
Endurance: 22
Parry: 5
Armor: 2d+1

Skills:
Personality 3 (Persuade 2) Movement 4
Perception 3 Survival 3 Custom 2
Vocation 2 (Battle 3)

Weapon Skills:
Great Spear 4 (9/9/16/Pierce)
Bow 4 (7/10/14/Pierce)

Specialities: Beast-Lore, Shadow-Lore
Distinctive Features: Determined, Just

Special Rules: Miriel's Great Spear follow the same rules as a Bitter Spear.

part seven: the shadow

~corruption~

MEN OF DOL AMROTH & THE SHADOW

Honour of the Princes
The Men of Dol Amroth are well aware that they are among the last to carry the legacy of Númenor. They consider it a high responsibility to wear that legacy well. And when they fail to uphold their honourable past, they feel the shame of it deeply.

When a Man of Dol Amroth suffers a Bout of Madness, he gains 2 Permanent Shadow points and the next two Flaws of his Shadow Weakness. This means that a Man of Dol Amroth can only suffer 3 Bouts of Madness before falling into Shadow, and being removed as a Player Character.

TAINTED TREASURE

NEW CURSES by Glorelendil

The Mark of Evil
The bearer of an item with this curse gives off a palpable sense of evil. This reduces tolerance by 1, to a minimum of 1. (In dealing with Servants of the Enemy, it raises tolerance by 1.)

The Song of Readiness
The blade hums when in hand. The wielder may not attempt to ambush using this, as the song gets louder the more hidden the wielder is.

The Longing
This sword increases the Lecherousness of the character. The character gains the trait "Lecher", and it applies in any social situations where members of the character's desired sexual partnering are present. Further, any social Sauron roll should trigger either a slapping, a fight, or an evening occupied with a new partner. Cue also any usual complications one's group is comfortable with for libidinous actions.

The Goblining Blade
While carried, this weapon makes one appear to all as an orc or goblin of similar stature to anyone not present when it was first picked up. The effect lasts until sunup/sundown (whichever is longer) following the blade being lost, stolen, stored, or given away. Even one's own mother won't recognize one.

THE ONE RING by Thror II

Sauron forged the One Ring as a master ring to control the other Rings of Power, and thus dominate the Free Peoples of Middle-earth. The words of the Ring-spell that Sauron uttered as he crafted this apparently plain band of gold are etched along the ring's inner and outer faces in the Black Speech of Mordor:

"One Ring to Rule them all, One Ring to find them, One Ring to Bring them all and in the Darkness Bind them"

When the ring is heated, the letters of these words glow as if lit from within.

As a receptacle of much of Sauron's power, the One Ring is invulnerable to

harm. Only the fires of Orodruin (Mount Doom) can melt or mar it. It can hide itself from the sight of others when worn. Also, the Ring can subtly change size, becoming large enough to slip off the finger of a careless wearer. The One Ring has a will of its own, and should Sauron become aware of its presence, it will take control of the Ring bearer during a Bout of Madness and attempt to reveal itself.

LESSER POWERS OF THE ONE RING

The One Ring grants power according to the wielder's stature. To lesser folk (those of a combined Wisdom and Valour rating of 6 or less, or Loremaster Characters with Advancement levels of 6 or less), the Ring grants merely the extension of life, enhanced senses, and the power of invisibility.

Life Extension

The One Ring extends the wearer's lifespan—at least five times the natural lifespan of the bearer. As time progresses, however, the bearer feels stretched out and drawn thin. Eventually, torn by lust for his Ring and despair over this burden, he becomes little more than a wraith.

Invisibility

The One Ring partially shifts the bearer in to the Shadow Realm when worn. While the character cannot be seen, he could be perceived through hearing or smell. Moreover, he still casts a shadow, though a faint and wavering one. Nor does the Ring conceal any source of light he carries himself. A being that lives in both worlds (Wights, Wraiths, High Elves, and Wizards) will still see the ring wearer.

In combat, an invisible character's opponent is considered Severely Hindered.

A character of sufficient power (typically one with a combined Wisdom and Valour of 7 or more, or Loremaster Characters with an Advancement level of 7 or more) can will himself to remain visible. Those beings that exist in both worlds (Immortals like Elves and Wizards) do not vanish when wearing the One Ring.

Enhanced Senses

Because wearing the One Ring thrusts a character in to the Unseen World of wraiths and shadows, it dims the sight (bearer is considered Weary for Awareness and Search tests) but allows him to see in the dark at no penalty. The wearer can also comprehend and speak the languages of all who serve the Shadow (Orcs, Spiders, Wargs, etc).

GREATER POWERS

While wearing the One Ring, a person of sufficient power and will (typically one with a combined Wisdom and Valour of 7 or more) can also exercise the following powers:

Domination

All skills in the Personality skill group (Awe, Inspire, and Persuade) gain an automatic Attribute bonus. Against servants of the Shadow, the bonus used is the skill's favoured Attribute.

The wearer gains the Dreadful Spell: Command ability against anyone who wears one of the other Rings of Power regardless of distance between them. It also reveals all things done in the past or present with the other Rings of Power. It likewise reveals the hearts, minds, and thoughts of their wearers.

Sorcery

The One grants its bearer the Dreadful Spells ability. A ring bearer may spend 1 experience point during a Fellowship phase to gain 1 Dreadful Spell.

Corruption
The Ring bearer changes his Shadow Weakness to 'Lure of Power' (if not already). Mere possession of The One Ring requires the bearer to make a TN18 Corruption test, or the character earns 1 Shadow point. If the Dreadful Spell: Command is used, the ring bearer automatically gains one Shadow point, and must succeed at a Corruption test or gain two more Shadow points.

Allowing another to see or handle the One Ring requires a TN14 Corruption test to avoid 1 Shadow point, and regardless of the roll the Ring bearer becomes temporarily miserable for the duration.

Voluntarily giving up the Ring, or subjecting it to harm, requires an Epic Corruption test; failure results in the refusal to do so, and the gaining of 3 Shadow points. If successful, the bearer will become temporarily Miserable should he see the ring again.

If someone succeeds in taking the Ring from a bearer by force, the dispossessed wretch is made temporarily Miserable and automatically suffers a bout of madness by rage and lust for it, until he regains it.

LESSER RING OF INFLUENCE by Garbar
Anyone who wears the ring for the first time or keeps it in their possession will gain 1 Temporary Shadow Point! That point is not removed if the ring is lost or given away. 'Heal Corruption' can never reduce their Shadow Point total to less than 1.
As a ring of influence, the wearer can add a free attribute bonus to any Personality skill (Awe, Inspire, Persuade). However, the shadow influence of the ring affects the wearer whenever the attribute bonus is used, forcing him to make a Corruption test, with failure adding another Shadow Point. The difficulty of the Corruption test is the characters permanent shadow point total +14, so the more he falls down the path of corruption, the harder it gets to resist the influence of the ring.

~new shadow weaknesses and flaws~

FORSWORN PLEDGE by Issachar
"Let him not vow to walk in the dark who has not seen the nightfall." –Elrond

1. **Sullen**
A sullen hero follows the lead of others grudgingly and with many complaints.

2. **Wayward**
A wayward hero chafes under his duty. He may be prone to pick and choose the commands he obeys, or to fulfil them in ways other than as instructed.

3. **Unruly**
An unruly hero is openly resentful of his bonds of service. He rarely submits to authority, choosing instead the ways that seem best to him.

4. **Faithless**
A faithless hero has forsaken the pledge he once took or the duty that was laid on him. Others revile him as an oath-breaker. Breaking his oath/pledge may have other consequences as well (LM to determine).

CURSE OF DISCORD by Issachar

"In nothing is the power of the Dark Lord more clearly shown than in the estrangement that divides all those who still oppose him." – Haldir

1. **Parochial**

A parochial hero is concerned only with matters that affect his home or his kin.

2. **Quarrelsome**

A quarrelsome hero is callous toward the plights of other folk, and tends to view them rather as rivals to confront than as potential allies to befriend.

3. **Belligerent**

A belligerent hero is not content unless the interests of his people are paramount. He is ready to fight before yielding an inch on his demands.

4. **Hateful**

A hateful hero has come to view others among the Free Peoples as the Enemy, even to the point of considering the Shadow as a possible ally against them.

FADING – NEW RACIAL SHADOW WEAKNESS by Robin Smallburrow (Elves Only)

As the long centuries have gone by, you have gradually lost interest in the affairs of Middle-earth, to the point where your physical form has faded to invisibility. You can now only affect the physical Middle-earth through the minds of others, and can no longer take the Straight Road across the Seas for the Undying Lands.

1. **Forgetful**

You have started to lose interest in current affairs and current concerns, being more interested in events in the distant past (which to you seem to have only happened yesterday). To others it seems that you 'tune out' for periods of time, as if you are in a trance. How long this occurs depends on the situation, but these occurrences will become more frequent and the 'trances' will go on for longer with each Bout of Madness.

2. **Prankster**

The endless days, weeks & years have made you bored, so to relieve your boredom you like to play pranks, especially on foolish mortals. These pranks are not malicious (they usually don't cause death or injury), but can result in other types of loss (economic, Standing etc.). This particular weakness is why elves have a bad reputation with many races. Examples: 'The Emperor's New Clothes', 'Fool's Gold', etc.

3. **Slowed**

You have spent so long within your refuge (this could be as large as Lothlorien or as small as a tree) that you find the real world speeds by too fast - within your refuge you are unaffected, but if you leave your refuge you act in slow motion (-5 to most actions OR everything is now a prolonged action for you). To others who enter your refuge time seems to slow down. Example: Rip Van Winkle's tale, Thranduil the Elven King (after the Third Age).

4. **Faded**

Your physical body is now starting to fade, becoming invisible to others unless they can see the Unseen World. Starting with your hands and feet, parts of your

body will 'fade' in and out of visibility for varying times but gradually longer periods, seriously impacting on your ability to interact physically with the world. How this affects you in game terms depends on what has 'faded' - if your weapon hand has faded, for example, you can't pick up or use a normal weapon (although you could use a special weapon such as Anduril).

CURSE OF FEAR

Disasters can shake one to their core. If fate has been so cruel as to steal everything from an honest man, might it be cruel enough to do it again? As misfortune piles on misfortune, an individual's natural caution and uncertainty can grow into an all-consuming fear.

1. Worrying

A worrying hero is loath to let anything they care about go without their personal protection, believing that some ill luck is sure to befall it.

2. Nervous

A nervous hero is hard to motivate to do anything involving a risk, real or perceived.

3. Anxious

An anxious hero finds it difficult to let their guard down, even if there is no danger, or if others perceive their guarded nature as being rude.

4. Fearful

A fearful hero has a constant dread of fate's next cruel stroke; their instinct for self-preservation borders on primal.

CURSE OF DOUBT

"A hunted man sometimes wearies of distrust and longs for friendship."

In time even the most sensible of individuals can begin to lose their sense of being. They begin to doubt themselves and others and as the corruptions spreads in the hero's spirit, that which was good and decent about the hero is slowly lost.

1. Contentious

A contentious hero is likely to display a perverse and wearisome willingness to argue. They are often starting quarrels with pugnacious glee.

2. Fickle

A fickle hero is susceptible to erratic changes in behaviour, outlook and beliefs. They lack any form of steadfastness and are unpredictable.

3. Morose

A morose hero often slips into a sullen and gloomy disposition and will be difficult to cajole out of it.

4. Craven

A craven hero is contemptuously lacking in courage and will look for the easiest option to keep themselves safe.

LURE OF MANIPULATION

"Have we ridden forth to victory, only to stand at last amazed by an old liar with honey on his forked tongue? So would the trapped wolf speak to the hounds, if he could."

When a man is given a position of trust it

can become tempting to use such a position to serve one's own ends rather than the needs of the many. As the shadow grows on an individual's heart they can lose sight of their old goals and ideals and replace them with a cold calculating self-aggrandisement.

1. Judgemental
Quick to pass judgement and to dismiss the words of others, a judgemental hero is both critical and unconcerned with the ideas of others.

2. Hard-hearted
Showing no sign of kindness of sympathy for others, a hard-hearted hero is often callous and unmerciful.

3. Devious
A devious hero has no qualms about lying and tricking people to get what he wants. They are good at concealing their intentions from others.

4. Amoral
An amoral hero will selfishly pursue their own goals, with no concern of the decency and integrity of their actions.

DOOM OF THE NOLDOR CULTURAL SHADOW WEAKNESS by armegil

The Doom of the Noldor
The Doom of Mandos, also called the Doom of the Noldor, the Curse of Mandos, and the Prophecy of the North, was the judgement of the Valar pronounced on the Noldor who carried out the Kinslaying at Alqualondë in Eldamar. It was given to the Noldor in the lands of Araman north of Valinor as a warning of the woe that would come upon them if they continued in their rebellion against the Valar and did not repent of their killing of the Teleri Elves. A part of the Doom goes as follows:

"*Tears unnumbered ye shall shed; and the Valar will fence Valinor against you, and shut you out, so that not even the echo of your lamentation shall pass over the mountains. On the House of Fëanor the wrath of the Valar lieth from the West unto the uttermost East, and upon all that follow them it shall be laid also. Their Oath shall drive them, and yet betray them, and ever snatch away the very treasures that they have sworn to pursue. To evil end shall all things turn that they begin well; and by treason of kin unto kin, and the fear of treason, shall this come to pass. The Dispossessed shall they be for ever. ...*"

~adversaries~

INDEX OF ADVERSARIES by farinal & robin smallburrow

Key to Abbreviations used:
AL - Attribute Level
RB – Core Rulebook
LTS - Lake-Town Sourcebook
TfW - Tales from Wilderland
HotW - Heart of the Wild
DoM – Darkening of Mirkwood
R – Rivendell
RN – Ruins of the North
HR – Horse-lords of Rohan

Orcs
Great Orc - AL 7 - RB pg 237
Snaga Tracker - AL 2 - RB pg 238
Black Uruk - AL 5 - RB pg 238
Messenger of Lugburz - AL 4- RB pg 238
Orc Chieftain - AL 5 - RB pg 239

Goblin Archer - AL 2 – RB pg 240
Orc Soldier - AL 3 - RB pg 240
Orc Guard - AL 4 - RB pg 240
Ghor the Despoiler - AL 6 - TfW pg 101
Forest Goblin - AL 2 - HotW pg 112,DoM p.132
Gorgol, son of Bolg - AL 6 - HotW pg 113
The Great Goblin – AL 7- HotW p.113
Maghaz, Orc Captain AL 4 - HotW pg 117
The Deadly One AL 7 –RN p.122
Goblins of Carn Dum AL 2 RN p.122,R. p.71
Orcs of Mount Gram AL 4 R. p.73
Radgul Orc-Chief AL 6 R.p.74
Uruk-hai Soldiers AL 5 HR p.120
Uruk-hai Captain AL 6 HR p.121
Half-Orcs AL 6 HR p.121
Goblin-Men AL 4 HR p.122
Orcish Wolf-Riders AL 4 HR p.122
Gazhur Three Deaths AL 6 HR p.123
Orcs of the White Mtns AL 3 HR p.123
The Pale Ones AL 3 HR p.124

Spiders
Attercop - AL 3 - RB p.242
Great Spider - AL 4 - RB p.242
Hunter Spider - AL 4 - HotW p.116,DoM p.133
Fat Sarquin - AL 8 - HotW p.120,DoM p.134
Savage Tauler - AL 7 - HotW p.121, DoM p.135
Black Tyulqin - AL 9 - HotW p.121,DoM p.136

Trolls
Cave Troll - AL 7 - RB p.244
Hill Troll - AL 7 - RB p.244
Hill Troll Chief - AL 8 - RB p.245
Mountain Troll - AL 9 - RB p.245
Stone Troll - AL 6 - RB p.246
Snow Troll - AL 8 - TfW p.146
Bloodstump the Hunter AL 8- R.p.69
Ettins AL 6 – R.p.71
Queen of Castle Hill AL 7- R.p.74
Ettin Guardian AL 6 – RN p.58
Mormog AL 9 – RN p.59
Fungal Troll AL 7 – HR p.125

Wolves & Animals of the Wild
Wild Wolf - AL 3 - RB p.246
Wolf Leader - AL 5 - RB p.247
Werewolf of Mirkwood - AL 8 - RB p.247
Hound of Sauron - AL 6 - RB p.248
Nagrhaw, Warg Chief AL 6 - HotW p.118
Dreog, Warg King AL 5 – R.p.70
Savage Wolfdogs AL 2 – RN p.10
Black Warg of Methedras AL 6 HR p.124
Great Boar of Everholt AL 6 HR p.26
Stoneclaws the Bear AL 6 HR p.126

Vampires
Great Bat - AL 3 - RB p.249
Secret Shadow - AL 5 - RB p.249

Marsh-Dwellers
Marsh-Dweller - AL 4 - RB p.299
Hobgoblin - AL 4 - LTS pg 23
Marsh-hag - AL 5 - LTS pg 24
Marsh-ogre - AL 6 - LTS pg 24

Evil Men, Dwarves etc.
Thug - AL 2 - TfW p9, RN p.80
Valter the Bloody (Outlaw Captain) - AL 5 - TfW pg 56
Outlaw Archers - AL 3 - TfW pg 56
Outlaw Warriors - AL 3 - TfW pg 57
Faron the Trapper (Outlaw Watchman) - AL 4 - TfW pg 59
Easterling Warriors - AL 3 - TfW pg 78
Hill-man Warrior - AL 4 - HotW pg 115, R. p.72
Wild Man Warrior - AL 3 - HotW pg 118
Heddwyn Witch Servant of Angmar AL6 – RN p.34
Ruthless Bandits AL 4 – RN p.40
Sergeant Cyrnan AL 5 – RN p.40
Caradog the Dunlending AL 5 – RN p.77
Uathach AL 6 – RN p.79

Armed Caravan Guards AL 4 – RN p.84
Dunlending Warriors AL 5 – RN p.85
Armed Villagers AL 3 – RN p.86
Thelred AL 6 – RN p.89
Lofar Lightfingers(Dwarf)AL 6 – RN p.130
Thieving Dwarves AL 4 – RN p.130
Dunlending Raiders AL 5 – HR p.118
Wulfing Riders AL 6 – HR p.119
Gaesela Warriors AL 4 – HR p.120
Isengard Guards AL 5 – HR p.120

The UnDead

Night-Wight - AL 4 - TfW pg 30
Undead Warriors - AL 3 - TfW pg 78
The Gibbet King - AL 8 - TfW 134
Wood-wight - AL 5 - HotW pg 119, DoM p.137
Lieutenant of Dol Guldur (Nazgul) – AL 5 – DoM p.128
The Ghost of the Forest (Nazgul) – AL 4 – DoM p.129
The Messenger of Mordor (Nazgul) – AL 4 – DoM p.129
Fell Wraith AL 4 – R.p.79, RN p.70
Barrow Wight AL 4 – R.p.77, RN p.140
Bog Soldiers AL 3 R.p.78
Spectre AL 4 R.p.80
The Wight King AL 6 – R.p.81, RN p.139
Lord of the Nazgul AL 8 R.pp.82-84
Hobbit Spectres AL 4 – RN p.68
Huldrahir (Spectre) AL 6 – RN p.108
Dead Men of Dunharrow AL 4 –HR p.129

Drakes

Raenar Cold-drake - AL 10 - TfW pg 150

Miscellaneous

The Thing in the Well - AL 4 - TfW pg 21
Basilisk - AL 6 - HotW pg 111
Grim Hawk - AL 2 - HotW pg 114
The Lurker – AL 9 – RN p.25
Huorns of Nan Mordeleb AL 7 –HR p.127
Dark-hearted Huorn AL 6 – HR p.128
Wandering Huorn AL 6 – HR p.128

Adversaries by Attribute Level

AL 2

Snaga Tracker - AL 2 - RB pg 238
Goblin Archer - AL 2 - RB pg 240
Forest Goblin AL2 – HotW p.112, DoM p.132
Goblins of Carn Dum AL 2 RN p.122,R. p.71
Savage Wolfdogs AL 2 – RN p.10
Thug - AL 2 - TfW pg 9
Grim Hawk - AL 2 - HotW pg 114

AL 3

Orc Soldier - AL 3 - RB pg 240
Orcs of the White Mtns AL 3 HR p.123
The Pale Ones AL 3 HR p.124
Attercop - AL 3 - RB pg 242
Wild Wolf - AL 3 - RB pg 246
Great Bat - AL 3 - RB pg 249
Outlaw Archers - AL 3 - TfW pg 56
Outlaw Warriors - AL 3 - TfW pg 57
Easterling Warriors - AL 3 - TfW pg 78
Wild Man Warrior - AL 3 - HotW pg 118
Armed Villagers AL 3 – RN p.86
Undead Warriors - AL 3 - TfW pg 78
Bog Soldiers AL 3 R.p.78

AL 4

Orc Guard - AL 4 - RB pg 240
Maghaz, Orc Captain - AL 4 - HotW pg 117
Orcs of Mount Gram AL 4 R. p.73
Goblin-Men AL 4 HR p.122
Orcish Wolf-Riders AL 4 HR p.122
Great Spider - AL 4 - RB pg 242
Hunter Spider - AL 4 - HotW pg 116
Marsh-Dweller - AL 4 - LB pg 139
Hobgoblin - AL 4 - LTS pg 23
Hill-man Warrior - AL 4 - HotW pg 115
Ruthless Bandits AL 4 – RN p.40
Armed Caravan Guards AL 4 – RN p.84
Thieving Dwarves AL 4 – RN p.130
Gaesela Warriors AL 4 – HR p.120

Night-Wight - AL 4 - TfW pg 30
The Ghost of the Forest (Nazgul) – AL 4 – DoM p.129
The Messenger of Mordor (Nazgul) – AL 4 – DoM p.129
Fell Wraith AL 4 – R.p.79, RN p.70
Barrow Wight AL 4 – R.p.77, RN p.140
Spectre AL 4 R.p.80
Hobbit Spectres AL 4 – RN p.68
Dead Men of Dunharrow AL 4 –HR p.129
The Thing in the Well - AL 4 - TfW pg 21

AL 5
Black Uruk - AL 5 - RB pg 238
Orc Chieftain - AL 5 - RB pg 239
Uruk-hai Soldiers AL 5 HR p.120
Wolf Leader - AL 5 - RB pg 247
Dreog, Warg King AL 5 – R.p.70
Secret Shadow - AL 5 - RB pg 249
Marsh-hag - AL 5 - LTS pg 24
Valter the Bloody (Outlaw Captain) - AL 5 - TfW pg 56
Sergeant Cyrnan AL 5 – RN p.40
Caradog the Dunlending AL 5 – RN p.77
Dunlending Warriors AL 5 – RN p.85
Dunlending Raiders AL 5 – HR p.118
Isengard Guards AL 5 – HR p.120
Wood-wight AL5 -HotWp.119,DoM p.137

AL 6
Ghor the Despoiler - AL 6 - TfW pg 101
Gorgol, son of Bolg - AL 6 - HotW pg 113
Radgul Orc-Chief AL 6 R.p.74
Uruk-hai Captain AL 6 HR p.121
Half-Orcs AL 6 HR p.121
Gazhur Three Deaths AL 6 HR p.123
Hound of Sauron - AL 6 - RB p.248
Nagrhaw, Chief of the Wargs - AL 6 - HotW pg 118
Black Warg of Methedras AL 6 HR p.124
Great Boar of Everholt AL 6 HR p.26
Stoneclaws the Bear AL 6 HR p.126
Marsh-ogre - AL 6 - LTS pg 24
Basilisk - AL 6 - HotW pg 111
Stone Troll - AL 6 - RB pg 245
Ettins AL 6 – R.p.71
Ettin Guardian AL 6 – RN p.58
Heddwyn Witch Servant of Angmar AL6 – RN p.34
Uathach AL 6 – RN p.79
Thelred AL 6 – RN p.89
Lofar Lightfingers(Dwarf)AL 6 – RN p.130
Wulfing Riders AL 6 – HR p.119
The Wight King AL 6 – R.p.81, RN p.139
Huldrahir (Spectre) AL 6 – RN p.108
Dark-hearted Huorn AL 6 – HR p.128
Wandering Huorn AL 6 – HR p.128

AL 7
Great Orc - AL 7 - RB pg 237
The New Great Goblin - AL 7 - HotW pg 113
The Deadly One AL 7 –RN p.122
Savage Tauler - AL 7 - HotW pg 121, DoM p.135
Cave Troll - AL 7 - RB pg 244
Hill Troll - AL 7 - RB pg 244
Queen of Castle Hill AL 7- R.p.74
Fungal Troll AL 7 – HR p.125
Huorns of Nan Mordeleb AL 7 –HR p.127

AL 8
Fat Sarquin - AL 8 - HotW pg 120
Hill Troll Chief - AL 8 - LB pg 80
Snow Troll - AL 8 - TfW pg 146
The Werewolf of Mirkwood - AL 8 - LB pg 83
The Gibbet King - AL 8 - TfW 134
Bloodstump the Hunter AL 8 - R.p.69
Lord of the Nazgul AL 8 R.pp.82-84

AL 9
Black Tyulqin - AL 9 - HotW pg 121
Mountain Troll - AL 9 - LB pg 80
Mormog AL 9 – RN p.59
The Lurker – AL 9 – RN p.25

AL 10
Raenar Cold-drake - AL 10 - TfW pg 150

NEW SPECIAL ABILITIES by Halbarad et al

Saddle Born
A foe with this ability can attack and defend as normal while mounted. Additionally, he may spend a point of Hate to remain mounted if he has been ambushed and failed his Athletics roll.

Mounted Skirmisher
This foe can spend a point of Hate to stay at 'opening volley' range for a single combat round. He can attack as normal with missile weapons but may not enter or be targeted in hand to hand combat.

Steppes Rider
A common tactic among the nomad warriors of Rhun is to hang down the flank of their mount to avail of the extra protection that it affords them. This enemy can spend a point of Hate to add their Attribute level to the TN of their defence against 'missile fire'.

Expert Ambusher
Raise the difficulty level of the PC's Awareness/Battle tests to avoid being ambushed by one.

Dirty Fighting
If an adversary hits with a melee attack he can immediately spend a hate point to send the target to the ground, as if the target was knocked back (but still suffering the full effect of the attack). Prevents the hero's usage of voluntary knockback.

Flame of Udun
Spend 2 Hate. Roll a single Success die - Wound that many heroes. Wounded heroes die!

Flaming Brand
On a "piercing blow" the brand ignites the player's armour. This fire is created through sorcery, and will continue to burn until the player extinguishes it. To do this requires that an Athletic test against TN 12 must be taken in lieu of a combat action on the next round. If failed then the player must pass a Protection test against TN 12 or sustain 3 endurance loss and gain a wound. This continues until the fire is extinguished. Another companion may use a round of combat to assist in putting out the fire with an Athletics test as well.

ORC TRIBES by Mim
Orc ceremonies include the burning of foul-smelling substances, the beating of great drums, and the clangour of bronze bells, together with blood sacrifices. Their places of worship are old, filthy, and dark, adorned by grisly bones and skulls (their crests are rampant upon the sickly night unless otherwise noted):

- Uruk-ghâshoth (Fire Orcs)
Carn Dûm (Red Fortress—Leaping tongue of flame)

- Uruk-ongrum (Skull Orcs)
Mount Gundabad (The pale Iron Skull)

- Uruk-bagronk (Creeping Doom)
Mount Gundabad (A dagger dripping blood)

- Uruk-burzum (Darkness-bringers)

Moria (The Black Chasm—Two crossed red scimitars)

• Uruk-gurhoth (Death Orcs)
Moria (The Black Chasm—A purple bat)

• Uruk-durbatulûk (Orcs of the Serpent)
Cirith Forn en Andrath (The High-climbing Pass of the North—A great Black Adder upon plum)

• Uruk-ngaurhoth (Wolfin)
Mount Gram (A lurid green ravening wolf's maw)

• Uruk-Guniga (Orcs of Rage)
Gorgoroth (Plateau of Terror—The Red Eye upon a field of night, which they still wear out of reverent fear of the Dark Lord)

• Uruk-Gor (Orcs of Dread)—Mirkwood (Red snake entwined within a skull)

• Scara-hai (Orcs of the Green Claw)
Durthang (Dark Oppression—Green Claw)

• Uruk-Strigurth (Orcs of Creeping Death)
Imlad Morgul (the Vale of Sorcery—Bloody knife on a field of deadly nightshade)

• Uruk-Burzrik (Orcs of the Black Ash)
Seregost (Tower of Blood) and Nargroth (Fire Caves—Mount Doom erupting)

THE NAZGUL NAMES by Tolwen

Adûnaphel - [the female one that was originally addressed] Lady of the West, Umbaratári, Haratári, the Quiet Avenger, Ard Once Vain, the Seventh

Akhôrahil - The Friend of the Lord (Adûnaic), Herudil (Quenya), the Blind Sorcerer, the Far King, the Storm King, the Fifth

Dwar of Waw - Dendra Dwar, King of Waw, Dog King or Dog-lord, the Third

Hoarmûrath of Dír - King of Urd, Ice King, the Cold One, the Sixth

Indûr Dawndeath (Jí Amaav) - Jí Indûr, Jí Amaav (II, III and IV) of Mûmakan, the Shadow of the South, the Cloud-lord, the Fourth

Khamûl the Easterling - Komûl, Shadow of the East, the Black Easterling, Komûl I, Hionvor of Wom Shryac, Mûl Komûl, the Dragon-lord, the Second

Ren the Unclean - Ren the Insane, Ren the Clean, the Illusionist, Fire King, King of Chey Sart, Lord of the Chey, the Eighth

Ûvatha the Horseman - King of Khand, Lord of the Variags, the Slayer, the Long Rider, the Ninth

The Witch-king - Er-Mûrazôr (Adûnaic), Lord of Morgul or Morgul-lord, the Wraith-king, the Witch-king of Angmar, the King of Angmar, Mog of Angmar, Lord of the Nazgûl or Nazgûl-lord, the Sorcerer-king, the Black king, the Black Captain, Chieftain of the Ringwraiths, the First

~new adversaries~

~trolls~

CREATURE (OGRE) OF THE LONG MARSHES by Woodclaw

Perhaps only the Wise of the Third Age would be able to divine the origin of the creature, but its lineage was once very well known to the Northmen in the old days. A long time ago his kin breed true in the North of Middle Earth. They were giants of great size and huge strength, whose roaring struck fear in the hearts of men and elves. They spread destruction across the settlements of the Northmen, mangling powerful warriors with impunity and eating their flesh.

This was before the days of fire when the dragon plunged from the sky spreading misery. As powerful as they were their strength was useless against the dragon, in those rare moments he came within their reach they discovered in blood how thick his scales were. So they fled into the depths of the Marshes, where they were reduced to feeding upon unsuspecting fishermen and the occasional raft-elf. As the time went on they started to disappear until only a handful of them were left.

He wasn't the biggest nor the strongest of his kind, so he liked to be alone, away from the others. Yet, he was also cunning and daring, so on moonless nights he slipped into the water and made his way outside the Marshes, spying the human villages in the distance, hoping to score a better meal. Yet the Northmen were slowly disappearing and he had to push himself further and further to find them.

It was in that time that she came. She wasn't of his kin, but she knew of him. She told him that the days of fire were over and that the Northmen were returning to their homes. Over several nights she weaved her spell, enthralling him to her will, until some adventurers came from the North and vanquished him.

Appearance

The creature is an Ogre of unusually small size. While he's not small (still 3 meters tall) he's shorter and stockier than his kind once were. His skin is of a dark grey hue with texture and hardness similar to a rock and covered in several layers of moss and water plants. This combination of colours allows him to hide effectively in the depth of the Marshes. His massive strength is very clear in his arms, which are long and layered with thick muscles. So long, in fact, that on the ground the creature sometimes moves as a knuckle dragger. His huge hands grant him a horribly powerful grab, capable of wracking a man in armour with ease.
The most hideous element of its appearance is his face. While humanoid it appears like an exaggerated parody, with a thick jawline, beaky oversized nose, small deeply recessed eyes and long ears flattened against the side of the head, a grotesque travesty of a human (enough to be frightening).

Tactics

Being more cunning than a normal Ogre the Creature tends to ambush his prey from underwater, by using his moss covered skin to hide in shallow waters

and toppling their boat. On the ground he tends to rush head first into the fight, favouring elves over men and dwarves as primary targets, due to their more tender meat.

Uses normal stats for a Marsh-Ogre (see *Lake-Town* page 24), plus the following:

Covered in Moss: when inside the Long Marshes the Creature automatically adds his Attribute level to Stealth Checks.

THE LONELY GIANT by Michebugio

When a Hazard episode is triggered while the characters are travelling in the Sceadudene (the Western Upper Marches, see the *Heart of the Wild* sourcebook), if both the roll of the Feat die to determine the consequences of the Hazard episode AND the roll to select the Target of the episode produce an Eye icon, the characters stumble upon the legendary Lonely Giant's lair! (No skill roll can be made to avoid this).

Despite his enormous size, the Giant catches the Fellowship completely unaware coming out apparently from nowhere, and sits on a rock in front of them. He then asks them to stop by and play a "game".

Treat this as an Encounter. A Lore roll (TN 16) or a Scholar character invoking the Rhymes of Lore reveals that this is the mythic Lonely Giant, and the roll can give hints on how to handle the Encounter (thus allowing also an Insight preliminary roll to gain advantage dices).

The Tolerance is set at 2, and cannot be modified by Standing or any other factor.

The characters can introduce themselves using Riddle (TN 12), Courtesy (TN 14) or Awe (TN 18). After introductions are made, the Giant explains the rules of the "game": the Companions must solve a diabolical riddle, or he will crush them with his colossal fist!

The only skill allowed for this Interaction is Riddle (TN 20). Any other skill roll is considered a failure and lowers the Tolerance by 1.

If, on a failure of a Riddle roll an Eye icon is produced on the Feat die, the Tolerance is lowered by 2.

Results:

1 Success only
The Giant is irritated, as the riddle has been barely solved. He yells at the characters to go away quickly, or he will squish them under his foot. After they get away the characters won't remember anything about the encounter, but if the conditions described above are met again while they are travelling in the Sceadudene they will find the Giant, only that this time he will attack them outright!

2-4 successful rolls
Characters have solved the riddle, albeit in an unremarkable way: they are allowed to pass, but the Giant grunts in disappointment. After the encounter they also forget where the lair is and what has happened there, keeping only a vague

memory of it as if they got drunk.
Any subsequent time they travel in the Sceadudene, if the conditions described above are met they will face the Giant once again, and he will pose another riddle.

5-6 successful rolls
The characters have solved the riddle in a clever way: the Giant looks satisfied and nods in acknowledgement to the Companions, letting them pass. The players are awarded with 1 Experience point each, and they won't see the Giant again, even if they return to this place afterwards.

7+ successful rolls
The characters have solved the riddle in a brilliant way! The Lonely Giant heartily laughs clapping his hands with thunderous vivacity, and tells the characters that they are now welcome in his house.

The players gain 2 Experience points each and can now elect the house of the Lonely Giant as a Sanctuary in the Sceadudene.

If the Company fails a number of rolls in excess of the Tolerance rating, the Encounter is over, as the Giant angrily stands up from the big rock and with a powerful roar attacks the Fellowship!

These are the statistics of the Lonely Giant:

ATTRIBUTE LEVEL: 9
ENDURANCE: 110
HATE: 11
PARRY: 8
ARMOR: 5D
SKILLS: Personality 4, Movement 2, Perception 2, Survival 3, Custom 2, Vocation 3
WEAPON SKILLS: Crush 4
(Damage: Attribute Level, Edge: Eye, Injury: 12, Called Shot: Knock-down)
SPECIAL ABILITIES: Great Size, Hideous Toughness, Horrible Strength, Thing of Terror, Great Might (*from Rivendell*).

In the (very unlikely) case the characters defeat the Lonely Giant, they are awarded 3 Experience points each and they find his hoard (essentially, the possessions of those unlucky heroes that got smashed by the Giant in the previous years). The hoard is considered a T* (see Magical Treasure rules in *Rivendell*).

~wolves~

CARCHELEK by Otaku-Sempai

Carchelek (Ice-fang) is the result of a mating between a Warg and a White Wolf. He resembles a huge White Wolf, but his fur is coarser and light grey instead of white. Consider him the equivalent of a Wolf Leader, substituting the Deadly Elusiveness special ability in place of Strike Fear. Carchelek leads a large wolf pack (if encountered, assume at least two White Wolves for each companion plus Carchelek).

He considers all of the West Upper Vales to be his territory, but he is not beyond leading his pack into the West Lower

Vales in search of mischief and murder. He is a thoroughly evil beast.

Attribute Level: 5
Endurance: 16
Hate: 3
Parry: 6
Armour: 3d
Skills: Personality, 2; Survival, 3; Movement, 3; Custom, 1; Perception, 2; Vocation, 1.
Weapon Skills: Bite, 3; Rend, 1.
Special Abilities: Deadly Elusiveness; Fear of Fire; Savage Assault.

WINTER (WHITE) WOLF by zedturtle

Hunters of the northern desolation, with an ancient hatred of Men.

Attribute Level: 3
Endurance: 24
Hate: 1
Parry: 5
Armour: 2d
Skills:

Personality 1	Survival 2
Movement 3	Custom 0
Perception 2	Vocation 0

Weapon Skills: Bite 2

Weapon:
Bite
- Damage: 3, Edge: 8, Injury: 14,
Called Shot: Pierce

Special Abilities:
Fear of Fire, Great Leap

WINTER (WHITE) WOLF CAPTAIN by zedturtle

Empowered by their master to lead a pack on special missions.

Attribute Level: 5
Endurance: 32
Hate: 3
Parry: 6
Armour: 3d

Skills:

Personality 2	Survival 3
Movement 3	Custom 1
Perception 2	Vocation 1

Weapon Skills: Bite 3, Rend 1

Weapons:Bite:Damage:5,Edge:8,Inj:14
Called Shot: Pierce
Rend: Damage:5,Edge: Eye, Injury: 14
Called Shot: (none)

Special Abilities:
Fear of Fire, Great Leap, Savage Assault

~undead~

BALOR BALANAR THE BLACK WIND by Lara Redleaf

Bâlor is a Ringwraith, equalled in sorcery only by the Witch King and in cruelty by none save the Dark Lord. He speeds throughout Eriador sowing seeds of fear, hatred, and discord. Bâlor maintains his fastness in the ruins of Utumno, dredging the bones of evil things and fell weapons from the cursed earth.

Attribute Level: 7
Endurance: 70 • Hate: 20
Parry: 9 • Armor: 3d
Skills: Personality 5, Movement 4, Perception 5, Survival 2, Custom 5, Vocation 4

Weapon Skills: Staff 3, Claw 3, Morgul-knife 3

Special Abilities
Has all Ringwraith Special Abilities
Additional:
Bewilder • Darker than the Darkness • Deadly Elusiveness • Dreadful Spells: Deathly Runes*, Dreadful Gaze*, Necromancy*, • Reckless Hate • Visions of Torment • Wicked Cunning • Words of Power and Terror

Bâlor rarely chooses to do battle directly. When heroes confront him, he generally uses his spells to harry and torment them. If he sees an advantage he will stay to fight, but only in the darkness. Bâlor moves as a wraith does, a shadowy figure gliding about the battlefield.

Tactically, he will first summon a cloud of darkness to hinder his foes. As they struggle with Fear he will then spend Hate to weaken them with Visions of Torment and use Words of Power and Terror to negate Hope expenditures.

He can also spend Hate to heal himself and reduce the Parry ratings of those foolish enough to engage him, or become far more difficult to harm as he slides from shadow to shadow.

If pressed he uses his Dreadful Spells of Necromancy to summon other undead who beset his foes while Bâlor flees.

*Dreadful Spell: Deathly Runes
Like a shadow of his master, Bâlor can ensnare unwary Men and transform them into lesser wraiths under his command. Bâlor and his most trusted servants know this spell, with which they set up warrior societies. Those who join him gain training in woodcraft, poisons, ambushes, and other guerrilla warfare tactics, but this spell is given to the greatest among them.

Their bodies are tattooed with mystic ichor that grants the bearer enhanced resistance to pain, preternatural senses, and an aura of dread that follows them into battle. Yet the tattoos are made of the same foul stuff as Morgul-blades, and by putting it in themselves, the people who join these warbands have doomed themselves to become lesser wraiths. These tattoos function much like the wounds from a Morgul-knife, only it takes twice as long for the victim to succumb. Death in glorious battle or while performing some righteous act will free a victim from the curse.

*Dreadful Spells: Dreadful Gaze
Bâlor can reveal his gaze to frighten a foe or slay the weak of spirit outright. Gazing into the eyeless void of his dead face can disorient and drain the heartiest of warriors, who feel as though a door has opened to reveal the grim visage of Morgoth himself.

A hero who fails the Corruption test also becomes Weary for the rest of combat. If the hero should fail and roll an Eye, instead the character suffers an immediate Wound.

*Dreadful Spells: Necromancy
Bâlor is skilled at raising undead things from the darkness. Depending on his location, he can summon different types of undead to attack his enemies. Near graveyards or battlegrounds, he summons 2 Bog Soldiers per failed Corruption Test. In the dark woods he summons 1 Wood-wight per failed test. Anywhere else, or if it seems more appropriate, he summons 1 Fell Wraith per failed test. He can only do this once per hero in any given scene.

History
The Nazgûl hate the West, but some reserve a special malice for Eriador, home of Sauron's greatest enemies. Chief among these is the wraith who calls himself Bâlor (or Balanar), known to the Elves as Sûlmôrn, the Black Wind. He is mightiest of the Nazgûl after the Witch-King, a master of dark sorcery. Bâlor rides throughout Eriador and the North

seeking shadows and sowing fear. Ambitious and keenly perceptive, Bâlor sees wisdom in pulling stones from foundations, setting whole realms to topple of their own accord.

He seeks to raise up fell spirits and things long left buried in the ruins of Utumno. Bâlor is not the source of all evil, much as Sauron is not, but his evil influence taints the hearts and minds of his victims and deepens the shadows in their hearts.

When the Dwarves began delving too deeply into Moria, Bâlor knew their greed, that they would dig too deeply and awaken something best left undisturbed. He influenced the *mithril* demand such that the Dwarves delved ever deeper and awakened their own doom. For centuries he has thus haunted Eriador, never declaring himself openly but seeping through the land like a plague.

Indeed he may have conjured the Great Plague of 1636 that devastated the enemies of the Dunlendings but did less hurt to his former kin. Bâlor's ambition differs from the Witch-King's; he desires not open rule over nations devoted to evil, but his vision ranges longer still. He would see all the nations of the Free Peoples destroyed from within before he rules over their ashes as a lord of the dead.

Once he was a Man, as were all Ringwraiths, though he long ago forgot his mortal name. He was a chieftain of the ancestors of the Dunlendings, and thus ever bore a grudge against the Númenóreans, who had begun cutting down the forests of their home. He led his wild people to side with Sauron in the Second Age, when the Elves warred with Sauron. The Dark Lord seduced this grief-stricken chieftain with promises of power, revenge, the realization of his dreams of magic and great powers that operated in the shadows.

Thus he was gifted one of the Nine Rings of Power, and so became ensnared willingly in Sauron's web. Even before he became a wraith he was gifted at seeing into the shadows, of kingdoms, of people's hearts. He knew how to gnaw at the foundations, spurring tribes and clans with existing grudges against his targets to murderous action. In a thousand little attacks he would wear his foes down, rip at their wounds, and so destroy them slowly but thoroughly.

In life he was a fanatical devotee of Morgoth. Sauron had inspired many cults to worship the greatest of the Valar, true lord of Arda, where wicked priests sacrificed victims in the name of Morgoth. Bâlor's fervour eclipsed that of his fellows, and as the warmth of life faded from him he grew ever more twisted in his devotion. He held a fascination with the mystical secrets of the Darkness and night, and so it sped his corruption by the Ring into a creature of death.

As a Ringwraith he roamed far under the cover of night and so came to the ruins of Utumno, the first and greatest citadel of Morgoth. Dark things lurked in the depths of the ruins, things more ancient than Bâlor himself, and restless dead things left after the Siege of Utumno. Bâlor raised up these spirits and dark Undead in the frozen wastes, and plunged into the evil shadows that infested Utumno's broken roots. He commands them as his minions, claiming that he hears Morgoth's voice lingering still, a quiet but terrible whisper echoing in the bones of his great fortress.

Bâlor is unfailingly loyal to the Lord of the Rings, as he was in life. Sauron is the intermediary between Men and the True Darkness that holds ultimate power over the world. Bâlor serves Sauron as his

greatest instrument of corruption among the Nazgûl, sowing evil seeds and fomenting hatred across Eriador. Every drop of blood shed by the Free Peoples is one more victory for Bâlor, the Black Wind, who rides like a howling gale and brings ruin in his wake. In time he would raise up a force from Utumno and catch Eriador in a deadly pincer between his forces and those of Mordor. Only the greatest (and perhaps unlikeliest) of heroes can stop Bâlor the Black Wind before all is lost.

~men~

BANDITS OF THE WILD by roodie

The Boss
Probably an ex-soldier, bitter, cruel and slightly paranoid. He has the best equipment, and can use it well.

Attribute level: 4
Endurance: 15 Hate: 5
Parry: 4 + 2 (shield)
Armour: 2d + 4(helmet)
Skills:
Personality: 3, Movement: 3, Perception: 2, Survival: 3, Custom: 1, Vocation: 3
Weapon Skills:
Sword: 3, Dagger: 3, Bow: 2

Special abilities: Commanding Voice, Expert Ambusher, Dirty Fighting

The Strong Man
Every boss needs a strong man, to keep the lesser brigands in fear. Big & strong like an ox. With his huge axe, he can cut a horse in half with one swing.

Attribute level: 4
Endurance 19, Hate: 3
Parry: 3, Armour: 2d
Personality: 1, Movement: 3, Perception: 2, Survival: 3, Custom: 1, Vocation: 1
Two-handed axe: 3, Dagger: 2
Special abilities: Horrible Strength, Dirty fighting

The bandits
A ragtag band of brigands, with old wooden shields, rusty axes and creaking shortbows. They wear a poor mix of armour items.

Attribute level: 2 Endurance: 9
Hate: 1
Parry: 2 + 2 (shield)
Armour: 2d
Skills:
Personality: 1, Movement: 2, Perception: 2, Survival: 3, Custom: 1, Vocation: 1
Weapon Skills:
Axe: 2, Spear: 2, Bow: 2, Dagger: 1
Special abilities: Dirty Fighting, Craven

AN EASTERLING WARBAND by mim

Böri the Warlord
Attribute level: 4
Endurance: 15
Hate: 5
Parry: 4 + 2 (shield)
Armour: 2d + 4(helmet)
Personality: 3, Movement: 3, Perception: 2, Survival: 3, Custom: 1, Vocation: 3
Weapons:
Sword: 3, Dagger: 3, Bow: 2
Special abilities: Commanding Voice

Göktîg (Sky-Arrow), the Warlord's Champion or Strong Man
Attribute level: 4

Endurance 19, Hate: 3
Parry: 3, Armour: 2d
Personality: 1, Movement: 3, Perception: 2, Survival: 3, Custom: 1, Vocation: 1
Weapons:
2-H Sword: 3, Dagger: 2
Special abilities: Horrible strength

Raiders
[*LM: as many as needed, recommend at least one per player-hero plus the above brutes*]

Attribute level: 2
Endurance: 9, Hate: 1
Parry: 2 + 2 (shield), Armour: 2d
Personality: 1, Movement: 2, Perception: 2, Survival: 3, Custom: 1, Vocation: 1
Weapons:
Scimitar: 2, Spear: 2, Bow: 2, Dagger: 1
Special abilities: Craven

EASTERLINGS (HUNKARIM) by halbarad

Hunkar is a Turkic word meaning 'Blood Drinker' in English. I am using Turkic and pseudo Turkic words and names where possible. The term comes from the fact that these people take sustenance, in times of necessity, from drinking the blood of their ponies. The name has, of course, been misconstrued by the Northmen of Rhovanion as indicating something altogether different.

The Hunkarim originated on the plains to the east and southeast of Rhun. They had joined the great confederation of the Wainriders and supplied many of the horsemen in that horde. The great slaughter of their warriors at the Battle of the Camp was still being told as a cautionary tale around their fires when the emissaries of the Balchoth arrived. The Hunkarim desired to make no further war against the 'men of the west' and the Balchoth left their camps having failed to recruit them.

The Balchoth were brutal and unused to their overtures being refused. Within the year, their armies swarmed across the lands of the Hunkarim, looting and killing. Few clans offered any resistance and those who did were butchered mercilessly. A number of the clans escaped to the steppe lands north of the Sea of Rhun and by the start of the 26th century they had migrated across the Redwater and into the lands of the Northmen.

Although they lacked the numbers to seriously threaten Dale and Esgaroth, the settlements of the plains and the river valleys would suffer near constant raids and skirmishing for the next hundred years or so.

Finally, in the early years of the 28th C, an army of Northmen was raised to drive out the Hunkarim. The return of the Dwarves to Erebor was the catalyst. They offered to equip an army to drive off these bandits who plagued supply trains and caravans between the Iron Hills and the Lonely Mountain. Horsefolk, Dalefolk and Lake folk all united and their alliance was too strong for the Easterlings.

The Hunkarim were defeated in several small but bloody skirmishes and driven back beyond the Redwater River. To this day there remains an unresolved grudge between the Hunkarim and the folk of the Kingdom of Dale. It s a grudge that can

only be erased by the complete destruction of the Dalefolk and it has led to their falling into the servitude of the Shadow.

The Hunkarim have remained a completely nomadic people living out of hide tents known as Yurts. They travel in extended family groups which are constantly on the move. They have learned to their cost that serving the Shadow is not necessarily the same as being under its protection.
Their ponies are their livelihood, providing mounts, clothing, food and bone for tools and ornaments.

There is no centralised power structure, each group is completely independent. Their chieftains are called 'Tarkhans' and they are usually the most experienced warrior of the band. The warriors are almost exclusively mounted bowmen although, a few of the larger groups have a handful of professional warriors called '*Bayaturs*'. Women are commonly trained with the sword and bow in order to protect the camp when the men are off raiding. It is uncommon, though, for these women to accompany the men on a raid.

Easterling (Hunkarim) Raider
Attribute lvl: 3
Endurance: 12
Hate: 2
Parry: 3
Armour: 2d
Common Skills: Personality 2, Movement 2, Perception 2, Survival 2, Custom 2, Vocation 1
Weapon Skills: Bow 2, Sabre 1, Lasso 2
Shadow Abilities: Mounted Skirmisher, Saddle Born, Steppes rider

Easterling (Hunkarim) Bayatur
Attribute lvl: 4
Endurance: 16
Hate: 3
Parry: 5 (Inc +1 buckler)
Armour: 3d+1
Common Skills: Personality 2, Movement 3, Perception 2, Survival 2, Custom 2, Vocation 2
Weapon Skills: Bow 2, Sabre 2
Shadow Abilities: Commanding Voice, Deadly Archery, Mounted Skirmisher, Saddle Born

Easterling (Hunkarim) Tarkhan
Attribute lvl: 5
Endurance: 20
Hate: 5
Parry: 6 (Inc +1 buckler)
Armour: 3d+1
Common Skills: Personality 3, Movement 3, Perception 2, Survival 2, Custom 2, Vocation 2
Weapon Skills: Bow 2, Sabre 3
Shadow Abilities: Commanding Voice, Deadly Archery, Mounted Skirmisher, Saddle Born

Easterling Weapons
Sabre - use regular sword
Nomad Bow - use regular bow
Lasso - no damage, edge or injury. Called Shot- Ensnare (as per the shadow ability Seize Victim)

THE VIGLUNDINGS by Cleggster

Viglund Slavers
Attribute 4
Endurance 16
Hate 3
Parry 4
Armor 2D

Skills
Personality 2 Survival 3
Movement 2 Customs 1
Perception 3 Vocation 0
Weapon Skills
Whip 3
Cudgel 2
Special Abilities
Seize Victim
Savage Assault

Viglund Guards
Attribute 4
Endurance 17
Hate 3
Parry 4
Armor 3D+1
Skills
Personality 2 Survival 3
Movement 2 Customs 1
Perception 2 Vocation 1
Weapon Skills
Long Sword 2
Bow 3
Special Abilities
Snake-Like Speed
Hatred (Beornings)

~Dragons~

IARWAIN RINHELEG by Lara Redleaf

Attribute Level: 11
Endurance: 120 • Hate: 18
Parry: 12 • Armor: 4d/3d*
Skills: Personality 1, Movement 3, Perception 5, Survival 5, Custom 1, Vocation 1
Weapon Skills: Bone Claw 3

Special Abilities
Denizen of the Dark
Dreadful Spells: Icy Breath*
Fearsome
Fear of Fire
Foul Reek
Great Might
Great Size
Hate Sunlight
Hideous Toughness
Horrible Strength
Reckless Hate
Unnatural Vitality
Weak Spot
Wraith-like

*Dreadful Spells: Icy Breath
The undead cold-drake can indeed breathe out an icy gale capable of chilling flesh and turning bone to ice. It may breathe on multiple heroes if gathered closely together, roughly affecting everyone engaged in close combat with the creature.

The creature must spend 1 Hate point per target to activate this ability. Any hero that fails the Corruption test gains 2 Shadow points, suffers Endurance damage equal to Rinheleg's Attribute level, and becomes Weary as the frigid blast saps their strength.

Killing Rinheleg or having a chance to warm up (as by a fire) will end this effect. If the hero fails the roll with an Eye of Sauron result, she/he suffers a Wound instead of Endurance loss, as ice shards pierce the body and frostbitten bones threaten to crack.

Weapons
Bone Claw • Damage: Attribute Level • Edge: Eye (11) • Injury: 16 • Called Shot: Pierce

Rinheleg is a terrifying foe. He takes the form of a skeletal Dragon-like creature, with glistening bits of frozen flesh still clinging to his bones. An eerie light

pulses in his eye sockets and radiates as a dark mist from him. He is so massive he towers over even Trolls, using his great size and strength to tear his foes asunder. In battle he rends with his vicious claws and shrugs off blows that would fell giants.

Unlike in life, as an Undead creature he can breathe out a deluge of killing cold, sapping the strength from limbs, even destroying soft flesh with ice shards.

An undead creature, Rinheleg is impervious to normal weapons. Only the stoutest warriors can hope to stand before him.

History

Morgoth as the Dark Lord devised many instruments of war and domination. His cruellest creations were living monsters, some corrupted from the Maiar like Balrogs, others of more unknown origin, like the great Dragons. In the dawn of the First Age or perhaps earlier still he began to raise serpentine beasts, great worms and gigantic scaly horrors.
Rinheleg was one of his earliest creations, an ancestor of the Dragons that later terrorized Middle-earth. Fierce, colder than a fish of the deep sea, Rinheleg sought to slake his great hunger on his master's enemies.

He went to war against the Elves but an Elven hero with hair like flame wounded him gravely, and sent Rinheleg retreating into the northern wastes that grew ever colder from Morgoth's influence. There he remained, lost to snowy wastelands, and not even the Men of the Forodwaith knew whither he had gone. Perhaps he perished from his wounds, or from his broken pride, or simply vanished into the rime as his body failed him, attesting to Morgoth's imperfect creations.

Many years later Bâlor the Black Wind, among the mightiest of Nazgûl, came in the Third Age to the frozen north from the east. After the fall of Minas Ithil Bâlor went north, passing through the Withered Heath before coming at last to the Northern Waste. He journeyed for many weeks under the perpetual night that gripped the Northern Waste for much of the year. Drawn by dreams so dark their touch could chill the heart of the bravest Gondorian warrior, Bâlor visited the ruins of Carn Dûm, which even now smoked and reeked of battle and death.

Some ten years later Bâlor found the signs he sought along the ice-locked coast of the Forochel in the western arm of the Forodwaith. Ruins littered the Cape of Forochel, broken pieces of the realm Morgoth once ruled in the youth of the First Age. The ghosts of Beleriand still haunted these ruins, Bâlor saw, and so he came to find the source of the song in his endless dreams.

Thus he found the ruins of Utumno, first and greatest of Morgoth's fortresses, though much of it lay beneath the icy waters of the Forochel. Hungry shadows and fell beasts laired in the crumbling roots of what had once been Utumno, called up by the presence of Sauron's servant. Many more Bâlor raised up with powerful necromancy, dredging up the bones of ancient weapons and foul creatures whose like had long since perished from the world. He knew at last the purpose of the dreams which guided him, and for many years he wove spells

of darkness in that place, binding the wicked creatures of the night to his service.

The greater part of Utumno lay in ruin on the frozen sea floor, but still something called to Bâlor, a presence he felt through a few of the bones that jutted from the snowy shore. An evil spirit still clung to the bones lying beneath the waves like the bits of torn flesh that remained, preserved by ice-water from total decay. Bâlor sensed power here, and so he began a black ritual. Many weeks of chanting and sacrifice followed as he commanded the bones to rise up, to consume once more the warmth of living flesh.

By Balor's power did Rinheleg's dark spirit reanimate its bones and rise from the waters as an undead Dragon. Shadow and frigid vapours wreathed his bones and burned in his eyeless skull, and he set upon Bâlor with savage hunger:
"*Who has awakened me from my slumber, when I sleep the sleep of the dead?*"
he roared, and sought to consume the Ringwraith. Bâlor eluded him and answered in turn:

"*Your spirit lingered, drowned in darkness, until the Black Wind brought it up from the depths to serve.*"

Rinheleg attacked again, seeking to seize the little wraith in his skeletal grasp, but again Bâlor avoided him. At this Rinheleg roared, and with his voice issued a terrible torrent of ice and shadow.

"*I was a cold-drake, beholden to none save the Dark Lord himself!*"
Bâlor answered:

"*I too serve the Dark Lord, who even now grows and takes shape in the East. By his Ring I am bound, and so are you also bound, ancestor of Dragons. Only to Mordor now do you owe allegiance, lest the Master reach out to shatter your bones once more. Hark! for my words will I utter only once: serve me as lord and guardian of this place, and I shall rebuild yet more. From ruin Utumno shall rise again, that we may catch this accursed land between ours and the fastness of Mordor. The Black Wind howls through your bones, and through me you shall come to new purpose. Obey, Iarwain Rinheleg, most ancient of Morgoth's children, for you are given new life through darkness! Obey, or I will cast it from you again!*"

Rinheleg could no more resist the dark powers of Bâlor, which had given his malevolent spirit form through his own bones. He pledged his might to the cause of the Dark Lord, and haunted Utumno as once he had in life during Ages past. To Rinheleg Bâlor fed the weakest of the fell creatures of those ruins, and the strongest soon gathered to Rinheleg as his brood. They haunted the lands to the south, and aided Bâlor in restoring remnants of Utumno to sinister glory.

Bâlor lairs there still, ever seeking the secrets of Morgoth's might. Rinheleg is the most fearsome presence in the ruins, guarding them with malice for the living matched only by his hatred for the Sun. Bâlor's captives from his forays south into Eriador live only long enough to meet Rinheleg, if they are most unfortunate. Bâlor knows that the only thing that forces obeisance in the ancient drake's spirit is their shared devotion to the glory of Morgoth and his greatest emissary, Sauron. With many artefacts once sunken but now brought back to trouble the world does Bâlor gird

himself, but Rinheleg wears only his hatred and heartless cold as raiment.

Rinheleg even now guards the ruins of Utumno, sleepless and cruel beyond measure. His old bones must be destroyed and his spirit cast into the void if the north is to ever again know peace. Those pursuing Bâlor to his stronghold in the ruins will find their mettle tested by a creature of death from a forgotten Age, more ancient and powerful than all but the mightiest beings to walk Middle-earth.

Notes for LM: Rinheleg is a truly dangerous adversary, and the ruins of Utumno are full of other grave threats. Only experienced Companies should challenge him, and the Loremaster should feel free to strip away Special Abilities if they insist upon having their heroes face the monster early. Perhaps Bâlor has only recently raised Rinheleg from the dead, and the monster is yet to come into its full power. Most campaigns involving Rinheleg should feature the battle as a defining moment, and presumably only after the heroes have acquired powerful magical artefacts. Rangers of the North or High Elves of Rivendell are potent foes of the undead, and their assistance would be invaluable in destroying Rinheleg. Loremasters may wish to encourage players to bring companions along with the Company capable of aiding them in such a fierce battle.

As a final word of advice to Loremasters, try running some mock battles between starting-level adventurers and Rinheleg to get a feel for just how deadly he can be. Then try the same with more experienced versions of the heroes, perhaps bearing some Famous Weapons and Armor, to see the difference.

AGUTA THE COLD-DRAKE by Otaku-sempai

Aguta is a survivor of the Great Battle who fled into the Northern Waste and afterwards settled in the Northern Blue Mountains. Her senses led her to an ancient treasure chamber built by the High Elves of the West that she took as her lair. Aguta spends much of her time sleeping; she awakes once in a century or so to leave her hoard and eat her fill of any beasts or Men she can find and search, with little success, for more treasure. Her power is diminished but she is still a formidable foe.

Aguta's range does not extend deep into Forlindon or far below the Greater Lune; the power of the land long inhabited by the High Elves repulses her and she much prefers the colder climate of Forochel.

The Lossoth believe the Cold-drake to be a vengeful spirit and named her Aguta, which in their tongue means *'Gatherer of the Dead'*. If Aguta should feel strong enough, she might try to loot the Halls of the Dwarves at the head of the Lesser Lune.

Cold-drake
Attribute Level: 10
Endurance: 120
Hate: 12
Parry: 12
Armour: 6d/1d*
Skills: Personality 6 Survival 3
Movement 5 Custom 5 Perception 6
Vocation, 4
Weapon Skills: Bite: 5; Rend: 3
Special Abilities: Great Size, Thick Hide, Savage Assault, Foul Reek, Horrible Strength, Dreadful Spells**, Thing of Terror, *Weak Spot, Poison Blast

Weapons:
- Bite: Damage 10; Edge 8; Injury 18; Called Shot = Pierce
- Rend: Damage 7; Edge 9; Injury 20

**Dragon-spell: during combat reduce

the dragon's Hate point score by one to force one companion who is within her baleful gaze to make a Corruption check against TN 16. If failed, the companion gains one Shadow point and cannot attack the dragon for a number of rounds equal to 10 minus his Wisdom rating. The dragon can spend several Hate points to affect an equal number of companions at the same time. If used during an encounter, companions put under the dragon-spell feel compelled to answer truthfully to questions for the duration of the encounter.

~animals & other creatures~

BEAR! by attercop

Attribute Level: 5
Endurance: 25, Hate: 4
Parry: 5, Armour: 3d
Personality: 1,Survival: 4, Movement: 3,
Custom: 0, Perception: 3, Vocation: 0
Claws: 3 – Damage: 5 – Edge: 10 –
Injury: 14 – Called Shot: Disarm
Bite: 2 /Damage 5/Edge: <S>/Injury 14 –
Called Shot: Pierce
Special Abilities: Hideous Toughness, Savage Assault, Strike Fear

MARSH SERPENTS by JamesRBrown

These 20-30 foot snakes lurk among the reeds and the cattails of the marsh. The low pools and cool, damp soil provide the ideal habitat for breeding and laying eggs. Adventurers should be wary of these creatures when they encounter them because of their tremendous speed at striking and their ability to constrict their victims.

Attribute Level 4, Hate 3, Endurance 15, Parry 7, Armour 2d, Bite 2 (Damage 6, Edge "EYE", Injury 14, Called Shot – Pierce), Constrict 3 (Damage 8, Edge -, Injury -)
Special Abilities: Seize Victim and Snake-like Speed
The serpent's main form of attack is its bite; if a strike is successful, then the creature uses its Seize Victim ability to Constrict the target. Serpents will use up their Hate points in the beginning of a fight, unleashing Snake-like Speed, rather than rationing them.

MIRKWOOD HORNETS by Magus76

Attribute: 4
Endurance: 6
Hate: 2
Parry: 5
Armor: 1d
Skills

Personality 1	Movement 3
Perception 2	Survival 2
Custom 0	Vocation 0

Weapon Skills
Sting 2
Special Abilities
Fell Speed, Savage Assault, Snake-Like Speed
Weapon: Hornet Sting
Damage: 2
Edge : 10
Injury: 12
Called Shot: Poison *
* Poison: The Hornet Poison, aside from the normal effects of being poisoned, is a strong and fear-inducing hallucinogenic that will force the victim to make a Fear Test. If the test fails the character will flee the scene in panic, with no regard as to direction or safety.

THE HIGH PASS AS AN ADVERSARY
by Rocmistro

'Cirith Forn-en-Andrath'
Attribute Level: 10
Hate: = to Fellowship's current Hunt Level upon first entering the High Pass.
Endurance: 100
Protection: n/a Parry: n/a
Personality: 3 Survival: 1
Movement: 1 Custom: 3
Perception: 5 Vocation: 2

Basic Attacks:
(*the first attack is free - the mountain can pay 1 point of hate to produce a 2nd attack in the same round.)*

- Set my will against thee! (next round of Travel TN's increased by +2)
- Ire of the Mountain (the next player to fail a Travel automatically produces an "Eye" result (hazard)
- Dreadful weather (force immediate blighted land Corruption Test @ TN14 or pay 1 additional hate to increase TN to 16)
- Foundations of Stone (the Mountain does not attack, but instead recovers <Feat Die> in Endurance Damage and 1 point of Hate.)

Crossing the High Pass
PC's do not make fatigue tests as per the normal schedule. Instead, the LM and players go into a sort of "combat round" sequence.

At the beginning of the Round, each hero indicates what "Path" he is taking on the High Pass, either Low, Middle, or High. This sets the TN's for Travel (14, 16, 18 respectively) and also the "damage" they can inflict to the mountain for successful Fatigue (Travel) checks.

The LM then declares which of the Mountain's "Basic" attacks is happening (if any). The Mountain can make a second "attack" (but no more) in a round by spending a point of hate. (There is no limit for Hazard Attacks because these are triggered by Hazard Episodes).

Once this is resolved, the player characters then roll their Travel checks. For each success, they do a number of "Endurance" damage to the Mountain according to the table below.
Note: a successful Fatigue test always does at least the amount of damage shown in the regular "Success" column. Failed Travel tests accumulate Fatigue gain as per normal, and "Eye" rolls generate Hazard episodes.

Table 9: Crossing the High Pass

Path	Success	Great Success	Extraordinary Success
Low Road	2 damage	1 + Travel Ranks	2 + Travel Ranks
Middle Road	4 damage	Travel Ranks + Heart	Travel Ranks + Favoured Heart
High Road	6 damage	Travel Ranks + Heart + Valour	1 + Travel Ranks + Favoured Heart + Valour

Once the Mountain reaches 0 Endurance, the party has successfully crossed to the other side.

If the Mountain ever gets to 0 Hate, it is

considered to now be dormant, and all subsequent TN's for Travel Checks and hazard episodes are decreased by 2.
No further blighted land Corruption tests are required, as the mists disperse and the sun comes out. The mountain will now sleep until the next New Moon, at which point it will awake again with its full complement of Endurance and Hate.

Hazard Episodes:
If the Heroes trigger a hazard, resolve the hazard as normal, but the LM is free to spend as much of his remaining hate as he wants (per any conditions below) to affect the outcome of the Hazard.
The Mountain is free to spend 1 point of Hate to increase the TN of the Hazard by +2 (multiple times to a max of TN 20).

The Mountain may spend hate to put into a "reserve". This reserve is set before rolling the Feat Die per the Hazard results on page 161 of the Core Rules. After rolling the Feat Die, the LM may then modify the result of the Feat die by an amount in either direction up to the amount of Hate in reserve.
Example: after a Hazard the LM puts 2 Hate into Reserve. The feat die results in a "5" (Add Fatigue again, twice again on an "Eye"). The LM doesn't like this result so spends the 2 Hate Points held in reserve and changes it to a "3", which makes the Hero miserable for the remainder of the Journey, which the LM sees as more appropriate.

Rouse the Fleas!
In addition to a Hazard Episode, the Mountain opens cracks and chambers within its sides that allows Orcs and Goblins to spring forth.

Down! Down! To Goblin Town!
For every 2 points of Hate that the LM spends (to a maximum of 6), he may select a number of total Orcs, Goblins, Wargs or Trolls' attribute rating equal to the current Hunt Level of the party.
For example, if the current Hunt Level of the party is 9, the Loremaster can pay 4 hate and attack the party with 2 Orcs of Mount Gram (4x2=8) and 5 Goblins of Carn Dum (5x2=10). (10+8=18 attribute levels of Orcs.)
Against this type of orc ambush the heroes are considered to have been Ambushed, and the TN to escape this combat is 12+highest attribute rating.
(This should be the culminating event of such a Journey phase.)

GORCROWS & CREBAIN by Hermes Serpent & Caran Gaur

AL 2, Endurance 5, Hate 2, Parry 5, Armour 2d (highish Parry and Armour represent the agility of a bird)
Movement, Perception and Survival 3 ranks, other skill groups 0 ranks.
Attacks: Peck 2 , AL damage, Eye edge and 12 Injury rating.
Abilities: Bewilder, Fell Speed, Snake-like speed, Fear of Fire

These creatures gather in great flocks and may give cover from the sun to those creatures that are affected by the sun. They scout for the forces of Shadow and report back the movements of enemies. Their attacks are distracting rather than damaging and they are normally found sitting in flocks, watching while perched on a tree branch.

Small strip of Crebains
A small group of a dozen birds. They are

discreet spies quite difficult to discern flying off a ridge or hidden among other bird species, like ravens or crows.
Attribute : 2, Hate : 1, Parry : 5, Armour : 1D , Endurance : 5
Skills : Movement : 2, Survival : 2, Perception 2, Vocation : 0, Custom : 0, Personality : 0
Abilities : Bewilder, Snake-like Speed, Hate fire, Craven
Attack: Peck 2 , Attribute level damage, Eye edge and 12 Injury rating.

A flock of brawling Crebains
This unit is made of about fifty creatures to one hundred patrolling the land in search of information to report. A lonely or injured individual should fear these opportunistic scavengers.
Attribute : 3, Hate : 2, Parry : 6, Armour : 2D , Endurance : 20
Skills :
Movement : 2, Survival : 3 (they are more efficient in this band)
Perception 3
Vocation : 0, Custom : 0, Personality : 0
Abilities : Bewilder, Hate fire, Fell speed
Attack: Peck 3 , Attribute level damage + 2 for fifty individuals (max + 4), Eye edge and 14 Injury rating.

A thick cloud of Crebains Obscuring the Sun
These hundreds of birds fly like if they were a whole entity animated by a unique spirit.
This cloud may be missioned by a powerful master and announced shadowy times to come.
All travellers must fear such a gathering.
Attribute : 4, Hate : 3, Parry : 7, Armour : 3D , Endurance : 50
Skills :
Personality : 1 (seeing this multitude may be quite impressive)
Movement : 3
Survival : 4, (they are more efficient in larger bands)
Perception 4 Vocation : 0, Custom : 0
Abilities : Bewilder, Hate fire, Fell speed, Strike fear(Spectators are stunned and unable to move).
Attack: Peck 4 ,Attribute level + 3 for one hundred individuals, Eye edge and 16 Injury rating.

LESSER BALROG by Zedturtle

Attribute Level: 10
Endurance: 100
Hate: 12
Parry: 7
Armour: 2d

Skills:

Personality: 3	Survival: 4
Movement: 4	Custom: 1
Perception: 4	Vocation: 2

Weapon Skills: Whip 3, Sword 5

Special Abilities:
Cruel Stroke
Deadly Elusiveness
Darker than the Darkness
Fell Speed
Flame of Udun
Great Size
Seize Victim
Thing of Terror (TN 18)

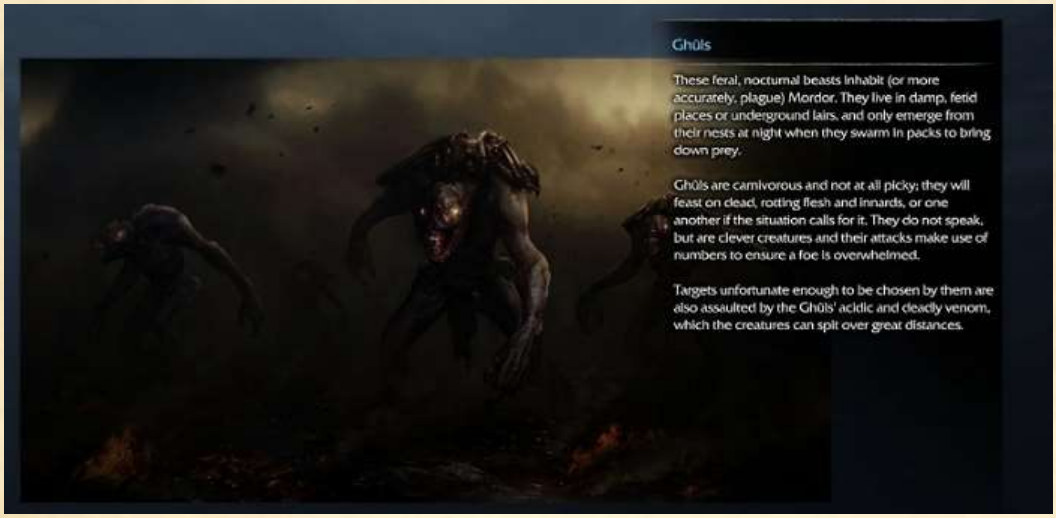
Weapons:
Whip of Many Thongs: Dam 5/ Edge: Eye Injury: 14, Called Shot: Disarm
Red Sword: Damage:9/Edge:9/Injury:18
Called Shot: Disarm

Flame of Udun
Spend 2 Hate. Roll a single Success die - Wound that many heroes. Wounded heroes die!

GHUL by Michael.harrel

Attribute Level: 2
Endurance: 8 Hate: 2
Parry: 3 Armour: 2d
Skills:
Personality: 2 Survival: 2
Movement: 3 Custom: 1
Perception: 2 Vocation: 0
Weapon Skills:
Bite: 2
Vomit: 2
Special Abilities: Craven, Hate Sunlight, Denizen of the Dark

Weapons:
Bite – Damage: 4, Edge: 10, Injury: 14, CS: Poison (Vomit)
Vomit (Projectile) – Damage: 2, Edge: EOS, Injury: 12, CS: Poison



Caragor by Michael.harrel

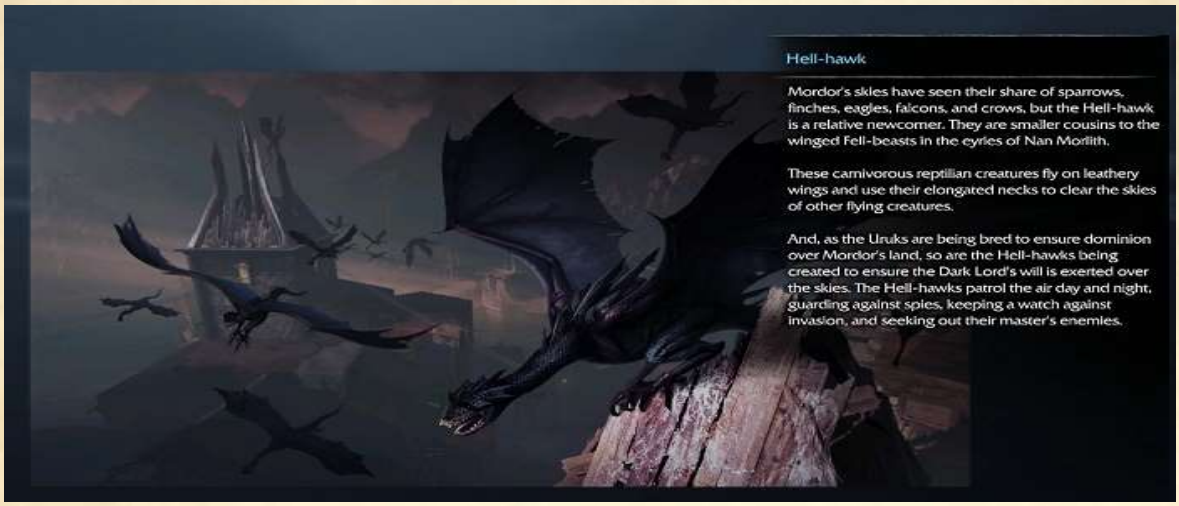
Attribute Level: 5
Endurance: 18 Hate: 5
Parry: 6 Armour: 3d
Skills
Personality: 3 Survival: 2
Movement: 3 Custom: 1
Perception: 2 Vocation: 1

Weapon Skills:

Bite: 3
Rend: 2
Special Abilities: Great Leap, Savage Assault, Seize Victim

Weapons:

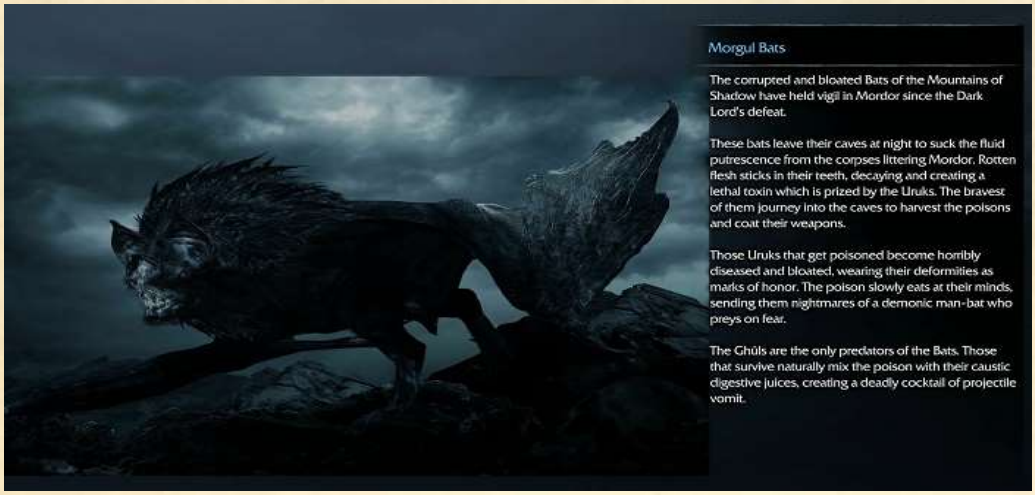
Bite – Damage: AL, Edge: 10, Injury: 14, CS: Pierce
Rend – Damage: AL, Edge: Eye, Injury: 14, CS: –
(As the developers have said, a Caragor is to a Lion what a Warg is to a wolf.



HELL HAWK by Michael.harrel

Attribute Level: 3
Endurance: 12 Hate: 3
Parry: 5 Armour: 2d
Skills:
Personality: 2 Survival: 2
Movement: 3 Custom: 0
Perception: 3 Vocation: 0
Weapon Skills:
Beak: 2, Claws: 2
Special Abilities: Savage Assault, Fell Speed, Foul Reek

Weapons:
Beak: Damage:4/Edge:10/Injury:16
C.S.: Pierce
Claw: Damage: 3, Edge: (EYE), Injury: 12, C.S.: –
Hell hawks are smaller bird-sized versions of the Fell Beasts that the Nazgul used as mounts, found throughout the mountains of Mordor.



MORGUL BATS by Michael.harrel

Attribute Level: 2

Endurance: 5	Hate 2
Parry: 5	Armour: 1d

Skills:

Personality: 1	Survival: 2
Movement: 2	Custom: 0
Perception: 1	Vocation: 0

Weapon Skills:

Bite: 2
Special Abilities: Hate daylight, Fell speed, Poison

Weapon:
Bite – Damage: 2, Edge: (Eye), Injury: 12, CS: Poison

~part eight: the campaign~

~the setting~

TRADE GOODS IN MIDDLE-EARTH by Glorelendil et al

What are some likely trade items that would be shipped (or carried on ponies) around Middle Earth? We all know about Dorwinion wine, Shire pipeweed, and Dalish toys. What else? Not necessarily based on citations from the texts, but based on what we know what kinds of products would make sense?

- Beornings: mead, wool products (yarns, blankets)
- Woodmen: ? I think of them as subsistence hunters/farmers
- Dwarves: weapons, armour, jewellery
- Dale: clocks, cutlery
- Lake-town: salted fish? I think of Lake-town as the crossroads where goods from the east and south...spices, silks, wines, rugs, oils...come through, rather than a place that manufactures for export
- Mirkwood Elves: do they manufacture and export anything?
- Shire: beer and...?

Who would make writing paper? Fine cloth?
Many items...shoes, finished clothing, saddles, most pottery...I would expect to be made locally and rarely shipped long distances.
What else? Since paper seems available somewhat readily, at least to a wealthy Hobbit like Bilbo, I have to imagine that someone produces it in the Shire. I would say Elves and Dwarves must as well.

LOTRO had a fun series of quests set on the borders of the Shire where there was a family of glassblowers, so perhaps glass from the Shire as well. That does, however, beg the question of who Shire-hobbits would trade with? Bree seems about as far as their sales folk would go, though I suppose a hobbit wanderer might bring a few things over the Mountains (or Dody and Dindy might have brought some as well).

I would also definitely include baked goods from the Beornings. Even Gimli raves about their artisanal breads and whatnot.

Exports:
- Wood-elves: Apples and other fruits, nuts, herbs, salted meats, rare woods, woodcrafts, dyes, spider-silk and other cloths.
- Dale: Wool, cut stone, metalwork, salt, toys, weapons, jewellery, glass, beer, pottery, musical instruments, dairy goods, grain, flour, livestock.
- Dorwinion: Wines, olives, olive oil, grapes, dyes, cloth, wool, shellfish, spices.
- Dwarves (includes Erebor, Iron Hills and Blue Mountains): Metals, metalwork, stone, stonework, gems, weaponry, musical instruments.
- Esgaroth: Fish, barrels, water fowl, herbs, candles, baskets, pottery, reed mats.
- Beornings: Honey, beeswax, herbs, woodcrafts, mead.
- Woodmen: Woodcrafts, hide, furs, herbs, salted meats.
- Rohan: Horses, horse hair, grain.
- Gondor: Wine, grapes, olives, olive oil, preserved meats, preserved fruits, grain, spices, herbs, fine cloths, finished goods, linen, jewellery, tools, weapons, metalwork, glassware, musical instruments, livestock, wool.

INNS & OTHER PLACES IN DALE by throrsgold

The Quiet Wife

Owners: Ronald & Hulda

- The sign for this inn has a picture of a stylized tombstone and grave.
- Ronald is a middle-aged Barding who opened his inn in Dale after moving up from Esgaroth.
- The inn serves soft drinks and food, and provides lodging in the form of twelve private rooms, six shared rooms, and one large common room.
- Ronald is assisted in running the inn by his wife, Hulda, and their two daughters, Ronalda and Kelda. Hulda is a high-spirited woman who does not tolerate slights to herself or her family. It is quite clear to any observer that Hulda is in charge at the inn. So, it is somewhat amusing that the inn possesses its name as "the wife" here is far from quiet! Ronalda and Kelda, are cheerful young women: Ronalda recently married a guardsman and Kelda is in her mid-teens.

Fraeg Stonesplitter & Son, Fine Toymakers Since III 2563

Owners: Fraeg Stonesplitter & Frár

- This business is located on the original plot of land that it did before Smaug sacked Erebor and Dale … a fact Fraeg proudly announces by displaying the original deed on the wall! Fraeg's grandfather managed to save the deed while fleeing the city and the family kept it safe for over 170 years until Erebor was reclaimed.
- Fraeg, a Dwarf, is a metalsmith … his son, Frár, is a woodworker … combined they can create nearly any toy of which you can think (e.g., puppets, wind-up toys, miniatures & figurines, multi-sided dice, thumb toys, climbing toys, push toys, pull toys, tops, puzzle toys, building blocks, merry go rounds, pendulum toys, string toys, jumping jack toys, dolls, doll houses and accessories, baby toys and accessories [cradles, etc.], wagons & carts, toy horns & drums, ornaments, etc.). Despite providing what is, essentially, a luxury product, business is thriving!
- Both Dwarves actually reside in rooms over the business. The storefront is modest in size featuring many examples of their toys, but with only a few that are for immediate sale. They primarily take orders for their toys and craft their toys according to the order. Toy complexity, of course, determines the amount of time it takes to actually deliver the order, but Fraeg has a reputation for very fast delivery. Neither he nor his son are ones to sit idle. The remaining space of their land is taken up by workrooms and a stockyard for storage. Deliveries of metal ingots (primarily copper, tin and iron) from Dwarven associates and wooden planks (some quite exotic) from both Men and Elves are accepted at the back gate of the stockyard nearly every week.

The Comfy Chair

Mungo Butterchurn arrived at Dale, in the company of a dwarf named Bori, just over a year ago. He hails from the village of Long Cleeve in the North Farthing of the Shire. His father is Frodegar Butterchurn (of the Hardbottle Butterchurns) and his mother is Marigold Took of the North Tooks. Through his mother's family he can claim direct lineage from Bandobras 'Bullroarer' Took, the victor of the Battle of Greenfields.

Upon the return of Bilbo Baggins to the Shire and amidst the subsequent small talk and rumours that followed, it did not take long for Mungo to feel a stirring in his 'Tookish' blood. He packed up some belongings and set off in search of adventure.

He is a small fellow with a big personality and fond of a tale or two. He has many wild stories of his journeys with Bori, tales of caverns in the Misty Mountains filled with gold and Goblins and of misty downs in far off Eriador, where ancient Kings rest uneasily in their funeral barrows.

Whatever the truth of these stories, Bori refers to his friend as 'little Braveheart' for reasons known only to themselves and he arrived at Dale with a mysterious, locked, chest and enough gold to purchase and refit an inn.
Although he revels in his popularity in Dale he is starting to long for the meadows of the North Farthing, or at least for the company of other Hobbits. In truth, he is starting to feel lonely and any Hobbit who stays at his hostelry is assured of right royal treatment.

Bori has since taken up residence in Erebor where it transpires that he is a younger sibling of, no less than, three of Thorin Oakenshield's company.

The Comfy Chair is currently renowned as, possibly, the most popular inn in the city of Dale. It's proprietor (and cook) is the gregarious hobbit Mungo Butterchurn. The Comfy Chair is a half timbered building comprising a dozen bedrooms(two of which are Hobbit sized), kitchen, common taproom and snug(as well as Mungo's personal quarters).The old thatched roof has been replaced with expensive red tiles imported from the Iron Hills and it sits on the Street of blue Flagstones near the main Market square. It is furnished to a high standard and patrons include Bori, his siblings and Bombur the Fat (who simply adores the little Hobbits cooking).

Such prestigious patrons and any visiting Hobbits are often invited to the snug to partake of a smoke of Mungo's personal supply of Longbottom Leaf.

Merchants of Mystery

Einar (Lone Warrior) and his family operate this establishment of misc. wares for travellers. He lost his right eye fighting Easterlings and now wears a patch to cover it (as well as a considerable grudge against the Easterlings). His wife Ronalda (Powerful) and their three precocious but adorable little rascals—Bondi (Peasant Farmer), Iwar (Battle Archer), and Run (Secret Love and daddy's little girl)—offer some of the finest goods and services across the North, and they are reasonably priced and normally well-stocked.

The Hungry Salmon

This building serves as a lesser fish market—and smells it! Harold (High-Old) and Torwald (Thunder-Ruler) are brothers who share this load. Fishermen by day and carousing roustabouts by night, they are an unsavoury pair who

contribute little to the realm. They are at least somewhat trustworthy, however, because they are too dim-witted to be in league with anyone but their own rapidly swelling bellies. At the rate they put it away on their nightly forays to the inns, they will top off the scales within a matter of years for sheer girth.

These two also reek of fish at most times, as washing seems to be another quaint custom that passes them by. Nonetheless, they do provide a variety of fish, mostly fresh and quite good, and are known for a number of home salmon recipes that their family has passed-down over the years.

The Hen and Chickens

This is the house and shop of the strapping local blacksmith Knut (Knot). He is a Daleman, but it is difficult for him to make a living as a blacksmith because he cannot compete with the nearby Dwarves. He nonetheless carries out odd work when required by those who cannot afford the Dwarves' generally higher prices. He hopes to be able to settle down and raise a family in peace amidst his beloved friends.

Since he often does most of the minor horse related work such as shoeing and such, he fits right in and is well-liked, and treats everyone fairly and courteously. He also makes and repairs many farm tools used hereabout, and is an extremely capable blacksmith. He fought in the Battle of Five Armies with the Lake-men and still has his longbow, quiver with 20 arrows, longsword, and leather jerkin, all stashed away secretly, just in case.

He divides his smithy roughly in half; the western portion is the workshop. The shop has two doors to the outside, one on the south side near the west wall, the second in the middle of the west wall. The southern door is the main entrance. It is large enough to admit a wagon and, weather permitting, he keeps it open during the day. The western door opens into the Paddock shared by the Smithy and the Inn, and is large enough for leading horses into the shop.

The latter is the reason for Knut's current shift in business because he also runs a somewhat busy inn, offering competitive fare and menu selections. His roly-poly wife Dagna (New Day) and young and fair daughter Sigrun (Secret Victory) help him maintain the place.

Handsome Hides

These are just that and offer a fine selection. Asabiarn (Divine Bear), Holgeir (Spear-Like), Ranulf (Wolf-Like Advice), Sigurd (Victorious Guardian), and Thorburn (Thunder Warrior) are the motley assortment of hunters and trappers who work through here. They are all dedicated and experienced in varying degrees, though usually a bit toward stoic loners rather than being very cooperative. They have the gamut of the usual types of wilderness feats and skills.

Keepers of the Cloth

The beauteous young seamstress Asta (Star), her older and scathing-tongued sister Astrid (Divine Strength), and their strong-willed shieldmaiden of an aunt Raghild (Battle-Wise)—who some say has actually fought against Easterling raiders (!)—run this rambling clothier that also includes a variety of reasonably priced accoutrements for journeys and the like.

The Buttery

This building carries a variety of dairy products and fresher foods serving as sort of a lesser market place. A number of sellers also set up stalls without. Ingemar (Famous Son), his wife Liw (Protection), and their twin son and daughter, Eric (Honorable Ruler) and Thora (Thunder), run this shop. They are an affable and cooperative lot, liked and trusted by people hereabouts.

White Heather

Ingrid (Hero's Daughter) is a stunning flaxen-haired maid of the most exquisite mould, and provides an unusual respite from the cold North. She packs her tiny shop with a bewildering array of herbs, candles, ointments, and salves, food, jewellery, perfumes, incense, and the usual assortment of such cerebral concoctions behind shimmering curtains and beaded hangings.

Running Stables

A number of shop keeps share this fenced enclosure named after the Celduin (River Running) and maintained by Brander (Fiery Sword). The barn is fully enclosed and has large double doors in the wall. Inside are a storage area and stalls for a dozen animals. An upstairs loft stores hay and grain. There is a ladder in the middle of the west wall to provide access to the loft from inside the building. There are also small doors at both ends of the loft for moving hay and grain into or out of the loft. They are available for sale or rental from the inn. The horses are normally draft-types.

BROTHERS ACROSS THE GREEN SEA: THE MEN OF WILDERLAND by Corvo

These pockets of civilization survived for centuries surrounded by foul enemies. Given the military strength and cohesion demonstrated by the goblins in 2941, I think the orcs and the wargs have already destroyed every vulnerable village in these lands generations ago, and those towns that survived till present time should be real strongholds. Strong enough or hidden enough to withstand the enemy: the Lamp of Balthi protect Woodmen Town, Mountain Hall is built in an impregnable position, Rhosgobel is defended by the Brown Wizard, Esgaroth is built on the water, etc.
But, beyond military threat, the men of the Wilderland faced infiltration and disinformation by Necromancer's agents, bent on sowing suspicion and enmity among the Free Peoples.

"The spirits of Elves, Men and Dwarves were embittered and made miserable by the growing darkness of Mirkwood and the ever-present menace of the great Dragon of Erebor".

The Bardings and the Dwarves are really dreaming of binding the Free Peoples in a great alliance. It's natural, after all: five years ago they were... nothing, just ruins. Just a dream. Now they are glorious kingdoms with a bright future ahead, and they know that a dream can be made true. But their prospective allies have different agendas, and different fears. The Bardings look upon the Woodmen as natural allies:

"*brothers across the green sea*".

But the Woodmen are wary of losing their precious freedom: they lived alone and without kings for... well, forever. Why change now? Do they really need an alliance, now that the goblins are defeated? Can they trust these kings, so fond of stone and steel and gold?

"*Now the Bardings call us friends and allies, tomorrow we risk becoming their slaves…*".

Sure the Barding and the Dwarves need the Woodmen's help to open up the trade route to the west: many Woodmen doubt they need anything from Bard and Dain…
Even more reluctant are the elves. The Dwarves and the Bardings are new actors on the political scene. Young, optimistic, "expansionistic" kingdoms, eager to make their presence known in these lands. It's no big surprise that Thranduil looks upon them with some caution: he's been the only king in these lands for centuries, are these new upstarts possible rivals to his kingdom? Yes, they can be. The Bardings talk about uniting the Woodmen, this doesn't sit well with Thranduil because he wants to claim the whole forest as his own.
The elves remember when Greenwood the Great was their realm, and they want it back. Many centuries they have waited: now the Necromancer is gone, the shadow is weak… and these humans start talking about building their kingdom across the forest that belongs to the elves. No way!
Thranduil is a sworn enemy of the Shadow and doesn't want to wage war on men and dwarves… but he cannot forfeit what he thinks belongs to his people. He can accept the Woodmen living in his forest, but they have to accept he's the rightful ruler of Mirkwood.
For the Woodmen, on the other hand, Thranduil is a legendary king of the forest of ancient times, whilst they have inhabited these woods for as long as memory goes, so while the Elven King disappeared to the north they lived in the shadow of Dol Guldur. In their eyes, the elves have forfeited the right to claim Mirkwood as theirs.

And Beorn? He's a bit of an enigma. The hermit became a chieftain, but looks (to others) that he's lacking political "vision".

THE BIGHTLANDS by Voidstate

Ruled by young King Aethelward, under the protection of his uncle. The people call themselves the Gramuz or Aethlingas (Horseless Men), a remnant of the Rohirrim who left the area who refused to travel with their king.

Military

Use spears and tall shields, or slings as missiles. Armour is generally light, either padded, linen coats, or leather; with only lords wearing boiled leather sewn with brass plates. Helmets, however, are common, often elaborate and a source of great pride. Warriors also show their status by wearing copper or silver arm rings given by their lord. Although they ride to battle, most warriors dismount to fight, forming dense shieldwalls. Settlements tend to be walled with palisades. Larger towns also have an outer ditch and include a motte and bailey fort within them.

Society

A King is elected for life by the seven Yarls of the Bight, who meet each year at Plainsmarch with their standing armies. Men are chosen to man the fortified mines and hill forts, others to give two months of service as Road Wardens, patrolling the borders and byways of the East Bight against Easterlings, orcs and wolves.

Surrounded by enemies, the Gramuz are suspicious, hardy and warlike. They tend to superstition and rarely travel outside their lands. When angered, they are terrible but the strict hierarchy of their society and plentiful enemies generally prevent infighting.

All men are free and everyone has a place in society, with yarls at the top, then warriors in service with a yarl, followed by traders, craftsmen, "land's

men" (workers: farmers, woodsmen, miners) and "wind's men" (men who have no fixed place and are "blown by the wind" - scholars, entertainers, travellers beyond the Bight). Any man who has fought for his yarl is granted an arm ring and is addressed as "lieberman" (a man who has earned his freedom).

Economy
The Gramuz grow flax, barley, wheat, and rye; they herd sheep and cattle. They hunt for skins and furs. Work copper, silver and forge bronze. Iron and steel are prized. Isolated - some trade with Dorwinion and Easterling merchants. Import wines, iron ores, pottery.

Taboos
Never hunt the white deer of the forest. Elves are held in reverence due to legends of fighting alongside elves.

Names
Men: Adelard, Aethelin, Abelin, Berengar, Cheldric, Clodomir, Clovis, Hildebran, Humbert, Oddervard, Rothar, Valdebrand, Vulmar (warrior and yarls often also take a sobriquet, such as "the Hound").

Women: Adallinda, Engelberga, Hiltrude, Rosamund, Rotrude, Vara

Places
Regions are named after the main stronghold, so the lands around Bur Caster are known as the Castermark, Wirifmark etc.

Bur Wirifas - The capital
The ancient stone city is in ruins; the new city is wood, wattle and daub. Dirt and decay reflects people abandoning town in response to king's poor rule.

Bur Caster - Western stronghold - overlooked by a fort built on jutting crag. Controls two mines - silver & copper. Close to Mirkwood, so men are tied up defending outposts and keeping paths clear (always loathe to grant men to the king for other duties). Men here have a reputation as grim and bringing bad fortune.

Beenfleot (Capital of the Eastmark of the realm).
Eastern stronghold and trade centre. Motte & bailey with great thorn-hedge walls. Famous market.
Men here have a reputation as rich but lacking seriousness. Other marks frown on the silks they import from the east.

Bur Ansgel Northern stronghold
Hill fort on man-made hill. Ditch and wooden palisade walls. Ruled by Yarl Rertstan.
This is a farming province where men have a reputation for stubbornness, slowness and superstition.

LOREMASTER CHARACTERS

King Aethelward (the Pup).
Young and weak. His father (Markad the Hound) was a great warrior and made yarls agree to accept his son before marching to battle against Dol Guldur.

Yarl Caster of Bur Caster
Hates orcs; was great friend of Markad the Hound. Is against sending any men outside the borders.

Rertstan Woodwalker.
Was a friend to Markad the Hound. Left out in the cold by:

Avalard - Who is now the real power behind the throne.

THE MEWLIPS POEM (FROM TOLKIEN) FOR THE MARSH BELL ADVENTURE

The Shadows where the Mewlips dwell
Are dark and wet as ink,
And slow and softly rings their bell,
As in the slime you sink.

You sink into the slime, who dare
To knock upon their door,
While down the grinning gargoyles stare
And noisome waters pour.

Beside the rotting river-strand
The drooping willows weep,
And gloomily the gorcrows stand
Croaking in their sleep.

Over the Merlock Mountains a long and weary way,
In a mouldy valley where the trees are grey,
By a dark pool´s borders without wind or tide,
Moonless and sunless, the Mewlips hide.

The cellars where the Mewlips sit
Are deep and dank and cold
With single sickly candle lit;
And there they count their gold.

Their walls are wet, their ceilings drip;
Their feet upon the floor
Go softly with a squish-flap-flip,
As they sidle to the door.

They peep out slyly; through a crack
Their feeling fingers creep,
And when they´ve finished, in a sack
Your bones they take to keep.

Beyond the Merlock Mountains, a long and lonely road,
Through the spider-shadows and the marsh of Tode,
And through the wood of hanging trees and gallows-weed,
You go to find the Mewlips - and the Mewlips feed.

RUMOURS CIRCULATING DURING THE GATHERING OF FIVE ARMIES by Celebril

I should explain a couple of things:
a) The "King of Gondor" rumours are about a Rhovanion farm boy that I made up to entertain my players. When they met him for the first time he asked the players:

"Would you like to buy the King of Gondor a drink?"

He was meant to just be comic relief but the players had so much fun with him that he took a life of his own. So I created a back story for him and started him on a quest to collect misguided followers. The players will eventually meet up with him again. So that is why there are rumours about him.

b) Bilbrane is a player's Hobbit character who is a Pipeweed merchant but because of how I introduced him to the rest of the Fellowship he has a reputation of having sticky fingers.

Some of the rumours below are completely false, some have a grain of truth, some are completely factual and others were meant to potentially lead to mini-adventures around the Gathering of Five Armies celebration if the players had so chosen to investigate.

RUMOURS

1. The sons of Grimarr the Friendly (sarcastic), Jonar, Kelmund and Finnar, have been causing trouble again in Dale. (These 3 were involved in the story *"Don't Leave the Path"*).

2. People have been getting sick from something they ate at the fair.

3. The Elvenking won't be attending the celebration because some dwarf pissed him off.

4. The White Wizard has made the journey to Dale. (Saruman at this point in time)

5. A party of adventurers saved the Woodland Hall.

6. Wargs have been seen around the East Bight.

7. Bilbo Baggins has come to celebrate the Gathering of the Five Armies.

8. No one invited Bilbo Baggins to the celebration.

9. Prince Bain is the spitting image of his father.

10. A lot more Easterlings have been seen in the Kingdom.

11. My brother was attacked and eaten by spiders along the Elf Path.

12. My cousin's wife's brother, Oddvar, said he saw a dragon while traveling along the northern edges of Mirkwood.

13. The Elf Path is haunted. I saw a corpse peering at me through the trees on my last travel along the path. I will not be going that way again.

14. I hear there is a new Inn between the Old Ford and the Forest gate run by a peculiar set of Hobbits.

15. Someone said they saw Gandalf the Grey earlier.

16. King Bard and King Dain are not on speaking terms any more.

17. Some say the werewolves of

Mirkwood are raiding outlying settlements for food. But I don't believe that old wives' tale. Werewolves!? Bah, too much mead and pipeweed me thinks.

18. "Did you hear?" "The King of Gondor has returned and he is here in Dale."

19. There is some lunatic going around calling himself the "King of Gondor". He looks like he should be calling himself the "King of Pigs". What kind of King carries around a club as a weapon?

20. I hear that King Bard has turned away the "King of Gondor". This could mean trouble between Dale and Gondor.

21. The Elf King saved the Woodmen from attack. Without his assistance they would surely have fallen.

22. I heard that horse stealing has all but vanished around Southern Rhovanion. Can you believe that? The horse-stealing capital of Middle Earth!

23. I hear there are old elvish ruins in Northern Mirkwood along the Old Great Road that are overflowing with treasure, just waiting to be taken.

24. I hear the Eagles have been invited to the celebrations. Who is going to pay for all the livestock they eat?

25. No one has seen Beorn. I wonder if he is coming to the celebration.

26. My cousin just came back from Bree. He said he encountered several groups of elves on the road. I wonder where they could be going?

27. I hear elves are moving back into Southern Mirkwood. It won't be long now before we can hunt in those woods in safety.

28. Did you see the Easterling on the fairgrounds selling the Valar knows what?

29. I got really sick earlier from eating Dalla the Baker's mince pie. I love her mince pies but after that I won't be eating her pies any more.

30. I hear that Bilbrane Broadfoot has the best pipeweed in all of the Kingdom of Dale.

31. I hear that Bilbrane Broadfoot is a thief and cannot be trusted. But I really do like his pipeweed.

32. There are Rohirrim traders here in Dale. Can you believe that! Now if I only had the money to buy those fine looking horses.

33. I used to be an adventurer like you until my wife left me for a sailor.

34. I was going to enter the pie eating contest but rumour has it that Bombur the Fat is going to enter. I don't stand a chance against him.

35. My cousin has joined up with that Northman calling himself Aldamir the Second, supposed King of Gondor. I think he is being hoodwinked but he would have none of my advice. Kept going on about how he was going to help the King return to Gondor. Idiot!

36. Elstan the First Captain of Dale, is sure to win the horse competition.

37. "I hear a young female elf from Mirkwood is the archer to beat in the archery competition." Another pipes in, "I hear she is very pretty to."

38. "The elves think they are the best bowmen in all Middle Earth. They clearly haven't seen me shoot a bow yet."

39. "The dwarves seem to have all the good tent spots at the fairgrounds. That is so unfair. I wonder who they bribed to get those."

40. "I hear the dwarves are going to bring out the Arkenstone for the celebration!" Another person comments, "No way would they do that! It would just invite every thief within a hundred leagues to show up."

41. "There is a section of the side of Erebor (Lonely Mountain) that is off limits. I wonder what the dwarves are up to?"

42. "If I would have known there was going to be a masked ball after the opening ceremonies then I would have sold masks at my booth. Those merchants are making a killing."

43. "My coin purse was taken today!" Another person, "Yeah I heard there is a cut-purse ring that has set up shop at our celebration." Yet another person, "I heard there is a reward for finding the culprit or culprits."

44. "Did you hear, Gismund the Jeweller's prized Dragon Statue was stolen, again." "He is blaming some Hobbit."

45. "I heard that several of the merchants were robbed last night after dark." "They had things taken from their tents."

46. You stop at a soothsayer's tent. She invites you in and asks if you want your future read. Thinking how fun and harmless this must be you agree to have your fortune told. She appears to go into a trance. Then her eyes open very wide:

"There is a great darkness arising from that which was thrown down. You are in grave danger. You must steel your heart for the time when you will be in the realm of spirit and man." "Take heed of my warning."

Her eyes then snap open and she looks puzzled for a moment and then says, *"Shall we begin?"*

47. "I hear the high pass over the Misty Mountains has become a little more dangerous. The goblins seem to have been a little more bold recently. It is best to travel in groups."

48. You strike up a conversation with an Elf. Eventually the conversation turns to Mirkwood. As if talking to himself he looks off in the distance and says, "Something stirs in Mirkwood. What it is we don't know but it is best to be on guard."

49. "My cousin, who is a scullery maid at the castle, says that there is some big, important meeting taking place during the celebrations at the castle."

THE RESTORATION OF DALE by sageryne

2941 – Reconstruction Begins

- Dwarven survivors of the Battle of Five Armies under the rule of King Dain II reoccupy Erebor. Word is sent by raven to the Iron Hills and Blue Mountains that Erebor is retaken and there is a new king.
- Reconstruction Effort 20% Erebor / 80% Dale
- Focus is on restoring the transportation links (roads and bridges), irrigation canals, and docks on the River Running.
- Some folk begin reoccupying the most substantial ruined buildings in Dale.
- The first, most adventurous men, veterans of the battle, from Esgaroth and communities nearby begin to settle in

Dale.

- Trade begins, mostly food coming up the River Running from Long Lake.
- Source of food for Erebor: 10% Iron Hills, 90% Long Lake

2942 – Reconstruction Gains Momentum

- More dwarves from the Iron Hills arrive. The first trickle of dwarves from the Blue Mountains arrives towards the end of the year.
- Reconstruction Effort 40% Erebor / 60% Dale
- Focus is on restoring the farms and agricultural areas so farming can restart
- Reconstruction of Bard's palace begins
- Some ruined, but still substantial buildings in Dale are repaired
- Trade expands, Dale begins to take some trade from Esgaroth
- There is a slow but steady flow of people coming to settle. Word has spread. Settlers are coming from Esgaroth and the villages around Long Lake.
- Source of food for Erebor: 10% Iron Hills, 80% Long Lake, 10% Dale

2943 – Reconstruction Hits Its Stride

- The last of the Erebor descendants arrive from the Iron Hills. The first major influx of dwarves from the Blue Mountains arrives. The first Dwarven children are born in Erebor. It begins to feel like a city again.
- Reconstruction Effort 60% Erebor / 40% Dale
- The farming region immediately around Dale and down the River Running has its first big harvest.
- Construction of Bard's palace is completed; work begins on the walls and gates. Many substantial ruined buildings have been restored. Ruins not worth saving are torn down and their stone is used to build new buildings.
- Trade blossoms, products from Erebor begin to flow in earnest. The local trade nexus begins to shift from Esgaroth to Dale.
- More people come. Word has spread to the smallest communities in the wilderness. Bard is a good king. His armies will protect the farmers. A city is being built. There is trade with the Dwarves and Elves. There is money to be made. New settlers arrive daily.
- Source of food for Erebor: 5% Iron Hills, 60% Long Lake, 35% Dale

2944 – Reconstruction Is At Its Peak

- A few more dwarves from the Iron Hills trickle in, but most traffic is now commercial. The last major group from the Blue Mountains arrives. The remaining dwarves have decided to stay in the Blue Mountains.
- Reconstruction Effort 80% Erebor / 20% Dale
- Farms are being re-established at a rapid rate. The irrigation canals provide water. The Desolation of Smaug blooms again. The harvests are very good.
- Reconstruction of Dale's defences are almost complete. Most of the ruins have been cleared away. Construction is everywhere. The streets are repaved with coloured stones.
- Trade is booming. There is a pent up demand for Dwarven goods. Trade goods flow down the Forest River from Mirkwood, up the River Running from the Sea of Rhun, across the Brown Lands from Rohan and Gondor, around the forest from the Beornings and Woodmen, and across the High Pass from Bree.
- Dale begins to seriously overshadow Esgaroth as a trade hub.
- Immigration slows as those willing to move have done so. Esgaroth and Dale bustle with people. New farms are being established every day. People begin to have large families again. There

are many babies and children about.
- Source of food for Erebor: 50% Long Lake, 50% Dale

2945 – Reconstruction completed

- Dwarves continue cleaning, repairing and rebuilding their kingdom.
- Reconstruction Effort: 90% Erebor / 10% Dale
- The banks of the River Running blossom again. Farms only a year or two old produce large crops. The domestic animals thrive and multiply. Long Lake and Mirkwood limit expansion to the west. Farmers concentrate their efforts on the east bank of the River Running. Old irrigation canals are reopened.
- King Bard claims all the lands bounded by the River Running, the Redwater and a line from Erebor to the Iron Hills. The term Barding comes into common use. The power of the King grows.
- The reconstruction of Dale is largely complete. New construction continues as expansion demands. The city is new and optimism abounds.
- The flow of trade goods along existing trade routes expands. Ancient trade routes are re-established. Goods and money flows. Erebor's demand for goods is endless.
- Dale eclipses Esgaroth as a centre for commerce, however the greater volume of trade caused by the rebuilding of Dale means Esgaroth is more prosperous than ever. Esgaroth remains an important conduit of trade with the elves and as a trans-shipment point for goods flowing up the River Running.
- New settlers are few, but there is still a trickle in from the Wastes. More farmers from around Long Lake seek larger farms on the east bank of the River Running. Several villages around the lake become ghost towns.
- Source of food for Erebor: 25% Long Lake, 75% Dale

2946 – Current Day

- The Upper Halls of Erebor are restored to their former glory. The dwarves have begun clearing the Lower Halls and started new excavations.
- Reconstruction Effort: 95% Erebor / 5% Dale
- King Bard's armies extend their patrols to hunt down orcs and wargs to protect the ever-expanding farmlands. More than a day or two's ride from the River Running the land is still wild and unforgiving.
- The farmlands of Dale produce food in abundance, enough for the bustling city of Dale and kingdom of Erebor. The farmers from around Long Lake have mostly moved east onto the ever-expanding farms of the Bardings. The remaining communities provide food for Esgaroth.
- There is little new construction within Dale. Work begins on building and expanding a network of small market towns on the eastern shores of the River Running.
- Caravans arrive and depart weekly in all directions. Experienced caravan masters, hardy traders and veteran caravan guards are in high demand.
- The expansion of farming is limited only by a lack of labor. The irrigation of the east bank returns the area to its former glory.
- New groves of trees appear here and there, some claim the elves are planting them. Whatever the source, birds and other wildlife begin to return in earnest to the Desolation of Smaug.
- Source of food for Erebor: 10% Long Lake, 90% Dale

THE FELLOWSHIP OF THE RED BANNER by *woodclaw*

The elves of the Carad Ehta

The clan of Carad Ehta ('Red Spear' in the Common Speech) is a recent and quite war-minded household among the Mirkwood elves.

History

When the Necromancer returned to Dol Guldur in the 2460 of the Third Age, five elven clans - with the help of the Woodmen from Rhosgobel - were struggling to reopen the ancient refuges in the southern Mirkwood. They were primarily hunter with sharp, keen eyes and agile warriors.

Unwilling to reveal himself too soon, the Necromancer tried to manipulate the elves and the woodmen into fighting each other, but his subtle whispers failed to dent the bond of trust formed in those harsh lands. Yet, many were his allies, he pulled out of their slumbers some terrible beings that were sleeping in furthers depths of the wood and unleashed them upon the elves.

Many elves felt under the blows of the servants of the Shadow and the survivors were forced North, beyond the Dark Mountains, to the land of Woodland Realm. Once they rest the true measure of their mourn was clear. Five proud clans have been decimated and the survivors numbered scarcely a single clan. In that dark hour the survivors swore an oath, instead of scattering and disappearing among the clans of the Northern Mirkwood, they tighten their ranks and patiently waited for the hour to return and gave their death proper burial and satisfaction.

So it came to pass that in the year 2471 of the Third Age, the survivors assumed the name of Carad Ehta and took their place among the other elves. As time passed elves from other clans and households would join their ranks, out of marriage, personal loss or simple conviction. By 2946 the clan is now a mixed reality, hosting both ancient survivors and those in the Southern Mirkwood, as well as those elves who feel the calling to ward their borders against the tides of the Shadow.

Lands

In the years following 2471 the Carad Ehta asked and obtain the permission to settle in the territory between the Forest River, the Mountains of Mirkwood and the Long Marshes. While they're not the only elves dwelling in this area, they're the only ones who actually live there.

The majority of the territory is still wild and untamed, but the clan built many shelters. These are secret places with entrances are skilfully hidden and often protected with traps. Their most important outpost is Dolen Nost (Hidden Fortress), a large underground complex build under the roots of ancient trees a long time ago. Today Dolen Nost has been transformed in a military complex that includes many barracks, armouries and secret exits.

Customs

It has been said that the Mirkwood elves are less wise and more dangerous than their noble cousins from beyond the Misty Mountains, in many ways the Carad Ehta are the epitome of this idea. Living for many years close to the Woodmen gave them a somewhat more pragmatic view of the world.

While the Carad Ehta still possess the love for beauty and grace typical of all the elves, they have learned the hard way that - sometimes - beauty have to be sacrificed to protect life. This have

brought them to adopt tactics and skills different from the other elves, like the habit of sewing and stitching layers of leaves to their cloaks to improve their ability to hide among the trees. They have proved to be dangerous enemies, relentless warrior and invisible sentinels, who protected the border of the Woodland realm for over 500 years with deadly efficiency

It's a sad fact that many among the Carad Ehta have felt the Calling of Mirkwood and answered it, choosing to fade rather than sailing West to the Immortal Lands. This made them an uneasy subject for other elves, but much closer in spirit to their ancient allies from vale of the Anduin.

THE TOFT by Celebril

[*a village in the East Nether Vales, see Heart of the Wild).*

So here is a little of the background of how I prepared for the game. I wanted the Fellowship to adventure around The Toft. First I needed to give them an excuse to go to The Toft. So I had them attacked by Tyrant Hill raiders. This attack set off Radagast who wanted to know what the relationship between Tyrant Hill and The Toft was since the raiders had come through Toft lands.

So he summoned the Fellowship and asked them to be his ambassadors and seek an audience with Vidugalum to gauge his political leanings concerning Tyrant Hill and if possible seek his neutrality. Since there is precious little written about the Toft I wanted to give it a life of its own. In order to do that I gave it an identity crisis which reflects the same kind of struggles that the ruler, Vidugalum, is having.

The top folks like Vidugalum want the city to become a centre for trade and to exert itself in the world of Middle Earth. This means a more lawful and good leaning environment. On the other hand the ex-spies and informants of Dol Guldur found themselves without a job when Sauron fled. They banded together and now form the underbelly of The Toft, and call themselves *Blackwold* (which is a personal nod to LOTRO).

Main NPC's:

Avina is a red haired north woman who is in charge of Viduglum's household. She is kind of like Eowyn in that she is fiercely devoted to Viduglum. She is incorruptible and idealistic. She is also the point of contact between the Fellowship and Viduglum's court.

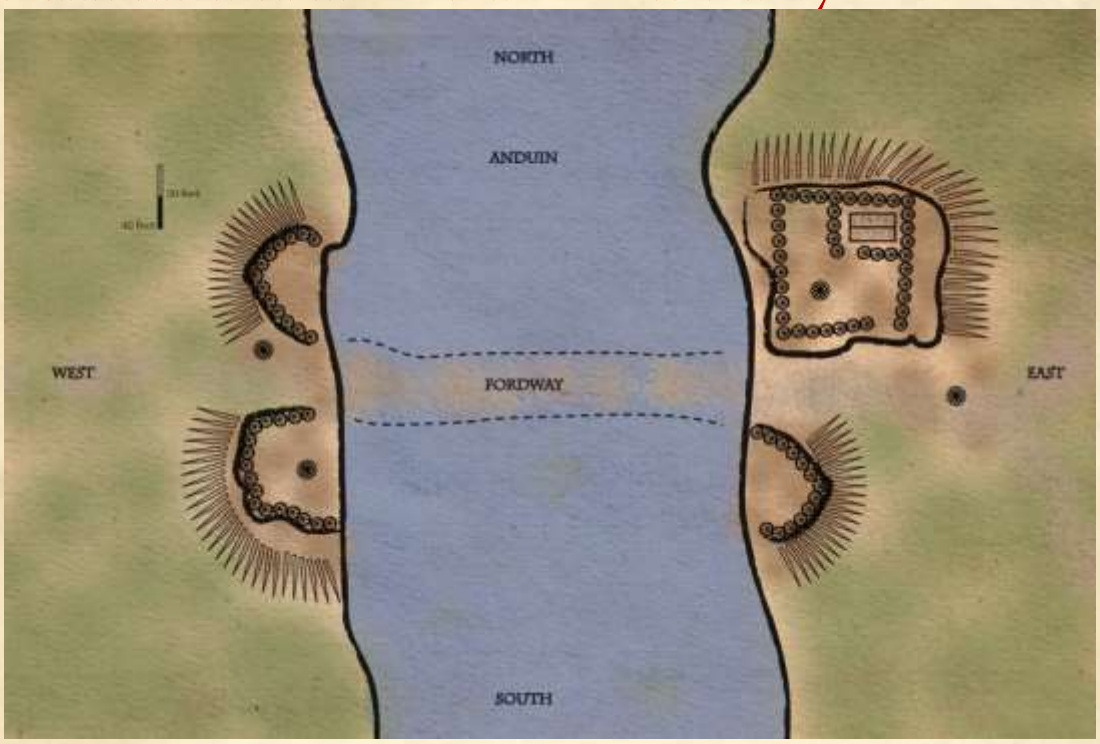
Gazrat is the orc leader of the brigade of orcs that Viduglum commands. When he saw the Fellowship dwarf he commented, "*Look master they have a pet dwarf*".

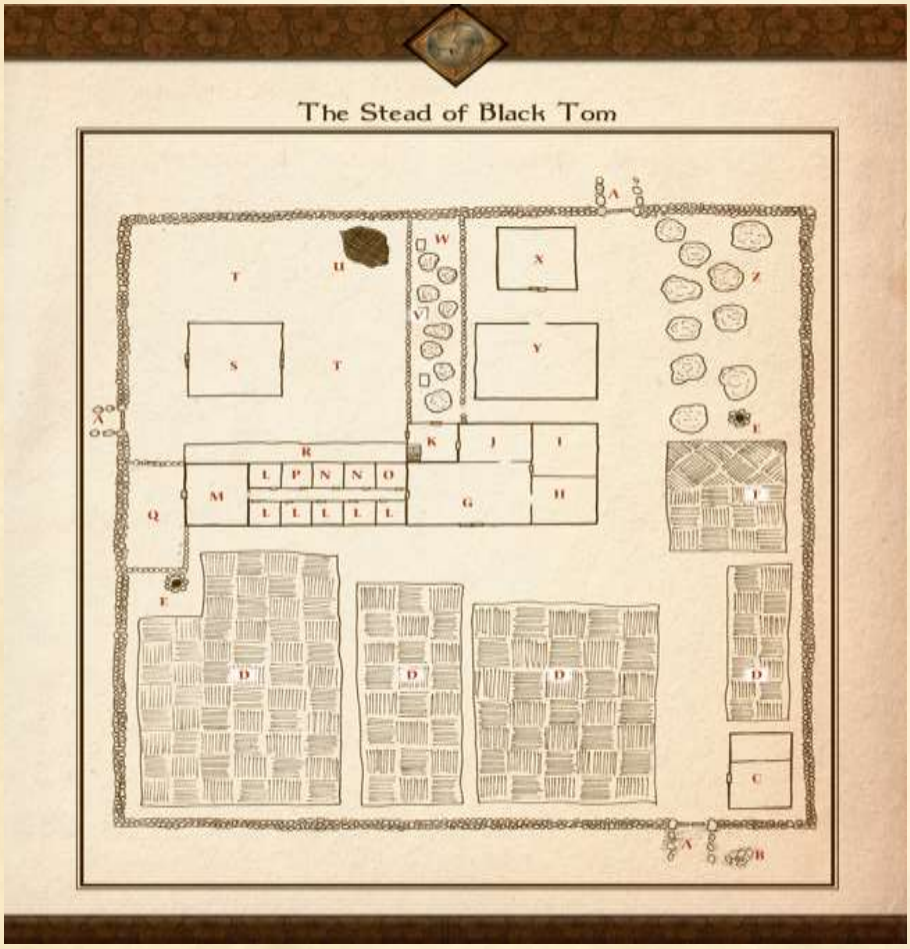
Holdred is the chief advisor to Viduglum. He is well travelled and wants to see The Toft flourish and take a leading rule in this part of Middle Earth. He is practical and more predisposed to favour the Fellowship.

Maracar is also an advisor but if anyone has his hand on the pulse of the seedier underbelly it is him.

Aregisel is the mysterious leader of the Blackwold. No one seems to know what he looks like or resides.

FORTIFICATIONS AT THE OLD FORD PICTURE by zedturtle





BLACK TOM'S STEDDING by zedturtle (Map key next page)

Key to Map on Previous page

A. Entrances to the compound. Each has stones set in the ground on the outside, so that the Trolls (or a band of men) could lug the stones in front of the gates, for greater defence.

B. A crouched troll, turned to stone and showing obvious years of wear. A clue to the players about what they might see inside.

C. The young men's house, which kind of serves as a guardhouse as well. No one is here right now, because of the extremely cold weather (this is for Reasons™ in the adventure). The characters might be sent here to sleep, if they get on BT's bad side but he doesn't kick them out.

D. Fallow fields, already harvested in the autumn

E. The old well, now covered by a stone lid.

F. Vegetable garden, with some hearty winter vegetables still growing.

G. The main hall, where BT entertains and eats.

H. Black Tom's separate meeting space, for conferences with fellow farmers and visitors

I. BT and his wife's private rooms

J. The kitchen

K. Main pantry, with stairs down to a root cellar.

L. Family rooms, occupied by descendants of BT and perhaps extended family.

M. Secondary hall, used by those in the family rooms. BT's oldest son is pretty much in charge of this space.

N. Empty rooms, that the heroes might use if they do well meeting with BT.

O. Room occupied by another visitor to the compound.

P. Family graveyard. Many of the graves are small, testifying to the harsh conditions in which to raise a family.

Q. Half-enclosed shed, containing odds and ends, feed for the livestock, etc.

R. The new barn, for the few ponies and cattle that BT keeps.

S. Sheep meadows
T. Pond, for both livestock watering and fishing. Currently frozen over.

U. Orchard of Fruiting Trees (apple trees, really)

V. Apiaries for the beehives. These northern bees don't produce as much honey as Beorn's variety and are more temperamental.

W. The old barn, aka the troll barn.

X. The mill.

Y. Orchard of nut producing trees... also ready source of emergency firewood.

Z. New well... exercise caution.

IRE WITHIN THE DARKNESS by Haugar

[this looks at the fabled Dwarven halls of Gundushatu in the Grey Mountains]

" Eldur Vindolk, Eldur Vindolk,
Éotheod shame,
He bore mighty Naurdagnir,
Bane of mortal flame,
He grasped Rista-Ihug,
Forever aflame.
Wyrm-kin wrath did rend the world,
As fell winds did mourn,
Eldur Vindolk fought with rage,
Against foul ilk born,
Mighty the clash, enduring night,
Fading with the morn.
Smote was laid the Wyrm-kin,
Herald of the Heights,
Fell winds retreated,
Averted was the blight,
Grey the bitter morn,
Sorrowful the light.
Eldur Vindolk, Eldur Vindolk,
Where does thine shield rest?
Eldur Vindolk, Eldur Vindolk,
Where is thine sword blest?
Eldur Vindolk, Eldur Vindolk,
Where does thine wound rest?
Lo, extinguished the flames of war,
Lo, did Death beckon Eldur Vindolk,
Lost was he known as, "Forge's Roar,"
Lost was he known as, Eldur Vindolk.
Eldur Vindolk, Eldur Vindolk,
Where does thine shield rest?
Eldur Vindolk, Eldur Vindolk,
Where is thine sword blest?
Eldur Vindolk, Eldur Vindolk,
Where does thine tomb rest?

OLD LORE

As pertaining to or of concern to the history of Gundushatu.

"Long ago in my grandfather Thror's time our family was driven out of the far North..."

Year 1980 Third Age

The Dwarves of the line of Durin Delve too deep under the Misty Mountains and awaken an ancient evil. After millennia of prosperity, the vast halls of Khazad-dûm, Wonder of the Northern World, are abandoned the following year, its inhabitants driven out by fear and death. Thrain 1's cousin Halthor, granted permission by his cousin leads a great host of Dwarves seeking to dwell within the Grey Mountains.

In time they establish many great halls and mansions within the Grey Mountains. The most wondrous of these halls was Gundushatu, where the deep lake of Shatur-zaram resides.

1996

The Cold-Drake Scatha plagues the lesser mansions and halls of the Dwarves of the Grey Mountain, as well as the lands beneath the Grey Mountains, home of the peoples of Éotheod.

1999

Thrain 1, king of Durin's folk and distant ancestor of Thorin Oakenshield, comes to the Lonely Mountain and founds a dwarf-kingdom. There, the Dwarves discover their most prized treasure, the Arkenstone, known also as the Heart of the Mountain.

2000

Fram, son of Frumgar, chieftain of the people of Eotheod, delves into the deep of Scatha's lair and there he encounters the Cold Drake asleep. Scatha is slain by Fram and his treasure claimed by the hero.

Earlier that same year the Dwarf Hamund son of Harung, who bore the mighty shield Naurdagnir and wielded the sword Rista-ihug, met the wyrm Scatha at the doors of Gundushatu and there they had battled. In the end Hamund witnessed the mortally wounded Scatha retreat in fear returning to its vile lair. As Hamund son of Harung, now known as Eldur Vinrok, watched, he soon fell to poisoned wounds inflicted by the wyrm and he was buried deep within the heart of Gundushatu.

A great unrest then arises amongst the Dwarves of the Grey Mountains, who covet the treasure horde of Scatha as their own. Fram responds to the Dwarves by sending a necklace made of Scatha's Teeth and the note:
"*You have no such treasures in your keeping.*"

2026
Fram, Slayer of Scatha, is murdered by Halin son of Hamund, during the annual Feast celebrating the wyrm's demise. Fram, clutching the necklace made of Scatha's teeth, curses the Dwarves with his dying breath. Ruin he invokes upon the Dwarves of the Grey Mountains, to Halin and to those of Gundushatu he spoke:
"*Darkness dwells within your wicked hearts, let darkness dwell within your realm, till ye are naught by shadows within the darkness.*"

2027
On the eve of Fram's death a year later, a cataclysm overtakes Gundushatu that swallows the city whole and plunges it into the depths of the earth. The Dwarves forsake the realm where once Gundushatu stood and call the area Uzn-duban.

2210
Thorin I son of Thrain, removes the royal house of Durin's folk from Erebor to abide in the Grey Mountains. He carries the Arkenstone with him, as part of the royal treasure.

2570
Late in the reign of Nain II a plague of Dragons begins to afflict the Dwarven mansions in the Grey Mountains. The Dwarves face a long and terrible war.

2589
The Dragons of the northern wastes spread south to prey on the Dwarves. King Dain I and his son Fror are slain by a Cold-Drake while barring the gates to their halls.

2590
Thror, the eldest of Dain I and heir to the kingship, restores the royal house to its ancient seat in Erebor.

Branan ('Border-town', see Map next page)
History:
In the lands to the North, in the shadows of the Grey Mountains, near the Grey River (a wholesome river 'ere its journey takes it into the depths of Mirkwood whereupon meeting unwholesome tributaries becomes known as the Forest River) is situated the village of Branan, known as Border-town.

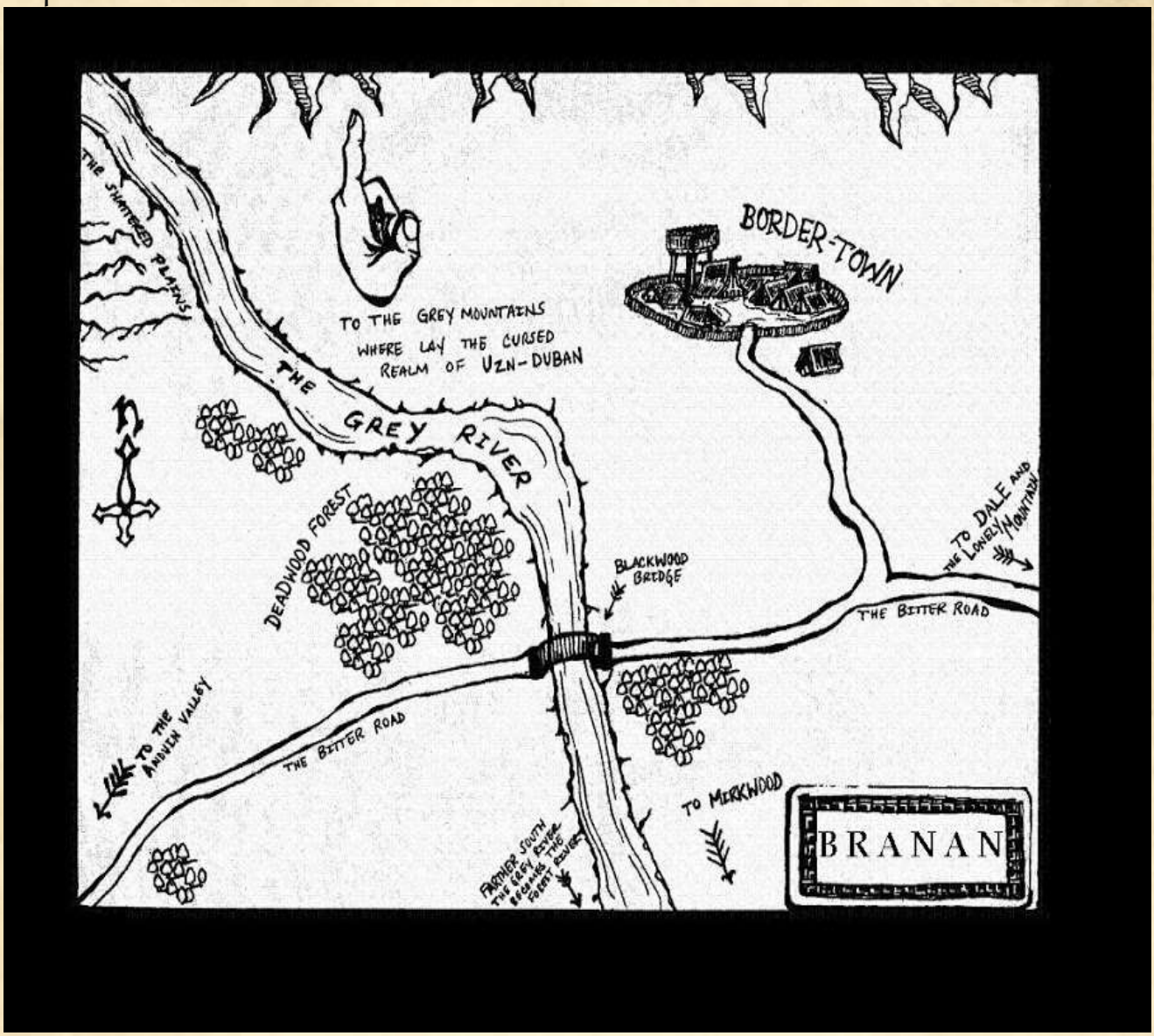
Established by the peoples of Dale in the year 2945, Border-town is a beacon and shield for those travellers who journey around the northern breadth of Mirkwood. A haven within the harsh surrounding regions, the village is an alluring destination for merchants and caravans, who bring trades from distant realms.

Population: 150; primarily Men of Dale, although a host of Dwarves from Erebor claim residence as they construct and fortify the village.

Government: Ottarr son of Tarros, known as the Warden of Branan, is the leader of the village. He maintains firm control over the village and not much goes unnoticed beneath his scrutinizing gaze. He was chosen by King Bard of Dale not only due to his earned reputation from the Battle of the Five Armies, but as well for being a fair, yet harsh man. He prefers Valour.

Defences: Roughly about 20 soldiers maintain the defences within the village. They interchange duties in a set rotation these duties range (e.g. keeping watch within the village, patrolling the surrounding the regions, and guarding travellers upon the road).

Map of Branan



PEOPLES OF RHOVANION by Halbarad

The Wagon Folk of Rhovanion (The Austarmenni - Shadow People

After the defeat of their horde at the Battle of the Field of Celebrant, the people known as the Balchoth were never again to threaten the security of Gondor. The vast majority retreated back to Rhùn from whence they had come, but some few remained on the Rhovanic Plain where they remained a thorn in the side of the Éothéod and other Northmen of the Anduin Vales. At first, these 'Austarimenn' lived in settled dwellings along the eastern eaves of Mirkwood, but they discovered, to their dismay, that the forest was as hostile to them as it had been to the Northmen who lived there previously. They moved out onto the plains and adopted a nomadic lifestyle, roaming the Rhovanic Plain in extended family groups. Their homes are ox drawn wagons and their Champions and Chieftains ride into battle on chariots, decorated with the scalps and heads of fallen foes. Long axes, pikes and bows are their weapons of choice and they

wear armour of rust brown leather, worked from the hides of the Red Cattle that accompany their clans.
Warriors of less renown fight from the backs of shaggy ponies that they also use for herding their cattle. These riders favour long handled axes and short bows in battle.

It is not known how many of these Austarmenn clans roam the arid central plains of Rhovanion, but Barding Scholars believe that if they were to be united, they might pose a serious threat to the Dalelands. They are related to and have broadly similar outlooks and appearance to the Erringmen of the Anduin Vales.

The Jangar
This is the word used by these wandering folk to denote the riding men of the clan, the warriors, raiders, herdsmen and hunters. They normally fight from horseback and rarely wear better armour than a leather corselet. They wield long handled axes with wicked efficiency and carry short recurved bows of horn.

Attribute level: 4
Endurance: 14
Hate: 4
Parry: 6(4+2)
Armour: 2d
Leather Corselet, Long Hafted Axe, Bow, Dagger, Shield, Steppe Pony(Palfrey)
Weapon Skills: Bow 2, Long Hafted Axe 3, Dagger 1
Common Skills: Personality 2,Movement 2,Perception 2,Survival 2,Custom 2,Vocation 2
Shadow Abilities: No Quarter

Assaman
The Assaman is the chieftain and champion of the clan. His word is law and he can only be deposed by a warrior who can defeat him in mortal combat. The Assaman of the clan is armed with axe, spears and a bow, fighting from the platform of a chariot. He is clad in the heaviest armour that his clan can provide and visored helmets with leering demonic face plates are preferred, being obtained from traders out of 'Dorwinion').
Attribute level: 6
Endurance: 24
Hate: 4
Parry: 7(6+1)
Armour: 5d+4
Chariot, Mail Hauberk, Buckler, Helm, Long Hafted Axe, Bow, Spear.
Weapon Skills: Axe 4, Spear 3, Easterling Bow 2
Common Skills: Personality 3,Movement 3,Perception 2,Survival 2,Custom 3,Vocation 2
Shadow Abilities: Commanding Voice, No Quarter

The Blood Drinkers of Rhûn (The Hunkarim - Shadow People)
These Easterlings are the descendants of those of the old Wainrider peoples who refused to submit to the Balchoth conquerors and fled north, over the River Running.
In the centuries following their defeat by Eärnil of Gondor, they had become a peaceful and mostly sedentary nation, living alongside the remaining Northmen on the southern banks of the River Running and along the borders of Dorwinion.

When the Balchoth arrived out of the east, they easily defeated the armies of the Wainriders, who were betrayed and deserted by their Northmen auxiliaries. Those who would not submit to the Balchoth yoke, escaped across the River Running and into the lands known as the Nether Marches. For the best part of a century, they feuded with their Northman neighbours. Finally, in the year TA2590, the Dwarves returned to Erebor from their failed holdings in the Grey Mountains. A new alliance was forged

between them and the Northmen of Dale, with the purpose of driving out such Easterlings as dwelt north of the River Running and west of the Redwater. The descendants of the Wainriders were swept away in a rising tide of fire and steel.

They fled in panic across the Redwater, taking with them such possessions as they could carry in haste and the first winter on the frozen steppes of the Kuza Bozkir devastated these refugees. Fully three parts of the people were lost to cold and hunger. Yet, out of adversity, a new nation was born. Those who survived, learned to domesticate the shaggy ponies that were native to the steppes and evolved into a culture dependent upon their pony herds for future survival.
The ponies provided meat and mare's milk for sustenance, hides to be worked into leather for clothing and bone for combs and needles.
Adopting an almost entirely nomadic existence, the folk migrated across the northern steppe following their pony herds and living out of hide tents called yurts. The great wagons that they once crossed the Rhovanic Plain in were gone, mere memories from a dim and distant past. They are few in number and women fulfil equal roles to men in their society. Young, unmarried, maidens are trained to defend the camps while the men are hunting or raiding.
The bow and the spear are their favoured weapons and around their campfires, a common argument is whether they despise the Austarimenn descendants of the Balchoth or the Northmen who betrayed them more. Encounters with either group are inevitably hostile and typically end in bloodshed.
They are known as the Hunkarim in their own tongue, which translates into Westron as Blood Drinkers. This is a reference to the fact that , in desperate times, they sup upon the blood of their mounts for sustenance. Of course, the Northmen of the Redwater Valley have misconstrued the name to imply something else entirely.

Saglayan
Saglayan is a Hunkarim title meaning 'provider' and it is the term of reference used for the raiders and hunters of the Hunkarim clans. It is rare for these fellows to enter melee combat unless they outnumber their foes by a considerable margin. Bows are their armament of choice and their curved swords are, usually, only drawn when victory is certain.

Attribute level: 4
Endurance: 16
Hate: 3
Parry: 4
Armour: N/A

Steppe pony(Palfrey), Bow, Sword
Weapon Skills: Bow 3, Sword 2
Common Skills: Personality 2,Movement 2,Perception 2,Survival 2,Custom 2,Vocation 1
Shadow Abilities: Deadly Archer

Emekhtar
The Emekhtar is a veteran warrior, found only among the largest groups and charged with the responsibility to train the young women of the Tigkizim (Arrow Maidens). In such pitched battles as the Hunkarim choose to fight, Emekhtars are the most capable close combat fighters. Unlike the Saglayan, the Emekhtar is an armoured and skilled melee combatant. Although not as well equipped as the Northmen of Dale and the Long Lake, he is not to be underestimated as a foe.

Attribute level: 5
Endurance: 16
Hate: 4
Parry: 6 (5+1)
Armour: 2d+1
Steppe pony(Palfrey), Bow, Buckler, Sabre, Leather Corselet, Cap of Iron and Leather
Weapon Skills: Bow 3, Sabre 4

Common Skills: Personality 2,Movement 3,Perception 2,Survival 2,Custom 2,Vocation 2
Shadow Abilities: Commanding Voice, Deadly Archer

Tarkhan
These are the chieftains of the Hunkarim clans. Veteran warriors and accomplished hunters, they do not rule their people with absolute authority but as a 'first among equals'. Tarkhans may be, and occasionally are, replaced by the mandate of their peers. This usually follows some catastrophic event that can be directly attributed to a decision made by the Tarkhan.

Attribute level: 6
Endurance: 24
Hate: 5
Parry: 7 (6+1)
Armour: 2d+1
Steppe pony(Palfrey), Leather Corselet, Cap of Iron and Leather, Bow, Buckler, Sabre
Weapon Skills: Bow 3, Sabre 4

Common Skills: Personality 3,Movement 3,Perception 2,Survival 2,Custom 2,Vocation 2
Shadow Abilities: Commanding Voice

Tigkiz
Unlucky raiders have discovered to their chagrin, that an absence of men from a Hunkarim camp does not equate to an absence of defenders. The 'Tigkizim' are young women, trained in the use of the bow to defend their homes and possessions.

As soon as a girl becomes a woman, she is expected to take a husband and have children. Until a suitable husband is found she becomes a Tigkiz.

Although many of these 'Arrow Maidens' are barely more than children, they are both fierce and fearless in defence of their homes.

Attribute level: 3
Endurance: 12
Hate: 3
Parry: 3
Armour: n/a

Steppe pony(Palfrey), Bow, Sword, Dagger

Weapon Skills: Bow 2, Sword 2, Dagger 1

Common Skills: Personality 2,Movement 2,Perception 1,Survival 1,Custom 2, Vocation 1

Shadow Abilities: Deadly Archer

The Men of Dorwinion (The Rouavalda - Free People)

The land of Dorwinion has, long since, ceased to exist save in the minds and writings of Scholars who have not bothered to establish if the region they currently refer to by that name is, in fact, the ancient land that is mentioned in the Lays of Beleriand.

The land, they currently refer to as Dorwinion is actually known as Rouavald by its indigenous inhabitants, the Rouavalda. These are a curious people of mixed ancestry, exhibiting the appearance and behaviours of both their Easterling and Northman forebears.
The wines of Rouavald are of the highest quality. There are none to compare elsewhere in north western Middle Earth and it is for this reason that the Elves of the Woodland realm refer to it as Dorwinion (a name that has become common parlance among the Northmen and other Westerners).

The Rouavalda are both pragmatic and opportunistic in their dealings with their

neighbours. They trade happily with both Northmen and Easterlings and despite their fluctuating allegiances, the quality of their wines and other exotic merchandise ensure that their traders are usually welcomed in the settlements of the Free Folk.
(*Rouavalda pragmatism and instinct for self preservation means that when the War of the Ring finally comes, they will throw in their lot with the Dark Lord's armies and become counted among the Shadow Peoples.)*

Druskja Warrior
The finest warriors of the Rouavalda are gathered by the Nobility into companies of retainers called *Wendruskja*.

Individual members of these companies are called *Druskja* and each man is trained to fight in heavy armour, both on foot and from horseback. Most of these warriors, but not all, come from families with strong Northman bloodlines.

Wendruskja translates as 'Wine Drinkers' in Westron and indicates that these warriors are paid, in part, for their service in the exquisite wines of the region. Some few retain their wine entitlement for trading when they retire from military service. The majority simply consume it.

Attribute level: 5
Endurance: 20
Hate/Hope:2/2
Parry: 7(5+2)
Armour: 4d4+4
Palfrey, Spear, Sword and Shield or Long Axe, Mail Coat, Helm.
Weapon Skills: Spear 2, Sword 3 or Long Axe 3 , Dagger 1
Common Skills: Personality 2, Movement 2,Perception 2, Survival 2,Custom 1,Vocation 2
Shadow Abilities: No Quarter

Druskja Noble Captain
Attribute level: 7
Endurance: 24
Hate/Hope: 3/3
Parry: 7(5+1)
Armour: 5d6+4

Courser, Mail Hauberk, Helm, Sword and Shield or Long Axe, Spear

Weapon Skills: Spear 3, Sword 4, Long Axe 4

Common Skills: Personality 3,Movement 2,Perception 2,Survival 2,Custom 2,Vocation 2

Shadow Abilities: Commanding Voice, No Quarter

Serjuk
The vast majority of the warriors of Rouavald are members of local militias known as *Serjukan*. These men are volunteers, well fed and well equipped. They provide standing companies of archers, axe men and pikemen for the army and complements of sailors and marines for the merchant fleet.
They are raised, for the most part, from among Rouavalda men whose families are descended from Easterling bloodlines.

Attribute Level: 3
Endurance: 14
Hate/Hope: 2/2
Parry: 3
Armour: 1d

Leather Shirt, Spear and Shield or Bow or Long Axe, Dagger

Weapon Skills: Spear 2, Easterling Bow 2, Long Axe 2, Dagger 1

Common Skills: Personality 1,Movement 2,Perception 2,Survival 2,Custom 2,Vocation 2

Shadow Abilities: No Quarter

Serjuk Captain

Attribute level: 5
Endurance: 18
Hate/Hope: 3/3
Parry: 5
Armour: 2d

Leather Corselet, Long Axe, Dagger

Weapon Skills: Long Axe 3, Dagger 2

Common Skills: Personality 2,Movement 2,Perception 2,Survival 2,Custom 3,Vocation 2

Shadow Abilities: Commanding Voice, No Quarter

~ERIADOR~

THE SHIRE by Otaku-Sempai

Just south of the Hills of Evendim is the Shire, a region of Eriador that was ceded to the small folk known as hobbits by King Argeleb II of Arthedain in TA 1601. Covering an area of approximately 18,000 square miles, the borders of the Shire stretch one hundred twenty miles from the Brandywine Bridge to the Far Downs and one hundred fifty miles from the Hills of Evendim to the Overbourne Marshes south of Buckland. The Shire is a pastoral land of tilled fields, gentle hills, small rivers and streams, peaceful villages, and woodlands. There is little excitement here and the inhabitants prefer it that way.

The Shire is divided into four Farthings: East, West, North and South. Within each of the Farthings are various folklands and villages. The Great East Road cuts through the East and West Farthings while a south road in Tookland stretches from it, through the South Farthing, across the Sarn Ford, to intersect and merge with the Greenway many miles south of Bree and the Barrow-downs. Buckland is outside of the borders of the Shire proper, between the Brandywine River and the Old Forest.

Wildlife
The Shire is home to many birds: finches, robins, sparrows, swallows and the like. Owls and hawks and nest in the woods and hills. Other wild creatures commonly found within its borders include rabbits, deer, foxes, squirrels, garden snakes, frogs and toads. Trout and bass swim in the rivers and streams of the Shire.

Inhabitants
Only hobbits dwell in the Shire, descending from three distinct lineages: the Harfoots, Fallohides and Stoors. The most common (and typical) of these groups are the Harfoots who tend to be browner of skin and shorter than the others. Fallohides are the least numerous and tend to be taller and slimmer than other hobbits and to have fairer skin and hair. They also show a preference toward forests and crafts. Marcho and Blanco, who founded the Shire, were Fallohides out of Bree. Prominent Fallohide families include the Tooks, the Brandybucks and the Bolgers.

Stoors are often broad and heavy compared to other hobbits and some Stoor-males actually grow beards. Stoor

families often live on flat lands and riversides; and Stoors sometimes use boats, fish and even swim.

Hobbits are by nature hole-dwellers and most live in hobbit-holes dug into hills, downs, riverbanks, etc. Large hobbit-holes, such as Bag End, are called smials. Some very large smials such as the Great Smials of the Tooks or Brandy Hall can house a hundred or more hobbits. Some Hobbits do dwell in houses of wood, stone or brick, especially in places that are poorly suited to hobbit-holes. The craft of such construction was learned from the Dúnedain of old, or perhaps from the Elves. Such hobbit-buildings tend to be low structures of one or two stories.

The major holidays in the Shire are the Lithe-days of Midsummer, between the end of June and the beginning of July, and Yuletide, the six-day period from 29 December to 2 January, including the two days of Yule. The Lithe-days are always observed with local festivals, feasts, and other celebrations.

However, once every seven years a celebration of special magnificence is held on the White Downs and attended by Hobbits from all parts of the Shire. This is the Free Fair, when Hobbits gather to feast, compete in crafts and games of skill, and to buy, sell and trade goods. This is also when the election is held for the Mayor of Michel Delving.
[*Note to LM: Since the Battle of Five Armies, Free Fairs have been held in the following years: 2943, 2950, 2957, 2964, 2971, 2978, and so on.]*

Most travellers passing through the Shire are either Bree-hobbits or Dwarves journeying between the Blue Mountains and eastern lands. Occasionally Men of Bree-land might visit the Shire as merchants or traders. Elves sometimes wander through the woods of the Shire. The Wizard, Gandalf the Grey, is sometimes seen in the Shire, usually to visit with his friend, Bilbo Baggins of Bag End in Hobbiton.

Notable Characters

Bilbo Baggins

Bilbo Baggins of Bag End is the former companion of Thorin Oakenshield who, in the year 2941, was employed as a Burglar by Thorin and Company in the Quest of Erebor. Bilbo endured many adventures with Thorin, his dwarven companions and the wizard Gandalf the Grey. Bilbo enjoys having visitors, especially if they can bring him news of his friends in Wilderland and Rhovanion.
[*LM Note: Bilbo lives by himself in Bag End until 2980 when he adopts his young cousin Frodo Baggins (born 2968) following the death of Frodo's parents Drogo and Primula*]

The Master of Buckland

The Master of Buckland is the head of the Brandybuck family and holds nominal authority over Buckland and the Marish, the home of the Oldbucks in the Eastfarthing before the founding of Buckland. In the year TA 2951, Gorbadoc 'Broadbelt' Brandybuck is the current Master of Buckland. Also called the Master of the Hall, referring to Brandy Hall.
[*LM Note: Gorbadoc Brandybuck is the Master of Buckland from 2910 until his death in 2963. He is succeeded by his son Rorimac 'Goldfather' (later 'Old Rory') Brandybuck from 2963 to 3008. After Rorimac's death, his son Saradoc 'Scattergold' Brandybuck remains the head of the Brandybuck clan for the remainder of the Third Age until his passing in FO 12. Saradoc is the father of Meriadoc (Merry 'the Magnificent') Brandybuck*]

The Mayor of Michel Delving

The Mayor of Michel Delving is the only elected official in the Shire. Elected for a term of seven years during the Free Fair, he is effectively the mayor of the entire Shire. He also holds the positions of First

Shirriff and Postmaster, in charge of the Watch and the Messenger Service, respectively. However, the primary duty of the Mayor seems to be to preside at banquets.
[*LM Note: Will Whitfoot is the Mayor during the War of the Ring, elected in 3013 or earlier. Frodo Baggins becomes Mayor temporarily after the Scouring of the Shire to allow Will to recover. He is succeeded by Samwise Gamgee.*]

The Thain

The Thain is nominally the ruler of the Shire, a position that goes back to the fall of Arnor. In the case of an emergency the Thain can call a Shire-moot that he then presides over. He can also call for a Shire-muster and acts as the captain of the Hobbitry-in-arms. However, such emergencies are rare.
The Thainship was originally given to Bucca of the Marish by the chieftains of the Shire and the position remained with the Oldbucks until the family resettled in Buckland. From that time, the Thain has been the patriarch of the Tooks of Tookland. In recent years, the Thainship has fallen to Fortinbrass Took (II) who serves as the twenty ninth Thain of the Shire.
[*LM Note: Fortinbrass II remains Thain until his death in 2980. He is succeeded by his son Ferumbras Took (III) until his death in 3015. Ferumbras III is in turn succeeded by Paladin Took (II) father of Peregrin (Pippin)]*

The Watch

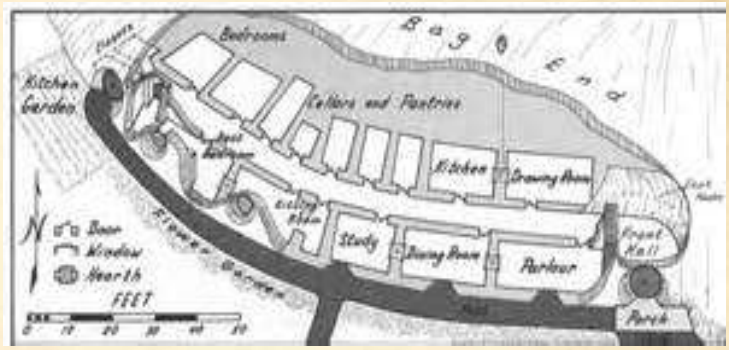
The Watch is the official name of the Shire's police-force, the Shirriffs. The Mayor of Michel Delving, as First Shirriff, is in charge of the Watch. Each Farthing is assigned three Shirriffs for Inside Work: keeping the peace between neighbours, catching stray animals, and so on. A variable number of Shirriffs, called Bounders are assigned the duty of patrolling the borders of the Shire to keep out undesirable elements and dangerous animals.

Bounders
Attribute Level: 4
Specialities: -
Distinctive Features: Hardy, Suspicious
Relevant Skills: Athletics 2, Awareness 2, Stealth 3, Short stave 2
Endurance: 14

Notable Locations

Bag End

Bag End is a luxurious hobbit-hole and the home of Bilbo Baggins, located at the end of Bagshot Row, Hobbiton.
Constructed by Bilbo's father Bungo for his new bride Belladonna Took, Bag End is large and comfortable with several spare-rooms and an extensive larder.



Michel Delving

Located in the Westfarthing where the East Road meets the White Downs, Michel Delving is the chief township of the Shire, home to the Mayor and the Mathom-house.
[*LM Note: The Lockholes, old storage-tunnels converted into a prison during the War of the Ring when Saruman controls the Shire, are also located in Michel Delving]*

The Old Forest

Marking the eastern border of Buckland, the Old Forest is a remnant of the vast forest that once covered nearly all of Eriador. A river, the Withywindle, divides the Old Forest in two, originating in the Barrow-downs to the east and emptying into the Brandywine River at the southern

end of Buckland. A twenty-mile long hedge called the High Hay, running from the Brandywine Bridge to the Withywindle, separates the Old Forest from Buckland, for the Forest has an evil reputation. The trees have been known to move and even to attack outsiders. Few know that within the Old Forest dwells the being known to some as Tom Bombadil and his lady Goldberry.

INNS OF THE SHIRE & BUCKLAND by mim

BYWATER

The Green Dragon
'No thank'ee,' said Ted, 'I won't. I heard tell of them [dragons] when I was a youngster, but there's no call to believe in them now. There's only one Dragon in Bywater, and that's Green,' he said, getting a general laugh.

Owner: Griffo and his charming wife Daisy (nee Baggins) Boffin

Despite their airs as typically insular Hobbits, they enjoy good stories from outside 'The Bounds,' the more outlandish the better, though they will not acknowledge such unseemly interest.

The Ivy Bush
"No one had a more attentive audience than old Ham Gamgee, commonly known as the Gaffer. He held forth at The Ivy Bush, a small inn on the Bywater road; and he spoke with some authority, for he had tended the garden at Bag End for forty years, and had helped old Holman in the same job before that...

Owners: Hobman and Nora Milkflower—they are pleasant and reserved Halflings to strangers who provide courteous and prompt service. To friends, however, they are not as retiring and display amicable behaviour and a marked sense of humour. They are well-known and respected throughout the community, and many people confide in the couple, which makes them a font of information for those seeking gossip or intrigue. Their food is renowned and Hobbits travel for miles to sample the delicious fare.

DEEPHALLOW

The Cat and Parrots
Milo and Dora Sackville-Baggins
Their twin daughters Dora and Nora assist.
Rollo Twofoot loves to spread rumours concerning the goings on across the river...

FROGMORTON

The Floating Log
"As evening fell they were drawing near to Frogmorton, a village right on the Road, about twenty-two miles from the Bridge. There they meant to stay the night; The Floating Log at Frogmorton was a good inn."

Cotter and Poppy Tunnelly are the Hobbit owners. Following their dismal experiences during the War of the Ring—Cotter was wounded during the Scouring of the Shire—they have grown increasingly insular and suspicious of strangers. They are business savvy, but will begrudgingly receive visitors to their bosom if the strangers prove any assistance to Hobbits.

GREENFIELDS

Fletcher's Roost
Adalgar "Rakestraw" and Ruby Burrower (from the interminable Halfling clan).

They are close friends with Siric, and the Hobbits and the Ranger will certainly help each other if either is in any trouble—Adalgar's weapon is a blackjack.
The inn is a former windmill that serves weary travellers, a tavern for the locals to

swap tales, a store, and a trading post.

LONGBOTTOM

The Red Fern Inn

" *'No, more's the pity,' said Cotton. 'There's a good few down south in Longbottom and by Sarn Ford, I hear; and some more lurking in the Woody End; and they've sheds at Waymeet. And then there's the Lockholes, as they call 'em: the old storage-tunnels at Michel Delving that they've made into prisons for those as stand up to them. Still I reckon there's not above three hundred of them in the Shire all told, and maybe less. We can master them, if we stick together.'*"

Owner: Findegil (Hair—Star).
He inherited the inn from his father Dagorhir (Battle Lord), and is honest and likeable but not the man his father was. As a result, the villagers point out Findegil's every mistake.
Edward (Ed) Whortleberry frequents the inn, he rarely bathes and sports a jagged scar across his left arm and shoulder, a parting gift from Dagorhir. The wound troubles him and he often massages the area or flexes his arm in pain. Rowland (Rowlie) Goatleaf often meets with Whortleberry. Mungo Mugwort the Hobbit Carpenter/Wheelwright is extremely helpful and gregarious, and loves to chat and joke. Ted (Edward) Appledore the Mason is the village drunk.

MICHEL DELVING

The Coach and Horses

Owners: Hobman and Nora Burrows the Halflings
Their growing son Tomba ("Tom") suitably aids them, though he displays a distressingly adventurous "taint"—of which the couple strongly disapproves. They resent the intrusion of the 'Big People' but begrudgingly accept their coin.

SARN FORD

The Dog and Pheasant

Tall and thin Rowlie (Rowland) Gundigoot and his goodwife Ada (Adelard) bustle about the place. Two daughters, a serving wench or two, and a pair of potboy apprentices assist. A young stableboy and a groom handle the draft and riding animals, and live in the stables. The host talks freely but says little. He has a sharp eye and a good sense for judging character. He serves anyone who does not cause trouble. The cost of food and drink is higher than usual. It is the only inn for many miles, the place is renowned as its food is better than average and the area is prosperous.

The locally brewed ale and beer is supplemented by wine, mead, and brandy from across the realm. The staff serve meals on pottery, pewter, or copper services, according to the order. Various leather jacks, pottery mugs, wooden tankards, pewter steins, glass flagons, crystal goblets, or silver chalices serve for potables.

The upper rooms are very clean, and all except the common dormitory are heated

STOCK

Golden Perch

"'All right!' said Pippin. 'I will follow you into every bog and ditch. But it is hard! I had counted on passing the Golden Perch at Stock before sundown. The best beer in the Eastfarthing, or used to be: it is a long time since I tasted it.'"
Owner: Everard Brockhouse the Halfling

The odd fellow is a confirmed bachelor who repeatedly disappears on long sojourns —sometimes closing his establishment for days on end to the dismay of his clientele—and rumours circulate that he has slipped across the

river from time-to-time for secret rendezvous' with strange folk along the edge of the Old Forest or even (gasp) has passed beyond the Hedge within.

TUCKBOROUGH

Barley and Malt

Owners: Ferdibrand and Rosamunda Took
Sons 'Sigi' (Sigismund) and Hildibrand and daughter Belladonna assist. Popular and usually packed with noisy Tooks and their relations.

BUCKLAND

The Bridge Inn

"It was after nightfall when, wet and tired, the travellers came at last to the Brandywine, and they found the way barred. At either end of the Bridge there was a great spiked gate; and on the further side of the river they could see that some new houses had been built: two-storeyed with narrow straight-sided windows, bare and dimly lit, all very gloomy and un-Shirelike.
'So much for your Big Man,' said Merry. 'We'll see the Chief later. In the meantime we want a lodging for the night, and as you seem to have pulled down the Bridge Inn and built this dismal place instead, you'll have to put us up.'"

Owners: Seredic and pert Hilda (nee Bracegirdle) Brandybuck

Their sons Doderic and Ilberic and daughter Celandine also work the place They are more inquisitive and worldly than most Hobbits, and eagerly embrace newcomers who tell good stories of the wide world, occasionally even imparting some folksy wisdom in exchange to those to whom they take a shine

A homey, warm, and cheery hostelry, offering full and well-prepared meals and beer and comfortable rooms, for reasonable prices

The Half Moon (Bucklebury)

Owners: Berilac and Salvia Brandybuck
Their son Gorbulas and daughter Dinodas assist

This inn provides a superlative introduction to the scene Hobbit in a Hurry involving Celandine Brandybuck and her overbearing father Marroc and his preference of Longo Sackville-Baggins for her hand in marriage.

Briar Hill

Grindwall was a small hythe on the north bank of the Withywindle; it was outside the Hay, and so was well watched and protected by a grind or fence extended into the water. Breredon (Briar Hill) was a little village on rising ground behind the hythe, in the narrow tongue between the end of the High Hay and the Brandywine. At the Mithe, the outflow of the Shirebourn, was a landing-stage, from which a lane ran to Deephallow and so on to the Causeway road that went through Rushey and Stock.

The Hound and Duck

Hamson and Garnet Goodbody
Their sons & daughters assist.

SHIRE-ISH PLACE NAMES by Dedicemancometh

Badger
Barnby Overfloe
Barton in the Beans
Blacklock Hythe
Bleet
Blindby Yarns
Boghead
Boot
Broadbottom
Broadwood
Bumbles-o-th'Green
Cowslip Green
Currie's Whelps

Darndilly Moors
Dent
Diggle
Durdle
Fatt's Bottom
Feelie
Fifteen Firth
Fredrick Goutfoot
Gamewives-by-the-Lee
Goodyule
Hen Huddle
Honeytithe
Idle
Lalock-and-Shamble
Kettleby
Maggyford
Moon Thwart Bairnsloo
Mousehole
Mumbles
Nether Danks
Nine Crimble
Plushly
Puddle
Rymie
Scaggle
Shillfallows Kill
Slattocks
Smelly (Chirper-on-Smels)
Snig's End
Steeple Bumpstead
Swerton Sluice
Tiltup
Tincel-on-trow
Twerton
Ugley
Upend
Wallow
Wiggle
Wile-Mile-Pence
Wormie

WESTERN ERIADOR by Otaku-Sempai

EAST LUNE
The lands of East Lune stretch for two hundred forty miles from the Ice Bay of Forochel in the north to the Tower Hills, and includes all the land between the River Lhûn and the Hills of Evendim. In the northern marches, near the Ice Bay of Forochel, the land still stings under the icy influence of the Witch-king and his Master. But the climate is milder as one travels south and permafrost quickly gives way to gentle, heather-covered hills and dales full of sweet grasses and wildflowers. Streams and rivulets from the Hills of Evendim feed the Lhûn; particularly the Siruial (Twilight River) with its source just north of the beautiful Lake Nenuial.

Vine-covered ruins of ancient stone houses and mansions haunt the otherwise beautiful landscape; ghosts of the Dúnedain realm of Arnor when the Men of the West ruled these lands. But none dwell here now and few visit–other than Rangers of the North who come to gaze on the lands of their ancestors and then move on.

Wildlife
Elk, bears and wolves roam the North, while seals and walruses swim in the waters of the Ice Bay of Forochel. Farther south, the country was once nearly all woodland, however the Dúnedain felled most of the forest for lumber and fuel. Still, groves of oak, ash and beech still dot the land. Sheep and wild cattle graze here among natural pastures covered in summer with butterflies, bees and flitting hummingbirds. Beavers and otters inhabit the larger streams while falcons wheel overhead. Badgers and foxes hunt for hare and other prey. Wolf-packs prowl the region, but not in great numbers.

Inhabitants

With the exception of the Lossoth in the North, Men have not lived in this country since the division of Arnor when the capital was moved to Fornost. Hunters and trappers occasionally try their luck while treasure-hunters might root through the ruins of ancient estates. Rangers visit now and then, but they seldom linger for long. However, there are dangers that even the Dúnedain have overlooked, Barrow-wights inhabit a handful of isolated tombs on the former grounds of secluded manors that once belonged to wealthy Númenóreans lords.

THE HILLS OF EVENDIM

The Hills of Evendim, called Emyn Uial in Sindarin, was the site of Annúminas, the original capital of Arnor. The city was constructed next to the brilliant blue waters of Nenuial (Lake Evendim), several miles south of where the Baranduin (Brandywine River) begins its journey to the Sea. Annúminas fell into decline sometime after T.A. 250; in the year 861 Arnor was divided into the smaller kingdoms of Arthedain, Cardolan and Rhudaur, and the capital of what was now Arthedain was moved to Fornost. The Hills themselves form a ridge that stretches from the northern borders of the Shire northward for over one hundred fifty miles.

Wildlife

Goats and sheep roam the Hills of Evendim; deer shelter in the woods and groves ringing Nenuial, its lake-waters teeming with bass, pike and silvery trout. Kestrels ride the winds by day while owls hunt under the stars. Songbirds can be heard throughout the hills, many of them descended from former pets of Dúnedain ladies. Feral cats, also descended from former pets, hunt on the slopes and among the rocks for rabbits, squirrels, mice and other small creatures.

Inhabitants

The most adventurous of Hobbits might conceivably dare the hike to Nenuial and might even try their luck at some fishing. But there is no record of any such visits. To dare the lake would also mean challenging the ghosts and spectres that doubtless haunt the ivy-covered ruins and mausoleums that can still be found among the hills.

In truth, the Dúnedain have striven to keep the ruins of Annúminas free of such perils as Barrow-wights and other servants of evil. The Rangers of the North still come to look upon the courts of their ancestors; although it is rumoured that they maintain hidden refuges and caches of equipment and supplies in the hills.

Notable Characters

Aegathir the Fell Wraith

This former Captain of Arnor cannot recall the name he was born with; the only one he answers to now is Aegathir (Fell Spy). It is the name given to him by his dark master after long torment and torture with a Morgul-knife. Aegathir became a Fell Wraith under the control of the Witch-king and served him in Angmar for many years.

Now the Wraith has been given a mission: to search the ruins of Annúminas for relics of the fallen North-kingdoms that might have been left behind and lost in the sack of Arthedain. The Enemy believes that one of the palantíri—the Seeing-stones—might still be somewhere in the ruin of Arnor's former capital. If not then there may still be artefacts of value to the Dark Lord of Mordor.

See the entry for Fell Wraiths in *Rivendell* for stats.

Notable Locations

The Ruins of Annúminas

The ancient capital of Arnor fell into ruin centuries ago, but there is still much haunting beauty in its tumbled white stones covered with mosses and ivy. There may still be undisturbed chambers buried deep beneath the rubble where Dúnedain artefacts wait to be discovered. The city remained in decline and abandoned for many years before the court was formally moved to Fornost. One of the *palantíri* (the Seeing-stones brought to Middle-earth from fallen Númenor) was kept at Annúminas. When the forces of Angmar overcame Arthedain, the stone was moved to Fornost.

When Arthedain fell at last, King Arvedui took both the Annúminas-stone and the palantír of Amon Sûl and fled with them to Forochel where he and the stones were lost. Many objects of value might have been lost to theft, simple neglect or poor record-keeping.

Nenuial (Lake Evendim)

Lake Evendim is one of the most beautiful sites (and sights) in Middle-earth. Sheltered by the surrounding hills, its deep, blue waters are as a mirror, and at night the moon and stars are reflected in it. There are few sights more stirring to the Dúnedain of the North:

"*Beyond the Lune was Elvish country, green and quiet, where no Men went; but Dwarves dwelt, and still dwell, in the east side of the Blue Mountains...*"

From the icy tundra of Forochel in the north, down to the gentle waters of the Gulf of Lune, the River Lhûn winds its way through over three hundred miles of lonely grassland. The river is the principle source for water for all of the lands between Western Eriador and the Northern Blue Mountains, for little rain falls east of those peaks.

THE RIVER LHUN & SURROUNDS

The River Lhûn (or Lune, as Hobbits and most Men call it) has two sources, both in the Northern Blue Mountains. The Greater Lhûn has its start in the north-most ridge of the Blue Mountains that extends north-west from the ruin of Mount Rerir to the Ice Bay of Forochel. The Lesser Lhûn (or Little Lune) rushes out of the foothills some one hundred eighty miles from the gulf, flowing east for one hundred miles to join with its sister to become the Lhûn proper. Beyond the river's mouth is the harbour of the High Elves that is known as the Grey Havens.

The Blue Mountains mark the western border of Eriador, so the history of the Lhûn is essentially the history of Eriador (as related in the supplement *Rivendell*).

The Vales of Lhûn consist of the regions along the banks of the river, from its sources in the Northern Blue Mountains to its mouth emptying into the Gulf of Lune. We will only be discussing the West Vales as the East Vales are counted as part of the North-kingdoms of Arnor and Arthedain.

Elements of Landscape

The Lhûn emerges from the rocky foothills of the Blue Mountains. The Greater Lhûn passes through the tundra of Forochel before it enters the region of Eriador and converges with the Lesser Lhûn; most of the territory through which the river travels consists of grassy plains and gentle hills.

Lone-lands

The Vales of Lhûn were never heavily populated. Elves dwelt there until the fall of Arthedain from the forces of the Witch-king, at which time they retreated into Lindon. Dwarves still live and strive in the Blue Mountains, but mostly in the southern range on the other side of the Gulf of Lune. Today one can only expect to find a few small Mannish hamlets

along the banks of the river and scattered, isolated farmsteads and freeholds. There are no true inns or sizable settlements and no real roads. One can travel for days without encountering another human being.

Natural Threats
Mostly, these are not particularly dangerous lands. The most common hazards are those found in nature: boggy marshes; rockfalls in the mountains; drowning. Several varieties of dangerous animals inhabit the region, but there are no Orcs or true Wargs, the only Trolls to be encountered are Snow-trolls in the northernmost portion of the Blue Mountains.
Rumours of Giants persist but they remain unsubstantiated. The Lossoth (Snowmen) of Forochel speak of a spirit or beast that haunts the northernmost reaches of the Blue Mountains; however, if it exists then it has never been seen on the eastern side of the range.

WEST UPPER VALES
The head of the Greater Lhûn is fed by fast, cold mountain streams and rivulets about seventy miles from where the Northern Blue Mountains terminate at the Ice Bay of Forochel. The land near Forochel is rocky tundra for most of the year; transforming into bogs and shallow lakes over permafrost during the brief summer. Where rolling hills dominate one can find hardy grasses dotted with wildflowers, thickets of bushes and shrubs. The region is nearly treeless until one reaches the foothills of the Blue Mountains, where scrubby firs and pines cling to cracks in the rocks.

However, the landscape becomes gentler and more pleasant as the river winds its way south to where it converges with the Lesser Lhûn. Stands of trees begin to line the banks of the Greater Lhûn and wildlife becomes more plentiful; permafrost gives way to grassy plain.

There are no easy passages through the mountains until one travels south of the Bend, where the range turns straight south. About sixty miles south of the Bend, with the head of the Greater Lhûn perhaps another thirty miles beyond that, lies the Cirith Forod (North Pass) that provides access to both Upper and Lower Forlindon.

The Lesser Lhûn emerges from within the mountains themselves, rushing through a slick, narrow gully. The course of the river turns gently to the north for several miles before resuming a more easterly flow to merge with the Greater Lune to continue south towards the Gulf. The lands are less harsh and more pleasant, transitioning into lush grasslands, hills covered with heather, and riverbanks lined with groves of fruit trees and willow.

Wildlife
Many birds can be found in the West Upper Vales in the summer months, including finches, waterfowl, and birds of prey. Grouse and owls are among those that are common year-round. Swarms of biting and stinging insects infest the summer bogs. Foxes and weasels chase northern hares, frogs and other small creatures. The Greater and Lesser Lhûn are both home to trout and salmon.

Herds of caribou, elk and moose roam the tundra hunted by wolves, brown bears and white, arctic bears. When larger game is scarce the wolves survive on mice and voles or haunt the foothills of the Blue Mountains seeking sheep and mountain goats.

The most fearless and fearsome predators in the Vales may be the packs of White Wolves that also descend into the lower Vales in unusually harsh or long winters. White Wolves are large, powerful canines with thick, white coats and large, well-furred feet. Treat them as

similar to the Wild Wolves of Wilderland, although they are not technically Wargs. Some White Wolves may have interbred with Wargs resulting in hybrid pack leaders that may be treated as Wolf Leaders (consider substituting the Deadly Elusiveness special ability in place of Strike Fear). See Part 7 above for details.

Inhabitants

Elves dwelled west of the Lhûn until the destruction of Arthedain by the kingdom of Angmar. Today, the West Upper Vales have no permanent inhabitants dwelling north of the Lesser Lhûn and few transients. Hunting parties of Lossoth visit the region following the movements of the herds or spearing for salmon and other freshwater fish. Trappers and birders from Eriador and the Lower Vales occasionally try their luck in the north-country. Such folk are mostly the descendants of the Men of the North mixed with the blood of the Dúnedain and possibly the stock of Dunlendings who migrated north in the Second Age from their lands south of Eregion. Such were the common folk of Eriador.

Dwarves no longer live in this part of the mountains but they have left behind abandoned mines throughout the region. When Angmar destroyed the North-kingdom of Arthedain in T.A. 1974, King Arvedui and his soldiers were forced to hide in these Dwarf-mines until they could make their way to Forochel where they were taken in by the Lossoth. The next spring Círdan of the Grey Havens sent a ship to Forochel to rescue Arvedui, but after the king and his men were taken aboard, the vessel became trapped in the ice and all aboard were drowned.

Notable Characters

Carchelek (Ice-fang) see Part 7 above for details.

Notable Locations

Cirith Forod

Cirith Forod (the North Pass) is the northernmost passage through the Blue Mountains. It is thirty miles north of the source of the Greater Lhûn. Sixty miles beyond that, the Blue Mountains swing to the north-east in a one hundred fifty mile-long ridge known as the Spear of the North.

Ice Bay of Forochel

An large bay north of the Greater Lhûn and east of the Blue Mountains, the Ice Bay of Forochel is inhabited by the temporary camps of the Lossoth, folk of the Northern Wastes who dwell on the Cape of Forochel on the north-west side of the Bay. The Lossoth survive off the land and the bounty of the Sea. They hunt seals and walruses and the herd beasts of the Wastes. They fish using nets and go whaling with their skin boats and harpoons. The Lossoth are not particularly friendly towards outsiders, but they can be approached with courtesy and respect.

WEST LOWER VALES

The West Lower Vales of Lhûn have a somewhat more uniform character than the Upper Vales. They seldom undergo extremes of weather or climate. The summers are mild and the winters are cold, but the region is subject to less than average precipitation because of the proximity of the Northern Blue Mountains immediately to the west. The Vales do see seasonal flooding in the spring when the snows melt in the Blue Mountains; however, the flooding is rarely severe and the few Mannish inhabitants of the region take them in stride. The heaviest flood seen in centuries followed the Long Winter of T.A. 2758-59, but that was by far the exception to the rule. The mountain streams and gullies are subject to flash floods from either the spring thaw or the run-off brought by heavy rains on the west side of the range.

A pair of passes through the mountains lie within the West Lower Vales. About twenty-five miles south of the source of the Lesser Lhûn lies Cirith Belegost (Mickleburg) Pass, which was formed when the earth above the Dwarven city of Belegost subsided sometime after T.A 40. Another twenty miles south of that is Nan Nogrod (Hollowbold Vale) which is screened at the western end by thick forest. The eastern entrance to the pass was originally the site of the East Gate of the Dwarf-city of Nogrod. The western ends of the two passes lie to the north and south, respectively of Mount Dolmed, a site held sacred to the Dwarves of the Blue Mountains as the location where their founding fathers first awoke in Middle-earth.

The West Vales since the fall of Arthedain have become frontier lands where there is no rule of law. However, trouble-makers should beware; when called upon, those folk who live here enforce their own brand of justice. Thieves and other malefactors, if caught, are likely to receive any punishment from being sent off with a beating to lynching or worse. Trials are rare and there is no nobility or king's justice to appeal to.

Wildlife

The Lower West Vales are teeming with life. Besides the native creatures many beasts from farms that were ruined with the fall of Arthedain returned to the wild and prospered. The mountains are full of wild goats and sheep. Pigs and donkeys roam the foothills where feral cats stalk birds and small creatures. Cattle and oxen graze on the grasslands guarding their calves from wild dogs and wolves. Wild chickens compete for food with native grouse and pheasant.

Birds can be found in profusion in the West Lower Vales. Eagles are common in the mountains, sharing the skies with hawks, falcons and other birds of prey. Thrushes, nightingales, larks and other songbirds nest in the rocks as well as in the trees that line the Lhûn. Owls hunt by night, taking their toll on rabbits, small rodents, lizards, snakes and amphibians.

Long-legged herons and storks wade in the Lhûn. The river and surrounding wetlands support many other waterfowl from ducks, loons and geese to majestic swans. Smaller birds catch swarming insects, as do common bats that emerge in the evenings from caves, dead trees and even ancient ruins.

Inhabitants

Elves lived in the West Vales until the Witch-king laid waste to the North-kingdom of Arthedain to the east. At that time the Elves retreated to the Grey Havens and Lindon, west of the Blue Mountains.

NORTHERN BLUE MOUNTAINS

Two of the Seven Houses of the Dwarves are native to the Blue Mountains. These were the founders of the ancient cities of Nogrod and Belegost, both of which fell into ruin early in the Second Age after the Blue Mountains were broken as a result of the Great Battle that brought about the fall of Morgoth. The Dwarves tried to rebuild their ancient homes, but the damage was too extensive and the rock of the mountains was too unstable.

A small number of Dwarves (largely from Nogrod) remained in the northern Blue Mountains and established a new city where an underground stream issued from the rocks as the source of the Lesser Lhûn; this colony became known as the Halls of the Dwarves (Naugroth in Sindarin; Khazad-gundu in Khuzdul) and is the oldest remaining dwarven city in the northern range.

The remainder of the survivors migrated east to the great city and mine of Khazad-dûm (Moria). Moria fell in its turn in the Third Age when the Dwarves awakened an ancient terror that slew two of their Kings and drove them out. Some of the Naugrim returned to the Blue Mountains to establish new homes and delve new mines, mostly in the southern range, and they prospered in their way.

In T.A. 2802 the Dwarves of the Blue Mountains were joined by a number of Durin's Folk: Thráin II of Erebor, his son Thorin Oakenshield and their followers, who had first been displaced by the dragon Smaug and then been decimated in the War of the Dwarves and Orcs. Thráin established a settlement on the east side of the Northern Blue Mountains some seventy-five miles from the Grey Havens.

In 2841 Thráin resolved to return to Erebor, taking several companions with him. The Dwarf-lord went missing several years later, captured by Sauron and taken to Dol Guldur to be tortured. His halls in the Blue Mountain became known as the Halls of Thorin. Thorin Oakenshield successfully reclaimed Erebor in 2941, but was mortally wounded in the Battle of Five Armies and died before his folk could return. His cousin Dáin Ironfoot assumed the throne and became King under the Mountain.

The remaining Dwarves of Erebor departed from the Blue Mountains the following spring and returned to the Lonely Mountain to be joined by many of Dáin's folk from the Iron Hills. The Halls of Thorin serves now primarily as an embassy for the Dwarves of Erebor when their representatives visit the Blue Mountains.

The Men who live in the West Lower Dales are typical Eriadorians, a mixture of Northmen, Dúnedain and Dunlendings, some of whom have taken Lossoth brides. They live in isolated farmsteads and freeholds or in small hamlets scattered along the River Lhûn.

One such hamlet is Anthorp on the west bank of the Lhûn above the confluence of the larger river and the Siruial (Twilight River) that has its source in the Emyn Uial (Hills of Evendim) in Eriador. Anthorp is little more than a trading post and a handful of wooden homes and outbuildings, but it is the nearest thing to civilization to be found between the Tower Hills and Forochel.

Notable Characters

Dís daughter of Thráin

Dís is the only daughter of Thráin II. She is the sister of the late Thorin Oakenshield and mother to the brothers Fili and Kili who perished defending their uncle in the Battle of Five Armies. Lady Dís joined the rest of her folk in returning to Lonely Mountain after it was reclaimed from the dragon Smaug.

However, after a period of mourning for her sons and brother Thorin, she found that she could not remain there; the memories associated with Erebor were far too painful for her. Dís was only ten years old when Smaug claimed the Mountain. Many of her friends and their families were killed by the dragon and devoured. Her younger brother was slain years later by Orcs in the Battle of Azanulbizar. Most of her happy memories were of the Blue Mountains, where she grew to womanhood in the Halls of Thorin, met her husband-to-be, wed and bore two strong sons.

In T.A. 2944 Dís returned to the Blue Mountains and became the Lady of the Halls of Thorin. She acts as the Mistress of the Halls, ensuring that they are well maintained and that chambers are kept ready for envoys from Erebor, the Iron

Hills and the other Dwarf-kingdoms and for special guests. She is educated and wise, and can also be stubborn and opinionated. She is also far too old to be bothered with customs she considers to be outdated nonsense. While Lady Dís carries an air of grace and dignity, she also defies the dwarven convention of 'dressing down' in the manner of a male for outsiders and when in public.
Dís is typically garbed in hooded, white dwarven mourning robes, elegant and tasteful. While many conservative Dwarves are scandalized by this, she has accumulated a following among the younger set, especially with Dwarf-women who are themselves widowed or have determined never to marry.

Attribute Level: 8
Specialities: Rhymes of Lore, Leechcraft, Trading
Distinctive Features: Bold, Lordly, Robust
Relevant Skills: Courtesy 4, Insight 5, Lore 4

Notable Locations

Halls of Thorin

The Halls of Thorin was the dwelling place of Thorin Oakenshield & his kin in the Blue Mountains. Thráin II established the Halls in the Northern Blue Mountains, approximately seventy-five miles from the Grey Havens, in T.A. 2802 after he and his people left the land of Dunland following the War of the Dwarves and Orcs. It became known as the Halls of Thorin after Thráin's disappearance in 2845 when he was captured by Sauron and taken to Dol Guldur. Thorin ruled Durin's Folk in the absence of his father and strove to improve their fortunes.
In 2941 he and twelve companions, accompanied by the wizard Gandalf the Grey and a Hobbit named Bilbo Baggins, embarked in the Quest of Erebor, resulting in the retaking of Erebor and the tragic deaths of Thorin and his nephews Fili and Kili in the Battle of Five Armies.

Learning of the demise of the dragon Smaug, Durin's Folk left the Blue Mountains to return to Erebor. The Halls of Thorin have become the Embassy of Erebor to the Ered Luin and Mithlond, the day-to-day operations overseen by the Lady Dís, sister to Thorin Oakenshield, returned from the Lonely Mountain.

SOUTHERN BLUE MOUNTAINS

The east side of the Southern Ered Luin (Blue Mountains) marks the south-western border of Eriador. The mountains themselves stretch north to south in a one hundred fifty mile crescent from near the Gulf of Lune nearly to the mouth of the Baranduin (Brandywine River). The southern slopes are thickly forested, as are those on the western side in Harlindon. A line of hills extends for approximately one hundred twenty miles eastwards from roughly the centre of the range. These hills, the Emyn Romen (Hills of the Sunrise) form a low ridge near the Blue Mountains proper but rise gradually to culminate in a domed height called Mount Baldy, known as Amon Rûdh in the days of the kingdom of Arnor.

Several Dwarf-settlements are spread through the range, the largest of which is Hargrod, south of the Emyn Romen. The ruins of a watchtower lie at the top of Baldy, abandoned early in the Third Age. Dwarves live in the Southern Blue Mountains, mining for copper, tin and iron. There are few roads or tracks in the region; the Dwarves maintain a road that begins at Hargrod and passes through a cut in the Emyn Romen and continues on to the Tower Hills.

Beyond the Baranduin is the region of Minhiriath that made up the southernmost portion of the kingdom of Cardolan. The Far Downs to the east mark the western border of the Shire, the

land of the Hobbits. The empty lands in between are dotted with the overgrown ruins of long-abandoned towns and farmsteads.

Wildlife

Goats and sheep gambol in the mountains and foothills. Wild pigs root for food in the forests. Otters swim and play in the delta of the Baranduin. Oxen graze in the dells bordered by the peaks, the river and Hobbit-country. Black bears roam the forests and hills; foxes and wildcats hunt for rabbits, birds and other small animals. Larger cats lair in the mountains. Wolves are uncommon, as they were nearly eradicated by the Men of Arnor and Arthedain, but their numbers have been recovering since the fall of the North-kingdoms.
Many raptors nest in the region, including sea-eagles and vultures in the mountains, and hawks, kestrels and owls in the hills and woods. The fens of the river teem with long-legged wading birds and other waterfowl, as well as snakes, turtles, frogs and salamanders.

Inhabitants

Men abandoned the lands near the Southern Blue Mountains in the wake of invasion, plague and floods. Eriadorian farmsteads can still be found along the course of the Baranduin, but they are scattered and few. Elves wander for a bit through the hills and valleys before taking ship at the Grey Havens, bound for the Undying Lands. Settlements of Dwarves dwell in the mountains as they have for ages their numbers dwindling and swelling with the tides of history. The Dwarves of the Blue Mountains trade their goods for the wares of Men and Halflings and sometimes Elves.

Notable Characters

Draupnir, Lord of Hargrod

Draupnir son of Dolgthrasir, also called Draupnir Forkbeard, is the Lord of the Dwarf-city of Hargrod. Draupnir sees himself as a wise ruler; however, he remembers with bitterness the treatment his folk received long ago at the hands of the Elf-king Thingol and his people and he is distrustful of all High Elves. He also worries about the security of his realm and might be susceptible to overtures from agents of the Enemy if he feels that they might strengthen his position.

Notable Locations

Hargrod

In T.A. 1982, after the Dwarves were driven from Moria by Durin's Bane, a group of Dwarves who were descended from the Blue Mountains established a new settlement in the Southern Ered Luin. Located south of the Emyn Romen, the line of hills extending eastwards from the southern range, they gave their new home the Sindarin name Hargrod (South Delving). Finding rich veins of iron ore, the Dwarves opened new mines; they also found other metals: copper, tin and even modest veins of gold. The Dwarves of Hargrod trade their metalcrafts with Elves of the Grey Havens, the Hobbits of the Shire and the few Men of Eriador who still dwell in the region, principally the folk of Bree-land.

The Tower Hills

The Emyn Beraid (Tower Hills) lie at the western edge of Eriador, about fifty miles from the border of the Shire. The hills were named for the three White Towers built, it is said, by the High Elves for Elendil at the time of the founding of Arnor. A palantír is kept at Elostirion, the tallest of the towers. This Seeing-stone looks back upon the Undying Lands and the High Elves sometimes visit the tower to look upon the lands of the Uttermost West.

Note to Loremasters: Within Tolkien's canon the Seeing-stone of Elostirion is placed aboard the White Ship of the Last Riding of the Keepers of the Ring in TA 3012 and returned to Eldamar.

LINDON by Otaku-sempai

This essay discusses the lands of Lindon, the only remaining region west of the Blue Mountains to survive the sinking of Beleriand at the end of the First Age. Lindon extends across nearly the entire length of the Blue Mountains, its northern border being at Mount Rerir where the range shifts direction to the north-east, and is bisected by the Gulf of Lune to become Forlindon in the north and Harlindon in the south.

Elements of Landscape

In the First Age all of Lindon was a lush river valley dominated by the River Gelion, which was fed by many lesser rivers that found their sources in the mountains of the Blue Mountains, named the Ered Luin by the Elves. Lindon is still a green, pleasant land, with thick forests growing at the feet of the Blue Mountains. However, the landscape was greatly altered by the sinking of Beleriand. The old rivers and forests were washed away to be replaced by new features.

Lindon is held dear by the High Elves as a remnant of ancient Beleriand. Gil-galad and his people dwelt in Forlindon in the Second Age while Celeborn and Galadriel ruled in Harlindon before founding the realm of Lórien east of the Misty Mountains. Círdan and his folk still dwell in the Grey Havens and live in small communities in Lindon where they acquire the lumber for the construction of their White Ships. There are still creatures in Lindon, particularly in Forlindon, which can no longer be found anywhere else in North-western Middle-earth.

FORLINDON

Forlindon, or North Lindon, is comprised of all of the land west of the Northern Blue Mountains between Mount Rerir in the north to the Gulf of Lune. The region is notable for a single, large river named the Linduin or Singing River, that has its source in the Blue Mountains about one hundred fifty miles north of the Gulf of Lune and empties into the Gulf at the harbor of Forlond.

Several passes cut through the mountains allowing travel between Forlindon and the Vales of Lhun on eastern side of the range. Notable sites on the western side of the mountains include the ruin of Mount Rerir far in the north where the Noldor once held a fortress, and Mount Dolmed, only a few leagues south of the source of the River Linduin, held sacred by the Dwarves as the birth-place of the Dwarves of Belegost and Nogrod.

UPPER FORLINDON

This region is seldom visited even by the Elves. Grasses and plant life become more hardy, giving way to tundra where Forlindon proper gives way to the lands of the Northern Wastes. The broken remains of Mount Rerir marks the place where a great spur of the Blue Mountains stretches two hundred miles to the north-east. About fifty miles south of Rerir, the pass of Cirith Forod (the Northern Pass) connects Upper Forlindon with the West Upper Vales of Lhûn. Nearly fifty miles off the coast to the west lies the Isle of Himling, another remnant of lost Beleriand. There are no paths here; no one has lived in these lands since the time of Gil-galad.

Wildlife

There are no folk here, but there is life. Sea birds flock and nest along the coast where seals live and play to be preyed upon by toothed whales and hungry sharks. Herds of caribou graze off the land alongside large elk-like deer with great, wide antlers called *belegrasaras* (great-horn deer) by the Elves. These impressive beasts stand seven feet at the shoulder and weigh upwards of fifteen

hundred pounds, with antlers that can measure more than twelve feet across.

Huge polar bears prowl the wastes north of the Bend. Grey wolves stalk the herds. Unique to Forlindon are huge, maneless lions that the Elves call talathrávi (plains lions). These great cats stand four feet at the shoulder and can measure seven feet from nose to hindquarters without including the tail.

Foxes and lynx prey upon hares, mice and white swans with black and golden bills. Goats are common in the mountains, as are large, brown bears who fish for salmon in swift mountain streams and rivers. Reptiles are less common, but there are snakes and lizards that can be seen sunning themselves in the warmer months only to curl up torpid in their lairs through the long, cold winter.

Inhabitants

Some Elves still wander here but they dwell in the lower regions, nearer to the harbor of Forlond and the Grey Havens. The Dwarves seldom come to the west side of the Blue Mountains and never this far north. The Lossoth, the Snowmen of Forochel, might come here at times to hunt; however, they do not stay.

Snow-trolls lair in the mountains, but not in great numbers. The greatest danger one is likely to encounter is from packs of White Wolves that fearlessly hunt Men as readily as elk. However, a much more powerful threat lairs in the ruin of Mount Rerir—a Cold-drake from an earlier age.

Note: White Wolves are large, powerful canines with thick, white coats and large, well-furred feet. Treat them as similar to the Wild Wolves of Wilderland, although they are not technically Wargs. Some White Wolves may have interbred with Wargs resulting in hybrid pack leaders that may be treated as Wolf Leaders (consider substituting the Deadly Elusiveness special ability in place of Strike Fear).

Notable Characters

Totóru

The Lossoth are a wandering people with few permanent settlements, following the great herds of caribou and elk across the tundra of the Northern Waste. However, several clans have established small communities around the Ice Bay of Forochel, sustaining themselves by fishing and hunting the marine mammals of the northern waters and by carrying out trade with other clans.

Totóru belongs to one such fishing village. Most of his folk believe that dreadful spirits haunt the land of Upper Folindon that will fall on trespassers to slay them or drive them mad. Totóru does not fear ghosts and he also has a taste for the herd beasts that frequent the region. He and his sons may be encountered in the area hunting for game. Totóru speaks some Westron and, if one can gain his trust, might make an excellent guide.

Attribute Level: 4
Specialities: Fishing, Hunting
Distinctive Features: Adventurous, Wary
Relevant Skills: Explore 2, Travel 2, Spear 3

Aguta the Cold-drake

(see New Adversaries in Part 7 above)

Notable Locations

Mount Rerir

This was once one of the highest peaks in the Blue Mountains and one of the sources for the River Gelion. The High Elves of the West once built a fortress here, but it was overrun by Orcs and later destroyed in the aftermath of the Great Battle when Morgoth was overthrown. There are legends among the Lossoth, though, of ruins in the mountains and

treasures of the West-elves might still lie hidden in buried vaults

LOWER FORLINDON

Lower Forlindon is nearly bisected by the River Linduin which has its source about thirty miles north of Mount Dolmed and empties into the harbor of Forlond one hundred fifty miles away. The land stretches one hundred seventy miles east to west from the Blue Mountains to the Sundering Sea. Several passes and valleys were formed after the breaking of the mountains that created the Gulf of Lune.

One such valley was the Drowned Vale (called Nan Dolmed by the Dwarves) to the north of Mount Dolmed, where the earth over the northernmost section of Belegost subsided. Slightly nearer to the sacred mountain is Mickleburg Pass (Cirith Belegost), and approximately twenty miles to the south is the Hollowbold Vale (Nan Nogrod), a pass through the mountains that is screened on the western end by thick forest.

South of Mount Dolmed thick forests of beech and oak at the base of the range furnish raw materials for the White Ships of the Grey Havens. The vales of the river provide wetlands for birds and beasts. The lush grasslands between the Linduin and the Sea support herd beasts and the creatures that prey upon them.
Elves wander these lands but no longer maintain large communities outside of the Havens. This is a land of peace and plenty, all but free of evil.

The High Elves of Gil-galad dwelt here throughout the Second Age and it was from here that they marched with him and with Círdan to challenge the armies of Sauron. Most of their towers and houses have been torn down or have fallen into ruin. Today, outside of the Grey Havens there are just a few small, peaceful communities dotting the coast and the banks of the Linduin.

Wildlife
The plains of Lower Forlindon are home to many creatures. Hawks wheel across the sky scattering flocks of smaller birds. Herds of deer, wild pigs and rabbits roam the gentle hills and grasslands and shelter in groves of trees as do pheasants and quail, wildcats, foxes and wild dogs. As in Upper Forlindon, the plains lions hunt the great, antlered deer and other herd beasts.
The vales of the Linduin host great numbers of waterfowl: ducks, loons, geese, cranes, heron and great swans. Thrushes nest in the willows on the river's edge. The waters teem with snakes, lizards, turtles, amphibians and many, many fish.

Of particular note are the large, beautiful swans that ply the lower regions of the river near Forlond. These birds sport lovely white silver-tipped feathers and are appropriately called Silver Swans (*celeilph*; singular *celalph*).

Stands of poplar provide food and material for beavers. Muskrats seek out succulent water plants, eggs or small lizards while otters frolic on the banks, ducking into the water to avoid swarms of mosquitoes, midges and other biting insects. Especially hazardous are swarms of Dumbledors resembling extremely large mosquitoes capable of completely draining the blood from small mammals (see New Hazards in Part 4 above).

The forests at the feet of the Blue Mountains are populated with numerous species of birds, including Nightingales and other songbirds. Deer take cover in the forest eaves and feral swine root about for luscious tubers, fungi and other food. Bears are common, grazing and fishing in the streams and small rivers rushing out of the mountains. The peaks themselves are home to wild sheep and mountain goats. Snakes and lizards

nestle among the rocks hunting rodents, while eagles nest in the cliffs and the larger trees of the forests. Lynxes and other cats hunt for prey, avoiding in their turn larger predators such as bears and wolves.

These forests are also home to an exceptionally large and intelligent breed of magpie that sports a head, neck and breast of midnight blue; belly and shoulder feathers of pale yellow; and wings also of glossy, midnight blue with primaries of white inner webs. The bill and legs are jet black. It is said that the Elves have taught these magpies to understand and even speak Sindarin and that these birds often relay messages from one Elf to another (sometimes for a reward, anything from a colourful polished stone to a small gem).

Inhabitants

Legend says that the Dwarf-fathers of Nogrod and Belegost first awoke at Mount Dolmed and with their mates and followers founded their respective cities nearby on the east side of the Blue Mountains. But they only left their halls to trade with each other and do business with the folk of Beleriand. The first Men to cross over the Blue Mountains passed through these lands but did not settle in them. The folk of Forlindon were overwhelmingly Elves, first from the lands east of the Blue Mountains and later joined by High Elves from the Undying Lands.

In the Second Age, Gil-galad fortified the coast of Forlindon with watchtowers and citadels at strategic locations. Fishing communities sprang up in the Bay of Forlindon (south of Mount Rerir) and elsewhere along the coast. In the year 1700 (S.A.) Gil-galad, joined by a fleet from Númenor, drove Sauron out of Eriador. The population of Forlindon dropped sharply at the end of the Second Age when Gil-galad and Círdan led their forces in the Last Alliance of Elves and Men. However, Gil-galad was slain in the same battle where Sauron was overthrown. The number of Elves in Forlindon continues to dwindle even today as High Elves take ship at the Grey Havens for the Undying Lands.

Notable Characters

Faernen

Faernen is a Maiar in the service of the Ulmo the Lord of Waters. She inhabits the River Linduin and in times past kept Lord Ulmo informed of events in Forlindon. However, the lands of Lindon have been at peace for some time and Faernen is content to teach her songs to the small birds that nest near the river and learn new ones from the High Elves who linger in Forlindon for a while before taking ship for the West at the Grey Havens.
Should she encounter non-elven folk, Faernen is favourably inclined towards Hobbits, is disdainful of Dwarves and shy around Dúnedain and other Men.

Notable Locations

Mount Dolmed

Located on the west side of the Blue Mountains one hundred fifty miles north of the Gulf of Lune, Mount Dolmed is held sacred by the Dwarves of the Blue Mountains as the place where the Dwarf-fathers awoke who founded the cities of Nogrod and Belegost. Dwarves descended from those cities often travel to Dolmed, usually through the Mickleburg Pass, on a pilgrimage of solemn contemplation. Some journey further to the Drowned Vale to mourn ancestors who lost their lives in the flooding of Belegost.

GULF OF LUNE

The Gulf of Lune (Lhûn) is a large body of water that separates the northern Blue Mountains from the southern portion of

the range. The gulf was formed at the end of the First Age, when Morgoth was overthrown and the lands of Beleriand were broken. The Gulf of Lune is two hundred miles long from the Sundering Sea to the estuary of the River Lune and about ninety miles across at its broadest point where the River Linduin empties into the harbor of Forlond on the northern shore. In Harlindon to the south is the sheltered cove of Harlond which is well-suited for the construction of ships. The Grey Havens are located at the eastern end, at both sides of the gulf.

The High Elves of the Grey Havens are ruled by Círdan the Shipwright, who late in the Third Age is the oldest living Elf in Middle-earth. It was Círdan who, when the Wizards arrived in Middle-earth, gave the Elven Ring Narya over to Mithrandir (named 'Gandalf' by the Men of the North). From the Grey Havens, the White Ships take the High Elves back to the Undying Lands in the West, never to return to Middle-earth.

Wildlife

Gulls and other seabirds ply the skies of the gulf while other waterfowl nest among the reeds and grasses of the wetlands. Sea-turtles lay their eggs on beaches of stone or sand. Otters den in the nearby riverbanks. A wide variety of frogs, toads and reptiles frequent the region. The waters of the Gulf of Lune are rich with shellfish, crustaceans and other sea life. Porpoises cavort in the waves, sea-otters dive for clams and fish. Sharks and rays glide through the water scenting for prey.

Inhabitants

Círdan's people are largely Sindar Elves who began the Great Journey but never sailed to the Undying Lands. The High Elves of the Havens are master ship-makers and mariners, as is their lord. They are also skilled fishermen and are warriors when called to fight. A common activity is diving for pearls, which are greatly prized by the Elves.

Notable Characters

Círdan, Lord of the Grey Havens

Círdan the Shipwright has been Lord of the Grey Havens since the founding of Mithlond at the beginning of the Second Age. Círdan is a good friend of the Rangers of the North and throughout the Third Age provided aid to the Dúnedain of the North-kingdom. He is also a member of the White Council.
Círdan is the oldest living Elf in Middle-earth. He is exceedingly tall, has a long beard and has an aged appearance. Círdan should be approached with courtesy and respect.

Attribute Level: 10
Specialities: Elven-lore, Sea-lore, Ship-craft
Distinctive Features: Lordly, Tall, Just
Relevant Skills: Craft 6, Lore 6, Insight 4

Galdor, Messenger of Círdan

Galdor is the trusted messenger and envoy of Lord Círdan. A High Elf, he is often away from the Havens on his lord's business and is frequently seen at Rivendell. Galdor's manner can be a bit formal at times; however, he is very good at reading people and their moods and he can adjust his approach as needed.

Hadorion

The Elf-lord Hadorion commands the citadel of Barad Mithlond that guards the Gulf of Lune against attack from the sea. Born in the Second Age, he marched with Gil-galad and Círdan in the Last Alliance of Elves and Men. He is also a skilled mariner. Hadorion's demeanour is lordly and proud; he is hard to impress. His brother Thandorion is the harbor master of Harlond in Harlindon.

Notable Locations

The Grey Havens (Mithlond)
Established by Círdan the Shipwright in S.A. 1 at the head of the Gulf of Lune, the Grey Havens is the chief harbour of the High Elves. From here the White Ships carry the Elves over the Sundering Sea to return to the Undying Lands. Also a seat of knowledge and lore, the Havens is the only large settlement of Elves in Arda west of Imladris.

Barad Mithlond
A lighthouse and fortress constructed by Gil-galad at the northern point of the Gulf of Lune to guard the Grey Havens against a sea-attack. A smaller fortress, Amon Harlond, is located on the east end of the harbor of Harlond.

HARLINDON
Most of Harlindon is a vast, grassy plain bordered by the Blue Mountains on the east, the Gulf of Lune to the north and the sea. The feet of the southern Blue Mountains are heavily forested. Harlindon might have once shared a south-easterly border with the North-kingdom of Arthedain. The harbor of Harlond lies on the south shore of the Gulf of Lune.

Harlindon is not as large as Forlindon but is still sizable, measuring about two hundred miles from the Gulf of Lune to the north to its southern coast near the estuary of the Brandywine River and one hundred fifty miles from the Southern Blue Mountains on its eastern border to the Sea. There are no navigable waterways; the forests and plains are watered by fast-moving streams and rivulets from the mountains and rains from the Sea. The grasslands are covered in hardy grasses and wildflowers. Oaks, beech and birches dominate the forests abutting the Blue Mountains with coniferous trees taking over at higher altitudes.

High Elves still live and wander here, but in much smaller numbers than in ages past. The most sizable community of Elves here (outside the Grey Havens) is the harbor and town of Harlond. Men of Eriador avoid entering Harlindon except for Rangers of the North as special guests of Lord Círdan. Neither do Dwarves delving in the mountains come here. They are uncomfortable under the wide-open skies and some do not get on well with the Elves. The land is a bit too wild for the preference of Hobbits.

Wildlife
Life is plentiful in Harlindon. Sheep and wild cattle graze while large hares go about their own business. Owls and hawks hunt rabbits, voles and other small animals. Small birds feed off of swarming insects in the wetlands of the gulf and marshes. Wildcats and foxes are common on the prairie; spotted lions have been seen but are rare. Other large predators—black bears, and big cats mostly—restrict themselves to the mountains and forests hunting deer, wild pigs mountain sheep and goats. The rivers and streams are full of fish. The mountains are also home to eagles.

Inhabitants
In the Second Age, Celeborn and Lady Galadriel dwelt in Harlindon for many years before relocating to Eregion and finally settling in Lorien. Círdan's people, a mixture of Sindar, Green-elves, Noldor and other Elf-folk, have lived here since the beginning of the Second Age; however, their numbers now are far fewer than they were. They use the forests to supply wood for the shipyard of Harlond and they take what they need from the land, but only what they need—no more.

The Dwarves of the Blue Mountains have a number of settlements and mines in the mountains bordering Harlindon, many of them established after Durin's Bane drove the Dwarves out of Khazad-dûm.

However, these are generally on the eastern side of the range.

Notable Characters

Thandorion

The Elf-lord Thandorion is the harbour master of Harlond and commander of the fortress of Amon Harlond. He was born in Lindon in the days of Gil-galad and is one of Lord Círdan's most trusted captains. When Círdan went to war as part of the Last Alliance of Elves and Men, it was Thandorion who was trusted with the steward ship of Harlindon and the Grey Havens until the Elf-lord's return. Thandorion is also an accomplished shipwright and engineer. He is friendly towards the Dúnedain of the North but his attitude towards lesser Men is less favourable, as are his feelings towards Dwarves. Thandorion looks upon Hobbits with amused tolerance.

Notable Locations

Harlond

The haven and harbor of Harlond was established for the construction of the White Ships that sail into the West with Elves voyaging to the Undying Lands, never to return. A small fortress, Amon Harlond, was built in the Second Age at the eastern end of the harbor to aid in the defence of the Grey Havens in the event of an attack by sea.

~Rohan & Dunland~

SARUMAN AS A GOOD GUY by Vidugavia

In 3019 TA Saruman is clearly the great traitor, without doubt. But what about in 2946?

Saruman the White in 2946 is generally seen as one of the main leaders of general goodness in Middle earth. In 2941 he was among the leaders who drove the shadow of the Necromancer from Mirkwood. His advice is sought and given far and wide.

Since 2851 he has been monitoring Dol Guldur and the Anduin Valley in search of the ring. Probably both personally and through others. One of his main faults is his distrust in others and because of this he must have made rather a lot of traveling himself, especially around the critical area of the gladden fields. He has without doubt many contacts along the Anduin and most of them are probably decent folks, oblivious of the gradual corruption of Saruman's character.

Our sources of his motives in 2946 are rather sparse and problematic as they are written "in universe" after the fact of his treason in 3019. Remember that Gandalf seemed truly surprised by Saruman's treason and that the "*Tale of Years*" was put together by Meriadoc Brandybuck, a friend of Rohan. A rather large dose of hindsight bias is to be expected.

I would like to think that Saruman in 2946 hadn't really fallen yet. His motives are still mainly good but his character gets more and more twisted and corrupted by his pride, distrust, jealousy, lust for control and disappointment in

his allies. I think Saruman has great potential as a problematic ally and patron. He soaks information like a sponge and hordes it. He might employ adventurers also, but will never tell them the full extent of their mission. They are tools, not friends, who work best at a need-to-know basis.

Example: If Saruman suspects that a ringwraith might have taken control over Gundabad after the death of Bolg he might not exactly say that to the poor adventurers who volunteer to go and have a look.

Individual adventurers might be sent on secret missions (surveillance, information gathering, transport) for Saruman during their travels with the rest of the group. He probably has a large network of contacts which often continue over generations.
Example: The dwarven adventurer Drorin trusts and willingly helps Saruman with a "small task" because of the great help given to his beloved uncle by the white wizard during the War of Dwarves and Orcs. What he doesn't know is that the morality of said wizard might have deteriorated since.
Below is a more sympathetic Saruman timeline with some personal inventions and extrapolations:

2463
Saruman returns, after more than a thousand years, from the east where he might have seen the corruption of the two blue wizards. The situation in North-East Middle Earth, whose guidance he left in the hands of Gandalf and Radagast, is rather grim. The mannish kingdom(s) of Arnor are no more and Gondor is but a shadow of its former self. The ancient realm of Khazad-Dûm empty and the dwarves of the west are shattered. Gandalf mostly hangs around with elves that are stuck in the past and seems to have acquired a strange fondness of some childlike rural midgets. Radagast sits in a cottage and talks to birds.

Saruman is chosen to be the leader of the new White Council, since he has studied all the arts and ways of Sauron and his servants most deeply, but is also opposed by Galadriel who would have preferred Gandalf as leader. His jealousy of Gandalf (who despite his lower rank got Narya from Cirdan) is renewed. Saruman begins his study of the Rings of Power and their uses and history.

2759
Saruman takes up his abode in Isengard as a warden of Gondor. His main objectives are to safeguard the fortress as a neutral power, get hold of the *palantir* and make peace between the Rohirrim and the Dunlendings. He sees the war between Wulf and Helm Hammerhand as a senseless waste caused by barbarism on both sides.

2793-2799
Saruman lends great help to the dwarves during their war against the orcs and strengthens his contacts with the Dunlending clans that support the dwarves. He succeeds in convincing the Dunlending not to attack Rohan with weapons received by the dwarves.

2800-64
Saruman aids Rohan in the struggle to eradicate the orcs in the White Mountains during the reigns of Folca and Walda. The peace with the Dunlendings holds largely because of Saruman's advice and persuasion. Among the most horrendous effects of the orcish brutality and plunder are a number of half orc children born of rape victims. A few of them survive childhood but are hated and shunned by their societies. Saruman takes them in; in part because of genuine pity but mostly as interesting objects of study in his struggle to understand the ways and powers of the enemy.

2851
The White Council meets in Imladris. Gandalf urges the Council for an attack on Dol Guldur. Saruman overrules him and lies to the council:
"For I believe not,' said he, 'that the One will ever be found again in Middle-earth. Into Anduin it fell, and long ago, I deem, it was rolled to the Sea. There it shall lie until the end, when all this world is broken and the deeps are removed."

He makes this lie as he has come to deeply distrust the motives of the two ring bearers Galadriel and Gandalf. He projects his own desires for power unto them. He can't trust anyone but himself with the secrets he has unfolded about the powers and location of the master ring. Saruman then keeps a watchful eye upon Anduin and he begins to search near the Gladden Fields in hopes that it will reveal itself with its master so near.

2864-2903
Saruman's advice is not heeded by king Folcwine of Rohan. He breaks the peace and re-conquers the West-march between the rivers Adorn and Isen from the Dunlendings.

2903-2953
King Fengel of Rohan is unwilling to hear good advice, regardless of source. His long rule is filled with gluttony, avarice and internal conflict. Saruman is met with scorn rather than friendship when he visits Edoras. His growing household and military forces are now mainly staffed by Dunlendings and/or people from Rohan who are discontented with the rule of Fengel. He decides that the time of only giving advice is over and starts to act more like an independent power.

2939
Saruman discovers that Sauron's servants are also searching the Anduin near the Gladden Fields, and that Sauron therefore has learned of Isildur's end (maybe from Orcs). He is alarmed, but says nothing to the Council.

2941
The White Council meets; Saruman agrees to an attack on Dol Guldur, since he now wishes to prevent Sauron from searching the River. This becomes Saruman's first campaign as an independent military commander but the effort is seriously hampered by the unwillingness of Fengel to let him pass through Rohan.

2944 - 2946
Saruman at first felt more relaxed after Sauron's flight from Dol Guldur which made his search for the ring easier and less dangerous. He has also increased his number of contacts in the north by help of Radagast. But Saruman has seen many worrying things in the *palantir* of Isengard. Things move both in the south, north and the east. When viewing the happenings in Wilderland he gets more and more aware of the doings of Gandalf whose hand seems to be involved in all important events in the region. Is Gandalf trying to build his own realm?

According to both reports and the *palantir* Gandalf has periodically clearly been searching for something [*LM: Gollum*] and even acquired the help of wood-elves in said search. Does he also search for the ring? Was there a hidden reason to the Elvenking's refusal to join the white council in 2463, at the same time Gandalf "modestly" declined Galadriel's nomination of him as its leader? On his worst days his paranoia knows no boundaries.

THE HOLLOW HOLD by Kelly Pedersen

In Dunland, hidden among the inhospitable foothills of the Misty Mountains, lies a small, secret holding known to none in Middle-Earth but the Dwarves that call it home. In their secret tongue they call it *Tumun-Gathol*, but those few Dunlendings and Horse-Folk that have gone deep enough in dealings with these Dwarves know it as the Hollow-Hold. Hewn out of solid rock and artfully hidden by Dwarven artifice, the Hollow-Hold is humble, laughable even, compared to mighty halls such as Erebor and Khazad-Dûm.

The Hollow-Hold is no grand monument to riches and history, but a refuge from the plight that many Dwarves found themselves in after Smaug the Terrible drove them from their halls beneath the Lonely Mountain. Thror led them to Dunland, where they dug the foundations of Tumun-Gathol hidden away from hostile eyes. War led them from there, and Thrain led them back.

It was not long, however, before many Dwarves, led by Thorin, travelled further westwards to the Blue Mountains, abandoning the Hollow-Hold and its wild lands ruled by evil Men. A handful of Dwarves, weary of travel and fearful of the future, chose to remain to carve out a modest existence in this strange land.

From a hidden entrance among rocky outcroppings in a deep cleft between two hills, the Hollow-Hold expands into several large chambers, which function as living areas, sleeping quarters, and storage rooms, sometimes all at once. Deeper beneath the Hold is a modest but serviceable vein of iron ore discovered when the Dwarves first dug out their chambers. It yields enough iron for them to construct tools and arms for themselves, and for commerce. Some of the Dwarves working on deepening the Hollow-Hold secretly entertain ideas about digging northwards, in the hope of entering Moria from within, conveniently forgetting the horrors that drove the Dwarves out of there.

When searching for the Hollow-Hold, adventurers have to succeed at three successive Explore rolls to find its hidden entrance. Dwarven adventurers need only succeed at two.

Thríma, Warden of Tumun-Gathol
Thríma, wife of Thrán and daughter of Fraín, is the Warden of the Hollow-Hold and the closest thing the disparate Dwarves of Dunland have to a leader. A hard and grim Dwarf-Woman, russet of beard, she unexpectedly came to seize the leadership after her father Fraín, the preceding Warden, and her husband Thrán, his successor, were both killed in a Goblin ambush.

Thríma has had to overcome much adversity, as the Dwarves felt uneasy being ruled over by a woman, and put much effort into displacing her. Thríma persisted and came out on top, becoming an unforgiving, stern Warden in the process. She rules the Hollow-Hold with an iron fist, preaching caution to her charges, for it is a dangerous world out there, and there are no folk that can be trusted. She is wary of yet more attempts to wrest control from her, and is said to always sleep with an axe close at hand.

Attribute level: 6
Specialties: Stonecraft, Tunneling
Distinctive Features: Grim, Wary
Relevant Skills: Awe 3, Insight 2, Axes 3
Endurance: 25

~campaign outlines~

miscellaneous campaign ideas

THE ORIGIN OF THE PETTY DWARVES
by Lofar

23. Narvinyë 1852 3.Z
It was miserably cold in the dark, dank cavern deep, deep down beneath the earth. But strangest above all was the fact that it was entirely still. No noise whatsoever could be heard, not even the dripping of water, which surely must be there. The young prince shivered:

"*Why did you take me here, makar Lofar? There can't be anything interesting down here. Any riches.*"

Deep silence. Then the Makar's voice encompassed the whole cavern, slow, sonorous, rumbling, like the tectonic plates moving even deeper down: "*No, here is nothing. Nothing but your own wisdom.*" A curt smile. "*And mine, of course...*"

Nain, twenty year old son and heir of Durin VI, King of Khazad-dûm and all the Longbeards, high overlord of all Dwarves, sixth incarnation of Durin the Deathless, let his rump fall unceremoniously upon a pile of loose stones.

"*Why do I still have to go through these lessons? I'm sorry old chap, but your stories don't even interest me. You never tell me anything about gold, or wars, or the glories of my forefathers.*" "*You have others who do that most eagerly.*"

His old teacher sat carefully down beside him, but only after having taken up one of the stones and examining it closely.
"*That is one of the reasons I took you here. Learn to listen to your heart, young Nain.*"

"*I do! And what it tells me is to get going, to take a bunch of stout warriors and craftsman, and set up my own domain. Or to take them down into the deepest mines, where none before me has gone!*"

By now an angry red glow had appeared in the otherwise jet-black eyes of Lofar.
"*Fool! I'm not telling you to follow each whim! Think boy, think! When you are told to obey your parents, do you listen to every stray remark they utter, maybe laden with sleep or trouble or anger? Of course not. You think about it. And now let me give you something to think upon deeply. Another story, yes. One that will teach you – if you are to be taught. So listen.*

What you will now here is a tale of shame. The greatest shame of all Dwarves, even greater than the slaying of King Thingol or the closing of the doors of Khazad-dûm in our Noldorin allies' hour of need. A shame – and a guilt – that goes deeper, that penetrates our very being. It is something we never tell outsiders. One of the great secrets of our race. Have you ever heard about the Petty-dwarves?"

"*Yes, vaguely. Some mythical Dwarves of corrupted heart and bent stature. Either they died out in the Elder Days, or they never lived at all. An old tale to scare children.*"
"*So do you think. Now pay attention*:

'It was in the days of Durin the Deathless, only shortly after the awakening of the Dwarves. The Ancient had already met the other fathers, and had started to gather his own following. He had even found himself a wife, young and fair Már, one of the seven daughters of reclusive King Sindri. Now, Már bore Durin a son, strong and fair and like an image of his father, and the Deathless' heart was at ease.

But when his son Ónar the Bright-eyed had reached 20 years of age – just as you have now – he grew restless. Not content with the number of people his folk counted, he went to his father and complained: "Great King and father! Why have you been idle these last years, when you should have been gathering souls to follow your lead? Our folk is too few in numbers to achieve the greatest works, hoard the largest wealth." "Learn to wait, son and heir", the King answered, "for ever the growth of our people has been slow. You and I, we will live long, long enough to see our dreams come true, if we are patient. But your restlessness casts a shadow on my mind. Talk never again about these things, I tell you, or evil will befall you!"

Ónar went away, filled with anger both at the shackles of his ambition and at his humiliation, for they had conversed openly before the other Dwarves present, and those had laughed at his impetuosity. So he left the halls of his father at Gundazbad and started wandering under the stars. After six long days where he went heedless of perils and direction, he met upon a stranger. It was another Dwarf, as it seemed, with hair and beard like fire, glowing in the dark. Ónar stopped in astonishment. "Who are you?"

The stranger answered in a pleasant and musky voice: "Call me Fangli, the Fire-hearted. I've come to help you, for I know of your plight and your desires. And what you are longing for is only your due, after all, isn't it? I can help you to achieve it." Immediately, Ónar was enthralled. "You speak rightly. Why shouldn't I do what I believe is best, as prince of the highest house of all Dwarves? Show me the way!"

Fangli smiled, and Ónar's heart grew warm: "Just take me to the next gathering of the Kindreds. Until then, I will teach you many things that are hidden, the lore of fire and rock, and you and your chosen ones shall profit from my knowledge. Than will be the promise that will create you a community of the eager and valiant, for you to rule as you wish." At this, Ónar was glad, and he took Fangli to a newly discovered cavern under a twisted hill, and there they made their abode, and Ónar learned willingly until it was time to meet the Kindreds.

Now, as it was customary in these ancient times all seven tribes of the Dwarves had assembled in the halls of Mount Gundazbad, trading, mingling and marrying freely. When Ónar arrived, his father was glad, but his new friend troubled him – he did not trust that Fangli, who went about with a smile a bit too warm, a voice a bit too kindling.

So when Fangli offered his knowledge to Durin and the other Dwarf-kings, "for surely you will not reject your son's dearest friend when he is offering wisdom beyond all measure", the Deathless replied: "None of us knows everything, except Mahal, and that is good. For the soul of a true Dwarf delights in toils well completed, and it is his striving for knowledge that gives him life and purpose. I rather trust the little wisdom and skill I have won with my own hands and mind, than empty promises offered by a stranger, who doesn't even seem to belong to any of the Great Houses!"

And the other Dwarf-lords nodded in reply, for none of them recognised Fangli as their kin. But Ónar's anger at this was fiery-red and he shouted: "If you do not accept my friend as kin, and reject his knowledge freely given, I shall be no son of yours anymore. I will found my own tribe, and Fangli will be its first member." Then the two of them left the royal halls; but they did not leave Gundabad entirely.

For they went about in disguise, whispering in the ears of many a Dwarf, and thus gathered a following from all

the tribes. When King Durin found this out, he told his wife Már: "Talk you to your son, since he has stopped his ears against the advice of his lord and father." And Már found her son, in the midst of his new supporters, with the ever-smiling Fangli at his side. "Ónar-khâz, why do you bring misery upon my life in this way? I suffer under the split between you and your father. Amend what has been broken, and I am sure Durin the just will give you a recompense beyond count."

When he heard this, Ónar began to waver, since any Dwarf listens most closely to the advice of his mother. But Fangli whispered in his ear: "See now, even your own mother has been bent and broken by your father, she who has been proud and independent. Let not the same happen to you!"

And Ónar hardened himself and whispered: "As I have denied my father, so shall I deny you – I have been orphaned in a day, and am now Ónar the Fatherless, and a King in my own right." "This is blasphemy", his mother gasped, "you know that. Only the Oldest are fatherless, made by Mahal himself. Surely, you cannot claim the same?"

"I do not need Mahal to make me, since I will be greater than even him soon enough." Ónar now exclaimed proudly. "And now: get out of my way." With that, he pushed his mother aside with such force and malice that, she fell, hitting her head against a rock, and died.
Many of the Dwarves who had witnessed the incident were aghast, and turned against Ónar, naming him '*mother-slayer*' and '*faithless*'.

But some stood beside him, and, incited by Fangli, they soon started to attack their opponents. They slew many, and made their way to the gates of the mountain. Thus befell the first killing of Dwarves by Dwarves, a most terrible deed, which left our fate changed. But the murderers did not escape unpunished, for Durin the Deathless and his guard came after them out of the gate and brought them to a halt.

Then the King spoke. "I will not kill you, worm, for you have not deserved to gain access to the Halls of Mahal, whom you have denied, nor shall you, Ónar, be reunited with your mother, whom I must lack. And any other Dwarf who will kill one of you shall be thrice damned!

Instead, I curse thee, and all who have furthered your course: Yes, you shall be King, and you shall have your own people. But Dwarves shall ye be no more! You will diminish in stature, and lose all the skills you have, so that you will not be able to live again in a great mansion under the mountain, but will wander the wilds and lurk in caves!
And you especially, Ónar the Faithless, shall get what you deserve. Since you claimed to surpass even me, deathless like me you shall become. But whereas I shall live long and die content and be reborn in a strong son, your existence shall drag on until the end of time, until the years feel like mountains on your shoulders. Then you shall see the power of Mahal the Maker!"

All the Dwarves of Ónar's following were afraid now. For the first time, they realised the doom they had laden on themselves, and they cursed their adversaries, but above all themselves and the whisperings of Fangli. To this one Durin turned at last: "But you, Fangli, I cannot outcast of Dwarven-kind, since you never belonged to it in the first place! Show your real face now, demon." And he struck him with his mighty axe, causing him a great wound.

But Fangli did not die. Rather the wound burst into flames, which consumed his Dwarven appearance, and out of the burning corpse burst a shape much

greater and terrible beyond reckoning. It was wreathed in flames, and had shadowy wings, and laughter mad with triumph:

"You old fool! You have fallen into the traps of Melkor the Great, Lord of Arda, to whom I will return now. But do not think that I will forget your rejection, nor the wound you have dealt me. I will return to you, and when your line falls prey to the greed and fraction I have sown, I will repay you a thousand times. Then call me as I have already proven myself to be: Durin's Bane!"

Then the demon spread his wings and flew away, northwards. And Ónar and his people fled in terror before the evil they had brought amongst their race, and went westwards into Beleriand, where they became known as the *Noegyth Nibin*, the Petty-Dwarves, because Durin's Curse indeed took effect, and soon they had all lost their ability to work metal or stone, and their craftsmanship declined, and they were hunted like animals by the Elves until the coming of the Dwarves. But after this event, Durin took another wife from his own tribe, and to prevent a further split of the Kindreds, the Bonds of Blood were sworn in Mount Gundazbad – the sacred oath that holds all our people together even today.'

The silence in the cave was now nearly palpable: thick as a fungus that slowly but steadily presses on your body until it becomes unbearable. Prince Nain tried to smile.
"I know why you told me this, Makar. Don't take me for a fool. It is a parable, a tale cautioning me against rash behaviour. I think you have achieved your trick – for now. But tell me, what do you make of the Petty-dwarves fate after they came to Beleriand? I think I heard that they died out."

Lofar looked deeply into the young lad's eyes, and what he saw made him uncomfortable: a faint glow, but not friendly; more like a ravishing fire buried deeply somewhere, with a shadow cast over it. He cast aside these thoughts, laughing about himself. "*Been caught by my own story, it seems*," he thought, and turned to the Prince:

'You have probably heard the story of Mîm, who claimed to be the last of the Petty-dwarves after he was separated from his son Ibun when being captured by Orcs. But, as so often, that old miserable creature was wrong. Ibun managed to escape, and followed the tracks of his father to the halls of Nulukhizdîn, or Nargothrond as the Elves called it.

But he found only his corpse, since Húrin Turin's father had slain him, avenging the treachery Mîm had perpetrated on Turin. Therefore, Ibun gathered as much of the treasure as he could carry, and travelled to the halls of his mother. Together with her folk, she lived in the south of Beleriand, far away from the old habitation of her folk in the higher lands between Sirion and Narog.

After they had been hunted by the Elves in that region most Noegyth Nibin found it wise to abandon their halls at Nulukhizdîn and Sharbhund, and went south. Only Mîm and his sons, and some other few Petty-dwarves stayed, and they died out soon, except one. Ibun found his mothers kin, and – being in the possession of truly royal riches, he persuaded more than half of them to go back east into the lands from whence they originally came.

And they followed Ibun and came to dwell in the deep woods of Eryn Vorn. They only entered into the histories of the West once again when they hired mercenaries to abduct Dwarven women

for them. For their number was dwindling by then, and they wanted to reinvigorate their blood. But the ruffians instead took some female Halflings captive, thinking them to be an easier prey. However, Marcho, one of the Hobbit leaders, was able to rescue these women. Some claim that this has been the source of the strange allusions to jungle and moor in the poetry of the Hobbits.

The rest of the surviving Petty-dwarves remained in the South of Beleriand until the land sank. Then they went back into Eriador, but took refuge in the halls where their master had first received instruction, a place that is now called Cameth Brin. Whether any of these are still alive I do not know.

But it has been said that Durin's Curse did take full effect, and left the Petty-dwarves susceptible to the state of Undead, whether naturally or through the vile sorceries of Necromancy. I have heard as well that his son never died. Not having the eternal youth of the Elves either, he withered constantly, until he was nothing more than a shadow and a corpse. Probably he was taken to Cameth Brin, but it is doubtful if he is still there.

But no matter where Ónar is, it has been prophesied that one day he will repent, and lead what has been left of his kindred back. And the Dwarves will have learned as well, learned to forgive and forget. And when that time has come, Ónar will regain his strength, take up his heritage as Durin's son, and rule as Durin VII and Last.'

Lofar said no more. Nain had become pensive.

"I will think about your little story, Makar. That, I promise you. But tell me: is it really true?"

"That is for you to decide." Lofar grinned maliciously.

"Maybe it is just a parable, showing us that all Dwarves who show such petty behaviour as cruelty, pride, and overreaching will be punished one way or another. Or maybe it teaches us that wishes might become true in fashions unlooked for. But every myth has a grain of truth hidden in it."

VARIOUS CAMPAIGN IDEAS FROM RPGnet et al

1. Go west

King Elessar is in the process of re-establishing his kingdom of Arnor has granted "companies" to collect scalp of Orcs in dangerous areas of his kingdom. Some of the reward could be coin, title or even worse Lands in which to watch over (fancy watching over part of the troll infested Greenway?).

2. Reclaim Moria

Now that Durin's Bane is gone and the orcs greatly diminished, perhaps it is time for Durin's Folk to recover their ancestral home. Can a young dwarf heir with a small group of brave companions venture into the underground Kingdom of Khazad-Dum, thus proving he's the prophesised Durin that will lead the dwarves to victory?

3. Clean up after Pelennor Fields

Tasked with clearing out remaining troops of the Dark Lord, one wonders how desperate they are to get to safe havens in Mordor.

4. Track down the Spider Ring and go head to head with a sorcerous spider cult and the Maia that leads it –see "The Spider Ring" below for more detail.

5. The Witch King is upon you. Your homes are burning, your people slaughtered. Can you survive the fall of Fornost, last of the cities of Arnor, and perhaps save enough of your kin that Dúnedain will survive? (Third Age, 1974)

6. You have travelled far, out of the wild wood and across the goblin-haunted mountains, leading your people in search of a new land. Find a safe place to call home and raise a family, here in the west. (Founding of the Shire, Third Age, circa 1600)

7. My wife's standard plot: the MacGuffin delivery. In this case, an engagement ring/promise between an elf-maid of Mirkwood and her Rivendell suitor. Deliver the ring to Mirkwood and bring the prospective bride back.

8. Settle Mordor. A homestead in Mordor! With Sauron dead and "all" the orcs gone, Mordor is prime real estate! Especially towards the south near the sea of Nurnen. Go forth and claim your patch of land! Watch out for claim jumpers, other wild west tropes, the orcs they missed, horrible evil waiting to be uncovered, etc.

9. The Took family has long had trading interests outside the Shire. Now it's your turn to do your part for the family by travelling to the coast with a caravan of pipeweed and fine cloth to trade for elvish goods from the Havens, dwarven metalwork from Blue Mountains and whatever else you can get. It may not be respectable, but it's important. Plus, you might even get to meet some elves!

10. While everything is transpiring down around Mordor, there was also the War in the North. Men of Dale along with Dain and the Dwarves of the Lonely Mountain and the Elves of Mirkwood were fighting an invasion from both the Misty Mountains and from the Easterlings. It involves men, elves and dwarves and a large scale war. The players are usually a sort of commando group that have important jobs to do between the various armies. They must overcome their racial differences and forge a trust among themselves and convince their leaders to do the same. If they fail to join the armies together, the alliance will fall apart and the North will be lost.

11. The Red Harpers have been sighted for decades hither and yon. Some say they (he?) came from the East, others say from Of Old. Their strange music and unfamiliar tales are both exotic and compelling, describing a world both like and yet unlike the Arda we know. Many Songs of the Red Harp have become popular and spread widely, though with little understanding.
Of late though, things once thought of as mere fantasy have begun to be seen. Strange peoples speaking unknown tongues are encountered on the far roads, and birds never before seen now migrate across the Wild. Unknown locales resembling cities from the tales have been glimpsed from afar as one would a mirage, only to flicker away upon approach.
The Wise fear that the Red Harpers are somehow seeking to supplant the Song of Creation with one of their own making, but have no idea how this can even be possible, let alone how to halt its progress. Some suggest that the sad old elf that the Hobbits of the Westmarch sometimes meet as they watch the Elf-ships sail into the horizon may know the answer. He avoids his own kind, but the Shire-folk know him as "Master MacLure".

12. The Voyage of *the Áralelyar*, a tale of the Fourth Age.
In the twelfth year of the Fourth Age King Elessar laid a charge upon Séremanvo, a sailor and lord of Linhir in Gondor, to explore the strange coasts of Harad and the Furthest South, and offer emissaries to the lords of those distant lands on behalf of the King. This is the tale of the *Áralelyar*'s fabled journeys...

13. Rescue the Blue Wizards.
Tolkien originally said that only Gandalf, of all the five, succeeded on his mission; but, later writings and interpretations by both JRR and his son have suggested that Radagast's love of animals wasn't a failure, given the one who chose him, and that perhaps the Blue could also have succeeded. But no one knows who they were, or where they ended up. Not until someone reads some of the scraps of history and seeks to find them. Crossing the Misty Mountains, they find a whole new world, made of strange wonders - and the bound Wizards, in need of rescuing. Who has bound them, why are they trapped, and what secrets does the faraway land hold?

14. "At Most Seven"
Only three Balrogs were truly described - Gothmog, their Captain; Lungothrin, self-proclaimed Lord of the Balrogs and chief guard of Angband; and Durin's Bane, who resided in the depths of Moria. But writings indicate that, whether the only of their number or the only ones to escape, there were as many as seven Balrogs that could be in the world. Various texts may lead to the lair of one of the others; does the party dare fight such an insurmountable evil, or do they seek only to mark the area off so as to warn other travellers?

15. Set in Forlindon and Harlindon around the time of the Ring War. A host of evil gathers to march on the Grey Havens to prevent the escapes of the elves from Middle-Earth and only the player characters can unite the ragtag settlements still existing in Lindon to oppose them.

16. I guess it isn't strictly within the time of Lord of the Rings, but I've always wanted to do a campaign that starts off as 100% political intrigue amongst the Noldor in the Undying Lands and then culminates with the destruction of the Two Trees. The players would have to choose whether or not to follow Fëanor against Morgoth, and see how far they slip during the Kinslaying and the War of the Jewels that follows. You could even wait till after that, and allow men and dwarves as well, fighting Morgoth while trying to help out the hidden kingdom of Lindon, and not offend one of the Noldor (who are touchy as hell). The Silmarillion has a TON of open space in which to engage player characters.

17. A dragon has made his way down from the north to hunt and steal from the good folk living at the edge of the mountains. He's by no measure as great and dreadful a beast as Smaug, being small and lithe, and when he moves he travels on his belly, winding through copses of old trees and pointed boulders. His scales clatter like mail, his claws clink and scrape on the stones as he goes, and he hisses like a tea kettle at the slightest sound. Were that enough warning, a befouling stench precedes him everywhere he goes. So far three farmsteads have been burnt and ruined by the beast, and his appetite has only been whetted by these foul deeds. There will be no peace until the beast is hunted down and driven off or slain.

18. Exploration of The Running River for a potential reopening of trade with Dorwinion.

19. Diplomatic overtures to the remnants of the Wainriders in the east (you could have great fun here with the PC's trying to work out who's pulling the strings of the chieftains).

20. Commissioned by King Bard and Dain or Radagast to re-open the Old Forest Road and establish way-stations and semi-permanent, defensible campsites for caravans and wayfarers.

21. Under the direction of Radagast and Gandalf the PCs establish a communication network between the Free Peoples of the North that involves regular couriers, watches, and ambassadors in the various courts and holdfasts.

22. According to the Tale of Years in 2949 Gandalf and Balin visit Bilbo in the Shire. It might be interesting to tie a campaign into this event. The adventures of the player-heroes bring to light information that troubles both Gandalf and Balin, and brings about their journey to the Shire.

This event could be the culmination of one campaign, and jump start a second that ends in time for the release of the *Darkening of Mirkwood*. In a sense create a two-stage build up to the return of the Shadow to Dol Guldur.

The first campaign can deal with the theme of a growing disquiet and subtle dread insinuating itself into the otherwise hopeful times.

The follow-up campaign could see the player-heroes responding through a series of seemingly unconnected adventures to what is in fact the Shadow's preparation for its return to Dol Guldur. If they help put together the connection, then the outcome of the second campaign might determine whether the return of the Shadow takes the Free Peoples of the North by surprise or not.

~sample wilderland campaigns~

RECLAIM ORCRIST by Davio

(based on the idea from the Norse mythic history of "how Thor lost his hammer")

The Tomb of Thorin Oakenshield has been opened and someone has taken both the Arkenstone and Orcrist, both important artefacts. The heroes chosen, by renown or promised by fortune and glory, try to figure out who has stolen it from inside the Lonely Mountain.
After investigation, they find a secret tunnel under the mountain that leads them to another secret passage (much like the one Bilbo used to enter Smaug's lair). They solve how to enter the passage by its riddle, discover clues that indicates that elves have been behind this.
The Dwarves of the Lonely Mountain then threaten to go to war with the Elves of Mirkwood if they do not return the artefacts. The Elves deny they have the artefacts and feel both threatened and insulted that they would dishonour the great Thorin. The Elves also blame the dwarves are setting them up in this accusation to gain more power in the region.
After investigation, and perhaps with help from the Beornings or the Eagles, the heroes discover that the thief has moved to the Misty Mountains but all the Beornings & Eagles can tell the heroes is that it wasn't a goblin and moved "very wicked and fast".

When heading to the misty mountains to try and find tracks they overhear a couple of orcs talking about how "*The sword who slayed the goblin king has been reclaimed in the service of the blood heart*".
With too much goblins and orcs inside they have to sneak in or disguise themselves as orcs, get near Orcrist sword from the new orc leader and take it during one of their feasts. Also they discover that the orc leader plans to backstab "Bloodheart" to prove their allegience with the shadow of Mordor.
Bringing the sword back to the dwarves eases the tension between dwarves and elves, discovering that the shadow was behind it. Elves and Dwarves work together trying to recover and find the last artefact, the Arkenstone.
At least having a name to go by, some of the wood folk clans and Radagast knows that a symbol have been showing up by the trees in Mirkwood. Blood shaped by a heart, investigation will bring the heroes to an ancient graveyard and a tomb where they have to battle, or sneak by, Bloodheart's minions.
Deepest inside the tomb they will find the old vampire Blood Heart who is obsessed by the light of Arkenstone (like Gollum to the ring) and almost enchanted by it.
After they battle the vampire, he flees and lets go the Arkenstone before retreating into the darkness. They discover by the dairy of the vampire his goal was first just to steal Orcrist to win the orcs of Misty Mountains to his side so he could build up his own army and take over Mirkwood, but discovering the Arkenstone enchanted him and he only cared to look into its light and feast on it.

Bringing the Arkenstone back will cause great joy both from the dwarves and elves. But Blood Heart is still out there, and his increasing lust for getting the Arkenstone and vengeance to those who separated him from it, the adventures are surely not to be over yet.

-A plot idea might be that Blood Heart had sucked some of the Arkenstone's light from its source and the heroes need to relight it using magic somewhere in the forest. That means needing to protect the stone during its transportation from Blood Heart and his minions.

THE SPIDER KINGS by Venger

A Woodman Town called Buella less than a week's walks to the west exists in the shadow of "The Spider Kings" in the western eaves of the Mountains of Mirkwood, who are three enigmatic incredibly old and creepy Spiders and their Orc retainers.
Radagast revealed their existence to the woodmen. They do not lust for war or conquest but vie in mad alien bizarre contests that no man's mind can understand with the winner's prize of mating with their Queen Neethra, purported to be one of the line of Ungoliant so she may spawn brood-lings of their own kind.

Options for the player-heroes:

- Defeat the Spider Kings or specifically kill Neethra before they spawn an indomitable force to contend with during the War of the Rings.

- Dwarves- Escort Gimli and company across the Misty Mountains to attend the Council of Elrond.

- Rally isolated Woodmen villages and tribes, settling differences and prepare them for what's coming.

A LINK TO *THE DARKENING OF MIRKWOOD* by jamesrbrown

Camps near Woodmen Town are being attacked by unusual wolves. Dogs and children are dragged into the forest. Heroes launch rescue missions and realize they need help when they encounter a werewolf (a Hound of Sauron). While the Woodmen build defences, the heroes must journey to the Elven King's Halls to find help...will they return in time?

On one of their rescue missions, they discover the tooth or claw of a werewolf that still carries an evil presence. If they take it for research, it carries the power of Corruption and draws evil to them along their journey. If they wish to get rid of it, they must burn it. But if they leave it behind, they will have a harder time convincing the Elves to help.

If Thranduil does help, he sends "wolf-hunting" warriors to go with them. The Loremaster should develop these characters to be unique. These could be player-heroes with more experience as well. Otherwise, the only help he gives is information about the lair of the Werewolf of Mirkwood in the mountains.

This is part of the *Darkening of Mirkwood* Campaign (as described in the LB) and begins in 2952.

ADDITIONAL ADVENTURES FOR *DARKENING OF MIRKWOOD* by poosticks7 et al

The Last Good Years

Year 2947

• Take a reply to Ceawin the Generous in the East Bight in regards to hearing his plea to join his folk with the Woodsmen.

• Accompany a party of Dwarves heading along the elven-path, and witness the horror of the werewolf of Mirkwood.

Year 2948

• Meet and escort the merchant Princess Una from Dorwinion to Dale. See off bandits and discover that one of her entourage wishes her ill.

• Witness King Bard's wooing of Lady Una and stop a plot to disrupt the

budding relationship.

Year 2949

• Take part in the hunt for the 'bloody ghost' near Woodland Hall and discover that one of the Woodsmen is using the activities of the foul fiend to hide their own dark deed.

• Travel down the Dusky River in a boat with Woodsmen and get attacked by spiders.

• Accompany Beorn on his visit to meet with elven dignitaries in Northern Mirkwood.

Year 2950

• Scout the Mountains of Mirkwood to look for records or documents hidden there by the Necromancer.

• Help Denlar a young Beorning with his crazy plan to steal the Viglunding maid Aestid away from the oaf Othbald (see below for more details).

The Return of the Shadow

Year 2951

• Do a tour of the mountain folk and farmers of the west middle vales on behalf of Beorn. Win the good will of Osred the Rider.

• Investigate the mysterious lights of the Grey Hearth and discover their cause.

Year 2952

• Take part in The Battle of the Forest Gate.

• Attend the trade fair at Woodmen Town and stop a murder/misdeed.

Year 2953

• An important Thain of the Beorning community has fallen deathly ill – the heroes must seek out Mab the spinner for the cure.

• Two Rohirrim journey through Wilderland asking for news of a man named Lamas. During their journey they are captured by orcs, their local guide escapes to tell of their desperate plight.

Year 2954

• The Elven king offers a rich reward to capture the fabled horse The Steed of the Moon; it is believed to dwell in the Gore of Anduin. The heroes must beat several other groups that intend to claim the steed for themselves.

• While visiting Rhosgobel the heroes witness the arrival of a desperate man – Leoref is a merchant from Lake Town. He tells of his flight from the Toft and the disappearance of his family – they were taken by worshippers of the Necromancer. The heroes must travel to the Toft and discover the fate of the family (see The Toft above).

Year 2955

• Escort a caravan from far off Belfalas – meeting it on the road and taking it to the Halls of the Elven King. See off bandits, thieves and orcs.

Year 2956

• Take part in the hit and run skirmishes between the Beornings and Viglund's followers. A prisoner exchange is agreed upon and things are strained.

• Enter the Hidden House and explore the lower halls and encounter a malicious entity that drove the dwarves of Bar-en-Thurin to madness and death.

Year 2957

• Rescue a damsel in distress – Mellwen of Sunstead, who has been abducted by the wild men of the forest. A complication arises when it is discovered that the wild men used a dark artefact on Mellwen. A dark spirit enters her body – she must be taken to one of the wise.

Year 2958

• Take part in the hunt for Man's Bane (see below for details).

• Discover what devilry the orcs of the Mountains of Mirkwood are up to in regards to the Green River and put a stop to it.

Year 2959

• Help with the retaking of Dwarrowhall as a prelude to the retaking of Moria by Balin. The hold must be secured with a small force and its defences reinforced, and the Leofrings must be negotiated with.

Year 2960

• Help defend Mountain Hall from a goblin incursion stirred up by the Messenger from Mordor.

THE MINES OF MIRKWOOD by Garbar

Pursuing a band of goblins the companions find them hiding in some caves. As they are dealing with the goblin infestation, they find a door hidden by a Rune of Secrecy (easier to find if they have a dwarf in the party, but the rune could be damaged if need be).
The door is much like the gate of Moria and requires a password to open! Perhaps the password is the name of a dwarf who did something so bad that his name was stricken from history, making finding his name all the more difficult!

Leaving the caves they then head to the Lonely Mountain (or Iron Hills perhaps) to conduct research and find a way to open the door. This could involve several adventures.

When they eventually find a way to open the door, they find a vast complex of caverns that run under the Mountains of Mirkwood.

- I would treat the exploration of the mines as a journey, with selected highlights for them to explore.

- Do they awaken something that should have been left buried?

- Do they find a lost treasure horde?

- Do they find a lost clan of dwarves?

THE WOLFBITER'S AXE by indur dawndeath

Bargrim the eldest son of Baldred, Clan leader of the Woodland Hall, took possession of the axe after his father's death in the Battle of Five Armies. Bargrim carried the Wolfbiter, when he let a party of brave Woodmen warriors to Dol Guldur, to investigate the abandoned stronghold. The stronghold was indeed abandoned by the Necromancer, but one of his evil servants, the Gibbet King, had been hiding in the deep dungeons of Dol Guldur, and the shadow creature had just emerged, when Bargrim arrived at the Stairs of Woe. At first the Gibbet King was surprised to see Woodmen in the ruins, but soon realized that his own presence would soon be noticed by the Woodmen. He could not let that happen. He feared that he would be revealed to the forces that had driven the Necromancer away from his stronghold. So the Gibbet King assaulted the Woodmen with his spells and drove them up the stairs and into madness. The Woodmen fell upon each other and all were killed except Bargrim.

When Bargrim realized what he had done, he broke his bloodied axe on the stairs of Woe. Took the pieces and fled into the forest. One piece he kept for himself, but the rest he threw at various locations, thinking (Correctly) that the axe was now Cursed, and was the cause of the kin-slaying.

There are 5 pieces of the axe.

1st fragment was in the Hermit's (Bargrim) possession, until he gave it?

2nd fragment was thrown into the Black Tarn. It is in the treasure beside the Black Tarn now. [*The treasure trove, that one of the maidens reveals to the Woodmen in Years End 2954, or alternatively to the players in Treacherous Waters –see DoM].*

3rd fragment is in the lair of the Werewolf of Mirkwood. The Werewolf hates the axe, but was drawn to the fragment and found it shortly after Bargrim had thrown it into a crack in the earth.

4th fragment has been found by Turin the Tinker (see *Heart of the Wild*) on his travels in Mirkwood. He is anxious to get rid of it, and will pass it on to anyone he thinks is up for the adventure.

5th fragment was taken by the Gibbet King and brought back to Dol Guldur. He has left it at the scene of the kin slaying. The players may find it when they are searching Dol Guldur for signs of the informant [*in Secrets buried*].

The Wolfbiter Axe is an heirloom of the Woodland Hall, and as such the players will never be able to get it as their own. But they may (if one is elected War Leader of the Woodmen) carry it to war or loan it to combat the Werewolf of Mirkwood, if the Woodmen finds the applicant worthy. But the Axe must be reforged by the Dwarves, and that will require treasure. If a Woodman player is allowed to purchase it with Valour as a Reward, then they need to pick the Axe as a unique item for 2 picks at once.

Description of the Wolfbiter Axe

The Wolfbiter Axe is a one-handed Axe, forged of steel by Dwarves of the Greydelve at the commission of a Woodman War Leader.

Damage: 5 (+ Valour against Wolves)
Edge: 9 Injury: 18 (Wolves roll the Feat Die twice and keep the lowest result)
Enc. 2 Called Shot: Break Shield (Piercing strike against Wolves)
Intimidate foe (Free attribute bonus against Wolves).

Cursed by the Gibbet King:

The effect of a Bout of Madness while carrying this axe results in a Kin-slaying frenzy, that will not stop until everyone is dead or the holder is knocked out or killed. Wolves are both afraid of the wielder of this axe and at the same time extremely hostile. Encounters with wolves will develop, as an all out attack on the wielder. All the Wolves will try to kill the wielder first before concentrating on anyone else.

A WILDERLAND CAMPAIGN BASE: STRAYHOLD by Magus76

Some scenario ideas based around the town of Strayhold (in the East Bight):

Seek out the source of the orc raiding parties coming from this part of Mirkwood and find out why hunters disappear when venturing too deep into darkness. Is it just the dangers of the forest or are the rumours of a sorceress true?

2) Many have been attacked by orcs when moving over the plains as well. How do they escape the light of the sun and how do they stay hidden from view? The hills are far between so they must have tunnels that they use. Can the characters find them and live to talk about it?

3) Someone is serving the Enemy within the town of Strayhold and has started to assassinate those who try to stop it. Can the characters find out who it is?

4) Old conflicts and prejudice is a breeding ground for hate and corruption. The Northmen, Easterlings and Gondorian men have a hard time accepting a shared rule even though a truce has reigned for many years. The influences of the Enemy have increased the tensions and the characters are forced to either make a choice for which side they are on or desperately strive to balance the forces out once again through diplomacy.

5) The stories of Strayhold tell of an old prison and military outpost used first by the Northmen and then by the invading Easterlings. A place of dark deeds, slave trade, torture and interrogation. No one has ever found the remains of this place out on the plains, but some say that it could hold surviving relics of the old days, trophies of war from centuries before. Can it be found? Will the ruins hold more than just death and dust?

6) The ravine where Strayhold lies has many old buildings from when Gondor ruled these lands. Many have fallen into disrepair over the years, but they bear witness to the fact that Strayhold was originally a fortress built from the very rock that surrounds it. Many tunnels and halls have been found and are used today, but there might be more, and in a place where bloody conflict might be waiting around the corner, it's good to have the upper hand. Can they be found and what purpose could they serve? Has someone else already found them and is using them in secret?

MANSBANE (GRENDEL INSPIRED) by Arthadan

The Origin of the Beast

In the Old Days, the First Dark Lord created all kind of creatures to trouble the Children of Ilúvatar. Thus came to be the race of Orcs, Trolls and many other evils that still exist in Middle-earth.
But his most powerful followers were the spirits he had corrupted and had joined his rebellion against Ilúvatar and the Powers of the West. These were the *Úmaiar* or Fallen Maiar and they varied greatly in power. The most powerful were the mighty Valaraukar, destructive spirits of fire and rage, but some of the lesser Úmaiar decided to embody themselves, because by doing so they gained power over the matter of Arda.
Thus there came to be immortal Orc warlords who returned to fight again after being defeated, great wolves full of malice, flying vampires thirsty for blood and many others.

This is the tale of one of these incarnated Úmaiar and her son. She chose to beget warlords for the Dark Lord's glory and to be Queen of them all. Her true name is lost in legend and tales but what is known for certain is that she was with child when the Host of the West defeated her master Morgoth and she managed to flee and hide. She paid a high price for her survival as her skin was covered of wounds that would never completely heal and her spirit was broken.
Her child was born and for years untold they contented themselves with a miserable life, always on the move. But after centuries on the wild, she began to regain her strength slowly, and her son grew stronger and also her hate for the Children of Ilúvatar.
In their wanderings they came to a forest where Trolls dwelt, soon she became ruler of them all, for her son even in his youth was stronger and bigger than any Troll, and she was wiser and had powers beyond the reach of Troll-kind. Men living nearby were enslaved or exterminated, thus the region became known as the Trollshaws. Those were good times as the Goblin warlords came to her to offer tribute of slaves and gold in exchange for her powerful Troll warriors.
But then men came from the damned West, they were stronger and their steel swords were sharper. The Troll clan smashed them, but they kept coming. So the clan retreated to the dark caves under the Misty Mountains, although some of them remained in the forest.
Then came the rise of the Witch-king in the North and all of her clan followed the call to war. All except herself and her eldest son, for he was bound to her by an oath he dared not to break. By this time she was already known as the Mother of Monsters because she had some other children over the years, Troll-blooded ones. But her eldest was the most powerful, the most alike to herself, and the only one she called her own kind and so she kept him by her side.

He was full grown now. Cunning as a Warg he was, more merciless than an Orc, a natural born leader. No steel could pierce his skin and no sunlight was too bright for his eyes although he cherished the shadows of night as did any other evil creature.
Then the Witch-king was defeated and all of her clan perished, but the Misty Mountains remained a safe place for them. With time, the Goblins increased their numbers and the Wargs roamed the Anduin Vales. The son of the Mother of Monsters went down the mountains hunting, it was then that he entered the legends of the Northmen: they called him *Sceadugenga* ('Shadow-goer') because he attacked always at night, devouring travellers and lonely hunters. Legends of his ruthless and terrible misdeeds and of *Angrboda* ('Mother of Monsters') are still remembered among the Woodmen of Mountain Hall and other Northmen of the region.
Only the mighty shape-shifters dared to oppose him. But soon enough the gigantic bears were defeated one by one. The last battle against the bear-folk was terrible and bloody. Sceadugenga was severely injured for the first time in his life and on the bear-folk side only a youngling survived. Sceadugenga was believed to be dead, and the youngling went north to the forest and settled there as a loner. But Sceadugenga survived thanks to his mother's powers, this victory gave him so much renown that all the Trolls of the Misty Mountains accepted him as their leader. It is told even the Great Eagles were wary of his flying boulders.

Her mother forbade him to go to open war against Men or Elves, for she saw in him the future of her legacy and her bloodline and he obeyed. So they refused the call of the power of Dol Guldur, although they let some of his warriors to join The Necromancer's forces. They both remained a legend for the Northmen in their deep cave decorated with bear

skulls .Very few Men indeed had ever seen any of them and survived to tell the tale.
Some years later a great muster was called by the orcs and war was declared against Erebor to avenge the death of the Goblin King and to seize a dragon's hoard. Sceadugenga was eager to lead the Trolls to war but her mother claimed they had sworn no oath to the Goblins and it was too risky. She was adamant, so none of their Trolls were present at the Battle of the Five Armies.

This brought many ill consequences. The Goblins were defeated and perished in great numbers, so Men began to expand. Sceadugenga was blamed for the defeat and lost the respect of the Troll clans of the region, so he decided to break the oath to his mother and began going out on his own. Recently he has left the cave and settled in a mist-covered swampy valley near the Anduin river. From there, he has begun to launch bolder and bolder attacks against the Mannish settlements in the area to prove himself worthy to regain the leadership of the Hill Troll clans of the Misty mountains.
This new peril the Woodmen are referring to as *Mansbane*. Without his mother to stop him, he expects to become a fearsome warlord on his own and a force to be reckoned with.

Adventure One – Mists and Blood (any year between 2947 and 2950)
A powerful monster is troubling the East and West Anduin Vales, the company will be asked to stop it. With the assistance of Radagast, it will be driven away.

Adventure Two – Scion of Evil (year 2952)
In exchange for healing him, his mother Angrboda has persuaded Mansbane to have offspring worthy of his power and she has found a suitable match, Duskwater (one of the River Maidens), so the monsters make a deal with the Parliament of Spiders:
Mansbane will capture the Maiden with a magic net made by Angrboda using the cobweb of the great spider Tyulquin the Weaver. Once Mansbane has offspring, Tyulquin will receive the Maiden to do her bidding. The remaining River Maidens ask for help to save Duskwater.

Adventure Three – The Shadow-goer (year 2953)
Mansbane's attacks have become so wild and bold that he has destroyed a small town. The threat he poses cannot be ignored and a group of brave adventurers is sent to hunt down the monster. At the same time, the Messenger of Dol Guldur has noticed Mansbane's power and will offer him an alliance. If that ever happens the Free Peoples of the Wilderland would have to face a well-organized Hill Troll warband. Facing the monster will prove a bad idea and only through ancient legends the company will discover the antagonism that lies between him and Beorn.
But the chieftain of the Beornings thinks his enemy is dead long ago and he will be hard to persuade otherwise. If the company manages to convince him that the monster is alive, the last of the bear-folk will have his revenge!

Adventure Four – The Mother of Monsters (from year 2955 until defeated or Beorn is dead)
Mansbane is dead and his right arm is hung in Beorn's Great Hall for all to see, but Beorn himself is severely wounded. Angrboda will attack Beorn's house to recover the severed arm and then she will seek revenge, plotting to bring havoc to all the Beorning lands and have Beorn's skull decorating her cave. She will pledge alliance to Dol Guldur to get support for her revenge, use her sorcery to assist the Viglundings in their quarrel against the Beornings and instigate the Hill troll clans to raid the Beorning lands… and when they are on their knees she will tear apart Beorn's head herself!

TIDE OF DARKNESS: A SHADOW RISING by Venger

A Shadow is rising in Southern Mirkwood, in early fall before the harvest, bands of orc and troll begin razing villages and destroying crops and resources in a scorched earth policy. Fleeing before the onslaught, starving, hopeless and facing a bitter winter, the people of southern Mirkwood (the Gramuz) have but one choice.

Woodmen Towns along the interior fringes of Mirkwood in the vicinity of Dol Guldur begin to become inundated with these refugees from as far away as Buhr Widu. The Woodmen call these refugees the "Widu" (pronounced Vee-doo) from an expression the Widu themselves use to speak of themselves, and Woodmen being a noble and compassionate people allow them to winter in their towns.

Widu speak like this...:
"*Da Widu much die, an da cow and chicken orc all kill, an da crop too. Widu much hungry an cold. Widu needs da help... pliss let Widu sleep safe at woodmaan place and Widu werks for da for food. Widu no want take woodmaan tings and Widu want frends wit da woodmaan*"

In their broken common tongue the Widu speak of a dread and a darkness that precedes these attacks and warriors are sapped of their will to fight and flee in fear before the onslaught.

The Woodmen's own resources are stretched to the limits and over time culture clashes arise. It is a growing problem that brings the heroes in.

In late spring Galadrim scouts from Lorien arrive in the town and meet with Radagast, informing him that this is no random raiding and pillaging of Widu villages but a systematic genocide. Radagast confirms this systematic genocide is led by one of the Nazgul operating from Dol Guldur and appears to be cutting a swath of destruction across southern Mirkwood.
The Widu have no homes, no food, no employment and no means to support themselves and are at the mercy of the Woodmen.

The Woodmen are themselves being pressed at their borders, so are reluctant to give up prime hunting grounds and lands. The Heroes must find solutions between the Woodmen and the Widu to prevent infighting.

- The Heroes might like finding alternative settlements for the Widu or some way of settling the growing disputes.

- The Heroes might arrange employment to keep the Widu busy and some form of income to trade with Woodmen or to somehow try to get them on their feet and become self-sufficient.

- The Heroes can try to rally and muster the Widu to take back their closest villages (only to find strong resistance), or find other lands for the Widu to settle.

- The Heroes must try to convince the Woodmen to begin training and preparing for war (you're next!).

- The Heroes can try to convince the Woodmen to adopt the Widu and their sometimes strange customs to bolster Woodmen ranks.

- The Heroes might try to muster the Widu into an auxiliary army and finance their training and equipment for the coming war.

The Widu are actually a sub-culture of Woodmen though they have long ago lost their identification with them. They did not advance in technology or culture and remained tribal, more similar to early Celts or Picts with a mostly hunter-gatherer society that is in the dawn of their Agricultural development.
They would be considered as Poor compared to other cultures.
Their smithing skills are limited to simple bronze age type weapons but mostly they use blacksmithing for daily use items.
Any advanced armour or weapons they own are limited and typically owned by individuals of significant combat skills, which they acquired from either trade with other cultures or picked up in the wild and generally handed down as heirlooms. So their warbands can look like a mish-mash of cultural types.

The Widu are a little superstitious and tend to keep to themselves, hence their lack of rapid development.
Warbands are limited in scope and generally consist of several warriors - up to a dozen or so gathered from local tribal villages assembled in times of need to meet some threat. There are no wars between the villages so their wartime skills are also limited, when met with seasoned trained forces or are faced with sorcery of any kind will generally melt away after a few losses.
They favour spears and bows over other weapon types and leather armours and shields tend to be wicker type.
The Widu trade with the Woodmen for foodstuffs so they are not complete strangers and the Widu are very handy with wicker work, pottery and trapping so there has been some interaction between them regarding trade of these kinds of items.

The Widu are a hardy folk, and their ancestry allowed them a high degree of Survival instinct, they can survive for long periods of time off the land, a skill which has been declining among the younger Widu who favour agricultural advancements in recent years.
So a cultural blessing and traits would be along those lines, Survivalists in the wilderland.

What the Widu High Chieftain says:
The Woodmen:
"*Woodmaan very strong and most time Woodmaan good to Widu. But if Woodmaan make angry at Widu den Woodmaan come Widu village and cut Widu down. Widu no go Woodmaan town but by Chief say so and only wit trade for Woodmaan. IF woodmaan in woods and need Widu help go help den leave Woodmaan go wit good words*"

Radagast the Brown has been spending time organizing the Woodmen and other free peoples with whom they have been associating and trading with.

Buella

A Woodmen Town.
The name means "*A Good Place*" in Woodman Speech. It is a crossroads town where representatives and adventurers from the free peoples can gather and find resources and sanctuary.

In Buella Radagast has managed to help establish special Councils that meet every month to discuss and disseminate information, these are called The Council of Elms and The Council of Oaks.

The Council of Elms

Three days before the full moon The Council of Elms convenes.
This Council is made up of the communities and individuals of the races represented in Buella.
Each community meets and discusses their own issues and settle disputes or discuss any kind of other happenings within their own communities. The goal is to weed through all the mundane issues and bring any larger issues before the Council of Oaks.

The Council of Oaks

Then on the night of the full moon the Council of Oaks convenes and representatives and leaders from the individual races air their concerns which might bear consideration for the Township as a whole. The Council consists of Woodmen Leaders and one leader from each of the major influential races.
Equal weight is given to all voices and concerns are heard and considered, and acted on for the good of Buella's citizens.

In this way peace and understanding is maintained as well as brisk trade and Buella has prospered from it.

UNGLADANETH AND THE SPIDER RING by malkavian87

An obscure Elvish legend tells of Ungladaneth the Spider Woman, a Maia who in the guise of a young Human woman wandered Middle Earth during the First Age. What exactly the purpose behind her presence in Middle Earth was is unknown. What is known is that her travels at one time brought her dangerously close to the Ered Gorgoroth. The Maia was attacked by one of the spiders that dwelt there, the creature violated her. This horrifying experience broke her mind, that day Ungladaneth was born.

Sometime after her ordeal the deranged Maia gave birth to a spider: Perungol the Half Spider the Elves call him. Ungladaneth grew attached like a mother to the little monster. She is known to have ventured south with Perungol in order to raise the abomination in the seclusion of the wilderness. This is where she disappears from Elvish lore and history, both Ungladaneth and Perungol were assumed not to have survived beyond the First Age.

But both mother and child did survive. For centuries the two lived in a cavern hidden beneath the deserts of Harad. Here they preyed on any beast or man foolish enough to go near their home, all were devoured by Perungol. Very few victims were any challenge to them, as Ungladaneth was after all a potent sorceress, and Perungol eventually grew into a great spider only second to the likes of Shelob.

In time Ungladaneth grew frustrated with her inability to communicate with her son. He showed signs of advanced intelligence but had no means to make his will known. This made Ungladaneth feel like an inadequate caretaker for Perungol, her sole focus in life. She

wanted to know what he wanted, how she could serve him best. Although talking to beasts of any kind was not in her power, Ungladaneth knew magics to do so did exist. She decided to leave Perungol for some time, only returning when she discovered the means to communicate with him.

For the first time in centuries she left the deserts of Harad for a journey across Middle Earth. Ungladaneth soon discovered much of what was happening in the Northwest of the continent. Sauron was declaring war on the Elves, in particular on the Noldor kingdom of Eregion. She was intrigued by the rumoured amazing skills of its resident Elven smiths and decided to see for herself.

While in Eregion Ungladaneth managed to seduce a talented Noldo smith named Melannen. In time she was able to convince Melannen to assist her in the creation of the Spider Ring, a minor magical ring that would allow her to talk with great spiders like her own Perungol. It was a Mithril ring decorated with a spider web motif, but unfortunately its creation coincided with the fall of Eregion to the forces of Sauron, Melannen and Ungladaneth were among the last to get out alive.

As they made their way with the other refugees to the future Rivendell their group was attacked by Trolls. The couple made use of the confusion to slip away into the wilderness with the Spider Ring. They planned to make their home in the wild for the duration of the war waiting for more peaceful times. This plan was complicated by the fact that it soon became obvious that Ungladaneth was with child.

A few months later she birthed a red-headed Elvish girl, Thiadvain they named her. Ungladaneth appeared to be a loving mother to the infant for some time. But after less than a year the deranged love she felt for her first child came back to her. Ungladaneth went south with the Spider Ring on her finger and left her daughter with Melannen, who eventually arrived with his child at Rivendell, where they would make their home.

Ungladaneth made her way back to the deserts of Harad. As she greeted Perungol after her long absence, Ungladaneth heard him reply for the first time ever. From then on mother and child had many conversations. She learnt that the spider had dreams of power, of being the king of a vast empire. He also wished that his kind would be given the proper respect, especially their progenitor, his grandmother Ungoliant. In order to one day reach these goals Ungladaneth and Perungol put a plan in motion to spread their influence throughout Near Harad.

They started a mystery cult named The Sisterhood, of which the first temple was built on top of their desert lair.
They recruited their members exclusively from the ranks of unmarried Haradrim noblewomen. The members of The Sisterhood learnt little or nothing about the history or true purpose of Ungladaneth and the Perungol, whom they referred to as High Priestess and The King, the sisters were attracted by the promise of tutelage in the black arts, a service Ungladaneth provided in return for gold, regular human sacrifices to Perungol and the worship of both him and Ungoliant.

The members of The Sisterhood could be easily recognized by their clothing, which consisted of a black garment that shrouded them entirely, including the entire face except for their eyes. The face veils were decorated with a spider web motif in silver thread.

During the Third Age women in such attire became an increasingly common sight in many cities throughout Harad, as did the lone towers that served as temples to these cultists. Unknown to anyone but the Sisters themselves and the many who disappeared from the streets in the cities where they were active, in a dungeon under each such temple there lived a great arachnid. These had been lured from their homes in the wild by Ungladaneth with the promise of worship and sacrifice as part of cult rituals. Ungladaneth had even attempted to invite the greatest of them all; Shelob, to make her home under their temple in Umbar, She declined the offer however.

Near the later years of the Third Age Ungladaneth's and Perungol's cult had spread its influence among much of the noble families of the Haradrim, Corsairs of Umbar and Black Númenóreans. The rise to power of the Maia and her arachnid child seemed inevitable, but things turned out differently however. By the time the influence of The Sisterhood was at its all-time high, Sauron had already regained much of his former power in Harad. It was only a matter of time until he gave his servants the order to take out the competition.

This finally happened in the year 2945 TA, and it was swift and brutal. In but a few weeks' time the Sisterhood temple in every Harad city was plundered and destroyed. The great spiders living in the dungeons beneath were slain, the cultists themselves dying often gruesome deaths. Very few escaped, but those that did succeeded in giving a timely warning to Ungladaneth, at the original temple hidden in the desert.

The thoroughness of Sauron's minions made it clear that it would not stay hidden for long. The dozen surviving cultists helped their high priestess take Perungol north hidden in a covered wagon. Following trade caravans north, they eventually reached the city of Esgaroth where they decided to settle, as Ungladaneth has a plan to win the confidence and unite the many spiders of Mirkwood. And finally use their support in another bid for power.

There is however one thing Ungladaneth still hasn't realized, even after thousands of years. The Spider Ring doesn't really work! Perhaps the Spider Ring wasn't yet entirely completed when Sauron drove them from Eregion or maybe forging such a ring simply went beyond Melannen's skills. The fact is that although Perungol is an intelligent creature he has no greater ambitions than feeding himself (he now resides in the dungeon below the temple tower built by the sisters on the long lake's shores). The voices she hears when conversing with Perungol or any other spider are all in her head.

The Ring does however have a slight hypnotic effect on spiders. They will never attack the wearer unless provoked and can be much more easily swayed. This explains how Ungladaneth was able to successfully transport several great spiders to her temples.

Starting the Players

Start an adventure using this source material with Melannen's daughter Thiadvain hiring the adventurers. She has been kept completely in the dark about the past by her father. But recently he left Middle Earth and she was able to discover a few things in her father's papers. She now knows about the Spider Ring and how much he regretted forging it, fearing what would happen if it fell in the wrong hands. So Thiadvain makes it her goal to use her few remaining years in Middle Earth to retrieve this artefact.

Thiadvain believes her father lost the ring during the Troll raid on the Eregion Elves fleeing to Rivendell. So the trail will at

first lead to some Troll hoards on the slopes of the Misty Mountains. The adventurers could get some Ranger or Elvish help for this if they need it, and they probably will. Cause they will have to deal with more than just a couple of Trolls.

Rumours that an Elf of Rivendell is on the trail of some sort of lost magic ring has reached the ears of Mordor. To say that Sauron is intrigued by this news would be an understatement. A group of Mordor Orcs that was originally on its way to deal with Ungladaneth and the surviving members of The Sisterhood in Esgaroth is thus instead sent to shadow the adventurers and keep them from obtaining anything that Mordor would want.

The adventurers should during or after a confrontation with these Orcs be allowed to learn of both their current and original mission. This should lead them to Esgaroth and to the new temple of Ungladaneth and Perungol, not entirely sure how to continue from there.

By the way, it appears that there is a consensus among Tolkien scholars that the ability to converse and understand spiders was given to both Bilbo and Gollum through their use of The One Ring.

~sample eriador campaigns~

THE LOST REALM OF CARDOLAN by Throrsgold

[*I based the initial idea on an article called Cardolan: A Middle Earth Campaign Setting for 4E D&D. The campaign begins on 9 June III 1650*]

After two centuries of slow but inexorable decline the few remaining Dúnedain of Cardolan, even the doughty defenders of the sacred Barrows are emigrating to Arthedain and Gondor in roughly equivalent numbers. The Gondorian garrison remains in Tharbad but the rotation of troops and commanders are gradually ceasing so that they are becoming a hereditary warrior class in the decaying city. The people of Cardolan continue to do reasonably well, but new settlements are made across the Gwathir in Enedhwaith, rather than east or north because of the increasing severity of the winters. Many of the common folk drift south, most often to swell the population of Dunland.

BACKGROUND

After her husband Peledur is killed on 26 March III 1650, a Cardolan widow named Mîrithil decides to move to her brother Faradil's estate in Arthedain with her children: Celedur (age 9), Lothwen (age 7) and Hallas (age 4).

The player-heroes are hired by a family friend named Amlaith to escort her family from Tharbad, the former capital of Cardolan, to Fornost, the capital of Arthedain. The company is accompanied by Amlaith, 1 House Guard Sergeant, 6 House Guards, 4 servants, and 6 teamsters in 2 carriages and 4 wagons. They have to travel 325 miles by foot over Moderate terrain, through wild lands in the Summer. The journey takes 24 days. Each companion must make 5 Fatigue tests at TN 16.

PLAYER CHARACTER PREGENS

The campaign has the following player-heroes(if pregens are needed)

Elwen

A 2003-year old female Elf of Mirkwood (Lindon) Scholar [Background: Noble Blood]. Elwen is jealous of those who venture out of Lindon in 'Wandering Companies' and have 'grand adventures'. The daughter of Gaerdae, Cirdan the Shipwright's Captain in Harlindon, she has taken it upon herself to go forth and have her own grand adventure. She finds herself far from home in the city of Tharbad. She is then hired by Lady Mîrithil, a very beautiful 24-year old Dúnedain woman from a proud noble Arthedain family. She has accepted a position to care for the Lady's children: 9-year old Celedur, 7-year old Lothwen and 4-year old Hallas. She is to be paid 1 gp/day and all expenses en route, and 100 gp upon safe arrival at the family's estate in the Kingdom of Arthedain to the north.

Eradan

18-year old male Dúnedain of the North Warden [Background: The Seeker]. He is the sole-surviving descendant of Celebindel Melosse, the last Lord of the Angle. His family, having fled to Cardolan from their ancestral home for safety nearly three hundred years ago, has longed to return to the Angle and reclaim their lands. Sadly, their struggles to accomplish these goals never achieved much success. The Great Plague that devastated Cardolan's population took from Eradan every blood-relation at the young age of 4. At that time, he was sent to live with family friends in Amon Raith in the Kingdom of Arthedain. When he reached the age of 15, he was apprenticed to the Wardens of Annúminas, Arthedain's Ranger Corps. After several years Eradan is a full-fledged Ranger and has been given his first solo assignment ... he is to travel south to the city of Tharbad in the lost realm of Cardolan and help escort a noblewoman and her family back north to the Kingdom of Arthedain. Eradan is excited about this assignment for two reasons: the first is that it is his first assignment as a full-fledged Ranger and he is anxious to prove himself; the second is that the noblewoman he is to escort is Lady Mîrithil, a woman who was as a sister to him growing up! He is escorting her back to her brother, Faradil, who was as a father to him. The journey is really a homecoming for Eradan!

Ivy Banks

A 34-year old female Hobbit of the Shire Treasure Hunter(Background: Bucklander

Ivy is a Stoor, the broadest and heaviest of the Hobbits and the only ones that wear footwear. She is a professional guide of the Swanfleet Marshes, the Mannish name for the marshy lands above Tharbad, famed for their swans, at the outflow of the River Glanduin.

As competition in the area has increased she has taken advantage of a job posting in Tharbad and is hired by a man named Amlaith to escort a noblewoman and her family north to the Kingdom of Arthedain for the pay of 2 gp/day & expenses en route, and 150 gp upon safe arrival. Other opportunities for profit may arise along the way.

Korin

A 56-year old male Dwarf of the Lonely Mountain (Longbeard Clan from Khazad-dûm) Treasure Hunter [Background: A Penetrating Gaze].

Korin longs to be an Artificer (a crafter that cannot cast spells but can craft runes that imbues items with magic abilities). Not possessing the finances to gain the attention of a Master Artificer (he requires 300 gp for the initial interview!), Korin is compelled to seek his fortune out in the world. He ultimately came to Tharbad, the capital of the lost realm of Cardolan, and was hired by a man

named Amlaith to escort a noblewoman and her family north to the Kingdom of Arthedain for the pay of 2 gp per day, expenses en route, and 150 gp upon safe arrival. Other opportunities for profit may arise along the way.

Mirni

A 42-year old male Dwarf of the Lonely Mountain (Longbeard Clan from Khazad-dûm) Slayer [Background: Bitter Exile]

Several years ago, a mid-sized number of Dwarves from Khazad-dûm made a mining colony in the eastern hills of Dor-en-Egladil (S. "Land of the Elf-point") or just "Egladil" (S. "Forsaken Point"), known as The Angle, an area of southern Rhudaur. They mined for iron, gold and platinum and forged a small amount of weaponry for the men who inhabited the region.

Their colony named Smallforge is located near Reedhaven, the largest Hobbit settlement in the area, and they enjoy a mutually beneficial relationship with the Hobbits. The Dwarves provide the Hobbits with farm tools, arrowheads and protection, while the Hobbits give the Dwarves provender and other supplies they cannot create. In order to secure a better life Master Smith Kona brought his son Mirni to the colony. Fortune smiled upon their endeavours for many months and the pair prospered, but good fortune ultimately turned to ill.

Before dawn one morning Kona ventured out alone to bring water to their isolated camp and was ambushed by Orcs. Mirni, hearing his father's calls for help, rushed to his father's aid and slew many Orcs, driving off the remainder. Mirni picked up his father and carried him for several miles to Smallforge and healing. Despite his son's heroic effort, Kona succumbed to his many wounds. Filled with wrath, Mirni gathered other miners to pursue the Orcs who fled. Following them back to their lair, the Dwarves fell upon them with righteous purpose and slew them in their entirety.

The Dwarves then gathered the weapons of the foes and placed them at the feet of Kona's body in the cairn which Mirni himself constructed. Mirni attempted to continue mining but found that his desire to mine died with his father. Securing the home which the father and son had built, Mirni then travelled south along the banks of the River Bruinen to the city of Tharbad. Taking advantage of a job posting in Tharbad, he is hired by a man named Amlaith to escort a noblewoman and her family north to the Kingdom of Arthedain. The tale of the noblewoman's plight to return to her family's lands, combined with her children's loss of their father touched a chord in Mirni's mind and he resolved to see the family safely to Arthedain. Accepting the pay of 2 gp/day & expenses en route, and 150 gp upon safe arrival is of a secondary concern.

Main NPCs

Amlaith: (Age: 42; Height: 6'4"; Weight: 210 lbs)

A Dúnedain, Amlaith is a friendly, upbeat, devil-may-care soldier with the morals of a pirate, the appetites of a hedonist, and a total lack of personal responsibility. Now that Peledur is dead, Amlaith has vowed to see his friend's family to safety in Arthedain; it is he who hires the player-heroes.

Mîrithil: (Age: 24; Height: 5'6"; Weight: 150 lbs)

A very beautiful woman who is devoted to her family, Mîrithil is a proud Dúnedain lady from an old noble Arthedain family. After marrying Peledur (at the age of 13) and giving birth to their three children, she functioned as a single parent when Peledur went off to war. After Peledur's death Mîrithil decided to move to her brother's (Faradil) estate in Arthedain with her three children and household servants.

Celedur: (Age: 9; Height: 4'1"; Weight: 61.6 lbs)

Celedur is a shrewd boy with an understanding of the world, people, philosophy, and politics that go well beyond his years.

Lothwen: (Age 7; Height: 3'7"; Weight: 50.6 lbs)
Lothwen is an innocent, naive girl who seems to almost always to be able to find something to be "glad" about no matter what circumstances arise. She lives in a fantasy world, fully expecting a fairy-tale life to be her due.
Hallas (Age 4; Height: 3'1"; Weight: 37.4 lbs)
Hallas is an inquisitive boy who is prone to wandering off to visit any place that has animals. Although he is quite shy around unfamiliar people, he has no hesitations around any animal. He is never found without his fox ragdoll "Foxy"
Peledur
Peledur was the husband of Mîrithil, the Dúnedain lady who hires the player-heroes to escort her and her family to the Kingdom of Arthedain. Peledur died before the start of the campaign on 26 March III 1650 from a mysterious malady. He was a staunch, traditional Cardolan officer who struggled to balance his personal beliefs, his duty to his superiors, and the needs of his family and friends.

Supporting NPCs
- Sgt. Brander Pickwick: (Age: 24; Height: 5'11"; Weight: 185 lbs) A Common Man; the House Guard Sergeant.
- Roddy "Rod" Gooseberry: (Age: 18; Height: 6'4"; Weight: 210 lbs) A Common Man; one of the House Guards.
- Kipling "Kip" Dogwood: (Age: 19; Height: 5'9"; Weight: 175 lbs) A Common Man; one of the House Guards.
- Walter "Walt" Whistletree: (Age: 21; Height: 5'9"; Weight: 175 lbs) A Common Man; one of the House Guards.
- Stan Mawseed: (Age: 17; Height: 6'1"; Weight: 195 lbs) A Common Man; one of the House Guards.
- William "Billy" Appledore: (Age: 20; Height: 6'6"; Weight: 210 lbs) A Common Man; one of the House Guards.
- Amrick Petals: (Age: 16; Height: 5'8"; Weight: 170 lbs) A Common Man; one of the House Guards. He wants be a hero like Amlaith.
- Rowan Roper: (Age: 48; Height: 3'1"; Weight: 32 lbs) A Stoor Hobbit; the cook.
- Dírhael: (Age: 69; Height: 6'; Weight: 190 lbs) A Dúnedain; the House Steward.
- Kelda Booth: (Age: 18; Height: 5'2"; Weight: 130 lbs) A Common (Wo)Man; a maid.
- Holly Rumble: (Age: 25; Height: 3'; Weight: 31 lbs) A Stoor Hobbit; a maid.
- Al, Bob, Bert, Mat, Rowlie, and Woody: (Various ages, heights and weights) All common men; the teamsters.

The player-heroes may be persuaded (i.e., forced) to travel to Minas Malloth. If so they will be met by the fortress's insane garrison commander, Baron Turgon; he has an irrational obsession with rooting out threats of the Witch-king.

Supporting Baron Turgon are:
- Tarvarharn, the high priest of the Baron's new cult dedicated to violently rooting out agents of the Witch-king)
- Findegil the Bard, a manic minstrel
- 180 Dunlendings of the Razor-claw Clan (i.e., paid mercenaries).

Minas Malloth is a decaying fortress located in the Southern Barrow-downs, on the crest of a hill, and is protected on three sides by steep banks. In the Second Age, the site was originally used by the Dunlendings. The Númenóreans used the site as a stronghold against marauding Dunlendings, and the Dúnedain of the North built a stone curtain wall around the perimeter and a centrally placed citadel on a motte protected by a deep dry moat. A royal palace was established at the citadel for King Valandil (who ruled Arnor for 247 years from III 2 to III 249) and was subsequently used by Cardolan monarchs.

The space occupied by the town is nearly 2,000 feet in diameter, surrounded with a ditch, of immense depth, and two

ramparts, inner and outer: on the inner, which is much higher than the outer, stands a wall nearly 12 feet thick at its foundation, of flint and chalk, strongly cemented together, and cased with hewn stone, on which is a parapet with battlements.
In the centre, on the summit of the hill, stands the citadel, surrounded with a very deep entrenchment and a high rampart; in the area beneath, forming a wide space between the inner and outer ramparts, stands the town, divided into equal parts, north and south; near the middle of each division is a gate … two grand entrances, with a tower and mole over and before each. Besides these are ten other towers, at equal distances round the town; opposite them, in a straight line with the castle, are the principal streets, intersected in the middle with one grand circular street, encompassing the whole town.

Minas Malloth possesses an amphitheatre and is used for gladiatorial contests and public spectacles such as animal hunts, re-enactments of famous battles, and dramas based on classical Númenórean mythology. The elliptical structure measures 330 x 290 feet, with the arena floor measuring 220 x 130 feet, and can hold up to 10,345 spectators. The arena has a series of underground tunnels used to house animals and prisoners, utilizing gear systems to lift cages up to the arena floor.

Baron Turgon uses the amphitheatre for public executions of the condemned, usually with the condemned person playing the hero of a story being killed in one of various gruesome but mythologically authentic ways, such as being mauled by beasts or burned to death. Local animals that are used for gladiatorial displays (and executions) include: barghests, bears, boar, giant spiders, giant turtles, neeker-breekers, rats, wargs (though these are somewhat more rare occurrences), and wolves.

SUGGESTED PLOT HOOKS USING BALOR THE BLACK WIND (see Part 7)
by Lara Redleaf

- The Company encounters a band of slain warriors with one survivor, a Dunlending. He beseeches the heroes for aid. He has rejected Bâlor's teachings and wishes to die a pure death, but the mystical runes branded into his flesh are transforming him into a wraith. The heroes must help him find a cause worthy of dying in battle to uphold, or else leave him to his damnation as a wraith of Sauron.

- A new and dangerous creature has begun to terrorize the lands as far south as Bree. They stalk like pale ghosts from the night and strike swiftly, silently, impossibly graceful and painfully beautiful. Morgoth did many foul things with his Elvish captives in the bowels of Utumno during the First Age. Some creatures, if let out into the world, may trouble it like the Orcs have, or prove worse still. A heroic Company must track these creatures into the frozen north and put an end to Bâlor's wicked plan to unleash an ancient evil.

- The Bree-lands are come to the brink of war. A host of undead and things fouler than Orcs steal from the ruins of Fornost, striking in the night and claiming the lives of brave farmers and woodsmen. The Rangers of the North wage a shadow war with these monsters, led by a dark sorcerer of incredible power. Has the danger of the Ringwraiths returned? Open warfare with a dark army could break out if the heroes can't find a way to stem the tide and put the horrors of Fornost to rest.

~further adventures~

HEROIC HERITAGE SUGGESTED GUIDELINES by Indur Dawndeath

10-19XP = +2XP: Your family wealth
Inherit 1/4 of the treasure form your father. Use it to buy Standing immediately.

20-29XP = 4XP: Your fathers business
Inherit your fathers Holding, Rating limited to your Standing.

30-39XP = 6XP: In your fathers footsteps
Gain the sanctuaries of your father.

40-59XP = 8XP: Fathers Trait
Inherit a special Trait from your father, such as Elf Friend.

60-79XP = 10XP: Will you serve me as your father served me?
Inherit a Patron from your father.

80-99XP = 12XP: Fathers knowledge
The travelling role of your father is your birthright. Roll 2 FD and take the best, when testing this common skill. (Travel, Explore, Awareness or Hunting)

100-149XP = 14XP: You are the Hope
You are blessed with +2 Hope, because your father was such a great a hero.

150-250XP = 16XP: Toughest Training
The training you have received is the best there is, +2 Endurance.

251+XP = 18XP: Your father in You
Once per Adventure phase, you may tap into the experience of your father, if you spend a point of Hope, you may roll the test as if you were your father. (Common skills, Weapon skills, Valour and Wisdom)

Adventuring with more experienced companions

If your companions are superior to you in Wisdom and you are keen to learn from them, then every session you gain a special Bonus XP until you have reached the level of expertise of your companions, which can be used below:

Items

As a descendant of a hero, you have the option to Purchase, for your starting XP, the following items, if they are available:

- 2XP A Wondrous Artefact, if it is possessed by your father.
- 4XP A Famous Weapon or Armour, if it is possessed by your father.

Pass one object from the dead/retired character to the new one. Of course, invent a story that justifies it. Think of The Book of the Westmarch, that Bilbo passed to Frodo, and he to Sam. Great Blessing to Lore and gain the Speciality Hobbit-lore.

Give the new character a few more XPs per adventure than the rest of the group to represent that he learns not only from the adventure, but also from his companions.

Options for the new character to fit into the group:

- Make a new character with a fraction of the old hero's XP and AP. Maybe the Hope and Shadow points should be fractioned in the same way.

- Make a new character with the same XP and AP as the lowest of the group. Equal also the Hope and Shadow points as far as possible with the group.

- Make a whole new system of granting XPs to the group: Just give 1 XP per session to each player individually, and the rest of the XPs go to a Fellowship Pool. The players decide how to share

these XPs. They can be shared equally, or given to the weakest member so that he can catch up with the rest (group is as strong as its weakest member and all that). Again, I haven't figured out any numbers, so I don't know the best proportion between individual and communal XPs. The above mentioned quantity (1XP per session and player) was just a guess.

This last option can be used to simplify (if the numbers are set right) the extra difficulty for Rangers and Rivendell Elves to improve their XP skills: Rangers and Rivendell Elves cannot gain XPs from the Fellowship XP Pool.

NOMINATING HEIRS by zedturtle

No hero can strive against the Shadow unceasingly; eventually every here will either retire from his adventuring career or be unmade by it. To this end, players should plan for another hero to be ready to step up when their current one is no longer available. Special optional rules are given here for nominating Heirs (see Part 5 for the Undertaking's training them).

The Heir

The rules below refer to the character being created as the Heir, and the current character as the Trainer. Despite these terms, there is no particular expectation that the new character actually be related in any way to the old character, they can simply be someone that the old character connected to in some way.

Alternate Idea: In a stable group, it might be interesting for the trainee to be someone else's Heir. In other words, the character who you are training is not your replacement character, but your friend's character. This can relieve some of the narrative incongruities, but everyone will need to be on the same page as to how often training sessions should occur.

Creating the Heir

To create an heir, select a culture and a background for that culture. Record the starting skill ratings and the Heir's calling. At this point you should have all traits defined and all favoured skills selected. At this point, stop... the previous experience starting points and selection of Valour versus Wisdom will occur during training.

part nine: adventure ideas & adventures

LIST OF PUBLISHED ADVENTURES by timb

Abbreviations used:
GC: GenCon adventure
LSLTS: Loremaster's Screen and Lake-Town Sourcebook
TDOM: The Darkening of Mirkwood
TFW: Tales from the Wilderland
TORB: The One Ring Rulebook

SUGGESTED SEASONS FOR ADVENTURES

These suggestions come from the actual adventure set-up information.

The Marsh Bell (TORB) Early Spring
Words of the Wise (GC2011)
Early Autumn (after the Gathering of the Five Armies)
Don't leave the path (TFW1)
Spring, Summer or Autumn
Of leaves & Stewed Hobbit (TFW2)
Summer or Autumn
Kinstrife and dark tidings (TFW3)
Any time
Those who tarry no longer (TFW4)
Autumn
A darkness in the marshes (TFW5)
Sequel to *Those who tarry no longer*
& The crossings of Celduin (TFW6)
End of November (Gathering of the Five Armies in 2951)
The Watch on The Heath (TFW7) Sequel to *The Crossings of Celduin*

Annual Events

Gathering of the Five Armies
2946 (Fifth anniversary).
Example in The Crossings of Celduin.
Dragontide
Held annually in Lake-Town on 1 November for three days. Example in *Loremaster's Screen and Lake-Town Sourcebook* (CB71004a), pp. 14-20.

Darkening of Mirkwood Events

2947
Any time (Rhosgobel) *The Wizard's Man* (dealings with Mogdred of Tyrant's Hill).
Radagast keeping a watch on Dol Guldur.

2948
Midsummer (Rhosgobel) *The Folk-moot at Rhosgobel.*
Summer Una travels from Dorwinion to Dale, meets King Bard.
2949 Any time (Elvenking's Hall) *The Questing Beasts* (Thranduil's royal hunt).
2950 Midsummer's Day (Woodmen-town) *Secret's Buried* (Black Tarn to Tyrant's Hill to Dol Guldur)
2951 End of Summer (Lake-Town) *The Helm of Peace* (to East Bight)
2952 Any time (Any Woodmen town) *The Staff of the Roadwarden* (Old Forest Road)

Proposed order of adventures from current published sources

Year	Season	Adventure	Travel
Annual	1 November (3 days)	Dragontide (Lake-Town)	
Annual	End of November	Gathering of the Five Armies / Council of the North (Dale)	
2946	Early Spring	**The Marsh-Bell** *(TORLB)*	Esgaroth to Esgaroth
2946	End of November	Fifth Anniversary of the Battle of the Five Armies and the first Gathering of the Five Armies in Dale	
2947	Spring/Summer/Autumn	**Don't Leave the Path** (TFW)	Esgaroth to Woodland Hall
2947	Any time	**The Wizard's Man** (TDOM)	Rhosgobel
2947	Autumn-Winter	Watch on Dol Guldur (Words of the Wise prologue)	
2948	Early Spring	**Words of the Wise** (GC2011)	Rhosgobel to Woodland Hall
2948	Midsummer	**The Folk-moot at Rhosgobel** (TDOM)	Rhosgobel
2948	Summer	**Of Leaves and Stewed Hobbit** (TFW)	Easterly Inn to Easterly Inn
2949	Early Spring	**Kinstrife & Dark Tidings** (TFW)	Great River to Beorn's House
2949	Any time	**The Questing Beasts** (TDOM)	Elvenking's Halls
2949	Autumn	**Those Who Tarry No Longer** (TFW)	Northern Mirkwood to Rhosgobel
2950	Summer	**A Darkness in the Marshes** (TFW)	Rhosgobel to Rhosgobel
2950	Midsummer's Day	**Secret's Buried** (TDOM)	Woodmen's town to Black Tarn to Tyrant's Hill to Dol Guldur
2951	The Darkening of Mirkwood begins		
2951	End of Summer	**The Helm of Peace** (TDOM)	Lake-Town to East Blight
2951	End of November	**The Crossings of Celduin** (TFW)	Gathering of the Five Armies Dale to the Crossings of Celduin
2951/52	Winter	**The Watch on the Heath** (TFW)	Dale to Dale
2952	Any time	**The Staff of the Roadwarden** (TDOM)	Any woodman town

LIST OF ADVENTURES FROM CONVENTIONS &OTHER PLACES [X]

Official Cubicle 7

Words of the Wise (Gen Con 2011)
The Wood-witch and the Wolf-king (Cancelled Gen Con 2012)
The Wind from the South (Gen Con 2013)
The One Ring Collection (cancelled)

Non-official (?)

A Light in the Darkness (Gen Con 2012)
Fell Things in the Wilderland (Gen Con 2012)
Arc Dream's campaign (play testers for TFW),
http://forum.rpg.net/showthread.php?59 2 … iver/page5
"The Hare and the Hill-Giant" (published in Gygax Magazine #2 by Shane Ivey and illustrated by Jerry Boucher http://gygaxmagazine.com/ OR

http://rpg.drivethrustuff.com

LIST OF ADVENTURES by Dunkelbrink & Robin S.

Official adventures

The Marsh Bell (Core book)
Darkening of Mirkwood (not listing individual adventures here)

Don't leave the Path (Tales of Wilderland)
Of Leaves and Stewed Hobbit (Tales of Wilderland)
Kinstrife and Dark Tidings (Tales of Wilderland)
Those who tarry no longer (Tales of Wilderland)
A Darkness in the Marshes (Tales of Wilderland)
The Crossings of Celduin (Tales of Wilderland)
The Watch on the Heath (Tales of Wilderland)
Nightmares of Angmar (Ruins of the North)
Harder than Stone (Ruins of the North)
Concerning Archers (Ruins of the North)
The Company of the Wain (Ruins of the North)
What lies Beneath (Ruins of the North)
Shadows over Tyrn Gorthad (Ruins of the North)

Semi-official adventures (i.e. Convention adventures run by Cubicle 7 etc.)
Words of the Wise (pdf free adventure; no longer available)
The Wood Witch & the Wolf King GenCon 2012
A Light in the Darkness (GenCon 2012)
The Grey and the Gold (Conpulsion 2012)
The Wind From the South (GenCon 2013)
Red Day's Rising (introductory adventure for Oaths of Riddermark, PaxAus 2015)

Fan-made adventures in English
The Hare and the Hill Giant (Gygax magazine issue 2)
Fell Things in Wilderland (GenCon 2012)
To journey's end and Eagle's eyrie (Forums, Rich H's resources)
Blood in the Waters (Forums, Eclipse)
Of Ghosts and Goblins (Forums, Eclipse)
Over Hill, Over Dale (Forums, Casey McGrt)
Theft of the Moon (Forums, Zed turtle's resources)
The Cup of True Love & The Hunting of the Wolves (Forums, Jamesrbrown's resources)
A Winter's harvest (Forums)
Treasures long Lost (Forums, WbWeather's resources)
The Dragons Ring &
A Kidnapping in Umbar (both from Robin Smallburrow's resources)
Departure & Homecoming (Forums, Eluadin)
Terror in the Night (Forums, WbWeather)
The Gorcrow Terror (Forums, Venger)
Fire and Shadow (Forums)
Halls of Durin (Forums)
Message to Sunstead (Forums)
Trouble at Eel Tarn (Forums, Hermes Serpent)
Vales of Gundabad (Forums, SirGalrim)
Clearing the Path (Forums, Falenthal)

Fan-made adventures in French
Caran Gaur part 1, Entre chiens et loups (issue 8, p. 190)
Caran Gaur part 2, Traque dans le Val d'Anduin (issue 9, p. 230)
Caran Gaur part 3, Fort-Bois (issue 14, p. 214)
(Three adventures; Marauder web magazine issues 8, 9 and 14; http://www.studio09.net/index.php?option ... g&Itemid=7)
La Malediction du Changeur du peau https://anneaunique.files.wordpress.com ... e-peau.pdf)

Fan-made adventures in Spanish
Abriendo el sendero (variant of Marsh bell, got this from forum user Farenthal)

101 THINGS TO DO IN MIDDLE-EARTHxi

1. Escort elves on their way to the harbour leaving Middle-earth.

2. Delivering rare tobacco to the Shire.

3. Searching for one of the rings.

4. Stealing horses from Rohan.

5. Searching for female ents.

6. As a hobbit, visit every corner of Middle Earth in order to write the world's greatest cookery book.

7. Journey into the Old Forest in order to find a rare herb to heal Esmeralda the hobbit of a terrible fever.

8. Track trolls that have run off with Farmer Giles' prize pig Fannella.

9. Search for a missing Dunadan Ranger, last seen in the Trollshaws.

10. Attend Bree's summer fayre and win the archery contest by beating Cormac the Archer.

11. Repopulating Eriador/Arnor (frontier! Wild west! Exploring the ruins of Angmar!)

12. Clearing all the old forts and towers along the Mordor border of orcs and things.

13. Retaking Moria!

14. Treasure hunt in deserted elven settlements.

15. Search for the reason livestock and now children are disappearing in a small village. It's a wounded orc living under a barn. Perhaps the sons of Elrond passing through did the village a great service by defeating some marauding goblins, and this lone survivor has crawled beneath the barn and is biding his time whilst he heals, dining on first livestock, and now villagers.

16 Go to Dol Guldur to find something Gandalf suspects he mislaid at the gate when the White Council broke it. Don't go in. Hope this isn't part of a wider Mithrandir plan...

17. Soothe the strifes of a Woodman village whose headman seems to be causing everyone a lot of problems. Unbeknownst to all he's made a pact with spiders and fallen into shadow since his son became lost in Mirkwood.

18. Track down the descendants of wargs who fled The Battle of 5 Armies and are terrorising the isolated hamlets of Daleland.

19. Escort a merchant shipment of prized Honey Cakes from the Carrock to Erebor for the king's feast. And stop any hobbit PC's from eating them all during the journey!

20. The Gladden Fields has seen much tragedy, being the place where Isildur and his sons met their end. Many

things lie hidden there in the ancient mass graves of the orcs ambushed by the Numenoreans, and in the broken houses of the river folk. Whilst the tales tell that the broken bodies of Isildur's sons were returned to Arnor (Gondor? Memory fail!) they were not.

By need they were quickly buried in unmarked graves in Gladden, at the banks of the river that was to be the doom of their father. Now word comes to the Forest Hall that strange lights have been seen in Gladden, and it seems the Enemy is at work there again. Whilst he was bearer of the Ring and it worried at his failing mind, what gifts did Isildur give to his three sons that prevents their sleep? And were such gifts disturbed by the River-folk? Is the Gladden watched by the eye of the enemy even now?

21. The white wizard Saruman requires your help. Away to the North lies a sleepy region known only as The Shire. A rumour has reached Isengard that a great weapon of the enemy is hidden there. Scout out the region, and determine if those folk dwelling there know of its whereabouts.

22. Gelvira, maid of the Beornings, has fallen in love with a Woodman she met crossing the Old Ford. Her father, headman of the settlement has forbidden such a match and she has run away in the night, seeking presumably to be with her Woodman. Her friends summoned from their beds explain that they would often meet in secret on a nearby hill.

As the fellowship make ready to leave for this trysting place, the broken body of a Beorning watchman is carried in by his fellow. Trolls are abroad. Surely she will find her way into a troll's belly before her lover's arms! If his daughter is not safely returned then the headman of the Beorning settlement will have his vengeance on the woodmen that let their roving sons capture the easy-won love of maidens!

23. What ails the bees of Beorn? Hard pressed by goblins the leader of the skinchangers cannot spare anyone to find the cause of the bee's malady nor the medicines needed. Doubtless found in Mirkwood.

24. Rumours are rife among the men and elves of Wilderland that packs of wolves have been spotted travelling into the deeper eaves of Mirkwood the Great. The PCs are requested by Radagast to track down such a pack and follow it, in the hopes of discovering what drives (or calls!) these creatures into the dark corners of the forest.

25. A Dwimmer-crafty Black Numenorean works from his lair in Southern Mirkwood turning beast and bird against the Brown Wizard Radagast. His foul crebain and wargs harrass and murder the men, women, and children of the land and bring despair where once there was hope.

26. The War is Over! Hooray! But there is a great need to understand and record what happened in the war. Armies of scribes are being sent out from the White City all over Middle Earth to record the songs, poems, stories and histories of the War of the Ring. And a party of scholars might just stumble on a little adventure while scouring the land for new tales..

27. Retrieve the remains of Thrain II from the dungeons of Dol Guldur and return them to Erebor for decent burial.

28. Go on a diplomatic mission to the Easterling peoples in the hope of opening up trade and better relations.

29. Join a band of ruffians and go bullying Hobbits in the service of a strange old man...calls himself 'Sharkey' apparently...

30. Dale has been rebuilt, but ruins of a far older place lie beneath it. One of the dwarves who assisted the Bardings in the reconstruction of their town approaches the fellowship with a tale of a door deep in the earth. Can he be trusted? Surely King Bard knows of this door?

31. Work continues within Erebor to restore its glory after the death of Smaug. All dwarves are occupied with this, and so will pay handsomely for the supplies they need from across the region. Merchants always need protection, need faster routes to be scouted, and new areas from which to buy the foodstuffs the dwarves require.

32. The river that runs around the Mountain Hall is suddenly washing up old bones on its banks. Who dares follow the raging cataract upstream into the mountains? This will prove most perilous, and ropes and stakes will be needed to climb it's banks and falls to get upstream.

33. The ruins of Fornost lie close enough to the Shire for an expedition of brave hobbits to explore.

34. A caravan is dispatched to resupply Gondor's signal fires.

35. Expedition into the Barrow-downs: Search for old treasures and forgotten histories, put the strange unnatural barrow-wights at peace, and restore the last resting place of the Kings of the West. Say hi to Tom Bombadil.

36. The war is over and Sauron has been defeated, but at great cost. The newly-crowned King Elessar is sending envoys to the lands east and south of Mordor. Although they fell under the shadow and fought under Sauron's banner, there may be hope for the survivors, and any ally will be useful in these times of rebuilding.

37. Finding Maglor, the last remaining of Fanon's sons.

38. Resettling and rebuilding Arnor will still be dangerous. You can personally take up one perfect little part of it. The first task is getting there.

39. Well before the War: something powerful is terrifying Dunlendings, forcing their fealty, and preparing them for a war. How do you figure this out, considering Dunlendings probably don't like you at the best of times?

40. You need to pry an old, shameful secret out of the Elves of Mirkwood. The first task is getting there.

41. The Necromancer is stirring, sending many spies far south. Why?

42. Rescue a powerful Ranger who's been captured by some evil. Find out if he's joined forces with it.

43. Meet Húrin, still wandering the Earth. Make some kind of a permanent change to his situation or outlook.

44. The Thain has taken an interest in the world beyond the Shire, and is aware that some of his maps are over 1000 years old. He calls for young Tooks and others to go out into Eriador, see what's there, map it, and look for possible trade or settlement sites. The Mayor opposes such needless risk-taking.

45. Similar thing, only out of Gondor. Time to be less isolationist. Land-mappers into Dunland (what happened to Tharbad, anyway?) or southern Rhovanion, or ships trying to run through the Corsair pirates and map the western coast, perhaps looking for the mythical Grey Havens.

46. Or even the remains of Númenor, and the fabled Undying Lands...

47. Expedition to re-take Minas Morgul and the Towers of Guard!

48. There are still several *Palantiri* and one Silmaril unaccounted for. ("Thrown into the ocean" or "lost in the river" as a way to dispose of something? You must be joking.)

49. A dwarven or elven patron of the party tasks them with organising the rebuild of the bridge over the Old Ford. First, convince Beorn that it's in his interest, then fight the shadow's direct and covert attacks (from wargs to shady merchants who advise the powers that be against the course of action) while organising the construction of a complex piece of architecture in the middle of goblin infested territory.

50. Brigands have always been an off-and-on threat to the people of Bree-land, but when one such band of brigands joins forces with the greater evil of Angmar, things may quickly turn ugly without some brave heroes to lend the people aid.

51. An evil Dwarf-lord whose greed and lust for immortality drove him to attack an Elven refuge and was slain for it during the Second Age has now been resurrected by a powerful necromancer who seeks to use him, and the clan of Dwarves that he led, for his own foul plans for Ered Luin and Middle-earth.

52. Evil has taken root in the Red Swamp of Haragmar, and the Dead walk the land. Radagast the Brown has asked you to look into the cause of this blight, which turns out to be the necromancer from above, and a corrupted river-maiden of terrifying power.

53. Smaug was the last of the "great dragons," but there are still dragons in the far north, and a lesser dragon has already destroyed a dwarf settlement in the Iron Hills. Dáin needs help tracking down the dragon before he can send his finest warriors to slay the beast.

54. Help occupy and rebuild after the battle of Isengard (Or Mordor).

55. Someone has been stealing horses from the Rohirrim, you must catch them and find the missing horses.

56. You are a merchant trying to make a profit on a shipment of Dwarven axes to be sold throughout middle-earth.

57. You run *The Prancing Pony Inn* in Bree and have to keep it standing despite the constant influx of adventurers who draw danger to the building and its occupants.

58. A group of men are trying to forge a new Ring of Power based on the old methods used by Sauron, you must stop them (or help them).

59. In the Northern Mirkwood there is a chain of guard-fortresses, an arc of watchfulness. Built long ago they were concealed with cunning artifice, Dwarven and Elven magics, subtle sylvan misdirections. We don't know where they are. Those who built them are long passed. Those who guarded them have died. Smaug's ravages destroyed what few records of their locations there were. We know they were built to support one another and that they communicated with each other but not with the 'outside'. If we can find one, there may be clues that let us find the others, and we need to do so quickly. We know some are hidden in tree-tops, some are disguised as crags or hidden across cliff-sides. Our only clue: the words of Boin, son of Barin; "*Three streams, two roads, chain's end. Their numbers are our strength.*"

60. Orcs and wargs are systematically exploring the Northern regions of Mirkwood, clearly looking for something, but what? The PCs investigate and find out that they are working for a mysterious "mistress" who they greatly fear. Will they beat the servants of the shadow to the prize? Could this oval object of golden colour encased in ancient ice really be a dragon's egg?

61. Chill out and do nothing.

62. Ah, there you are. Faramir's dropped a note off, says there's an old fortress we are to re-occupy - a short-cut into the Black Land without having to traipse all the way over to Gorgoroth. One of the halflings apparently slew all the orcs there already, so you should have no trouble clearing out the place. Take a couple of lines of troops and have a shufti around this Barad Ungol place, there's a good chap. How hard can it be? It probably just needs a bit of a dust to clear out the cobwebs.

63. Ah, you're back. Glad to see you had no trouble with the Pass of the Spider. Can't imagine why they'd call it that anyway. Another note from the King; please can you nip off to Minas Morgul and bring back the panoply of King Earnil. I'm sure it's just lying around somewhere. Should be easy - after all, the Captain of the place was the sort of chap let himself get stabbed in the face by some angst-ridden neurotic horsey lass with a broken arm and a penchant for cross-dressing, so his minions can't be all that tough.

64. Something to do with having a jaunt to Dorwinion to get exactly the right vintage wine for a Northman chief in Dol Amroth, with orcs, Easterlings, fell beasts, probably Woses and finally a similar party sent by a Dunadan chief in Dale.

65. King Thorin III Stonehelm is mindful of the offer made by a servant of the Enemy before the War of the Ring, to yield the last three Rings of Power of the Dwarf-lords in exchange for the location of "Baggins". Now that they are but baubles with none of the malice of a Maia left within them, he seeks them as a reminder that greed can have too high a price. They're in the wreckage of Barad-Dur.

There are none now, nor any dwarves before, even Durin, who can match the dwarves of Erebor in masonry - take your tools and pore through the ruins of the Dark Tower until you find them.

And if you find any orcs yet living in Mordor, cousin Gimli says that even an elf can slay forty-one, so no Khazad should do less.

66. In Pelargir a fisherman has caught something strange in his nets, something lost since the Kin-Strife - the *Palantir* of Osgiliath, fallen with the King's Tower into the Anduin. But the treasure has been seized by one high among the thieves and smugglers along the docks, one with enough Corsair blood in his veins to see images within the stone, yet not enough to wield it safely. What visions of power and madness will spawn among the longshoremen of Lebennin?

67. Find out whatever happened to Nimrodel. Galadriel wants to know.

68. A ragged-bearded man in a glittering silver raiment, pointed hat and wobbling cart is wandering through small towns and settlements. He amuses crowds with displays of fire magics and conjurings.

He visits with kings, trading "magical rings" from reputed dragon-hoards and selling maps to other locations with fabulous treasures there concealed.

The rings are real enough - this one, chased with runes of blackened-gold seems to make the wielder more imposing, to give a sense that their martial prowess is greater than it ought to be. It does tend to make one feel more self-confident than is warranted. It was taken from the broken, well, that is a tale for another day. There is no need to return it. You may keep it, as spoor.

I want you to find this man, and establish the veracity of all but one of his claims. The only statement I have heard reported that I know to be untrue is that his name is Gandalf.

~other basic plot/adventure ideas~

CORRUPTED DWARVES by Bat

A corrupted trio of dwarfs have come back from the Mountains of Mirkwood and live in an abandoned building under the southern Mirk-eaves. Wargs and vampire bats spy for these dwarfs, as do the crebain. Narl, the dwarf leader, is especially wicked and crafts nasty surprises, usually made to look like acorns and other natural objects while the other two dwarfs can contain their wickedness somewhat and try to lure the unwary into their domain.

The Woodmen have heard of strange dwarves walking about at night at the southern edge of Mirkwood and notified Radagast. He has sent out a few wardens (one of which is an elf that will find the PCs) to investigate.

FIND A HERB by Vidugavia

A very aged woodman herbalist seeks some adventurers who can accompany her and her young apprentice back to the ruins of her home village, deep into the southern forest. As a young girl she learned the location of a very potent medicinal root from her master and now she wants to see if it still exist, show it to her apprentice, gather some and if possible bring some seeds or plants back to their current home.

The herbalist's own health is fragile and she is mostly kept alive by sheer will. She is at the end of her life and values the healing powers of the root higher than a couple of more months among the living. Will they find the root? What obstacles stands in their way? What brought the ruin of the village? What/who resides in the area now? Is the herbalist hiding something? Is she blaming herself for the fate of her childhood home? Can the roots be used for more sinister things than healing? Should the group press on regardless of the risks for the old herbalist and others health? Is the root the only hope for a sick child of a friend? Is the memory and wits of the herbalist to be trusted? She might remember things important to their survival at a very late hour.

BEORN'S RIVAL by Vidugavia

Discontent is spreading throughout the Valley of Anduin as more and more sheep and cattle are taken by the great eagles. Many of them aren't even eaten and are found mutilated in the fields. The richest farmer in the area, a man named Eirik, uses the situation to rival Beorn's authority.

Beorn himself, who wants to make an alliance with the eagles in fighting the goblins, is absent as he seeks out Radagast to get counsel. Is it really the eagles who are mutilating the cattle? If not, who/what are? Has some of the eagles somehow been corrupted by the shadow? Are Eirik's motivations pure? Is he hiding something? Can the conflict be solved? Are some unseen powers involved?
Things that could happen:
Gwaihir agrees to come to a meeting with the Beornings but the meeting ends with disaster as he is pelted with rocks by some of them. Gwaihir is too proud to listen and believes that the talk of wasteful mutilation and escalation are nothing but exaggerated rumour.

A dead or seriously wounded young shepherd is found. If alive his speech is incoherent and feverish but he seems to

have been attacked by an eagle. As Beorn is absent and "someone's got to do something" a group of mysterious and somewhat unsettling hunters show up and are hired by Eirik. They lead an expedition up the mountains to punish the eagles.

A HURT EAGLE by Valvorik

While travelling in the Anduin Valley, the heroes come across a fallen Eagle, dreadfully wounded from a recent battle with Goblins, and on the verge of death. Given their location, the heroes attempt to transport the Eagle to Rhosgobel, on the edge of Mirkwood, in the hope that the wizard Radagast can save it's life.

STOP A CRAZED COUSIN by Mitchw

A distant relation of Thorin Oakenshield who is tainted by the dark, has decided to go to The Shire and recover the *mithril* shirt that "should not have been given to a non-dwarf and especially should not have been given to a thief". The party is tasked to stop the dwarf and whatever companions he is traveling with while keeping it quiet so the king under the mountain will not be shamed.

DWARVEN RUINS by Vidugavia

When wandering through the wilderness the adventurers stumble upon a large spider nest. Bones and prey spun into large sacks of cobweb dominate the scene. One of the spiders' victims, a dwarf, shows signs of life as several great spiders attack. After defeating the spiders the adventurers are told that he and his friends stole some valuable old documents found in Erebor. Among the remains of the small expedition a map is found. It leads to an old dwarven settlement in the mountains of Mirkwood that was sealed and abandoned long ago. According to other documents the settlement was rich in silver and no real explanation to the abandoning of the mine is given. The dwarf is very weak and might die during the following night. What is hidden in the abandoned mine? Why was it closed? Is it moral to use the stolen map? Is someone else looking for the map? Was the dwarves capture of the spiders just a coincidence or part of someone's plan?

ABSENT GUESTS by BobChuck

Another idea: a group of travellers, including a friend of one or more of the PCs, is expected to arrive at Beorn's or Radagast's, but they do not show up, so the party has to go into the Misty Mountains, find them, and get out.

ENVOYS OF KING BARD by Halbarad

The festivities surrounding the fifth anniversary of the battle of the Five Armies have been a great success. The splendour of Dale and of Erebor cannot fail to have impressed the visitors who have come from far and wide. King Bard has decided that it is time to expand his borders and with that purpose in mind, he has commissioned an expedition along the River Running. Hundreds of people have flocked to Dale in the last four years but thousands remain there who have not yet sworn allegiance to their rightful King.

The Player characters will be envoys of the King in an ambassadorial role as they offer each of the settlements the opportunity to give Bard their fealty. Some settlements will leap at the prospect while others balk, their own local magnates fearing loss of power. There will be opportunities for much social interaction and opportunities for

action with bandits/river pirates hiding in the southern reaches of the Long Marshes, assassination attempts and Easterling Raiders.

SCOUTING ISENGARD by Throrsgold

The heroes are Rohirrim troops operating out of Helm's Deep, have been personally ordered by Theodred, Second Marshal of the Mark, to scout the environs of Isengard and report back. Confidentially, they are told that there have been rumours of a connection between recent Orc incursions and the wizard, Saruman.

They are to look for evidence of that connection. They know that other companies have been given similar orders. They know that there have been a greater number of raids into the Westfold by the Dunlendings this winter.
[LM note: It is essential that the Loremaster designate one of the heroes to have intimate knowledge of the area above Isengard so that they can lead the company to a vantage point overlooking the citadel]

The hero with the specific local knowledge leads the company to the valley above Isengard where they used to play as a child. Things have certainly changed as the stream they remember running through the valley is now a lake; in places the lake is upwards of 100' wide and 50' deep. At the valley's end stands a dam that rises 30' above the water's surface.

Atop the dam are 6 Orc Warriors standing sentry. Approximately thirty seconds after the first sign of trouble, 1-3 Orcs will climb to the top of the wall (using stairs and ladders) from the Isengard side every 10 seconds or so. The company must be quick in order to gain a glimpse into Isengard as the tide of foes opposing them can quickly get beyond their abilities.

The fleeing company will be pursued by a swarm of crebain that will harry and slow the party in order to allow their pursuers (12-18 Orc Soldiers riding Wargs) time to catch up. The players will have a mere minute-and-a-half of a head start.

The company may find refuge in an Elven Outpost. This outpost is kept stocked with various supplies that may be needed by 'in-the-know' Elves (located otherwise via a successful Explore Test). Think of the outpost as something akin to an "alpine hut" … a structure located in the wilderness intended to provide food and shelter to Elves and their friends … the aforementioned 'in-the-know'.
An Awareness Test will reveal a hidden entrance (via an optical illusion) to a stabling area. The stabling area has complete amenities including grain storage (225 pounds of feed) and water source for horses.

The outpost itself was once a temple to Elbereth that has fallen to ruin. Clues to this are worn markings upon the walls and markings in the remains of the floor, formed of *ithildin*. The temple area is surrounded on all three sides by steep rock walls, but is open to the sky. Built over an underground river, the temple ruins are now split by a crevasse which is now spanned by a 35' long, rickety-looking bridge. The bridge is enchanted. When it is stepped upon, it gives off creaks and moans that seem to advertise that it will collapse beneath the walker, dumping them 90' into the river below. An Elf may freely cross the bridge with no difficulty; all others must make an Athletics Test. Failure dumps them into the crevasse.

There are supplies hidden in the back corner of the ruins on the far side of the bridge. These are covered by a 20'x20' tarp (that conceals as per Elven Cloaks) and weighs 300 lbs (or 12 oz. per square

foot). The supplies are packed in barrels and boxes and include:

- 22 pounds of lembas
- 2 bottles of miruvor
- 23.2 pounds of Southern Star Pipe-weed
- 5 daggers, 4 maces & 5 longswords
- 6 longbows & 3 spare bowstrings
- 6 20-arrow bundles of arrows suitable for use with longbows
- 3 shortbows & 5 spare bowstrings
- 10 20-arrow bundles of arrows suitable for use with shortbows
- 6 backpacks
- 4 bedrolls
- 4 winter blankets
- 12 days of firewood
- 6 empty sacks
- 3 cold-weather outfits sized for adult Elves

The supplies cover a trapdoor that leads into subterranean tunnels. The tunnels lead back to the stabling area.

SOME ADVENTURE IDEAS by Skywalker & Arandil

1. To recover the ancestral treasure from a Dragon (sound familiar?)
2. To free Beorn from his enchantment.
3. To re-establish Moria.
4. To make safe a pass over the Misty Mountains.
5. To make the Long Marshes safe
6. To cleanse the taint from Dol Guldur (this sounds like *The Darkening of Mirkwood* campaign)
7. Protect the halls of the Elven King (probably only for Elven characters, I imagine that there must be some threats that the Mirkwood Elves have to deal with from time to time).
8. Rescue someone from the Spiders of the Mountains of Mirkwood.
9. Take a message to Lord Elrond of Rivendell, over the Misty Mountains.

A TRIP TO THE SHIRE by John Marron

The fellowship has been asked to act as guides/escorts for a Hobbit living in Wilderland who wants to return to the Shire to buy supplies (pipeweed, etc.).

A DEAD DWARF by Garbar

In the centre of the cavern is a pile of silver and gold coins on which rests the skeletal remains of a dwarf in rotted leather armour.

He is curled up as if sleeping with his hands clasped to his chest.

Through the skeletal fingers you can see the light of your torch reflecting off metal.

It's a disturbing image... a dwarf atop a pile of treasure like some dragon atop his horde!

The dwarf succumbed to Dragon Sickness and died guarding his wealth.

Amongst his personal effects is a journal of his exploits... along with a mention of a horde in the Withered Heath that is guarded by a lesser drake!

MESSENGERS OF DAIN (A FOLLOW UP TO *THE MARSH BELL)* by Eldath

King Dain and Gloin request the party to take a message to the Lord of the Eagles.

When: The Company may undertake this adventure shortly following the events in the introductory adventure *The Marsh Bell*. If that adventure was not run, the timeline is early spring 2946.

Where: Esgaroth, Dale or Erebor. Travelling to the Eyrie.

What: King Dain seeks adventurers to take a message to the Lord of the Eagles. This message was originally taken by the Dwarves Balin and Oin, but they fell afoul of a group of Marsh dwelling creatures and were forced to hide in the Wine cellar of the ruins.

Why: For those who have rescued Balin

and Oin from the Marsh Dwellers, King Dain will personally greet them and ask for their assistance in return for a reward. Also, and for those who did not play *The Marsh Bell*, the chance to make a name for themselves and to earn a reward from King Dain.
Who: Gloin and King Dain as quest givers, the Lord of Eagles.

THE VILLAGE WELL by Halbarad

Whilst fishing for eels in the shallows of the Long Lake, young Enar came upon a strange little creature in his net. About eight inches long, it was to all intents and purposes an eel, except for the vestigial limbs that sprouted from its torso.
He took it home with him to his little village at the Stair of Girion and showed it to his father. His father instructed him to kill it, as such a creature was obviously ill omened. Instead, young Enar hid it, fed it and raised it until one day the creature turned upon him and gave him a nasty bite.

Enar threw the ungrateful creature into the well and promptly forgot all about it. Some years later, sheep, goats and even a child have disappeared and the village well has been poisoned. Enar wonders if the creature he threw into the well is somehow responsible.

THE RIVER MAIDEN by Arthadan

The story is about a lesser Maia ("Maie" for a female?) who lives in the Anduin as a "river maiden" akin to Goldberry and Goldberry's mother. Basically, she's driven mad by a dark power (I can't remember if it was the Witch-king of Angmar or the power of the One Ring). The fact is she has become a killer of every Man, Elf, Dwarf or Orc who come close to the shore of her lair (like an evil ondine, luring them to the water and drowning them). And she is responsible for the fate of Isildur himself. In the original tale, she recovers her mind with time and full of regret and despair she follows the river to the sea seeking death or forgiveness. But it could be the characters task to lift the dark spell upon her, so she can recover her mind (probably Radagast could ask them to do so), because she is causing trouble near a ford such the Carrock or near a fishing village under Radagast protection. She may have something the characters need to progress on their campaign (ancient knowledge, a magic item...).

SOME NEW ORCS! by EN429

A new Orc Tribe is rousting out the other Orcs and Goblins around the Mountains of Mirkwood. Why are they moving north of Dol Guldur? What are they after? How many are there? The players have found hints of some artefacts or magic near the Mountains as well. They are seeing the regular upset of new baddies moving in though. Goblin and Orc tribes are seeking new areas to live in and combating more benevolent races. Some trade has become disrupted and certain items are harder to get or require experienced groups to guard the merchants to destinations (trade from the Shire has essentially stopped at this point).

A GIANT SCENARIO by Jakob & Garn

The PCs are sent into the Misty Mountains by a group of Woodmen to investigate why the small river coming down from them has carried foul waters for weeks. In the end, they find a big, old giant who lies dying in a gorge, the pus from his wounds poisoning the river. The characters could probably kill him but they could never get the body out of the riverbed, so it would lie there for months to come, still spoiling the water. So what do they do?

Backstory by Garn

Years ago, while still an unmarried lass, Mrs Giant came across a slaughtered caravan in which she found a unique and remarkable treasure - giant sized needles! She was quite handy herself and an excellent seamstress (well, for a giant) so on finding these incomparable things, she took all 5 of them. It took her quite some time to gouge an eye into the needles, but she managed it. Setting to work with one of her new, remarkably sharp needles, made the task of sewing so very much easier.

Between her skill and these irreplaceable treasures, she became moderately famous for her sewing skills among the giants. In fact, it was part of the reason she managed to win such a capable husband. Mr Giant was quite the catch. Big, tall, strong and eminently capable in those skills which are of value to giants (I don't know... Hunting, Throwing, Crafting (Masonry), Combat?), he didn't look twice at her - until he learned of her sewing skills. Mr Giant had recently obtained some leather and wanted it sewn together to make soft shoes for another Giantess that he was courting.

Mrs Giant complied, requiring his assistance in designing and crafting them - but they ended up too small (Mr Giant didn't know how to measure properly) and caused friction between the courting giants.

In a few months though, things were patched up between the humongous couple, and Mr Giant returned to Mrs Giant, asking that she sew a bearskin hat for the Giantess. Mrs Giant agreed and, stalling, she was quite particular in choosing only the best pelts, lingering in Mr Giants' company. But she had to finish the project at some point, no matter how she felt, because Mr Giant kept asking about it.

This time, Mr Giant chose not to try and surprise her, but to have the Giantess go in for fittings. Mrs Giant "accidentally" pricked the Giantess, several times, causing her to lose her tempter and, in a fit of rage, to damage the hat and spurn it as a gift while berating Mrs Giant. The Giantess stomped off and refused to have anything to do with Mr Giant for over a year.

During that time Mr Giant tried to think of a way to regain the Giantess' affection. She liked pretty and soft things - relative to a giant's stature of course. Until the incident with the hat, the Giantess had sought to obtain anything Mrs Giant should craft. It had become a mark of distinction among the giants to have such items. But now, he wasn't sure what to do.

Mrs Giant suggested a coat, a special coat. It could be made with bearskin on the outside but with rabbit fur on the

inside. Working with such a tiny creature's pelt would show just how much Mr Giant loved the Giantess. Especially if it was patterned just so, with only the absolute best pelts that matched exactly in colour and quality.

Mr Giant immediately agreed, thinking that such a remarkable coat would be the envy of every female giant and could not but help to win him the affection of the giant who wore it. Getting enough fur took forever - nearly two years. It took nearly a year for the Giantess to even look at him. A few months later she finally spoke to him. He was constantly coming to and fro from Mrs Giant's home, trying to match up the last of the rabbit pelts. Why, he nearly caught every rabbit for miles around! If they didn't breed so fast there wouldn't be any in the area today.

But all this time and attention spent in the company of Mrs Giant started to make the Giantess jealous. The Giantess started to think that perhaps Mr Giant wasn't as constant a lover as he claimed. One day, seeing Mrs Giant go out, the Giantess stole inside and finding Mrs Giant's precious needle safely put aside, the Giantess bent it into a tangle that couldn't be used again!

Mrs Giant, finding the ruined needle on returning, was quite distraught. Obtaining the needles was a remarkable stroke of luck that might never occur again. To have one purposely destroyed was unthinkable. Mrs Giant was so distraught that she wept. Mr Giant, arriving shortly after the discovery, tried to console Mrs Giant and (worried for his own pending project) promised to find another needle for her. Mrs Giant, surprised by this show of affection, stopped crying and admitted that she had another needle that could be used. But the loss of even one needle was a terrible blow, she could not imagine who would do such a thing. Everyone wanted her sewing. Relieved that Mrs Giant had another needle which had been placed in a separate and more secure location, Mr Giant was very glad that there was only a short delay. He spent several hours in her company, trying to cheer her up and catering to her a bit. After all, she was the only giant who could help him win his love. Any negative impact on her was a blow to him.

So both Mr and Mrs Giant were stunned in two days when, while both were out on their separate tasks, Mrs Giant returned to find another of her precious needles had been crushed into a mangled tangle of metal once again. Now two of the needles were gone, destroyed beyond hope of recovery. Mrs Giant wailed and her cries echoed through the mountains, scaring game off for miles around. It didn't take long for Mr Giant to learn of the malign action against Mrs Giant. He couldn't understand these actions though. Mrs Giant was a decent sort and was willing to assist others so who could be so callous? Not once, but twice?

Mrs Giant came up with a plan. Mr Giant, seeing that the completion of his project was endangered, readily agreed to it or he might never win his love. He would continue to act as normal and recommended that Mrs Giant do the same. However while they were out, he to hunt more rabbits (despite his efforts he could not seem to find just the right

colour of rabbit pelt), and she to do those womanly things no home is without, they would hide in the vicinity of Mrs Giants home, so they could watch who came and went. It was in this manner that they saw, in just over a week's time, the Giantess enter Mrs Giant's home, coming out with a bundle of rabbit pelts that she threw over the edge of a nearby cliff. Mr Giant was stunned into silence, Mrs Giant nodded, knowing who the culprit must have been.

Having earned the enmity of the Goblins, Mr and Mrs Giant are forced to move time and again to avoid them. Which is causing Mrs Giant to become quite cross as her efforts at homemaking keep getting interrupted. This is the 18th time she's begun to establish a new, comfortable (to a giant at least) home only to have to leave it all behind and flee. Again!

One day while both the giants are out, the goblins find their home, and in ransacking the place they find Mrs Giant's precious needles. There are only two left now, one was lost as they initially fled the first goblin attack.

Except these are actually not needles but some kind of enchanted weapon (Spear of Bladorthin? Or similar magical weapon - Sorry, books not handy ATM) but in a giant's hands, they're much smaller items and, being ignorant of Man's weapons, she saw them as sewing needles.

So when the Giants return and Mrs Giant finds her needles gone, she is beyond distraught. It is absolutely the final straw! Enraged with no one else to take it out on, Mrs Giant fights with her husband, injuring him. He takes off, allowing the Missus to calm down, not aware he's pretty seriously injured.

Worse, he encounters the Goblins, who use poisoned weapons against him. Injured, poisoned and ill from infection, Mr Giant crawls into the river chasm to protect himself. It is the best he can do. Mrs Giant has since calmed down but is worried for her husband who has not come home in a few days. She has no idea where he is.

When the PC's arrive, in her distraught condition, she mistakes the tiny things for more Goblins and attacks them. Finally settling things with Mrs Giant and getting her to come to Mr Giant's aid, the Company arrives just as the Goblins are launching a final offensive against Mr Giant who is now too weak to defend himself adequately.

It's up to the Company and Mrs Giant to be heroes.
Oh, and Mrs Giant is going to want her needles back, make no mistake about that!

ADVENTURE SEEDS IN LAKETOWN
by Garn

a) A Bitter Cold Day

Lake-town citizens are worried because it is getting cold (start of winter, mid-Spring?) but the charcoal maker has not come into town for some time. The charcoal maker could be operating along the edge of the forest or the marsh. Living alone, the man has been seriously injured (broken leg?) and cannot make it into town to sell his goods. Perhaps the characters are sent to find the charcoal maker and then are asked to bring him and his goods by wagon into the city?

b) A Beautiful Bouquet

A man has an argument with his lover and the party is there to witness some part of the fiasco. The woman can issue an ultimatum that he "prove his love" or the man may decide on his own. Either way the man enlists the aid of the party to help him gather the flowers along the edge of both the marsh and the forest. The personalities and exact reasoning for the fight is up to you.

c) Errand Boy

Particularly good for a Hobbit! Have one of the snobbish upper-class citizens assume that one of the Hobbits is a human child and send him off on an errand of some kind. Maybe she is paying off a money-lender who has heard one too many excuses and wants to accost the messenger. Or its cold or bad weather outside and she tells the Hobbit to run the errand (whatever it is) while she stays warm and dry at an inn.

d) The Dwarf Lord

Any reasonably affluent dwarf might be pestered by the local children for information, coins and toys from the "Dwarf Lord" in their midst. Keep in mind that unless the dwarven character has made a point of saying he's poor, the children will assume he's rich beyond belief.

e) Dinner Delivery

As the party enters a tavern or inn, have one of the wait staff, who is obviously extremely busy, thrust food into a party member's hands. All the while talking incessantly (very "one thing drives out another") asking if they're the delivery person, take this, and this, and this, and hurry and deliver it - the food won't stay warm for long, what are you doing standing there flapping your lips, get going. Basically never give the characters a chance to respond to any comments and never let the wait staff finish answering any questions they might ask. Then shove the mistaken delivery person out the door. (This could be interesting if the party is hungry or includes any Hobbits.)

f) Moving Men

As they pass some docks, a harried merchant or trader offers to pay them as day labourers if they will help (un?)load his ship. Maybe both. Maybe the merchant has different goods shipped depending on the port. So he arrives with one good and leaves with another. Maybe a competing merchant, waiting to get to market, will try to slip his boat in while the original merchant is distracted. A shouting match ensues and confusion amongst the goods.

g) Word on the Street

While entering the city, the party performs some action (anything really) that is misconstrued by inhabitants passing by. Suddenly the party finds itself involved in an argument over an issue they don't understand because it really does not involve them. But now they have to get involved in order to clear the false impression the city inhabitants have of them.

h) Broken Bread

Walking through the city on their own errands, the party come upon a strange scene. A bake-shop door opens and the baker escorts an apprentice baker out, haranguing him to be careful, but quick, to deliver the bread to the customer (a person or business as fits your needs). As you're a few steps back from this scene and have a wider perspective, you can see that there are a couple of shady looking people peeking around the corner. As the apprentice heads out to complete his transaction, the shady people move in.

What happens next depends on who the shady people are: destitute citizens, immigrants to the city, thugs, or my favorite - family members bullying (or stealing from) the apprentice. To make it a bit more interesting, perhaps the apprentice isn't klutzy, but trying to save his cousins from the law by staying silent and claiming responsibility for their bullying/stealing.

i) Dragon Bones

Someone claiming to have magical abilities claims that they have crafted, and are attempting to sell, a pair of dice crafted from Smaug's bones. The dragon's innate greed still exists inherently within the dice themselves. With a small charm to direct that greed, this mage says the dice will consistently win (mechanic: roll dice normally, three times, using the best of three throws!). Particularly if used against dwarves. Of course, they win so frequently that claims of fraud are common and without the enchanted dice the player cannot win as often.

These dice can be used in any of a number of ways. Turning the mage in for disturbing the remains. Buying the bones and putting them to personal use. Reselling the dice, perhaps to a greedy dwarf?

j) Something Fishy…

The <insert fish name here> are running! The Long Marshes provide an excellent breeding ground for the <fish>, but at this time of the year (whatever season works for your timeline) the fish are rushing out of the marshes and into Long Lake in order to mate. Everyone in the city (well, mostly, there are always a few hold outs) goes out to help with the catch as it portends the start of a holiday/festival once the fish have been caught, dressed and stored.

However, this year something is wrong. Maybe the Necromancer has introduced a normal aquatic predator from the Sea of Rhun into Long Lake (river dolphin, croc/gator, snapping turtle etc.) and they are eating the <fish>? Perhaps in preparation for the war, Easterlings have quietly settled on the eastern shore and are harvesting the fish to deny the Free Peoples and help themselves? Maybe something has been dumped into the Lake which the fish don't like so they're staying in the Marshes? (This one could even be a semi-natural effect like run-off from the smelting at Erebor, or the growth of a particular mould.)

A COUPLE OF IDEAS
by Otaku -Sempai

A Dwarf-scholar from the Blue Mountains claims to have pin-pointed the site of Mount Dolmed which has been lost since the sinking of Beleriand. He claims that the Dwarf-city of Nogrod lies beneath the Gulf of Lune, but he knows the approximate location of the ruins of Belegost and wants to mount an expedition to explore them. He hopes to recover the great pearl Nimphelos, given to the Dwarves of Belegost by Thingol Greycloak in partial payment for the delving of the underground halls of Menegroth.

An idea for Lake-town:
The adventurers uncover suspicious behaviour from an Easterling trader. The merchant is an agent of Mordor whose goal is to corrupt Lake-town officials and scout out weaknesses in the town's defence for future exploitation. The party must gather evidence and present it to the new Master, who may want the trader arrested, but might instead have more subtle plans…

SOME ADVENTURE IDEAS by Mim

1. Travelers disappear from time-to-time while passing along the Great East Road. As a result, the Councils of the Woodmen and/or the Wood-elves fear a return of the Shadow, and gather evidence and information to support their position: items like black-fetched arrows smeared and smudged with the Orcish fungus-like poison; stories like those told by Woodmen who claim to have ventured close to the forest's edge in pursuit of an evil band, and then turned back after glimpsing dark, shadowy shapes in the underbrush.

They offer a suitable reward (a cultural reward is obvious, but you can also have them offer another enticement appropriate to your game, such as training, healing, patronage, etc.) to your band of seemingly stalwart adventurers to investigate these disappearances.
The servants of the Enemy seize and corrupt a Wood-elf in an above-ground fortress, deep inside the Mountains of Mirkwood that serves as a base from which they (perhaps led by a Black Númenórean or Variag of Khand sorcerer) can raid travellers, funnelling prisoners and possessions by caravans back to the lair, which is a huge sycamore tree. They hollow out large sections of the inside of the trunk to form rooms and passages, but the tree is so massive that the cavities have not weakened it structurally. The LM can link them or replace them with HoTW foes.

2. *"But Arvedui did not take his counsel. He thanked him, and at parting gave him his ring, saying: "This is a thing of worth beyond your reckoning. For its ancestry alone. It has no power, save the esteem in which those hold it who love my house. It will not help you, but if ever you are in need, my kin will ransom it with great store of all that you desire."*
The Dúnedain afterward ransomed the Ring of Barahir. A stranger arrives at Bree, Rivendell, Lake-town, or whichever sanctuary fits your chronicle, from the far North, an emissary from the Lossoth. Bivdu the Hunter providentially finds the vale following a long and perilous journey of epic proportions, to claim the ancient wergild of his people. Bivdu bears an urgent missive, written on sealskin parchment and sealed with a large, ornate glob of red wax bearing the seal of Arvedui, which he gave to the Lossoth of old.

3. Grimnir the Helegrog (Ice Daemon) sends his servants, Orcs, Wargs, Snow-trolls, and other things of cold and night, to capture the Lossoth village of Frostmantle. The village, known of old to that people as Jielti (Blood)—allegedly for their former seal hunts—lies sheltered behind a wooded ridge from the piercing rays of the sun and during the long midnight of the northern winter. The servants of the Enemy take the place, and dispatch their captives a few at a time across the frigid wastes toward their hidden stronghold nigh Ax Glacier-which flows northward and westward from Gundabad or that area toward Forochel. Grimnir seeks some forgotten relic(s), perhaps the lost palantíri. Honour demands that the summons cannot be refused, and Elrond or your patron asks the heroes if they are willing to venture forth to solve the mystery.

BIG LIST OF ADVENTURE IDEAS
by poosticks7

1. Any Old Port in a Storm

The PCs are seeking shelter from the elements or some other threat (wargs, spiders, orc band etc) and come across a place to shelter (cavern, old ruins, abandoned settlement). They find they have stumbled across something dangerous, secret, or supernatural and must then deal with it in order to enjoy a little rest.

Twists & Themes:

- The shelter is in fact the dwelling place of the initial threat (warg den, spider haunt, orc warren).
- The place is a legitimate shelter of some kind, but the PCs are not welcome, and must win the trust of the occupants.

2. Better Late Than Never

Some bad guys (orcs, bandits, raiders etc) have arrived and done some bad guy things, (raping & pillaging, slave taking etc) whilst the PCs were away. The bad guys have made good their escape but the PCs have returned and must follow the bad guy's trail (to avenge or rescue or recover someone or something). They must catch the bad guys before they make it back to their lair/home land/ stronghold.

Twists & Themes:

- The bad guys escaped by stealing a conveyance that the PCs know better than they do. (Horses, River boat, Ship).
- The bad guys duck down a metaphorical (or literal) side-road, trying to hide or blend into an environment (perhaps one hostile to the PCs).
- If the bad guys cross the adventure's 'finishing line' there's no way to pursue them beyond it (Impenetrable stronghold, dangerous environment etc).

3. Blackmail

Through trickery, deceit or from digs into a PC's past, an antagonist (a rival, servant of the enemy, corrupt official) has something to hold over a PC's head and make them jump. This could be any kind of threat from physical to social, but it depends on the villain having something – even if it's information – that other's don't have.

So now he is pulling the strings of the PC, telling them to do things they don't want to do. The PCs must end the cycle of blackmail, depriving the villain of his edge, and keeping him temporarily satisfied whilst doing it.

Twists & Themes:

- The adventure hook involves the PCs unwittingly helping the villain, which allows him to later gain leverage over them.
- To succeed, the PCs must contact other folks that are being used.
- The PCs aren't the victims of the blackmail, rather it is someone they care about/are charged to protect etc.

4. Breaking and Entering

Mission objective: enter the dangerous place (dragon's den, orc tunnels, bandit hideout) and retrieve the vital dingus (jewel, journal, heirloom etc) or valuable person (friend, noble, innocent etc). Overcome/Avoid the area's defences to do so.

Twists & Themes:

- The goal is not to extract a thing, but to destroy a thing or interfere with a process (destroy the cursed item, slay the evil warlord, stop the ritual, wreck the invasion plans etc).
- The goal has moved.
- The goal is information that must be recovered and told to the wise.
- The job must be done without alerting anyone.
- The PCs are not aware the place is dangerous.
- The PCs must replace a thing with another thing.

5. Capture the Flag

The PCs must secure a military target for the good guys (retake a dwarf hold, secure an old watch out for the Mirkwood Elves, capture and fortify an old ruin). There are bad guys (Orcs, bandits, Easterlings etc) there that prefer that it not be secured.

Twists & Themes:

- The PCs must assemble and/or train a force to do the job with them.
- The PCs are working with flawed intelligence and the target zone isn't as described.
- The PCs must coordinate their own efforts with an ally group (possibly putting aside past rivalries to do so).

6. Clearing the Hex

There is a place (ruin, barrow, battlefield, spooky wood etc) where bad things live (wights, restless dead, wretched spirits, etc). The PCs must drive away the bad things to make the place safe.

Twists & Themes:

- The bad things can't be beaten with direct conflict. The PCs must learn more about them to solve the problem.
- The bad things aren't bad, just misunderstood.

7. Delver's Delight

The PCs are treasure hunters, who have caught wind of a treasure laden ruin (old barrow, dwarf hold, ancient elven ruins etc) They go to explore it, and must deal with its supernatural denizens (wights, restless dead, marsh dwellers, ancient evil etc) to win the treasure and get out alive.

Twists & Themes:

- The treasure itself is something dangerous (magic ring, cursed treasure, foul sorcery etc)
- The treasure isn't in a ruin, but in a wilderness (Forodwaith, Brown Lands, Gladden Fields etc) or even hidden somewhere 'civilized' (Dale, Erebor, Minas Tirith etc).
- The treasure is someone else's rightful property (an elf lord, a dwarven family).

8. Don't Eat the Purple Ones

The PCs are stranded in a strange place (deep underground, Withered Heath, Deserts of Harad etc), and must survive by finding food and shelter and then worry about getting out of the area.

Twists & Themes:

- The PCs must survive only for a short period of time, until help arrives.
- The PCs must work alongside a group of adversaries for mutual survival.

9. Elementary, My Dear Wolfgar

A crime or atrocity has been committed; the PCs must solve it. They must interview witnesses (and perhaps prevent them from being killed), gather clues (perhaps having to prevent them being stolen or ruined). They must then assemble proof to deliver to the authorities, or serve as agents of justice.

Twists & Themes:

- The PCs are working to clear an innocent already accused of the crime (possibly themselves).
- The PCs must work alongside a special investigator (Agent of the King, Captain of the Guard, Shirriff etc) or are otherwise saddled with an unwanted ally.
- Midway through the adventure, the PCs are 'taken off the case' – their invitation/ authority to pursue the matter is closed (often the result of political manoeuvring by an antagonist).

10. Escort Service

The PCs have a valuable object (kingly gift, precious scrolls, store of weapons, well trained animal etc) or person (envoy, exile, dignitary, loremaster etc), which needs to be taken to a safe place or to its rightful owner, etc. They must undertake a dangerous journey in which one or more factions (and chance or misfortune) try to deprive them of the thing/person in their care.

Twists & Themes

- The thing or person is troublesome in some way and tries to escape or side-

track the PCs.
- The destination has been destroyed or compromised by the enemy, and the PCs must take their charge to another destination.
- The person is someone attempting a political defection and has important information (A Dunlending, A Easterling, A Corsair etc).
- The PCs must protect the target without the target knowing about it.

11. Good Housekeeping

The PCs are placed in charge of a large operation (A dwarven mine, an Esgaroth trading company, a collection of Barding settlers etc). And must, despite lack of experience in such things, make it work and thrive.
Twists & Themes:
- The PCs are brought in because something big is about to happen, and the Old Guard wants a chance to escape.
- The people under the PCs resent them, because their method of inheritance looks outwardly bad and everyone loved the old boss.

12. Help is on the Way

A person (or small group) is in a hazardous situation they can't survive without rescue. The PCs are on the Job. In some scenarios, the hook is as simple as a distant yell for help.
Twists & Themes:
- The victim(s) are a hostage, or under siege from enemy forces (Trolls, Orcs, Bandits etc), and the PCs must deal with the captors or break the siege.
- There is a danger that any rescue attempts will strand the rescuers in the same pickle as those in need in rescue, compounding the problem.
- Those in danger aren't people but rather animals (Eagle, Horse, Hound etc).
- The victim doesn't realise that he needs rescuing; he thinks he's doing something reasonable and/or safe.
- The threat is environmental; natural disaster, plague outbreak etc.
- Those in need of rescue can't leave; something immobile and vital must be tended to or dealt with at the adventure location.
- The PCs begin as part of the group that needs help and must escape and gather forces or resources to bring back and proceed as above.

13. Hidden Base

The PCs, while travelling or exploring, come across a hornet's nest of bad guys (orcs, troll, ruffians etc), preparing for Big Badness (raiding, pillaging, parleying, etc). The PCs must either find some way to get word to the good guys, or sneak in and disable the place themselves, or a combination of the both.
Twists & Themes:
- The PCs must figure out how to use local resources (landslide, flooding, cave in etc) in order to defeat the inhabitants.
- There is more than one faction of bad guys; perhaps the PCs can turn them against each other through stealth and trickery.

14. How Much For Just the Dingus?

Within a defined area, something important and valuable exists (magic ring, lost heirloom, forgotten lore). The PCs (or their patrons) want it, but so do one or more other groups (servants of the Enemy, agents of Saruman, unfriendly neighbours etc). The ones that will get it will be the ones who can outthink and outrace the others, deal best with the natives (Lossoth, Avari Elves, Forgotten Dwarf Clan, Haradrim Tribesmen etc) of the area, and learn the most about their environment. Each competing group has its own agenda and resources.
Twists & Themes:
- The natives require the competing factions to gather before them to state their cases.
- The valuable thing was en route somewhere when its conveyance or courier was wrecked or vanished.

15. I Beg Your Pardon?

The PCs are minding their own business when they are attacked or threatened. They don't know why. They must solve the mystery of their attacker's motives, and in the meantime fend off more attacks. They must try to put two and two together to deal with the problem.

Twists & Themes:

- The PCs are in possession of something that the mysterious attackers want – but they don't necessarily realise it.
- The attackers are out for revenge for a dead compatriot killed by the PCs in a previous adventure.
- The attackers have mistaken the PCs for someone else.
- The attackers are only a diversion to keep the PCs busy whilst a mysterious bad guy does something nefarious.

16 Long or Short Fork when Dining on Orc?

The PCs are a diplomatic vanguard, trying to open up (or shore up) either political or trade relations with an unfamiliar culture (isolated dwarven hold, Easterling clan, a Lossoth tribe etc). All they have to do is manage for a day or so among the strange customs without offending anyone.

Twists & Themes:

- What information the PCs have about the culture is either incomplete or dangerously misleading.
- The PCs were chosen by somebody who knew they weren't prepared for it – an NPC trying to sabotage the diplomacy (pinning this villain might be necessary to avert disaster).

17. Look, Don't Touch

The PCs are working surveillance – spying on a person, gathering information on a beast in the wild, scouting a group of unfamiliar neighbours or newcomers, probing deep behind enemy lines. Regardless of the scale or target, the primary conflict (at least at the start) is the rule that they are only to watch, listen and learn. They are not to make contact or let themselves be known.

Twists & Themes:

- The target gets itself in trouble and the PCs must decide whether to break the no-contact rule in order to mount a rescue.
- The target is being observed by another group that also wishes to remain unnoticed.

18. Manhunt

Someone is gone: they've run away, gotten lost, or simply haven't been seen in a while. Somebody misses them or needs them returned. The PCs are called in to find them and bring them back.

Twists & Themes

- The target has been kidnapped (possibly to specifically lure the PCs).
- The target is dangerous and/ or unhinged and has escaped from captivity.
- The target is valuable and escaped from a place designed to keep him safe, cosy, and conveniently handy.
- The target has a reason for leaving that the PCs will sympathise with (refusal to marry, seeks adventure, is mistreated etc).
- The target has stumbled across another adventure (either as protagonist or victim), which the PCs must then undertake themselves.
- The missing 'person' is in fact an entire group (an expedition, pilgrimage, scout force etc).
- The target isn't a runaway or missing/lost – they're just someone that the PCs have been tasked to track down (possibly under false pretences).

19. Missing Memories

One or more of the PCs wakes up with no memory of the recent past, and now they find themselves in some kind of trouble they don't understand. The PCs must find the reason for the memory lapse (drank from an enchanted stream, under the effects of subtle magic, drugged etc), and in the meantime deal with the

predicament they have stumbled into.

Twists & Themes:
- The forgetful PCs voluntarily suppressed or erased the memories, and they find themselves undoing their own work.

20. Most Peculiar, Momma

Something both bad and inexplicable is happening (growing racial tension in Esgaroth, It's snowing in July in the Shire, A mysterious sickness, the pipe weed crop has failed, something is killing Beorn's bees etc.) and a lot of folk are very troubled by it. The PCs must track the phenomenon to its source, and stop it.
Twists & Themes:
- The PCs are somehow unwittingly responsible for the whole thing (cursed treasure, a malicious spirit wants revenge, etc).
- What seems to be a problem of one nature (magical, personal, natural, political etc) is actually a problem of an alternate one.

21. No One Has Soiled the Bridge

The PCs are assigned to guard a single vital spot (a mountain pass, bridge, ford, ravine, tunnel etc) from impeding or possible attack. They must plan their defensive strategy, set up watches, prepare traps, and so on. They must then deal with the enemy when it arrives.
Twists & Themes:
- The intelligence the PCs were given turns out to be faulty, but acting on the new information could result in greater danger – but so could not acting on it, and the PCs must choose or create a compromise.

22. Not in Esgaroth anymore!

The PCs are minding their own business and find themselves transported to a strange place (dragged into a nightmare, re-enacting a past event, entering the spirit world etc). They must figure out where they are, why they are there and how to escape.

Twists & Themes:
- They were brought to the place specifically to help someone in trouble.
- They were brought by accident, as a by-product of something strange and secret.
- Some of the PCs enemies were transported along with them (or separately), and now they have a new battleground.

23. Ounces of Prevention

A villain or organisation (corrupt official, bandits, spy of the enemy, dubious merchant, dark cult etc) is getting ready to do something bad (murder, robbery, kidnapping, smuggling, dark ritual etc), and the PCs have received a tip-off of some sort. They must investigate to find out more about the caper, and then act to prevent it.
Twists & Themes:
- The initial tip-off was a red hearing meant to distract the PCs from the actual caper.
- There are two simultaneous Bad Things on the way, and no apparent way to stop both of them – how to choose?
- The Bad Thing is only a small part of a much broader problem and the PCs are embroiled in the resulting escalation.
- The Bad Thing is an act of revenge against an even worse thing (real or not).

24. Delved too Deep

Someone (it's usually dwarves but it could be someone else maybe), has stumbled upon something which might be best described as an 'older fouler thing than orcs' and now the terrible ancient thing from the First Age is shaking things up locally (this should probably be somewhere out of the way – Harad, Forodwaith, Withered Heath, Oracani Mountains etc). Before the PCs can even think of confronting the bad thing, they must deal with the waves of trouble already released by it (bad dreams, madness, orcs or other bad

things roused, locals cowered etc)

Twists & Themes:
- The PCs can't hope to defeat the terrible thing through force of arms, another solution must be found.
- Only a certain dingus or rare esoteric bit of lore can defeat the creature, and no one is sure where it is or if it still exists.

25. Quest for the Sparkly Hoozits

Somebody needs a dingus (to fulfil a prophecy, heal the monarch, prevent a war, cure a disease, or what have you). The PCs must find the dingus – often an old dingus, a mysterious dingus and a powerful (in the right hands) dingus. The PCs must learn about it to track it down, and then deal with taking it from wherever it is.
Twists & Themes:
- The dingus is incomplete when found (one of the most irritating and un-fun plot twists in the universe).
- Someone or something (dwarves, dragons, orcs, unfriendly strangers of distant lands etc) already owns it (or recently stole it, sometimes with legitimate claim or cause).
- The dingus is information or an idea, or a substance, not a specific dingus.
- The PCs must use guile, stealth and ingenuity to claim the dingus from the group that possess it.
- The PCs must use diplomacy and persuasion to claim the dingus from the group that possess it.

26. Recent Ruins

A town, keep, outpost, or other civilized construct is lying in ruins. Very recently, it was just dandy. The PCs must enter the ruins, explore them, and find out what happened.
Twists & Themes:
- Whatever ruined the ruins (orcs, trolls, a dragon, Easterling raiders etc) is still a threat; the PCs must defeat or escape the baddies.
- The inhabitants destroyed themselves somehow (a mysterious curse, a serious disagreement, unleashing something they shouldn't have etc).

27. Running the Gauntlet

The PCs must travel through a hazardous area, and get through without being killed, robbed, humiliated, debased, diseased, or captured by whatever is there (Travelling through Mirkwood, a trip to Fangorn Forest, a sojourn deep under the Misty Mountains etc).
Twists & Themes:
- The troubles they encounter are rarely personal in nature – the place itself is the 'villain' of the adventure.
- The place isn't dangerous at all, and the various 'dangers' are actually attempts to communicate with the PCs by some agent or other.

28. Safari

The PCs are on a hunting expedition, to capture or kill an elusive and prized creature (something similar to the Boar of Everholt, a Kine of Araw, a white crebain, a cave drake etc). They must deal with its environment, its own ability to evade them and possibly to fight them.
Twists & Themes:
- The creature is all but immune to their weapons.
- There are other people actively trying to protect the creature (elves, rangers, a cranky hermit type etc).
- There are other people trying to capture or kill the creature.
- The creature's lair allows the PCs to stumble onto another adventure.

29. Score One for the Home Team

The PCs are participants in a race, contest, tournament, scavenger hunt or other voluntary bit of sport. They must win.
Twists & Themes:
- The other contestants are less honest, and the PCs must overcome their attempts to win dishonestly.
- The PCs are competing for a deeper purpose than victory, such as to keep another contestant safe, or spy on one, or

just to get into the place where the event is going down.
- The PCs don't wish to win; they just need to prevent the villain from winning.
- The event is a deliberate test of the PCs abilities (for entry into an organisation, to earn someone's respect etc).
- The event becomes more deadly than it's supposed to.

30. Stalag 23

The PCs are imprisoned, and must engineer an escape, overcoming any guards, obstacles, and geographic isolation their prison imposes on them.
Twists & Themes:
- Something has happened in the outside world and the prison security has fallen lax because of it
- Other prisoners decide to blow the whistle for spite or revenge.
- The PCs are undercover to spy on a prisoner, but are then mistaken for real inmates and kept incarcerated.
- The PC's have to escape in a hurry to get to another adventure outside the walls.

31. Take us to Umbar and Don't Slow Down

The PCs are on board a ship on their way to somewhere safe when it is high jacked. The PCs must take action to help the crew.
Twists & Themes:
- The 'hijackers' are agents of the good guys (Gondor, Dorwinion etc) pulling a complicated caper, forcing the PCs to choose sides.
- The hijackers don't realise there is a secondary danger that must be dealt with, and any attempt to convince them is viewed as a trick.

32. Troublemakers

A bad guy (or group of them, or multiple parties) is kicking up a ruckus, upsetting the neighbours, poisoning the water supply, or otherwise causing trouble. The PCs have to go where the trouble is, locate the bad guys, and put a stop to them.

Twists & Themes:
- The PCs are tasked with capturing the perpetrator(s); they must not come to harm.
- The bad guys have prepared something dangerous and hidden as 'insurance' if they are captured.
- The 'bad guy' is much more than he seems (a sorcerer, undead, a good guy gone mad etc).
- The 'bad guy' is a respected public figure, superior, or someone else abusing their authority, and the PCs might meet hostility from normally helpful quarters that don't accept that the bad guy is bad.
- A balance of power perpetuates the trouble, and the PCs must choose sides to tip the balance and fix things (family feud, rival claimants, competing factions etc).
- The 'trouble' is diplomatic or political, and the PCs must make peace, not war.

33. Uncharted Waters

The PCs are explorers and their goal is to enter an unknown territory and scope it out, (the coastal area beyond Umbar, the lands of the Far East, the Withered Heath, deep under the Grey Mountains, Angmar etc). Naturally, the job isn't just going to be surveying and drawing sketches of local fauna; something is there, something fascinating or threatening (or both).
Twists & Themes:
- Either the place itself is threatening (in which case the PCs must both play National Geographic and simultaneously try to escape with their skin and sanity) or the place itself is very valuable and wonderful, and something else there is keen on making sure the PCs don't let anyone else know.
- Perhaps the PCs ship is damaged or destroyed, or there is no clear way back home (a cave in, hostile forces etc) in which case this becomes #8 Don't eat the Purple Ones.

34. We're on the Outside Looking In
Any of the basic plots in this list can be reengineered with the PCs on the outside of it. Either the PCs are accompanying other characters in the midst of such a plot (often being called on to defend the plot from the outside, as it were), or they are minding their own business when the others involved in the plot show up, and must pick sides or simply resist. For instance, with Any Old Port in a Storm, the PCs could already be enjoying (or native to) the shelter when a strange group arrives. If the 'PCs are unwelcome' variant is employed, then perhaps the PCs will be the only voice of reason to still the racial prejudice, mistrust of strangers, or whatever else is the source of the conflict.

Twists & Themes:
The PCs find themselves on the receiving end of the adventure. Take any of the plots and reverse them, placing the PCs in the position where NPCs (often the Villain, fugitive etc) normally are. Alternately, leave a classic plot intact but turn the twists upside down, making them twistier (or refreshingly un-twisty).

KING ON TOP OF THE MOUNTAIN
by JamesRBrown

When: This adventure takes place any time after 2948, when the Desolation of Smaug is green once again, but disrespectful Barding villagers are frequently trespassing into the Woodland Realm to cut down silver beeches (see *The Darkening of Mirkwood*, pages 13 and 17).

Where: The adventure begins in Lake-town and moves through the Northern Dalelands, into the East Gap of the Grey Mountains Narrows, and all the way to the Gamolberg, the hoary mountain.

What: A dangerous man has escaped the town gaol in Lake-town and is believed to have murdered everyone aboard the longboat of a prominent town councillor, including the councillor and his wife, before fleeing to the north. The company is hired to track down the criminal and recapture him.

Why: The suspect is a violent stranger who must be stopped before he kills again.

Who: The company meets Frida, a lady of the Lake who's relatives have been murdered, Magoldir, a wayward Elf of Mirkwood, Frár the Beardless, a houseless Dwarf of the Grey Mountains Narrows, and finally Skarf Hammerstroke, a wild mountain-man with a dark secret.

THE SONG OF HAMMER AND ANVIL
by jamesrbrown

Part One: A Broken Smith
On a particularly cloudy day in Esgaroth, the companions visit the town hospital by invitation of a prominent woman named Runa, who is a volunteer healer, and the wife of a town official. Runa is caring for a man who is wounded and feverish: a smith from a village south of town who claims to have been attacked by large Goblins that carried off his magical hammer and anvil while leaving him for dead. They said their master needed it for something important.

These tools are very special and valuable to him, passed down from many generations before him. He swears that all weapons made with them have sharper edges. Without them, he has lost all purpose and may even lose the will to live. If the companions recover these tools and rid the village of the Hobgoblin threat, they may help to restore his hope

and become heroes to the hospital's volunteer wives of Lake-town. Just before the man falls into a deep sleep, he whispers these words: "*When the magic hammer strikes the anvil, the sparrow sings it's song.*"

The outcome of the opening encounter with the woman should give the player-heroes rewards and blessings. Maybe something like this, according to their successes:

0-1 Runa is slightly concerned about the company's ability and offers only a small purse of coin equal to 1 point of Treasure if they complete the quest before the man dies.

2-3 All the wives are satisfied with the outcome and contribute to a reward equal to 1 point of Treasure for each of the companions if they complete the quest before the man dies.

4-6 As above, and Runa offers the companions free care at the hospital and lodgings at her residence for the winter. She mentions that her husband would also be very interested to speak with them about future assignments.

7+ Runa is very impressed with the player-heroes; apply the results above, and she gives them a bottle of Reedmace, enough for the entire company to benefit for the entire Adventuring phase (see *Lake-town* page 21).

Part Two: Hungry Ogres
Beyond the southern shores of the lake, along an opening path through the bogs in the direction of the man's village, the player-heroes come upon a hunting party of hungry, hate-filled Ogres. These creatures of legend have been stirred out of their holes in the marsh and are scouting dangerously close to Lake-town.

Part Three: A Wondrous Search
The journey through the Long Marshes on the eastern edge of Mirkwood is dangerous and hard, but it is only 25 miles and will only take a little over 2 days to arrive at the abandoned village. This requires 1 Fatigue test at a severe TN 18 difficulty. The Loremaster can also make 3 rolls of the Feat die to determine if it is a Blighted area (use the rules found on page 224 of Rulebook). If so, they must make 1 Corruption test each day of travel at TN 14 or gain 1 Shadow point.

The search for the hammer and anvil should be spontaneously narrated and the player-heroes given opportunities to propose tasks of Search, Explore, and whatever else seems appropriate. The final clue should be the sound of a sparrow; but this also brings a sudden revelation of horror that the tools are in current use!

Part Four: The Camp of Nasty Goblins
In a final scene, the companions gain the advantage to ambush a camp full of Hobgoblins busy sharpening weapons using the magic hammer and anvil. Some try to escape west towards the Mountains of Mirkwood after the arrival of some Great Bats.

Epilogue
After defeating the Hobgoblins and recovering the hammer and anvil, the company should return to Esgaroth with the items and to collect their rewards. Use the same numbers for the return journey.

THE FADED ONE by Venger

The following is the synopsis of two scenarios that play into each other and I introduced them over the course of a campaign with several other scenarios between them to allow players to possibly forget about the details of the one that connect to the other.

a) The Faded One

Deep in the ruins of the fortress Nost Namba Megil, the Heroes discover a secret chamber bedecked with art, tomes and treasures. There is a library with texts, maps to now-forgotten places and ruins and other writings and journals depicting life and places of the way things were in the Second Age. [*lots of info on adventure sites and some information about the current scenario but it would take years to digest all the material here*].

It is the last abode of an ancient nameless Elf Lord who overstayed his time in Middle Earth, who's Fee spirit has consumed his flesh and has thus become a "Faded One". He doesn't fully realize he has Faded.

On first encounter he resembles a ghost and the players may perceive him as one. In turn he perceives the Heroes as if they are like in a dream to him. He may answer questions but they will be vague, like riddles. His main dialog is rambling and undirected and is that of someone who has now forgotten all who he is and was, even his own name for nobody speaks it, and he goes on about Lost Love and how weary the world has made him and recites sad poetry, and laments of this lost love.

Yet he remains in Middle Earth searching for his lost love who he feels is still in Middle Earth but cannot find her and will not leave without her. He has pretty much given up hope of ever finding her, though he ventures out from time to time to seek her regardless.

The Chamber has numerous interesting minor enchanted items, possessions of the Faded One and if taken the Faded One doesn't even notice. But the main artefact is The Fountain of Vala which sports two small trees similar to bonsai, one gold and one silver and they cast gold and silver light in the chamber. All about the fountain are a dozen very unusual pale, vaguely luminescent cream coloured flowers growing in special pots.

Later either through a mentor, or by using one of the tomes in the Chamber, the Heroes find out that these flowers are all that remain of "Númenorian White Roses" and are potted in Numenorian soil, flowers and soil rescued in the last days before Numenor was lost. The light of the two trees keeps them invigorated and the water from the fountain keeps them refreshed. (Each Rose has the power to resurrect the recently slain.) [or something equally as potent if resurrection not possible].

The chamber is both a blessing and a curse, because although it is an asset it also a liability that has to be protected, since the Roses cannot be moved for they will die without the light of the two trees, nor can the Fountain be dismantled without destroying it.

One of the minor enchanted items is a box that has enough room in it to hold one item the size of a flower, and within it is a single red rose, preserved as if it has been fresh cut. The red rose is a memento the Faded One has been keeping, one of the last reminders of his Lost Love and the one thing that restores his Hope and that that keeps him from falling into Shadow, possibly becoming a worse apparition.

This presents the Players with a conundrum. My players chose to leave things as they were and re-seal the chamber. What will your players do?

Sit back for a few scenarios and let the conundrum you have set before your players vex them thoroughly. Try not to get them killed, so they are not tempted to put the conundrum to the test. Then…

b) The Midnight Maiden
The Heroes learn of a secret grove set in a valley between the crests of two peaks. Each month at a certain time during the full moon light from the moon illuminates the grove between the peaks and through the boughs of the forest can be seen an elvish maid who appears in the beams of the moonlight who sings a beautiful but very sad song. Naturally the Heroes will want to witness this wonder themselves.

She is lovely, and appears ghost-like but she is not a ghost but has faded, just like The Faded One. She sings a sad song about her lost love and never leaving Middle Earth until their promise of leaving together is fulfilled.
(The players may make the connection between the Faded One and the Midnight Maiden.) In the words of her song are clues, and should these clues get back to the ears of the faded one, this will enable the Faded One to find her.

If the Players then return to the Faded One's chamber and sing the song of the Midnight Maiden the Faded One will know where to find his maiden.
They will be re-joined and the Faded One will bequeath all of his possessions to the Heroes.

SEARCHING FOR MIRRORWEED
by Magus76

The forest of Mirkwood is filled with both wondrous and malicious growing things, and there are some real treasures to be found if one knows where to look.
The characters are asked to either accompany a skilled herbalist from Lake-Town, or to set out on their own, to find a specific and very valuable plant in the green depths of the forest.

This plant goes by the name of Mirrorweed and only grows in the shadow of certain trees and always close to water. It has a dark green colour on the thin stem, with a pale silver flower that glows eerily in the dark. The leaves on the stem are long and sharp, but the petals of the flower could be compared to the wide wings of a butterfly.

The difficulty of this task, apart from the journey itself, lies in the fact that these beautiful flowers produce a narcotic nectar that attracts a certain species of hornets, very aggressive wasps the size of a small crow that build their nests far up in the trees above the flowers.

These hornets are quite evil creatures, and they will fiercely attack anyone that either gets too close to their nest or interrupts them while they are collecting their precious nectar.

The company needs to find these plants and harvest them without attracting the attention of the hornets, whose poison can be extremely painful and hallucinogenic at best and lethal if the hero is stung too many times. Like the spiders these hornets can talk to each other and they will send word that intruders are moving through their lands and attack if necessary.

It is up to the Loremaster how much the herbalist knows about the plant, why

they need it and what to expect when searching for it in the forest, but it is quite obvious that the less information the heroes have when setting out, the more challenging the adventure will be.

Mirkwood Hornets
Attribute: 4
Endurance: 6
Hate: 2
Parry: 5
Armor: 1d
Skills
Personality 1
Movement 3
Perception 2
Survival 2
Custom 0
Vocation 0
Weapon Skills
Sting 2
Special Abilities
Fell Speed
Savage Assault
Snake-Like Speed

Weapon: Hornet Sting
Damage: 2
Edge : 10
Injury: 12
Called Shot: Poison *
* Poison: The Hornet Poison, aside from the normal effects of being poisoned, is a strong and fear-inducing hallucinogenic that will force the victim to make a Fear Test. If the test fails the character will flee the scene in panic, with no regard as to direction or safety.

THE DARKENING OF MIRKWOOD, YEAR 2952: THE TALE OF AESTID AND DENLAR by Corvo

Note: in my campaign, the Tale of Aestid and Denlar take place in 2952, and is the igniting factor behind the Battle of the Forest's Gate.
My reason for conflating the two story seeds was to give my players some moral conundrum, instead of a simple "let's go bashing some baddies". Viglund is a villain, but I strived to create a situation where his actions weren't entirely unwarranted.

Aestid is the daughter of Viglund (HotW page 31). Shrewd and determined as her father, unlike him she's a kind and generous soul. Aestid knew Denlar when the young Beorning was taken in slavery by her father's men, in 2950. The two fell in love while gathering firewood in the Elfwood (HotW page 31), and she helped him escape. Since that time, the two meet secretly in the Elfwood at dawn the first day of every month. No one is aware of their love, nor of her role in his getaway: only the vile goblin Saviga (HotW page 30) suspects something.

Last year Viglund betrothed Aestid to the brutish Othbald, a powerful follower of him, as a means of appeasing a dangerous rival of his son Viglar (HotW page 30) to the Viglunding's leadership. Now the marriage looms near, so Aestid decided to flee, even if that means forsaking her father: a cruel man to many, yet a loving parent to her.

Her plan is to free all of Othbald's slaves on the night she flees: Othbald will have to choose between his bride and his servants, and will be unable to recapture them all. And deep in her heart, she wants to grant these unfortunates a chance to win their freedom.
On his part, Denlar enlisted the help of some friends: Arnulf, Avagis and Avina,

sons of Old Alaric, a renowned homesteader that live near the border of Viglund's territory. They will wait for Aestid hidden in the Elfwood.

The escape goes as planned, and before dawn Aestid and Denlar reach Old Alaric's homestead with their friends. Unknown to them the vily Saviga shadowed Aestid till the Elfwood, and recognized the sons of Alaric.
The malice of the creature is so great that, instead of escaping to Mirkwood, he comes back to Viglar and tells him where his sister is hiding.

When the adventure starts Old Alaric's homestead is under siege by Viglar and a dozen of his men: he doesn't dare torch the building lest Aestid is harmed, but he asks for the restitution of his kidnapped sister. Some hours ago a group of Men from nearby farmsteads intervened and were met by harsh word: no one knows who struck the first blow, but a fight ensued and a Beorning, Cilderic son of Gisalric, is dead. Surely Viglar blames the Beornings.

Now, grief-stricken Gisalric and his kin are raising a warband to attack Viglar's men, while at the same time Othbald is coming with reinforcements for Viglar. Time is running short, tempers are flaring, and Viglund himself will be here tomorrow.

The companions can be involved as they are traveling through the region: maybe they are sleeping at Gisalric's long-home, and rules of hospitality demand that they help their guest. Or maybe they are at the Easterly Inn (see TftW) and they hear the call to arms of the Beornings.

A full scale battle is brewing, and surely feuds will follow. There is still room for diplomacy, but not much, otherwise it's down to cunning or arms.

Likely courses of action (and their implications):

- Attacking the Viglundings. Viglar has a dozen Men with him (some of them wounded). In three hours Othbald will be there with another twenty, and tomorrow at dawn Viglund will bring dozens more. Gisalric has eight Men right now, and more will flock to the besieged farmstead every passing hour. Many feuds will follow this battle, and their shadow will loom on Denlar and Aestid forever.

- Appeal to Old Alaric to restitute Aestid to her father. He has the authority to do it, and he's angry at his son's brashness (he wasn't informed of their plan). Yet he's proud and he hates Viglund with a passion: he doesn't want to yield to his old enemy. The companions need a good success on a Persuade or Courtesy roll. If they succeed they can avert a battle, but woes will follow: Gisalric will seek revenge for his son, and Aestid and Denlar cannot renounce their love.

- Intimidate Viglar. Not easy, since he sent messengers to Othbald: he knows that reinforcements are incoming, and he cannot look weak to his brother-in-law. It requires an overwhelming force… or maybe someone can convince him that Beorn is nearby.

- Asking for judgement by Beorn. Viglund and his men know that they should act quickly to avoid the involvement of the feared Skin-changer. It requires extraordinary cunning to stall them long enough. If they manage it, Beorn will make clear that everyone here is under his protection, and Aestid is free to choose her destiny by herself. Viglund will not challenge the Skin-changer directly, but raiding and skirmishes will follow in the next years.

- Giving monetary compensation for the kidnapping of Aestid. Greedy

Othbald is ready to accept a tribute in gold or cattle for Aestid and the escaped thralls: but he needs a lot of it, to impress his underlings he wasn't humbled by the Beornings. Viglund needs extraordinary riches to put aside his wounded pride.
If that road is chosen, surely Gisalric will ask the Viglunding's for blood-money for his son's death.

- Asking Viglund to let Aestid flee with Denlar. Surprisingly, this is probably the best solution, because although Viglund is a monster his only ounce of humanity is reserved for his daughter (Insight, tn.18). Arranging such a talk isn't easy, tough: they need to Persuade both Aestid and Denlar to appeal to the tyrant's clemency (TN12 and 16 respectively, since Denlar hates Viglund), and Viglund too (TN18).

If they manage a great success with Viglund, he will let them go, if Denlar promises to give a hefty bride-price within a year. If the companions managed just a simple success, Viglund demands that the couple live at his home and that Denlar swears fealty to him. Othbald will harbour a grudge, and Gisalric will be refused reparation, though.

ADVENTURE IDEAS IN ERIADOR by Glorelendil et al

1. Eriador is filled with ruined towers and keeps. So find a reason (it will depend on the backgrounds of the characters) for one/all of them to want some kind of help or favour from Erestor. Erestor will help them, but for a price: he has been seeking an artefact...more of historical interest than actual power...and he's finally narrowed down the possible location to an area of the North Downs. It was held in a secret vault below a watchtower built on a hill-top. He knows the name of the hill, but unfortunately nobody knows which hill is which anymore. But if the Fellowship can find this artefact, or at least find evidence that it's not in the location he thinks, he'll help them in return.
What follows is a hill-to-hill search of ruins in the North Downs. They can talk to Talandil who might be able to help them locate the right hill, or at least tell them where they can find more clues.
When they finally find the right place, the vault has been looted...ripped open from the surface by something that could only be a troll. And recently! That points to the massive troll they had already encountered (and snuck around? run away from? only saw tracks of?).
The troll dies hard, but the artefact isn't there (however, there's other treasure: Magical Treasure rolls!). They discover tracks that suggest a man left recently. Chase! If they catch him, he's some kind of servant of the Enemy, and has the artefact.
Victory! Back to Rivendell and Erestor. But...there's a mystery here. After centuries, suddenly TWO people know where to find this artefact? Erestor explains how he came across the final clue, which only came about because he was talking to a recent visitor to Rivendell, a learned gentleman from the South, who doesn't fit the description of the bad guy the Fellowship was tracking.

2. A merchant or group of merchants needs the Adventurers to escort an agent (or agents) whose mission is to assess the condition of the Old South Road through Eriador. Of particular concern would be crossing the feasibility of crossing the River Gwathlo (Greyflood) in Tharbad and the likelihood of encountering bandits or other trouble among the herdsmen and hillmen of Dunland.
Boromir, in The Lord of the Rings, reveals that his route to Rivendell took him through the Gap of Rohan and north up the Old South Road, where he lost his mount fording the Greyflood at Tharbad. Is the ford dangerous year-round? Perhaps Boromir lost his horse to bandits or swamp-creatures rather than to the river. What folk or monsters might be lurking about the ruins of the town?

3. PCs are telling tales in the Green Dragon Inn, or having a beer in the Prancing Pony, in the first lights of the morning. Then, suddenly, a cloaked man comes in and drops unconscious to the ground . "*He's one of those Rangers*!" says the bartender as he spits to the ground. "*They're never up to no good*".
A Lore roll or Shadow-Lore trait indicates that he is fighting against some Curse of the undead: he seems to have crossed the Barrow-Downs during the night.
As the PCs approach him, he stutters: "*B-b-b-bring this message to the Weathertop, please... hurry, the Rangers must know before it's too late*!" He fades out, grasping a closed letter in his hand.

The PCs should travel to Weathertop (maybe crossing the marshes and facing the neeker-breekers), where they meet a small group of Rangers of the North (maybe just 4 or 5 of them). Their captain tells PCs that he must travel south ASAP with some of his men, and one of the Rangers must stay in Weathertop. But the message must reach the ears of a bigger group stationed at Deadman's Dike. The PCs are the only ones who are left to carry the letter there.
Upon arrival at the former Fornost Erain, they are informed of the duties of the Rangers and their true role in Eriador as wardens against the growing darkness. The letter was sent by their leader, who was now in the south (Aragorn as Thorongil), telling the Rangers to strengthen the southern borders watch, as a powerful dark spirit had left Mordor and was probably heading north [*LM: in fact it is the Witch-King, Unclad and Unseen to most except to Aragorn's almost elvish senses*].
The PCs are then sent to Rivendell with indications of how to find this spirit, so they can ask Master Elrond for counsel about this threat. Elrond tells them that such servants from the Enemy can't be beaten by the force of normal weapons. Their only hope lies in recovering some powerful artefacts that the Elves of Eregion built an age ago, when Sauron himself brought war upon them.
Travel to Eregion to find information about the artefacts (weapons?), just to discover that they were sent to the Dwarves of Moria as a gift when asking for their help against the forces of Mordor. The Dwarves closed the doors to the Elves, but kept the gifts in their vaults. The heroes have to enter Moria and look for the artefacts of the Elves in some hidden vault.
After that, they have to return to Rivendell to consult Elrond about the artefacts and how to use them. When finally having a weapon (maybe not literally a sword or spear) to confront the Shadow from the South, they travel to Angmar... just to discover that the Dark Spirit has left, but had enough time to organize the Orcs of Mount Gram into a hating bunch that marches to The Shire. Who will the PCs call for help? The widespread Rangers? The reclusive and secretive Elves of Rivendell? The Ghostbusters?

DEEP PLACES – AN ADVENTURE IN ERIADOR by Otaku-sempai

"There are older and fouler things than Orcs in the deep places of the world."

The Bell of Aldarion

The companions have wintered in Western Eriador (perhaps in the Shire, or with either the Dwarves of the Ered Luin or in the Grey Havens with Cirdan's folk). Spending time in the Havens, they hear stories of how the old ruins at the mouth of the River Gwathlo (Greyflood) were originally the harbor of Lond Daer, established by the Numenorean king Tar-Aldarion.

The haven fell into ruin after the sinking of Numenor; however, it is said that the lighthouse of Lond Daer endured for many centuries afterward, kept in repair by Men of Gondor who kept its beacon lit and would ring the Bell of Aldarion in case of fog to warn ships away from the shoals. The Bell was also said to ward Lond Daer against an evil from the sea, but the Elves are unclear about the source of said evil.

By TA 2510 Gondor had abandoned Enedwaith in Southern Eriador, leaving it to the Dunlendings and their descendants. The floods of 2912 drove out the remaining inhabitants of Enedwaith except for a handful of isolated fishing villages along the coast. Even Tharbad, where the Old South Road crossed the Greyflood, was abandoned. There is a rumour that the Bell of Aldarion was never removed from the lighthouse at Lond Daer and might still be there to this day.

If the companions wish to explore the ruins of Lond Daer then they have two options. If they travel overland, they must follow the Old South Road until they cross the Ford of Tharbad, a journey of perhaps 480 miles, then follow the Greyflood for another 200 miles to its mouth, through swamps, fens and scattered woodland. Or, if the companions wish to attempt a sea-voyage, they must sail about 500 miles south from the Gulf of Lune.

When the company reaches the mouth of the Greyflood they find that the ruins of the old haven are mostly reduced to jumbles of tumbled stones. The lighthouse is largely intact but empty and disused. The companions can see where the Bell of Aldarion must have hung; but it is long gone.

A small fishing community is located a short distance from the lighthouse. The residents call it Lonnsport, possibly a corruption of the old Sindarin name. They are skittish around the companions at first then settle down a bit after getting a good look at them. It seems that there is another, older community a few miles to the south, called Shaddville.

The residents don't like to talk about Shaddville but, if pressed, will speak of dark rumours of strange lights (especially about a month following the Spring and Autumn equinoxes), the disappearance of locals (including small children) and of something odd or just plain off about the appearance of the Shadowmouth folk. They don't look quite right; they seldom blink and often walk with a strange gait.

The people of Lonnsport blame the Shaddville folk for the disappearances, but they don't dare take action; an attempt against the town was made once, but it was met with a terrible reprisal from sea-monsters that attacked Lonnsport, killing many residents.

Shaddville

If the companions investigate Shaddville, they find a fishing village much like the one they left, but isolated and more wretched-looking. Most of the wooden houses look run-down and weather-

beaten. Of those that have two or more stories, many of the upper-floor windows are boarded up. About half of the homes look abandoned and many of them are also sealed up. There are few people on the street; most of those stare queerly at the companions with eyes that seem too far apart and seldom blink. Some walk with a shuffling gait—almost hopping in some cases. Grubby children play desultorily in bare yards. There are no animals anywhere in town.

One structure in the centre of town is a large building constructed of fitted, black stone. Elaborate carvings surround the arch of the lone entrance, including weird pictograms that seem to depict fish and more fanciful sea-creatures. A man in robes lurks just beyond the door; he cannot be clearly seen, but there is an unwholesome aspect about him.

In fact, the inhabitants of Shaddville are not entirely human. In the Twilight Years before the Stars and the Sun, a Maiar who was affiliated with the Vala Ulmo was corrupted by Morgoth and entered into his service. When the Valar rose up against Melkor in the Battle of the Powers, the Maia grew afraid and dove into the ocean to hide from the Host of Valinor. In time this Maia began to breed with the race of Men.

Some hold that her first progeny were Brother Dagon and Sister Hydra, the first of the race of Deep Ones, bipedal creatures that seem equal parts man, frog and fish that can live both in and out of water. Others claim that either Dagon or Hydra is the original Maia from whom all other Deep Ones descend.

The Deep Ones founded undersea cities in the ruin of sunken Beleriand and later in other parts of Middle-earth where the climate was temperate or warm. They seldom have much to do with surface folk, occasionally attacking and sinking lone ships for their cargoes. However, Deep Ones can interbreed with Men and a few coastal communities have developed a bizarre, symbiotic relationship with Deep One colonies.

Deep One/Mannish hybrids begin by looking fully human, and some remain human for their entire lives. However, most gradually transform after they reach adulthood, sooner or later becoming Deep Ones themselves. The stone building at the centre of Shaddville is the temple of the Order of Dagon, a cult that worships Brother Dagon and Sister Hydra —and also another mysterious entity (Cthulhu) that might be another rogue Ainu sleeping in an undersea city (R'lyeh) somewhere in the depths of the Inner Seas.

The companions must investigate the temple in order to find the Bell. To do this, they must defeat or kill Xadok, the priest of Dagon who resides in the structure, without raising an alarm.

Xadok, Dagon High Priest
Attribute level: 5
Specialties: Shadow-lore, Sea-lore;
Distinctive features: Suspicious, Wrathful;
Relevant skills: Insight 3, Great Spear 4, Dagger 2;
Endurance: 20

If the companions succeed, they note that the interior of the temple is covered in pictograms that depict the history of the Deep Ones and their connection to Shaddville. They include images of terrible and obscene rites, scenes of human sacrifice, and pictures of horrible entities that should not be able to exist.

A careful Search (TN 14) reveals a secret door in the floor that leads to an underground chamber containing gold jewellery and several oddly-proportioned tiaras of disturbing and unusual design. A chest contains a large and beautiful bell, its clapper wrapped in a thick

sheath of rags. This is the Bell of Aldarion. If the Bell is rung, each peal it produces reduces the Hate of any evil attacker in the vicinity by 1 until the creature's Hate is reduced to zero and it flees. The range of this effect is one mile. The Bell weighs about fifty pounds.

If the companions succeed in finding the Bell and manage to leave the temple without attracting attention then they can attempt to slip quietly out of town. If they are seen then the alarm is immediately raised and the pursuit begins. If a group of townsmen manages to catch them, the companions must fight their way free before more townspeople can surround them. If anyone thinks to strike the Bell, the attackers react to the resulting sound as though in pain. If the clapper is unwrapped and the Bell is repeatedly struck then any attackers will be driven off.

If the company is surrounded and overwhelmed, the companions face the prospect of becoming sacrifices provided they are unable to escape. A companion who swears allegiance and servitude to Brother Dagon and Sister Hydra (or to Great Cthulhu) might be spared.

Cultists of Dagon
Attribute level: 3
Specialties: Sea-lore, Swimming;
Distinctive features: Secretive, Suspicious;
Relevant skills: Spear 3, Dagger 2
Endurance: 12

Deep Ones
Attribute Level: 4
Endurance: 20; Hate: 5; Parry: 4;
Armour: 2d;
Skills: Personality: 2, Movement: 2 (4 in water), Perception: 3, Survival: 3, Custom: 1, Vocation: 1;
Weapon Skills: Spear 3, Dagger 2, Claw 1, Bite 1
Special Abilities: Great Leap, Hate Sunlight, Seize Victim, Thick Hide.

Return to Lonnsport

If the companions manage to leave Shaddville unseen, their absence will soon be noted and a pursuit organized. If the company is mounted it can reach Lonnsport without incident; otherwise, the companions will be harassed until they reach the village (unless they use the Bell to discourage pursuit). If the heroes have the Bell, they are welcomed. The Bell is reinstalled in the old tower and a watch is set. If they do not possess the Bell then the folk of Lonnsport fear imminent attack from the sea.

Several hours after nightfall the Deep Ones attack Lonnsport. If the alarm is given and the Bell of Aldarion is rung then the attack is quickly aborted and the Deep Ones withdraw into the ocean. Otherwise, the Deep Ones attack until the town is destroyed or until the attacking force is destroyed. The companions have the choice of fighting to the death or attempting to escape. If the company arrived at Lonnsport by sea, it might have to abandon any plans to depart that way.

~more detailed adventures~

wild adventures[XII]

The Night Wanderers by WbWeather

STORYTELLING OUTLINE:
Part One:
Encounter - Ingomer Axebreaker; exposition
Part Two:
Combat- Delusional Wanderers(Full of Hate); rising action
Part Three:
Journey - Sanctuary; rising action
Part Four: Combat - Scuttling Spiders, Cave Troll Runt; rising action
Part Five: Journey - Demon's Tower; Climax
Part Six: Encounter - Hearing Voices; falling action, resolution

COMPANY CHALLENGE:
A new evil from the forest plagues the Woodmen. Ingomer Axebreaker enlists the company to discover the source of this new threat and see what can be done to stop it.

Part One: Fires In the Night (exposition)

While visiting a Woodmen settlement, if the company is known to Ingomer Axebreaker, he requests they pay him a visit as he needs their assistance. If they have not yet encountered Ingomer, they could run into him as he is investigating reports of strange sightings in the forest and reports of arson in smaller settlements under the eaves of the forest.

Ingomer greets the company cordially, but in a preoccupied manner. A successful Insight test might reveal that there is some personal fear weighing on him.

Ingomer explains to the group that two months back rumours began surfacing of strange green fires burning in the forest at night. By daylight when these were investigated, all that could be found were small clearings where the trees had been felled and burned as great pyres. These had been reduced to fine grey ash with a pile of charred bones in the centre. They mostly appeared to be bones of deer or other woodland creatures.

Then several weeks ago a small settlement was attacked at night and burned to the ground. The surviving woodmen claimed that green flames rapidly consumed their dwellings. When doused with water, the flames grew larger as if empowered by some strange sorcery. Whatever was causing these fires was slowly moving north along the eaves of the forest. The most recent sighting of the fires was in the Western Eaves just North of Woodmen Town. The people are afraid and the fear itself is beginning to spread like wildfire.

He has asked for men to search out the source of this new devilry, but few have stepped forward for fear of leaving their families unattended (or perhaps just cowardice). He has sent a message to Radagast and expects him to arrive within days but would ask the company to take on the task of investigating the strange fires to see if they might discover their cause.

Encounter Evaluation
This encounter should be based on the highest Valour in the company. Ingomer is not hopeful that the company will succeed, at least initially. So far any attempt to find the cause has been fruitless.

0-1 Ingomer doubts the company will have any more success than the Woodmen have and dismisses them with no assistance.

2-3 Ingomer is somewhat encouraged. He tells the group the location of the last known fire and tells them that the fires have been found about every 10 miles moving from the south to the north.

4-6 Ingomer is heartily encouraged by the group's prowess, and offers to lend them his personal hunting hounds who know the forest well. (Any Search test sees its TN lowered by 2)

7+ Ingomer does all the above and confesses to the company his true fear, that his son Mogdred may be behind these attacks.

Part Two: The Night Wanderers (rising action)

Once the group leaves Ingomer, they must begin their search for the fires. This is a prolonged action requiring 5 successful tests (Using Search, Explore and/or Hunting) to find the most recent fire ring at a TN of 14.
If Ingomer gave them the location of the last known fire ring, then the company can skip these tests and proceed to the next step.

Finding the fire

Having located the most recent fire ring, the group now must attempt to observe a fire while it burns. With no assistance from Ingomer this requires a prolonged action of 5 more successful tests (Search, Explore, or Hunting).
If Ingomer told them to expect to find the next fire about 10 miles to the north, reduce this to 3 tests. These tests must be made at night and the TN is increased to 16.

Throughout the search reward successful rolls with signs of a company passing through the area headed north (signs include: many footprints in some soft earth, trees with broken or hewn limbs, remains of a small campfire, etc.}

Eventually on one night the company will notice an eerie green glow some distance through the trees. As they approach they will hear muffled chanting. They have found the fire, but what lies ahead is still unknown…

Should the players approach the source of light they will see a fascinating scene. In the centre of a small clearing a group of men and women dressed in furs encircle a large fire. The fire is built of felled trees leaning against one another in the shape of a tepee. At the top of the pyre, hung from a rope by its antlers is a buck kicking and thrashing and making awful, terrified noises as green sinister flames rise higher and higher up the pyre. The strangers are chanting and slowly dancing in circles around the fire while one, apparently their leader calls out in a mesmerizing cadence:

"We are the Night Wanderers, the Ring Seekers, the Keepers of the Cleansing Fire. We serve the Lady of the Tower, the Queen of the South. With fire we cleanse the night. She will keep us and protect us from the terrors of the Dark One. She gives us the fire. To her we give this sacrifice."

At this point the heroes must decide what to do. Should they make their presence known the group of Wanderers shriek in outrage and attack them, wielding axes in one hand and a burning brand in the other, whilst their leader shouts:

" *Servants of the Dark One, destroy them!"*

If the company chooses to sit and watch, they should still somehow be discovered, perhaps a hound growls at the sight of the Wanderers or a companion trips and falls. Unless the LM feels it best not to, they should end up fighting the Wanderers.

Enemy: Night Wanderer
Attribute Level: 3
Endurance: 14
Hate: 2
Parry: 5
Armour: 2
Skills:
Personality: 1 Survival: 2
Movement: 3 Custom:1
Perception: 3 Vocation: 2
Weapon Skills:
Axe: Damage:5, Edge "Eye", Injury 18, CS Break Shield
Flaming Brand* (see below):
Damage 3, Edge 9, Injury 12
Special Abilities: Denizen of the Dark, Snake-like Speed

*Flaming Brand
On a "piercing blow" the brand ignites the player's armour. This fire is created through sorcery, and will continue to burn until the player extinguishes it. To do this requires that an Athletic test against TN 12 must be taken in lieu of a combat action on the next round. If failed then the player must pass a Protection test against TN 12 or sustain 3 endurance loss and gain a wound. This continues until the fire is extinguished. Another companion may use a round of combat to assist in putting out the fire with an Athletics test as well.

Add one point of hate to each enemy due to their outrage at having their ceremony interrupted.

History of the Night Wanderers

After the Necromancer was cast out of Dol Guldur, a group of human prisoners made their way from the depths of the fortress into the forest. They had no memory before the terrors of the dungeon, their lives as far as they could remember began in pain and darkness. As they wandered the forest being fed on by spiders and worse, they eventually made their way east until they came upon the Demon's Tower.

There they met the Sorceress of Mirkwood, Zimraphel. She presented herself to them as a vision of light that could save them from the terrors of the forest and the dark demons that haunted them. In truth she was using her sorcery on them to make them her thralls. As such, she has begun sending them out to raid ruins and barrows in hopes of finding a ring of power. She armed them with magical fire to chase away wights.

She has convinced them that all others (including the Woodmen and the Companions) are minions of the Necromancer and seek to take them captive again into Dol Guldur. They believe that only in service to her can they be kept from this fate and that only by finding a ring for her will their safety be made permanent.

The Wanderers will fight fiercely until half their number has been reduced. After that point the leader (or if he has downed, one of the others) shouts:

"*We will not be slaves of the Shadow again, brothers throw yourself upon the light of the Cleansing Fire.*"

At this point, all surviving Wanderers run into the now roaring fire and are consumed by the flames, choosing immolation rather than (as they believe) returning to the dungeons of Dol Guldur. This should be grounds for a Corruption Test to avoid gaining Shadow due to Anguish.

Any defeated Wanderers are not considered killed but instead are wounded or unconscious. Soon after the battle they will wake. They will fear the players, thinking them minions of the Necromancer. It will be impossible to convince them otherwise, that will

require the aid of a wizard or a Master Healer such as Elrond.

However, it might be possible for a companion to find a way to calm them enough to travel without much resistance. Any surviving Wanderers should probably be escorted back to Woodland Hall. If the players question any of the captives, they will only repeat what their leader said at the fire ring ("We are the Night Wanderers, the Ring Seekers…") or curse the players as servants of the Dark One.

Part Three: The Forgotten Garrison (rising action)

At Woodland Hall the players will discover that while they were away, Radagast has joined Ingomer.
Upon seeing the captives, Radagast comments that they are obviously under some form of sorcery and takes them inside the Wuduseld to see if he can break the spell. After some time he emerges looking taxed and fatigued.

The Wanderers follow him, now seeming as if they have just woken from a dream. They are confused, but are beginning to remember some things from their past. One might be recognized as a long lost relative of someone in the village. Radagast speaks:

"Take these people to a house of healing. Though the spell has been broken, they are not yet wholly mended but in time their minds will heal."

Turning to the companions he says,
"Many years has it been since I had to work my will so hard against a force as strong as the one controlling these people. I fear there are yet things of great power and danger at work in the forest of Mirkwood. I am wearied by my effort but I did learn some useful information. These people were under the control of a sorceress dwelling in a tower in the south-east of Mirkwood. I fear that the tower they refer to is none other than Minas Raug, or the Demon's Tower. When we drove the Necromancer from Dol Guldur, we discovered that he had built an eastern outpost. I fear some former servant of his has taken up residence within that tower. I would have you be my eyes and ears. Find this tower and observe it. Take note of what you see, learn what you can of its ruler and return to me in Rhosgobel with that information. Do not attempt to approach the tower. I cannot say what evil dwells within but I doubt you could face it alone. Yet, perhaps there is yet some way to hold it at bay."
"One other thing: long ago when the shadow first descended on the forest, I assisted the elves in hiding a sanctuary in the south of Mirkwood. This was located just to the south of the East Bight. It was used as a secret garrison for the elves for several centuries until they ultimately withdrew to the north, leaving it abandoned. While it may have long ago been compromised, I hold some hope that it may yet be secure, having been concealed with a Spell of Secrecy and sealed with a magic spell. To open the door, one must simply lay their hand on it and simply speak the word "Edro". However, the door will resist entrance by anyone tainted by the shadow. Should you find it secure, you may rest there and recover from your journey. If we could reclaim this garrison, it could prove useful to Woodmen traveling between Sunstead and the western settlements. What you might find inside I do not know, but it was known to have once held weapons used by the elves to fight the Shadow. From there it should be a fairly straight forward trip south to reach the Demon's Tower. I must rest some and then attend to these poor souls who have suffered so much. I will look for you in Rhosgobel. Farewell friends."

Radagast produces a map and shows the companions the location of the lost sanctuary and the Demon's Tower. The sanctuary is located just south of the east bight near the bottom of the narrows of the forest. The group then must travel to the garrison Radagast described. The entrance to the garrison can be found by any elf using Search at TN of 12 (for any other culture the TN is 20).

Radagast also gives the group a small cordial of amber liquid. When consumed the TN for any search roll is reduced by 6. There is only enough for three sips. Arriving at the location, they must search to find the door to the garrison. Long has the entrance lay hidden in the side of a hill. Centuries of detritus and undergrowth have obscured it. Each player can search twice per day. Radagast's elixir can be used until it is gone.

Once the door is found, they must open it. To do so they place their hand on the door and speak the word "*Edro*". The door will only open if they pass a Wisdom test of TN 12 plus their current Shadow rating. Each player may only attempt to open the door once per day. If successful in entering the garrison they become the first to do so in over 1500 years. Inside they find a small armoury. It might be possible to find an ancient weapon of renown among the various swords and bows. There is also a barracks with enough bunks for a comfortable night's sleep. There is one room which appears to be the commander's quarters. There is a small desk covered in various utensils for writing.

In the centre sits a small but elaborate wooden chest, embossed with golden script. The name *Daebeleth* 'Fading of the Shadow' can be read by anyone with the ability to read Sindarin. Inside lies a silver ring set with a bright emerald. This is a Wondrous Artefact with a blessing of both Awe and Insight, both of which are clearly indicated in the script on the chest.

In addition to these benefits the ring allows the wearer to roll the Feat die twice on any corruption test and take the higher of the two rolls (in a similar fashion to a Wild Hobbit's Shadow Sight). The ring is worth 80 treasure, and can be taken and used by any companion.

The company may rest here safely as long as they like, recovering endurance and reducing fatigue as if they were in a safe place. However, soon after entering the garrison, they begin to hear strange noises outside. At first, they might catch an occasional scratching against the door, as if it is a tree branch in the wind. Before long they hear a heavy thud or two, then silence for a while, then the thudding again.

Eventually it becomes obvious that someone or something is trying to get in. Loud pounding begins outside the walls and continues, often up to an hour at a time. For a while there will be quiet again, but before long the pounding begins anew. When they finally choose to leave the sanctuary, they will be in for a surprise...

Part Four: Company at the Door

Unbeknownst to them, the adventurers were being followed for the last day or two of their travels through Mirkwood. A cave troll runt had planned to ambush them in their sleep at a convenient time. He was working out how best to do this, when suddenly they just seem to have disappeared. After searching the area and not finding them he retraced his steps and followed their tracks to this particular clearing, where they seemed to just vanish into the hillside. Confused, he spent some time searching for a hole or cave but finding none, he now is attempting to tear down the hillside in his desire to find his missing prey.

Not only that, his pounding has attracted the attention of quite a few spiders that now are eager to join the hunt for what may turn out to be a tasty dinner.
When the players do exit the sanctuary, they will walk into a nest of trouble. They will need to fight a Cave Troll Runt and at least a dozen spiders (primarily

Attercops) but maybe with the occasional Hunter spider thrown in to spice things up if needed. These all must be defeated before the company can make their escape. Of course they can rest again in the garrison if needed to heal any wounds or endurance loss if they choose to (this time they will not be followed).

After defeating the enemies, the company might want to search for the troll's cave and possible treasure. The LM may allow this if he wishes, however the company must backtrack a day to find the cave.

Part Five: The Demon's Tower (Climax)

Having defeated the Troll and spiders and rested as much as they desire, the adventurers begin the final Journey to the Demon's Tower. This is definitely a place tainted with shadow and the LM should roll to see if the area is blighted. The LM should set a dark and foreboding mood for the journey.

Failing a test caused by a hazard might result in the player character being temporarily miserable for the rest of the adventure. When the companions arrive at the tower, they should feel the full weight of their arduous journey.
As they finally approach the tower, they see the following as described in *Heart of the Wild*:

The Demon's Tower stands in the heart of a tangled thicket, its topmost battlements hardly taller than the surrounding trees. It is made of dark stone quarried in the Mountains of Mirkwood; every stone bears runes of power engraved by the lords of Dol Guldur. Attached to the tower are a walled bailey and several outbuildings.

The tower rises above the tree tops and commands a view of the surrounding forest. Within the uppermost windows of the tower, especially at night, flashing lights of green and red can easily be seen.

The Heroes feel a sense of dread and must pass a corruption test or gain a shadow point.

Part Six: Hearing Voices (falling action / resolution)

As the company watches and discusses what to do, they suddenly find themselves surrounded by small dancing lights like living candle flames. Any apprehension which they previously felt suddenly melts away and a sense of peace begins to overcome them. Each character hears gentle voices telling them that they are safe from the shadow now and have nothing to fear.
Each player must roll a Wisdom test. On a failure they have given in to the voices and begin moving slowly toward the tower. If a player character is wearing *Daebeleth* they pass the wisdom test automatically.

Any characters failing the Wisdom test have succumbed to the enchantment of the Sorceress and will not be able to participate in the next Encounter. A player who is not entranced can attempt to free a player from the enchantment with an Inspire test, but any failure counts as a failure against the Tolerance of the encounter and has no effect on his companion. A successful Inspire awakens the other companion, but does not count as a success toward the Encounter.

Any player characters that are not under this enchantment sense a chill in the air and the night seems to grow darker. The previously pleasant voices now sound harsh and full of anger. They demand to know who the heroes are and how they came to seek out the Demon's Tower. The voices are actually the means by which the Sorceress engages the company (she will not meet them face to face).

If she has heard of the defeat of her Night Wanderers or their healing by Radagast

she becomes enraged momentarily, but soon begins to question the heroes about their knowledge of the barrows near the Old Forest Road. What is the likelihood of finding magical rings within them?

If a player is wearing *Daebeleth* the ring is immediately apparent to the Sorceress and her questions are focused on the ring and its wearer. Where did the hero come by such a ring? Who was the maker of the ring? What form of magic dwells in the ring? etc.

For their part the heroes may only think to plead for their lives or they may attempt to convince the Sorceress to withhold any further attacks against the Woodmen settlements. The company should also attempt to find out as much information about the sorceress as they can to bring to Radagast.

Encounter Evaluation
Base this Encounter's Tolerance on the highest Wisdom rating in the group. Subtract one for any elf in the group. If a hero is wearing the ring increase the tolerance by 2 to reflect the Sorceress' fascination with the ring and her desire to know more. The more successful the company is the more information about herself the Sorceress gives up.

0-1 The company learns the Sorceress' true name (Zimraphel) and she allows the company to barely escape for their lives as orcs stream out of the tower and begin to prepare for battle. Her intentions toward the Woodmen remain unknown.

2-3 The companions learn her name and that she originally was one of the Black Númenóreans of Umbar and had been taught sorcery by the Necromancer himself. She finds any request to leave the Woodmen alone at least humorous enough to let the companions leave in peace with a warning never to return.

4-6 The companions learn the above information as well as that Zimraphel seeks a ring of power above all else.

7+ After gaining all the above information Zimraphel makes the companions an offer. If they relinquish *Daebeleth* to her she will leave the Woodmen in peace. This should present the players with a quandary. If they give up the ring they lose a powerful tool in fighting the Shadow, but they may buy the Woodmen peace for some time, if they trust Zimraphel to be true to her word. If, however, they keep the ring to themselves then perhaps they gain an enemy and put the Woodmen at greater risk. If they agree to give the ring to her, a large gore-crow flies from the tower and grasps it in its talons, flying it back to his mistress.

As soon as the Tolerance for the encounter is reached the spell is broken. Any player still under the Sorceress' enchantment wakes up and sees a line of orcs gathering along the palisades. Their welcome is now exhausted and they must flee with what news they have gathered and report to Radagast in Rhosgobel.

The Missing Prince by Wbweather

Part One: Encounter
Part Two: Journey
Part Three: Journey
Part Four: Encounter
Part Five: Combat

Rolling for the adventure seeds gave me the following (Lake-town Tables):

Part One: Encounter with Archers
Part Two: Journey to an Ale House ; Heavy Burdens, Swift Travel
(+1 to fatigue on failed rolls, Increased speed by 5 miles /day)
Part Three: Journey involving Copper Coins (Lower TN by 1)
Part Four: Encounter with a Raven (Troubled Circumstances)
Part Five: Savage Dog who is Full of hate (+1 to hate) and Weakened

The company challenge was investigate. I have to admit, this mix of elements had me a bit baffled for a while, but here is what I came up with:

Part One: An Ambushed Escort

Somewhere along the eastern eaves of Mirkwood (likely near the Elf Path) the companions come across what appears to be the aftermath of a massacre. Three bodies lie on the ground, dressed head to toe in black. Beside them lie great bows. These are Royal Archers of Dale.

As the company tries to ascertain what has befallen them, suddenly from behind a tree steps a fourth archer. He is wounded and weak, shaking with fever, but he holds a bow, arrow drawn, and warns them to step away or he will mete out justice for the murders they have committed. The company (using Insight or Riddle) deduces that he is delirious with fever and thinks that they are the same group that attacked and killed his party. They must convince him that they are not enemies and that he needs their help.

If they are successful, he allows them to care for his wounds and asks them to take him to Dale. They can staunch his wounds and ease his fever, but he must be taken to Dale as quick as possible or he will die. He states he must talk with King Bard. The company must transport him home as swiftly as possible, pushing harder than they normally would. They travel 5 miles farther each day, but at a cost. Each failed travel roll increases their Fatigue by an extra point.

Part Two: Bearers of Bad News

The group of archers was escorting a young dwarven prince named Durin, grandson of Dain Ironfoot, from the Woodland Realm where he had been visiting during the hunt for the White Stag. The Royal Archers were escorting him back to Dale where he was to meet his grandfather and return to Erebor. After leaving the protection of the elves, the group was ambushed at night and the young prince kidnapped. Only the one archer survived.

He attempted to stop his attackers, but was wounded and fell unconscious. He woke the next day and made it back to the site of the attack where the players

then found him. The players may learn this information from the archer if they successfully heal him enough that he can speak coherently, otherwise they may glean this information from Bard in Dale if they can return the archer to his home city.

When the company seeks out Bard, they find him with Dain Ironfoot. Dain holds a ransom note threatening to kill his grandson if a large sum of gold is not delivered for his return in a timely manner. The note says that the King Under the Mountain has 2 weeks to gather the gold and await further instructions. Bard and Dain are both quite distraught at the kidnapping of the young dwarf, they urge the company to investigate the crime and rescue the lad if at all possible. They offer a kingly reward to the company for his safe return.

Rumour has come to the attention of the Kings that a strange looking fellow has been seen at a local ale house, and they suggest that the company begin their investigation there.

Part Three: A Search for Answers

The owner of the ale house tells them of a strange man who had been seen a few times over the last few weeks. He had noticed him in particular because the stranger spent a type of copper coin that he had never seen before. It appeared to be of foreign origin. He tells the company that the fellow had an Easterling look about him. He suggests that they stay close and he will contact them if he sees the man again.

The next day, the owner of the ale house calls the company to his establishment. He holds up another one of the copper coins, and signals the company to him. In a whispered voice, he tells them that while he hasn't seen any sign of the foreigner again, another man just bought a drink with a similar coin. He is seated in a dark corner of the house doing his best to down as much ale as he can. He is a local ne'er-do-well of questionable morals.

When questioned, the man confesses that he got the coins from a group of foreigners as payment for running errands for them. He had been approached a few weeks back and asked to secure some provisions for the outsiders. He also had been asked to deliver a message in secret to Bard. He didn't know exactly where the group was located or what they were up to, not thinking it wise to ask too many questions. He would leave packages for them in an abandoned barn 10 miles west of the city. He had overheard one of the men say something about their camp being another 3 days south in the marshes near the forest.

Should the company talk to King Bard again before setting out, he offers the assistance of a lakeman he knows who can navigate the marshes, lowering the TN for all rolls by 1.

Part Four: Unexpected Help

Heading south into the marshes, on the third day the company notices a raven following them (Awareness roll?) If they continue without noticing the bird, it eventually makes its presence known to them by repeatedly landing among them, squawking at them, flapping its wings, etc.

This is a raven that can understand the common tongue, although it is unlikely that any of the company can understand its speech (No preliminary roll of Insight is allowed). It looks intelligent though and is obviously trying to communicate with them. If they can convince the bird that they are looking for a young dwarf, it begins hopping excitedly about, because it knows the whereabouts of the dwarven prince (being the prince's pet) and will lead the company to the campsite where he is being held captive, if they can successfully complete the encounter with the bird.

Encounter Evaluation

Set Tolerance based on highest Wisdom:

1-2 The bird indicates for them to follow and then flies off in the direction of the camp.

3-4 The raven leads them patiently to the camp and indicates the number of enemies (perhaps with a successful Riddle test?)

5-6 Upon arriving at the camp the bird will tell the prince that help has arrived and convey any message to the lad the company wishes to give him.

7+ Above plus the raven causes a distraction, stealing something of value from the camp and drawing the outlaws away for a few minutes while they chase it down.

Part Five: The Rescue

In the camp are several outlaws and a savage, half-starved hound of humongous size guarding the dwarven prince. The hound is weakened (reduced endurance) but crazed with hunger (increased hate). The young prince is bound and gagged inside a wooden cage. He is frightened and a bit bruised up, but otherwise healthy. The company must rescue him and return him to his thankful grandfather.

The Slave Child by WbWeather

Adventure objective: Defend

Part One: Encounter - Beorn
Part Two: Combat - Slavers (Full of Hate)
Part Three: Journey - Great Hall (Swift Travel, Heavy Burdens)
Part Four: Combat - Orc Guards (Full of Hate, Weakened Enemy)
Part Five: Journey - Encounter - A Princely Gift (Favourable Meeting)

Part One: The Troubles of Beorn

The company while traveling through the Beorning lands encounters Beorn (either while visiting his house or perhaps meeting him in the wild). The great man is obviously in a state of agitation. He makes a comment that he "*really doesn't have the time to deal with this foolishness*".
If the players ask him what is troubling him he eyes them carefully as if wondering if they could help him out. If they don't think to ask, he might just outright ask them for a favour. The company must convince him that they are capable of helping him.
There have been rumours of a band of Viglunding slavers terrorizing the northern Beorning villages again. He asks that the company head north and see what is going on and if possible discourage the Viglundings from continuing their activities.

Encounter Evaluation

1-2 Beorn is not impressed but must settle for any help he can get.

3-4 Beorn is somewhat impressed and offers the group some Twice-Baked Honeycakes.

5-6 Beorn offers one of the rewards for the *Befriend The Beasts* Undertaking

7+ The company gets honeycakes and 2 of the rewards from Befriend the Beasts

Part Two: Defenders of Freedom

Beorn tells the company that the slavers have been threatening a small settlement just south of the Elf Wood and asks them to head there. This is just a day or two's journey north. On arriving at the settlement the company learns that the farmers have been told to pay tribute in gold or be taken as slaves. The Viglundings are returning that night. This is a group of people barely scraping by and they cannot pay the money that has been demanded.

That night the Viglunding slavers arrive and demand their payment. When no money is handed over, they attack. The company must fight to defend the farmers. After defeating the slavers (or driving them off) the players discover that there are several captives chained in a wagon. Most of these are Beorning men and women from the surrounding area. They give their thanks for being rescued and head back to their homes.

However, in the group is a young boy, no-one knows who he is or where he lives. He is reticent about his background but eventually tells the group his name is Eirik and that he needs to get to Mountain Hall.
In actuality he was traveling from Dale with his mother and some bodyguards when they were attacked by the slavers. He does not know what fate befell the others as they were separated over a week ago during the attack.

Part Three: Escort to Mountain Hall
The company needs to escort the lad to Mountain Hall. Along the way if the boy warms up to the company he might reveal to them that his family was relocating from Dale to Mountain Hall, his father is an important figure in Dale and is working on developing trade between the two towns for minerals from the Woodmen's mines. As they rush to get the boy to Mountain Hall, they travel 5 miles farther each day, but doing so increases the fatigue from failed fatigue checks.

Part Four: A Gauntlet of Orcs
After passing south of the high pass when they near the foothills of the Misty Mountains, fate turns against the company once again. They notice that they are being followed by a company of orc guards. Despite their best attempt to outrun them, it becomes obvious that they are losing ground. They must pick a defensive point and make a stand. The orcs engage them whilst they are probably weary, and attack at night when the company stops to rest.
Having defeated the orcs the company then must continue their journey to Mountain Hall.

Part Five: An Anxious Meeting
Arriving at Mountain Hall, the group gets a less cordial greeting than they might have expected. Armed Woodmen soldiers and a few bowmen of Dale surround them as they approach the Narrow Bridge. The company is asked what their intentions are. Eirik's mother and her body guards escaped the slavers, but unable to locate either after several days they continued to Mountain Hall to tell his father and to gather a search party. Seeing the company with the boy, there is suspicion that they may be in league with the Viglundings and may be seeking a ransom for the boy's return. The company is thus ordered to lay aside all weapons and wait.
Before long a Barding man and woman are seen walking across the bridge. Upon seeing her son safe and sound the woman bursts into tears of joy. The man looks sternly at the companions. The group is ordered to let the boy go and make no effort to follow. Once he has returned safely to his parents, the soldiers step forward and take the companies weapons, then bind their hands behind their backs and escort them into Mountain Hall. There in the Great House they are questioned about the events that lead to the return of the boy by Hartfast and the boy's father, Einar.
Having already heard Eirik's account the mood has lightened somewhat and the group meets with much less suspicion than they did upon arrival. (Increase Tolerance by 1).
They must still convince Einar that their intention was only to reunite the boy with his parents and that they had nothing to do with his capture or no desire to profit from his return. Asking for a reward will increase the man's suspicion and count as an automatic failure.

Encounter Evaluation
1-2 Einar has his doubts about their true intention. He tersely thanks them and then dismisses them.

3-4 Einar is genuinely grateful and offers them 1 points of treasure each.
5-6 Einar is very grateful and gives each character 2 points of treasure.
7+ Einar is eternally in their debt, each player receives 5 points worth of treasure and a note that may be used in Mountain Hall or Dale to increase Tolerance in a future encounter by 3.

The Stolen Horn by WbWeather

Part One: Encounter-Viglund the Cruel (Encounter. exposition)
Part Two: The Long Delves (Journey, rising action)
Part Three: Snaga Trackers (Combat, climax)
Part Four: Old Songs (Encounter, resolution)

Company Challenge: To recapture the warhorn of Viglund, stolen by a band of orcs.

Tolkien Theme: Assisting those in need, fostering peace

Suggested Calling: This adventure might particularly be suited for a Warden seeking to right wrongs against the undeserving and help those in need.

Part One: The Stolen Horn

While traveling in the land of the Viglundings, the company sees smoke rising from a hilltop settlement. There appears to be a flurry of activity. As they approach they realize that there has been an attack on this village and several stout warriors are searching about the area. If they approach the soldiers they will be gathered and brought to their leader, Viglund, who is enraged at the attack. The Viglundings are not hostile toward the companions, but they are suspicious. Viglund questions the company about why they are there. As they talk he begins to formulate a plan.

Encounter Evaluation

This encounter should be based on the characters' Valour.
Reduce the tolerance by 1 for any Beorning in the group.

During the night a group of orcs raided the settlement, one of Viglund's personal estates. During the attack, several things of value were taken. Most upsetting to him, his Warhorn was stolen. This has been his symbol of leadership for many years, having been fashioned from a horn of a great auroch that he slew in a coming of age ceremony of sorts, many years ago. He desperately wants to give chase to the orcs, but must attend to more pressing matters, such as dousing the flames and assessing the damage. He offers to reward the companions if they can hunt down these orcs and return his warhorn.

0-1 Viglund is not impressed. He points to the west and tells them, "*They fled that way.*"

2-3 Viglund explains that from what could be gathered, this was a hunting party out of Mordor, what they were doing in the northern reaches of the Anduin Vale is beyond him.

4-6 Viglund confesses that the orcs also took with them an orc which they had captured and intended to use as a slave. The orc had claimed he was "some sort of important fellow to his masters in the south".

7+ Viglund believes that the orcs were escorting the freed slave to the Long Delves to the west at the base of the Misty Mountains.
A Player character with Anduin-lore or Shadow-lore would probably be able to surmise that the group was heading to the Long Delves on their own.

Part Two: Tracking the Trackers

If the companions are aware that the orcs are headed to the Long delves, the journey is straightforward. If they just

know the orcs headed west, then they must make a Hunting test every day to keep on their trail. On a failed test, they lose the trail and must spend half a day a day retracing their steps. They can make up for the lost time by opting to take an additional Fatigue test for the entire company with all consequences of increased fatigue and hazards in effect.
It should take the heroes roughly 5 days to make the journey (depending on their starting point). If they lose more than 2 days of travel time, the orcs escape into the Long Delves and are lost.

Part Three: Battle for the Horn
As the companions reach the area near the entrance to the Long Delves, they finally catch up to the company of orcs. These are snaga trackers from Mordor. The orc slave taken from Viglund had been sent on a mission to carry information from Mordor to the orcs in the Misty Mountains. His capture had caught the attention of someone in Mordor and the trackers had been sent to make certain he either got his message through or didn't survive to speak it to any enemy of the shadow. The company must attack the orcs swiftly before they can flee to the safety of the Long Delves or alert the orcs garrisoned there. As soon as it appears that the battle is lost, one of the Snaga Trackers slays the messenger from Mordor, lest he be captured and give up his message.
Among the belongings of the orcs, the heroes find the Warhorn and gold which amounts to the equivalent on one point of treasure apiece.

Part Four: Peace through Song
When the company returns the Warhorn to Viglund, the chief holds a celebration in the companions' honour. This should be run as an Encounter. The adventurers take turns with the Viglundings singing songs of heroes long past. Emphasis should be on tests of song, riddle and courtesy. Inspire or awe might also play a part. The outcome of the encounter will determine the reward given to the player characters and also influence the relationship of the Viglundings with the other free peoples in Wilderland.

Encounter Evaluation
Base this on the character's valour, once again subtracting one from the tolerance for each Beorning in the company, but increasing it by 3 if the company successfully returned the warhorn. If the company fails to return the horn, the encounter still can be run, but reduce the tolerance by an additional point.
0-1 Viglund's prejudices against the Beornings and other cultures are reinforced, although out of gratitude he offers each hero an amount of gold equal to one treasure.
2-3 Viglund enjoys the company's songs and offers a place to stay in his lands anytime their travels might bring them this way. They also get 2 treasure worth of gold a piece.
4-6 Viglund offers the company 3 treasure worth of gold each and promises no aggression towards any culture represented by the heroes for one year.
7+ Viglund offers the companions 5 points of treasure or a small holding in the East Upper Vales (their choice) and agrees to seek peace with his neighbouring cultures. For the next 2 years there is a cessation of all hostilities between the Viglundings and the other free peoples, including the Beornings.

Of Stones and Spiders by poosticks7

The Greatest of the Forests - Adventure Company Task - Recover

Part 1 Encounter – Unexpected Company - Exposition
Part 2 Journey – Precious Stone - Rising Action
Part 3 Combat – Bandits - Rising Action
Part 4 - Combat – Hunting Spiders – Falling Action &Resolution
Part 4 – Encounter –– The River Maidens - Climax

Part One: Feast Interrupted

While visiting Sunstead within the East Bight and enjoying the hospitality of Ceawin the Generous' Hall, the feast is interrupted by a sudden arrival. Some of the village folk bring a beautiful young woman into their lord's hall; the woman is dishevelled, weak looking and obviously distraught. Through her tears she tells her name, Ethelinda, and after a healing roll TN12, she is able to tell a tale of woe:

She is the daughter of Leodgar of Woodland Hall; she tells how she was promised to Ceneric, the son of a prominent elder of Woodsmen-town Daegmund Fiercebrow. It was to be a fine match and she was travelling to Woodsman-town with her two cousins Kenrick and Anulf to deliver her dowry to Ceneric's father as a pledge of trust.

Her dowry was a precious stone called the Dusk Stone – a treasured heirloom of her household, given to her Great Grandfather by one of the River Maidens of the Black Tarn. Whilst on the journey to Woodsmen-town the trio were set upon by a group of bandits. The two young warriors fought fiercely but fell in defence of their dear cousin. The loathsome bandits spirited both Ethelinda and the Dusk Stone away to their hideout deep within the dark depths of Mirkwood.

While held there she befriended one of the young bandits, little more than a boy, named Wassa. The young lad took pity on her and helped her escape. The two fled into the forest but soon lost their way. They wandered aimlessly for days, what supplies Wassa had brought with them did not last. They chanced upon a stream and desperate to quench his thirst Wassa drank from it. He fell into a deep sleep, his breathing was extremely shallow, and Ethelinda could not bring him round. Not knowing what else to do Ethelinda dragged the boy into a small cave and marked a tree nearby with a simple mark, with the hope of being able to return to find her rescuer.

She followed the stream; leaving marks on trees as she went, hope fading. Fate shone upon her though, in her wanderings she had been steadily moving eastwards and she eventually encountered a logging party out from Sunstead and they gave her food and water and escorted her back to Sunstead, ignoring her pleas to search for her friend.

Ceawin is moved by the young woman's story and obviously intends to help if he can, knowing he is in the company of valiant adventurers he tries to ascertain whether the heroes would be willing to undertake the dual mission of searching for the brave boy and returning the Dusk Stone to its rightful owner, he pledges to lend the distraught maid whatever succour he can.

Encounter Evaluation

This encounter should be based on the highest valour in the company. Ceawin values bravery and honour above all else. The more they can impress him, the more aid he will offer. Ceawin's chief councillor Henlaf the Old is a cautious individual and moves to temper Ceawin's

initial enthusiasm, The Tolerance of the encounter is set at -1. Raise the Tolerance by 1 if one of the PCs was successful in the Healing roll to help Ethelinda.

0-1 Ceawin is dubious about the prowess of the company, he is too respectful to turn down their offer of help but his initial fire to aid the girl is somewhat dampened and he withholds any aid.

2-4 Ceawin is encouraged by the hero's words. He sends his best woodsmen with them, an old veteran named Torsten, who is a wily tracker.

5 Ceawin is heartily encouraged by the company's prowess and as well as Torsten offers the aid of one of his best warriors - Gama.

6 As above but also Ceawin offers the aid of another warrior - Leofwine.

7+ Ceawin is enthused by the words of his guests, as well as the aid of a third warrior - Angrim, he promises them a worthy reward if they can complete their quest. He will give them a treasure worth 60 pts to the company/ or a weapon of renown on their return.

Torsten the Woodsman
Attribute Level: 4
Specialities: Beast-Lore
Distinctive Features: Cautious
Relevant Skills: Hunting 3, Spear 3
Endurance 15

Gama, Leofwine & Angrim, Warriors of Sunstead
Attribute Level: 5
Specialties: –
Distinctive Features: (G) Stern (L) Merry (A) Just
Relevant Skills: Long-hafted Axe 2
Endurance: 18

Part Two: The Search for the Sleeping Boy

The company must follow the stream back to the sleeping boy. Torsten (If present) will find the marks that Ethelinda left but any hero can assist him with hunting or search rolls. Play up the oppressive nature of the forest during the search.

When the last marker is found the cave must be located. A successful explore roll is required to find the cave (a failure results in finding the cave after the party of bandits and alert the bandits to the heroes presence in the next part).

Part Three: A Clash with Bandits

A party of bandits have been tracking Wassa and Ethelinda and are in the middle of entering the cave when the heroes approach. They will give battle but will surrender if half their number is defeated)

The boy can be awoken with a healing roll TN 18 – if this is unsuccessful Torsten and Angrim (If present) will offer to return to Sunstead with the boy. If the boy is awoken he will be well enough to travel and will accompany the heroes or return with Torsten (if present) to Sunstead.

One of the defeated bandits will show the heroes the way to their hideout.

Part Four: Overrun Hideout

The bandit's hideout is a series of cave in the side of a cliff that overlooks the Dusky River, at a particularly fast flowing part of the river. The main approach to the hideout is following the River upstream and crossing a rope bridge to an entrance on the other side. There are several other ways in and out of the hideout and they

are usually well watched, unfortunately for the bandits while the group that was chasing down the two fugitives was away the hideout was attacked by a large number of hunting spiders that came forth from their nearby lair. Only the leader of the bandits, Kenhelm, escaped the attack by desperately jumping into the river from an opening in the cliff that overlooked the rapids. He had the Dusk Stone with him.

The heroes and their allies must kill or drive off all the spiders if they are to search the hideout for the stone. Although there is no sign of the Dusk Stone the bandits have a small stash of other treasure.

Part Five: Song of the River Maid

The most elusive of the River Maids, Silver Bell, was intrigued by the Dusk Stone when she sensed it as Kenhelm entered the waters of her river. She recovered the stone from his drowned body and has been singing a song to the stone that the heroes will hear on their return journey. It was in fact her sister Sunshadow who gave the stone to Ethelinda's Great Grandfather, the heroes can perhaps persuade Silver Bell to return the stone to them so they can in turn return it to Ethelinda, but Silver Bell is not easily swayed.

Encounter Evaluation

The tolerance for this encounter is based on the highest wisdom of the company, but there is a -1 penalty because of Silver Bell's shy nature. If any of the heroes are especially young for their race then the tolerance can be shifted by +1.

0-1 Silver Bell is unconvinced by the company's story and decides to keep the stone for herself. She will keep it with her and it will not be seen by mortal man for many years.

2-4 Silver Bell is still unsure of the hero's words. She will consult with her sister Sunshadow and will eventually return the stone to Ethelinda's family.

5-6 Moved by their story, she gives the Dusk Stone into their care; she also gifts them with a cordial which has magical benefits. Taking a draft of the cordial will remove a point of shadow – there is enough for three drafts.

7+ As above but she also bestows a blessing on the heroes that will help with corruption tests within Mirkwood which allows a reroll of the feat dice, the blessing lasts for the remainder of this adventure and the next.

The Bats Are Missing by jamesrbrown

STORYTELLING OUTLINE:

Part One: Journey, Journey - Granary, Mountains of Mirkwood (Swift travel, Lower TNs)
Part Two: Combat - Hobgoblin Raid (Weakened enemy; Full of hate)
Part Three: Encounter - Gandalf

TABLES USED: Lake-town Adventures

COMPANY CHALLENGE
Establish a revived bat population (-1 to the Fellowship pool because the situation is dire).

TOLKIENIAN THEME
The desecration and healing of the environment. As the bat population is dying off and the insect population increases, the crops, fruits, vegetables, and a large variety of wild plants are devoured. In turn, the Men of the Lake and others living in the region experience a shortage of food.

HEROIC DEVELOPMENT
A Loremaster can develop a common hero by setting up opportunities for him to show kindness toward the farmers or by placing his Fellowship focus in need of protection or healing.

Someone with the Scholar calling may be asked to narrate the scenes of great discovery or moments with the Guide or Gandalf the Grey.
A hero with the Adventurous or Mountaineer trait might lead the rest of the company safely across a dangerous ravine or be the one to climb the final heights to reach the bat caves.

ADVENTURING PHASE:

Part One: Empty Granaries

The companions visit the granaries in the Merchants' District of Lake-town to witness the sudden shortfall of grain. The harvesters on the shores of the Long Lake are reporting that most of their crops have been destroyed by insects, normally eaten by the great cloud of bats that make seasonal visits from the Mountains of Mirkwood; but for some unknown reason, the bats have not come this year.

It is suspected that a greater evil is at work in the Mountains, working to overrun the crops with pests and starve the people of Esgaroth. This weighs heavily on the entire population and even the companions are affected by it (the starting Fellowship pool rating is lowered by 1 point).

The player-heroes travel to the upper caves in the northern Mountains of Mirkwood to investigate the problem, using maps of known trails and routes given to them by the grain farmers. Perhaps one farmer joins them as a guide: a Man of the Lake possessing high Travel and Explore skills, as well as the Mirkwood-lore trait. He is a philosopher of sorts, interested in the study of nature. Due to his presence and the maps, the company is swifter and the journey is easier than expected.

Part Two: The Caves of Disease

Following a gruelling climb, the companions enter a cave expecting to find roosting colonies of bats hanging from the ceiling, but instead the floor of the habitat is filled with the remains of thousands of them that appear to have died of disease during hibernation. A strange yellow fungus covers their eyes and wing membranes. The stench in the cave is horrendous and the player-heroes may have trouble staying inside long enough to explore further.

Going from cave to cave, they discover the same scene, but eventually they find a few colonies that are diseased and weakened, but not yet dead. In that chamber, they also discover a gruesome new horror: the half-eaten body of a tall Orc who's eyes and skin are infected with the same yellow fungus. It looks like his rump and legs were butchered with a cruel knife and large pieces of meat were taken off. Immediately after the discovery, drums can be heard coming up the mountainside toward the caves. Boom, boom, thump, boom! Night has fallen...

The company is raided by a band of weakened hobgoblins, ravaged by disease. The player-heroes must make their stand in the cave, or try to outrun their adversaries, but these are the Dark Mountains after all and at night they are likely to meet Wolves, Great Bats, or even Secret Shadows!

It is a treacherous climb downward and many dangers can befall them (see *The Heart of the Wild* pages 85-89 for more information about the area). The hobgoblins have nothing to live for and are filled with hatred (give each +1 Hate point). A careful search of their pouches reveals a strange sticky substance, similar to pollen.

It may be the source of the disease they suffer from and have passed on to the bats. It seems to be a recipe of their own making, for they are using it to lace their arrowheads and swords.

Part Three: A Wizard's Cure

The companions receive a joyous surprise, for they are visited by the Wizard Gandalf! This can be to rescue them from the hobgoblins if they need it, or it might be in the morning after surviving through the night. No matter when he appears, Gandalf has come to tell them the cure for the yellow fungus: a special garlic grown in The Shire. He happens to have several bags filled with it tied around his waist. But, this encounter will also determine whether he participates with them in establishing a healthy colony of bats that can leave the mountains to forage once again.

Encounter Evaluation
This encounter is based on Wisdom.

0-2 Gandalf gives them the bags of garlic and tells them he has other business to attend to. He then disappears. The player-heroes must figure out on their own how to administer the garlic to the bats effectively.

3-5 Gandalf offers to stay and grind the garlic with them and helps to spread it across the floors of the bat caves before departing. Each player-hero gains an extra Experience point for the time spent with the Grey Wizard.

6+ As above, and Gandalf escorts them back to the fields of the Long Lake to magically bolster some of the crops that have failed. During the journey, they are safe from all harm. In the end, each companion also regains an extra point of Hope.

The garlic must be ground into a powder and spread on the floor of the caves where the living bats dwell. If the player-heroes do this, the bats return to the fields of the Long Lake in time to save the remaining crops before harvest. Feeding the bats directly will not work and may even result in bites to the player-heroes, who may then catch the yellow fungus disease themselves.

If the garlic is left whole or in pieces, the bats can still be cured, but they will not forage as far as Esgaroth. It will take an additional year for their population to increase enough to reach it.

BITTER REMEDY by poosticks7

Land of the Rivers - Adventure

Company Task - Search

Part 1 Encounter - Radagast - Exposition
Part 2 Journey - Gladden Fields - Rising Action
Part 3 Combat - Marsh Harridan - Rising Action
Part 4 Combat - Snaga Trackers (full of hate) - Climax
Part 5 Journey - Dwarrowhall - Falling Action &Resolution

Part One: A Chance Meeting

While travelling through the lands of the Beornings the PCs encounter the Brown Wizard on his way to a consultation with Beorn. He seems pleased to meet them and quickly ascertains if they are able to undertake a task for him.

He will go on to tell them that he has received word that an old friend of his has taking deathly ill and will likely die if he does not receive aid. The friend in question is Ranulf, Chief of the Leofrings who are camped at Dwarrowhall. (Radagast received word from a circling Red Kite who spoke to one of the Brown Wizards agents who travels with the Leofrings – Hamlin the Farsighted).

Radagast explains that the illness can be cured but the remedy requires a rare plant called Bitter Grass found growing only in the deepest parts of the Gladden fields, the Bitter Grass greatly increases the potency of the remedy.

The Brown Wizard will explain how to prepare the Remedy: A Healing roll will determine if they are able to follow his directions – TN12, if they beat TN16 they also raise the encounter success by 1. The ingredients for the remedy are commonly found (other than the Bitter Grass). He also tells them how to identify the Bitter Grass and directions to finding the Dwarrowhall.

Encounter Evaluation

1-3 Successes: Radagast is dubious about their capabilities but must settle for any help he can get.

4-5 Successes Radagast is somewhat impressed and tells them that his friend will aid them, he points to the sky to a circling Red Kite (for the length of the adventure, all companions benefit from a free Attribute bonus on all their Awareness rolls).

6+ Successes As above plus Radagast offers to enchant their boots (or hobbit feet), for the length of the adventure bonus on all their Travel rolls (including Fatigue tests).

Part Two: Within the Mists

The Company must travel swiftly to search the Gladden fields for the Bitter Grass, the journey takes 6 days, 1 Fatigue test at TN14 (they can push themselves to make it in 5 days but this requires a another Fatigue test at TN 16. Once at the Gladden Fields it is a gruelling march through the mire and a heavy low lying mist obscures their vision.

The marshes are home to many creatures, from biting insects, and nesting birds to swamp serpents and fat leeches. A further Fatigue Test TN 16 is required during the search of the marsh.

Finding the Bitter Grass requires three successful TN16 Search rolls. Each failed attempt adds another TN 16 Fatigue test. As the last harvest of the Bitter Grass is found the Company have attracted the attention of one of the more foul denizens

of the marshes.

Part Three: Strangling Fingers

A nasty, spiteful Marsh Harridan has been slinking along in the waters of the marsh waiting for a chance to wrap her foul fingers around the neck of one of the company. At an opportune time she will make her move. An opposed Movement roll versus a lone PC's Awareness rolls will determine if she gets the drop on a single hero. Awareness rolls for the rest of the company TN 14 will determine if they are aware of the struggle. (Remember the Red Kite's bonus if present).

Part Four: Vile Pursuit

The company's presence has also been noted by a band of orcs from the evil hold of Dwimmerhorn, the orcs give pursuit of the trespassers and will eventually catch up with the company unless the heroes can shake them somehow. The band of orcs mainly consists of snaga trackers led by a large brutish orc champion and a wicked taskmaster, they are full of hate and will pursue the company relentlessly.

Part Five: Dwarrowhall

The Company must make haste to the old town of Dwarrowhall and prepare and administer the remedy in time to save Chief Ranulf. The Journey takes 16 days hard travel 3 fatigue tests at TN 16 the journey can be shortened to 12 days if they push themselves, this adds a further TN 18 Fatigue Test. The amount of time it took the heroes to reach Dwarrowhall determines the TN of the healing roll as the illness takes hold.

Notes: the counter starts from the Old Ford – allowing the Loremaster to place Radagast wherever he needs to be in the East side of the Beorning lands. Also the travel times are for on foot – Taking a boat down the Anduin will reduce the Travel Time of the first leg to 4 days – 3 days if they push themselves.)

12 – 15 days
The illness is still in its early stages so the Healing TN will be 14 to successfully prepare and administer the remedy to Ranulf. The Chief will make a full recovery and gifts the PCs 6 treasure each.

16-20 days
The illness has the Chief in its grip, the Healing TN will be 16 to successfully prepare and administer the remedy to Ranulf. The Chief will make a partial recovery and gifts the PCs 3 treasure each. He will never be as healthy as he was and will suffer terrible raking coughs for the rest of his days.

21-24 days
The illness has severely ravaged the poor chief, the Healing TN is 18. Ranulf will be weak and infirm for the rest of his days and must relinquish leadership of the Leofrings. He gifts the PCs 1 treasure.

25+ days
The illness has already claimed Ranulf's life.

The Merchant's Secret Stash by jamesrbrown

STORYTELLING OUTLINE:

Part One: Combat - Swarm of Sting-flies
Part Two: Journey - Hoard of Treasure
Part Three: Encounter - Soaked and Bruised

COMPANY CHALLENGE: To destroy the source of a cursed treasure hoard.

ADVENTURING PHASE:

Part One: A Curious Bag

The companions find themselves exploring an area of Mirkwood 40 miles west of Lake-town just south of the Forest River. Perhaps they are on an assignment from the Elvenking or they are on their way to Esgaroth after a long and tiring journey. In any case, as they cut through an especially tangled section of woods, they stir up a nest of Sting-flies: terrible flying insects with a painful and disorienting bite. They must fight off the frenzy of creatures for as long as it takes them to reach the river and get into the water.

Caught on the bank of the river is a leather satchel marked with initials from an important merchant from Lake-town. Inside is found a letter containing a farewell to the merchant's wife in case he should not return to Esgaroth. It also states the purpose of his journey so far from home: after recently considering their financial struggles, he went to collect some of the remaining treasure he buried in "the tree of crowns, beyond the enchanted stream" in Mirkwood.

Part Two: Coins of Darkness

The company must travel 40 miles upriver, past the enchanted stream and begin to look for "the tree of crowns." After a gruelling exploration, they find the tree and evidence that the merchant has been here recently, but most likely robbed. Some of the gold coins remain, however, and when the player-heroes touch them, they are cursed by them, for they were originally stolen from the hoard of a Marsh-Ogre of considerable hate (although, they do not know this information yet). The cursed coins have a 2 point Shadow taint (see Rivendell page 103) and can only be destroyed by killing the Ogre…

Part Three: A Dying Wish

After searching the area, the player-heroes discover the merchant soaked and dying of bloody wounds to his body. The player-heroes must introduce themselves and convince the merchant that they are friends and not bandits. He asks them to bring his letter to his wife in Lake-town, and to destroy the Troll and lift the curse. Before the company leaves, he gives them the location of the Ogre's dwelling.

Epilogue

The company travels to Lake-town to complete the merchant's dying wish, to heal, and to prepare for their next Adventuring phase: a hunt for the Marsh-Ogre.

ALTERNATE ENDING: Perhaps even better would be to change the bit about the Marsh-Ogre and make the Tree of Crowns a cursed location that taints all treasure found beneath its roots. In this case, the company must destroy the tree to lift the curse…but the tree fights back, threatening to strangle the heroes and swallow them beneath the ground.

The Pearls of Kings by jamesrbrown

STORYTELLING OUTLINE:

Part One: Combat - Cave-Troll; exposition, inciting incident (Orc Champion takes the pearl)
Part Two: Encounter - Sorceress of Mirkwood (Favourable meeting +1); rising action
Part Three: Combat - Orc Champion; rising action
Part Four: Journey - The Hall of Ghosts; climax
Part Five: Combat - Gore Crows (Full of Hate +2, Easily Ambushed); falling action, resolution

COMPANY CHALLENGE: To search for the Pearl of Kings, last known to be buried under the Demon's Tower in southern Mirkwood.

TOLKIENIAN THEME: Overcoming Evil

HEROIC DEVELOPMENT: The following hero is used as an example for Loremasters who wish to develop one particular player-hero over the course of an adventure. It's not that the other player-heroes are ignored, but this tale in the history of the company focuses on him.

Beli the Dwarf
Calling: Treasure-hunter (this calling motivates him to search for the Pearl of Kings)
Favourite Trait: Fire-making (Beli must build fires large enough to hold back an evil onslaught of sorcerous black birds)
Hero Type: Classic Hero (protect friends, slay major enemies, face evil and survive)

Notes:
Beli the Dwarf leads a company of adventurers on a hunt for a precious pearl belonging to the Dwarves of Erebor (worth 60 Treasure). It was buried years ago by Thorin III Stonehelm, somewhere in the dungeons under Minas Raug in southern Mirkwood. Over the course of the adventure, Beli's destiny is revealed as a true hero. The Loremaster should place Beli in situations to prove his status. For example, when choosing engagements, the Loremaster pairs Beli against the strongest enemies. During narration, the Loremaster proposes tests that if Beli passes, seals his leadership. It is also possible that Beli will find a famous Axe in the hoard of a Cave-Troll. This Axe was made by the smiths of Nogrod (see Magical Treasure below).

MAGICAL TREASURE:
Companion: Beli
Item: The Axe of Dreadful Sounds
Type: Great Axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Gleam of Terror 2. Runes of Victory 3. Superior Fell

Notes: This Axe, when swung, makes an awful booming sound to accompany the intimidation efforts of its wielder - a particularly disturbing noise for all Shadow creatures. The sound increases in intensity the greater the display of passion. Dwarven runes cover its surface.

ADVENTURING PHASE:

Prologue
While getting much needed rest somewhere in Wilderland (perhaps Erebor), the companions listen to the story of the "Pearl of Kings" buried in southern Mirkwood. It is a precious stone of considerable wealth said to have been the gift of a raven, brought to Dáin Ironfoot shortly after he claimed the title King Under the Mountain (in 2941). A golden box was made for the pearl and King Dáin gave it as a present to his young adventurous son, Thorin III

Stonehelm (born in 2866), who one day would be king (Dáin II would fall on March 17, 3019 during the War of the Ring).

When Thorin III led an expedition south to investigate a tower rumoured to have been built by the Necromancer, he took the Pearl of Kings with him. But when his company was attacked by black birds of sorcery in the thick, tangled forest, the only option was to go underground in the dungeon caves beneath the tower. To protect the Pearl of Kings from being lost or plucked away, Thorin III buried it in a chamber, along with all the other gold and precious objects in the company's possession, intending to one day return and reclaim it all; but thus far, he has not found the courage and his father will not let him go...

The Loremaster may choose to play out a journey from their current location to the Demon's Tower in southern Mirkwood, or this adventure may begin as the player-heroes descend into the underground chambers of the tower after days of locating a cave entrance.

Part One: Into the Dungeons of Minas Raug

The companions step down into the gloom of the tower's lower chambers. It is there that they search for the burial location of the Pearl of Kings. After a while, they disturb a massive Cave-Troll. After defeating the Troll, the player-heroes should find a small hoard valued at Treasure 20*. It is here that a Dwarven companion (the developing hero) may find the Axe of Dreadful Sounds. However, it appears this is not the buried treasure of Thorin III. They must keep searching...

An adjacent hall reveals a freshly dug hole and many footprints. Looking around, the companions spot a giant Orc of great strength on an upper ledge along with a few smaller followers. The Orc leader holds a golden box opened in his grasp, revealing the Pearl of Kings. He lifts the pearl up for the companions to see and speaks:
"You have come for this, you filth! But you will not have it. Cowards will never find it.." With that, the Orcs escape through a passage and disappear.

Part Two: Zimraphel

Whether in the upper rooms of the tower or in a hollow in the woods, the player-heroes encounter Zimraphel, the Sorceress of Mirkwood (see p.107 of Heart of the Wild). She is a mysterious figure and the company does not immediately know whether she is good or evil, for she seems to be obsessed with plans for stealing a Ring from the Enemy. But, for this encounter, she is friendly enough (+1 Tolerance rating) and can be questioned about the giant Orc and given information about his possible whereabouts.

Encounter Evaluation
This encounter is based on Wisdom.

0-1 Zimraphel acts strange and untrusting toward the player-heroes, but tells them the Orc's name: Gothgash the Stingy. He has been plaguing her with his nasty habit of robbing her dungeons. She saw him head north toward the East Bight and would love it if they would cut off his head.

2-3 Zimraphel laughs wickedly and tells the player-heroes the information above, and she gives them a route through Mirkwood that he often follows (making it easier to track the Orcs in the next Part).

4-6 As above, and she warns them of his traps and tells them to expect 10-15 Orc followers. Because of this, if the

company pursues the Orcs, they cannot be ambushed and each member gains a bonus Success die when determining combat advantage.

7+ As above, and she adds:
"*When you kill the Orc, you will not find the Pearl of Kings. It will have been taken to a hall on the edge of the forest as an offering. But, be warned, no man has ever survived that house, for none have used fire to last through the night.*"

Part Three: Tracks In The Dark

If the player-heroes hurry off into the forest north of the tower, they must pick up the exact route of the Orcs or lose the trail and face a possible ambush a few miles away.

Once engaged, battle events should include: avoiding deep pits, dug and filled with thorny roots, or a hail of arrows shot after tripping on a vine trap. The Orcs do not all want to die.

Therefore, if more than half are killed they will try to escape north into the forest. All but Gothgash flee, who is wearing dark cloths wrapped around his head and neck, leaving space for only one yellow eye to peer at the companions.

Sometime before the battle ends he laughs wickedly saying:
"*You fools! They have already taken it from me, and if you go into their hall, you'll never come out...ever. You will die in there, maggots.*"
If the player-heroes question Gothgash about who "they" are, he only adds:
"*No one has seen them, only their nasty pet birds! Better if I kill you than this...*"
With that, he removes his coverings, revealing deep cuts and wounds as if many birds tried to peck him to death. His right eye has been plucked out and he is coated in blood. He fights to the death.

If the companions choose a route around the forest to the East Bight, skip this Part entirely.

Part Four: Journey to the Hall of Ghosts

Making their way through the gnarled trunks and dead trees of southern Mirkwood will take several days to reach the East Bight. The grey sky and canopy of blackened branches weighs heavy on the companions and the Loremaster should check to see if the area is blighted (as per Blighted Rules in Rulebook p. 223).

Whatever route they choose to the East Bight, one evening they will travel along the edge of the forest and see a longhouse with smoke rising from a chimney. An inviting porch welcomes them with the smell of fried potatoes and sausage in the air. If they step onto the porch, a soft voice from inside invites them in:
"*Come, come, you look hungry darlings. It's time for supper. We have everything you want, just come and get it.*"
The voice sounds familiar in some way, but no one can place it exactly.
They must decide what to do next.

Part Five: Fires & Beaks

The companions can approach the house in several ways:

- They can enter it in some way.
- They can try to burn it down.
- Or they can use Wisdom and abandon the quest while they have a chance!

Entering the Longhouse

Any player-hero that steps into the house sees an illusion of a woman they know, such as a mother or sister, or friend. She has a kind smile and waves them in

toward a round table in the centre of the room where she is filling plates from a frying pan. After a few moments, everything disappears as a swirling wind blows out the fire burning in the fireplace. The only thing remaining is the table, now old and covered in black moss. Upon it sits a few gold coins and the box containing the Pearl of Kings. A voice, different from before and wickedly sharp comes from nowhere: "*It's time my pets. Come and get it!*" This is followed by many ghostly cackles that fill the hall with dread.

Before the heroes can exit or take the pearl, the sound of squawking birds and the flapping of wings is heard coming from the chimney. The front door slams shut and the windows are suddenly covered on the inside by growing vines pushing up from under the floorboards. There is no escape!

The companions must fight off an endless string of black birds coming down the chimney, powered by some fell sorcery (the birds have Hate +2). This will continue through the night until daybreak.

There is no way to survive, except one: the birds and their ghostly masters are thwarted by fire. If the player-heroes use torches or build a fire in the house and can keep the fires sustained (which should not be easy), the birds will be unable to attack.

If they set the house on fire, they endanger their own lives; but when it catches in full, the ghosts let out an awful scream and the birds fly away as the house disappears, leaving the player-heroes in the field with fire all around them. The Pearl of Kings lays resting on the ground if they have not grabbed it yet.

If there were any player-heroes left outside, they witness the birds entering the chimney and hear the screams from within. They too must decide what to do and may even be attacked, for the birds are not an illusion.

Burning Down the House
If the player-heroes successfully set fires to the house through a difficult prolonged action, it will eventually disappear before their eyes! But to thwart them will come a swarm of sorcerous black birds. The birds will continue to attack until the house disappears. In its place lays the Pearl of Kings upon the charred ground. It is blackened and the gold box has melted, but it can be repaired.

Epilogue

If the companions recovered the pearl, they should return it to Erebor where it belongs. They will never be the same, for they have faced evil and have overcome it, for now. New questions and revelations about the Demon's Tower, Zimraphel, the sorcerous birds, and the Hall of Ghosts are certainly enough to either stay away from southern Mirkwood or to return one day to drive out the darkness.

Songs in the Wild by WbWeather

The theme for the adventure was Explore.
The Skill Focus for the adventure was Custom.
The Attribute Focus for the adventure was Body.
There is a special focus therefore on a test of Song
Tolkien Theme: Defending the innocent, holding back the Shadow.

Part 1. Journey to the Weather Hills
Part 2. Encounter with a band of Minstrels (favourable meeting)
Part 3. Journey to Castle Hill (Decreased TN)
Part 4 Combat with hounds of Sauron (full of hate)
Part 5. Journey to the Orc Pits (Swift travel)
Part 6. Combat with the Dark Sorcerer of Rhudaur

Part One: Journey to Weather Hills

While traveling along or near the East Road, the company is approached by a grey cloaked figure. He introduces himself as Hirgon of the Dúnedain. He asks if the heroes have perhaps come across a group of minstrels? These would not be ordinary minstrels, mind you. They would seem mere children at first glance. In fact it was a troupe of hobbits from the Shire.

A successful Insight test will show the company that he seems a bit distressed. He is in fact quite desperate and is more than willing to ask for assistance if the company shows any inclination to help him.

This should be run as an Encounter. Tolerance is set at the highest wisdom or valour in the group. Increase tolerance by one for any hobbit or Dúnedain in the group.

Encounter Evaluation
Use the following to determine how much information the players will be given by Hirgon.

0-1 Hirgon is not impressed, but he is desperate. He explains that a group of hobbit musicians has gone missing. If the company would care to assist the rangers in finding them, then they should head toward Amon Sûl and look for the Warden there, a fellow by the name of Arbarad.

2 The hobbits were traveling home from Rivendell when they went missing.

3 The hobbits were carrying a famous artefact with them when they disappeared.

4 The hobbits were last seen some 20 miles west of the Last Bridge. Tracks show that they headed west, then disappeared north of the road after several miles.

5 The hobbits have been lost for 2 days now. There were signs of a struggle at the last known camp of the minstrels.

6 The hobbits disappeared while under Hirgon's protection.

7+ Hirgon was escorting the hobbits across the Lone Lands from the Trollshaws to Bree. He had left them for a little more than a day when he went to hunt down some meat. When he returned, the hobbits were gone. There were signs of a struggle but no blood shed. One group of tracks lead east. These appeared to be a mix of orcs and men. Another set of tracks led west, these appeared to be hobbit tracks. They disappeared into the grass north of the road some 10 miles to the west.

The ranger is obviously very upset about the loss of the hobbits on his watch. He

meant nothing ill toward them, but was careless and put them in danger. He holds himself completely responsible for whatever has happened to them.

Hirgon asks the company to follow the road west to Amon Sûl, looking for signs of the hobbits along the way. Arbarad the ranger, Warden of Amon Sûl, should be able to assist the company. Little makes it into the area around Weathertop without catching his attention. If the minstrels made it that far, he would likely know it. He bids the company farewell as he heads north to look for any sign of where they might have gone.

The company now must plot a course to Amon Sûl. Along the way they may search for signs of the hobbits. The hobbits travelled north of the road to avoid being followed. If the heroes search north of the road, they may find evidence that the hobbits came through the area several days before. Searching along the road will reveal nothing. Reward successful rolls with little signs that the hobbits are still alive and headed west (A small campsite, a dropped handkerchief, etc). The hobbits' trail leads into the hills of the North Downs.

Part Two: Encounter with a band of minstrels

As the company approaches Amon Sûl, The notice smoke from a campfire rising in the morning air. As the approach, they see a strange but welcome sight. In a circle around the fire sits a grim looking ranger and four dishevelled hobbits wrapped in grey blankets. The group should approach the ranger (Arbarad) and introduce themselves. A successful introduction should earn the heroes enough trust to have a seat at the fire. Using Hirgon's name will ease the ranger's mind considerably, but one might notice the hobbits' slight agitation at mention of the other ranger's name.

The rest of the encounter will take place around the campfire.

Encounter Evaluation

Base tolerance on Valour. Add one for any hobbit in the group. Reduce tolerance by one if the group mentions Hirgon (the hobbit minstrels are still quite upset at the ranger). Increase tolerance by 2 if someone thinks to offer the hobbits a bowl of pipe-weed.
As this is a group of minstrels, the use of Song is by far the most useful common skill in the encounter. Reduce the TN of any encounter roll with song by 2.

If the company earns the trust of the hobbits and Arbarad, they will be entrusted with the task of rescuing poor Rorimac Smallburrow (see below). Success in the encounter will determine what rewards the company gets after successfully completing the adventure.

0-1 The hobbits' mood is visibly dampened. They see little hope of ever seeing poor Rori or the King's Clarinet again. If the heroes rescue the hobbit, they will find him very appreciative, but their welcome in the Shire will be cold at best.

2-4 The hobbits are impressed by the Heroes. They will write songs of the adventure and of the brave companions. For the next two years the company will see their tolerance increased by 3 when dealing with hobbits, or while in the Shire or Breeland.

5-6 The above plus the company will each receive 3 treasure worth of gold from the Shire hobbits along with the honorary title of Bounder. The Minstrels write a song about the company and teach it to them. The company can then add it to their song book and use it as if written in a Fellowship Undertaking. It is considered a Traditional song.

7-8 The songs written about the company spread far and wide throughout the hobbit lands earning the company the rare privilege of being adventurers of honour among the hobbits. (The minstrels are still looked upon as foolhardy to have gone off gallivanting in the east with the like of elves and rangers). Bilbo Baggins himself invites the group to Bag End for tea, where if they accept, he offers them 5 treasure each in gold and reads to them from his first draft of the book he is working on about his adventures. (All previous bonuses apply as well).

During and after the encounter, the hobbit minstrels relate the following tale of what befell them. It is up to the Loremaster to determine how much of this information is revealed to the players. It may be that the hobbits only have a vague understanding that this was a famous ancient instrument of some import and that they will be in trouble if it is not found and returned to the Mathom House.

Rorimac Smallburrow might have more of this information once he has been rescued. The company may not learn the entire tale unless they meet with Bilbo or Elrond after the adventure.

The King's Clarinet

After the return of Bilbo Baggins to the Shire the eccentric hobbit began spending much time up at the Mathom House in Michel Delving. He seemed fascinated by many of the items stored there, and he began cataloguing and researching quite a few of them. Of course very generous donations to the Mathom Society helped gain him access and assistance.

One of the items discovered turned out to be the King's Clarinet
[*LM Note: this actually would best be termed a chalumeau - a single reed predecessor of the modern clarinet].*

Apparently Bilbo had asked around about the instrument among his elvish friends, and even a few rangers and had come to unravel the history of the artefact.

The King's Clarinet was an ancient musical instrument of the most cunning make, said to have been brought from Westernesse. The story went that Marcho of the Fallohides, after founding the Shire with his brother Blanco, settled down and began raising a prodigious family. One of his sons named Lindo was exceptionally skilled in music and would often perform for the King in Norbury.

It was said that on one occasion, King Argeleb was so moved by the hobbit's song he presented him with the ancient instrument. He bade Lindo take the instrument for a year and master it. If he could return in one year's time and play the instrument in such a way as to stir the hearts of all in the King's Court, the instrument would be given to the Shire as a sign of the peace between the peoples. One year later, Lindo returned to King Argeleb and performed a song on the Clarinet that left the audience speechless for several minutes before suddenly breaking into a thunderous applause. One of the elves in attendance claimed it was as if he was hearing the music of the Valar.
The Kings Clarinet thereafter belonged to the Shire. 1400 years later, most of this had been forgotten and the King's Clarinet remained stored away in some chest until Bilbo found it and uncovered its secret.

The Hobbits can relate their story as follows to the heroes:
Apparently the elves in Rivendell caught word of the Clarinet's discovery somehow, for Elrond himself sent word to the Shire that he should like to see this heirloom. And so a troupe of minstrels was sent forth to Rivendell to show this treasure to Elrond and to perform and

sing for the elves some of the music of the Shire.

This group of hobbit minstrels was led by none other than Rorimac Smallburrow himself, perhaps the greatest bard the Shire had produced in two hundred years. They had received an elvish escort from the Shire to Imladris. Rori had mastered the instrument, if not as well as Lindo, at least well enough to impress the great elf lord, which was no small feat. After spending a month in Rivendell, they had been given gifts by Elrond (each hobbit was given a magnificent hobbit-sized harp). For their return trip the ranger Hirgon was chosen to escort them back to Bree.

Four days west of Rivendell the group had made camp by the edge of the East road for the night. Hearts merry and still under the enchantment of the Last Homely House, the hobbits commenced to singing and playing their instruments.

Not long after this a dubious appearing stranger made his way up to the camp and asked if he might join the company for a bit to listen to their music and share in the singing and exchange of news. The hobbits welcomed him despite hesitancy on the part of Hirgon the ranger.
The stranger was very interested in the hobbits and the ancient clarinet. He departed later that night into the darkness bidding them safe travels but revealing little about himself other than a name, Shamus.

It was several days later when Hirgon had left the hobbits alone for the day to go and fetch some meat for dinner that they encountered Shamus again, this time with a group of ruffians. They looted the hobbits, took their harps and demanded the King's Clarinet. Rori Smallburrow refused to part with the treasure so the men grabbed him saying something about him making a fine playmate for the Queen of Castle Hill.

The rest of the hobbits were told to move west as fast as their furry feet would carry them or join their friend. Terrified, the hobbits fled. They continued west down the road, but soon decided to move north a bit to avoid any more encounters with bandits, staying off the main road but leaving signs of their passage in case Hirgon should be looking for them. They made their way into the Weather Hills and had become quite lost when they were fortunately found wandering by Arbarad. This is when the company came upon them.

Part Three: Journey to Castle Hill

Arbarad knows the location of Castle Hill in the Trollshaws. He points this out to the adventurers on a rough map he sketches in the dirt. He tells them the fastest way to get there and gives them advice about traveling through the lone lands. Decrease the TN of all travel rolls by 2.

The ranger will escort the remaining hobbits to Bree and then head east again to help search for the missing hobbit. There is a Dúnedain refuge not far from Castle Hill. Perhaps some of the rangers there have seen something. He should be about a week behind the group, but asks that they hurry as it has already been over a week since Rorimac was abducted and there is no telling what could be happening to the poor hobbit. He does warn the companions about the Queen of Castle Hill.

From *Rivendell* supplement:
A solitary Stone-Troll named Rine haunts a tumble of ruins on a hillside that overlooks the Great East Road on the western end of the Trollshaws. She's a huge creature who proclaims herself Queen of the Trollshaws because she lives in one of the few ruins that still offers enough shelter to protect a Troll from the sun, and because she

gathered a number of old shields to cover herself with an effective suit of armour. Other Trolls ignore her, except when she stumbles across them and robs them of whatever they've robbed from someone else. Rine's home would make a fine shelter for travellers, if they didn't mind the steep hike and if they could contrive a way to force her out. But sooner or later some other Troll would remember the Queen's castle and take it over himself.

Part Four: Combat with Hounds of Sauron

As the company nears Castle Hill they should search for evidence of the group of men who captured Rori. A prolonged action of three successful search or hunting rolls will lead them to a camp at the foot of the hill. They might find evidence of regularly used trails, some clearing of the trees, etc.

This is one of several regularly used camps of the brigands. They have an uneasy pact with Rine. They leave her "gifts" and she, for the most part leaves them alone. Where this group of men hails from is unknown, but they are outlaws that survive in the wilds by taking advantage of travellers along the road. They have been known to have dealings with the Orcs in the Misty Mountains from time to time. They also have some connection with a group of men descended from the hill-men of Rhudaur.

As the group approaches the camp, they hear a tense discussion going on. There are the voices of a couple of men and a third, deeper more sinister voice that almost sounds like a low growl. The men are arguing over payment, obviously feeling that they have been slighted.

"*The instruments themselves should be worth twice that amount.*"
"*You'll get a fair price if that halfling makes it to Radgul alive.*"
"*Yes, but now we are forced to trust in orcs and hill-men to keep him alive.*"
"*You say this to me when you planned on giving him to "Her Majesty*"?
"*What does your Sorcerer want with an old whistle anyhow*?"

If the group scouts out the camp, they will see two men standing near the fire arguing with a large black warg. This is a Hound of Sauron. The warg will stop speaking once seen. It immediately looks around and then growls:
"*Fools, we are being watched. Draw your swords and prepare to fight.*"

If the company attempts to talk, the warg attacks. If they hold back, the warg begins sniffing them out and then will come crashing into the trees to attack. The men will fight once they see the Hound of Sauron engaged in combat.

Once the hound is dead any men still standing will drop their weapons and surrender to the company. If they have been knocked unconscious, then the company will need to revive them to learn more about the fate of Rorimac and the King's Clarinet.

Shamus (or the other man if Shamus should meet his demise) will, if pressed, explain that they intended to give the hobbit to Rine as a gift. He was quite entertaining with his music and she might enjoy some entertainment. What she did when she got tired of his music was not their concern.

However, when they got to Castle Hill, it turned out that Rine was away. They had planned to see what they could get selling the fancy elven harps. The hobbit had gone on about how special his little flute thing was and so they thought they might be able to get quite a bit for that somewhere.

While they were deciding what to do, the Hound of Sauron had come to them. He was a servant of a hill-man from up north who called himself the Dark Sorcerer of Rhudaur. Apparently news of the hobbits had reached him somehow and he wanted the hobbit & clarinet for himself.

A group of hill-men and orcs then showed up a bit later and took the hobbit and the instruments for themselves by force and headed off to the north toward the Ettenmoors. The Sorcerer dwells near Mount Gram in a place known as the Orc Pits. Here he lords over a few surviving descendants of the hill-men who once dwelt there along with some orcs who he uses to do his manual labor and other darker deeds. What he wants a hobbit for, Shamus doesn't know. He does feels he has been swindled out of a nice share of gold and wants some revenge.

The company needs to decide what to do with Shamus and the other brigand. While at Castle Hill, they could scout out Rine's lair, but they are in a bit of a hurry and who knows when the troll queen might return?
Shamus will give them the location of the Orc Pits and the Sorcerer if for no other reason than out of spite and to see him pay for taking what wasn't rightfully his.

The Orc Pits are located some 20 miles west of Golfimbul's Gully. The company will have to backtrack to the Last Bridge in order to cross the Hoarwell. Alternately, they can risk a crossing through the Burial Bog. This would be a faster route, but it might lead to a surprise should they stumble across a Bog Soldier or two. (How fun would that be?!)

The Company must make haste. The Sorcerer wanted the hobbit alive but what purpose he has in mind for the poor fellow once he has him is hard to say. Increase the distance the company can travel each day by 5 miles, but each failed travel test adds an additional point of fatigue.

Concerning the Dark Sorcerer of Rhudaur

Most of the Hill-men of Rhudaur were wiped out with the defeat of the armies of Angmar. Some however survived. For centuries a group of men have lived on in the hills near Mount Gram. These men practice the dark sorcery taught to their ancestors by the servants of the Witch King. Fearchar is their leader.

He learned dark magic from his father who learned it from his father before him, etc. He holds powerful sway over the men and orcs that dwell near him. He has the ability to travel abroad in spirit form as a warg and through this maintains a watch over the area between Mount Gram and the East road. This is how he became aware of the hobbits traveling through the Trollshaws.

He has a loose alliance with the orcs of Mount Gram and their leader Radgul. Long has he heard of Radgul speak of his hatred of hobbits. He intends to offer the hobbit Rorimac to the orc leader to use for information about the Shire and whatever other evil purposes he can devise. The King's Clarinet he intends to keep for himself, for he collects relics of lost Arnor to use in some evil sorcery aimed at raising the Hill-men into a powerful people again.
He has sent his chief servant, a Hound of Sauron that fled from Dol Guldur, along with a group of men and orcs to seek out and return with the hobbit.

Dark Sorcerer of Rhudaur
Attribute level: 4
Endurance: 22
Hate: 5
Parry: 4
Armor: 2d
Skills
Personality 2, Survival 2

Movement 2, Custom 2
Perception 2, Vocation 3
Weapon Skills
Jagged knife 2: Damage 3, Edge C, Injury 14, CS -
Bent sword 3: Damage 4, Edge 10, Injury 12, CS disarm
Special Abilities
Bewilder, Dreadful Spells

The Sorcerer of Rhudaur is accompanied by a group of Hill-Men of Rhudaur (adjust numbers based on the Company)

The company will arrive not long after the Rorimac has been led into a cave and locked in a wooden cage. If they can gain a vantage point, this is what they will see:

The Sorcerer and a group of Hill-men are seated in the cave discussing the fate of the hobbit. The men are examining the elvish harps and the King's Clarinet. They pluck at the strings of the harp, generally making a racket. Fearchar holds the clarinet and examines it closely by firelight.

He smiles a sinister smile, then he tries to play a note, but achieves only a jarring screech that causes the others to curse and put their hands over their ears. The poor little hobbit is dismayed, caring almost more for the ancient relic than himself.

The Sorcerer says to the hobbit:

"*With this ancient trinket of Arnor, I will be able to work great magic and harness some of the might of the Old Kings for my people. I have a friend who would very much like to see your kind pay for your past transgressions against one of his ancestors, Golfimbul. I will make a gift to him of you. I'm certain he will have many questions for you about your precious Shire. Tomorrow I shall send you to him. It will be quite an enjoyable surprise for him I'm sure. But tonight I have another use for you. I have heard that you can play this thing with some skill. Play us a tune. Prove your skill and perhaps you will have one last pleasant meal to fill your belly with before we send you away. If the boys here do not like your song, then I may let them have a little fun with you.*"

He hands the King's Clarinet to the shaking hobbit, who nervously begins to play. At first the notes come out feeble and awkward. The hill-men begin taunting him. But closing his eyes and taking a deep breath, the hobbit lets out a beautiful melody that fills the cave and transfixes his captors.

The company must rescue Master Smallburrow and escort him back to a safe location, be it Bree, Rivendell, or perhaps they might find Hirgon or Arbarad, along the East road. If successful, they will be rewarded as described in the Encounter Evaluation. Once rescued, Rori can relate more of the tale of the King's Clarinet to the player characters.

~other adventures~

THE RUINS OF OST-EDLOTHIOD by Throrsgold

(an ancient elven ruin anywhere in Mirkwood, place wherever LM feels relevant).

While within the ruins, an Awareness test will reveal strange vines in the underbrush. Should they stop to examine the vines, a Lore test will determine that the vines are actually dirty spider webs! A success reveals a camouflaged trap-door in the ground made of webbing and debris looking like the ground around it, just as an ambushing Attercop springs out to attack!

A Great success reveals the same, but both parties instead act simultaneously i.e. no Surprise. An Exceptional success reveals the same, but the Attercop is surprised.
Any player-hero rolling an Eye of Sauron plunges through the ground into a large spider web and is immediately set upon by the Attercop. This pit trap is, in fact, the spiral staircase entrance to the large basement of a once grand Elven dwelling known as Ost Edlothiod, presently inhabited by a nest of Spiders of Mirkwood.

Spider's Nest
The nest is comprised of 6 Attercops and 20 Spiderlings.
Within the nest, propped up near the base of the spiral staircase (to possibly frighten intruders) is the body of a troll, turned to stone. This troll seemingly fell into the nest at some point in the distant past, resulting in the breaking off of one of its arms.

Within the large basement, the spiders constructed walls out of webbing, creating passageways. These web walls are relatively hard (Endurance 12), but burn easily when exposed to direct fire; however, they inhibit or resist the spread of fire. A successful TN16 Awareness test reveals that there are openings throughout these walls that are winding tunnels that allow the Spiderlings to cross through and attack from any point along them. They are not large enough to allow the Attercops this same advantage.

Whenever the player-heroes turn down a web way or have to choose between two directions at a fork or intersection, several Spiderlings will sneak up behind them and web close the passageway. A successful Awareness test allows the player-hero to hear the scrabbling of their many legs in the web tunnels behind them.

Deep in the nest, webbed up, is the desiccated corpse of the nest mother … a very large Great Spider, too large to fit through any of the ruins' entrances. The corpse shows signs of grievous, edged-weapon wounds that ultimately led to the horrid creature's death.

If the player-heroes retreat from the nest, having caused any spider deaths, threats may be shouted after them as they flee:

"Murderers! Thieves! Elves and Elf-Friends! We have marked your faces! You still must leave this cursed land!"

There are various items of treasure to be found with their previous owners' desiccated remains in the webbing:

- 68 Treasure Points in gems, gold, silver and copper coins. The coins are much more recent than those found in the pit.
- A dead Dwarf in a mail shirt with a great axe clutched firmly in its desiccated hand. The mail shirt possesses the Qualities of Close-fitting 2 (Encumbrance: 12; Protection: 3d+2).
  The great axe possesses the Qualities of Keen x3 (Damage: 9; Edge: 8; Injury: 20; Encumbrance: 4).

  This axe is an exception to the rule that Keen may only be applied once to any one weapon. The great axe displays ghostly Angerthas runes that announce the Khuzdul name 'Head Taker'. When the wielder kills an opponent, they hear a voice in their head (either in Khuzdul or accented Westron, depending on the wielder):

  "He stands before me in combat. I want his head."

  The Axe is Cursed: the ghost of the Dwarf that owned it haunts the Head Taker axe, attempting to force the wielder of the axe to take and collect the heads of his enemies, this requires a Corruption test to resist this. When the wielder is surprised, the same voice may prompt the wielder to attack and "take" the interloper's head (also a Corruption test to resist)! If the wielder attempts to discard or 'reforge' Head Taker, the ghost may fool the wielder into believing they have succeeded (a TN16 Corruption test to disbelieve)!

  The wielder will constantly be urged by the voice to use Head Taker (a Corruption test to resist) instead of all other melee weapons.
  Failing that, the ghost will shatter the other weapon … the ghost will hiss: "*I will destroy every weapon you pick up until you use me!*"
  Should anyone try to destroy the axe, the ghost will take over the wielder's body completely (a TN18 Corruption test to resist) and attack all present that seeks its destruction! The Keen Qualities allow the weapon to sever the heads of those it strikes. Whenever a G-rune is rolled on the Feat die, the weapon severs the opponent's head (if it has one) from its body! Note: It only has the Keen Qualities as a result of its being Cursed.

- 1 mithril brooch – According to the words etched upon it, this once belonged to a guard of the House of Barahir.[*Barahir was the 8th Ruling Steward of Gondor]*
- 1 Gondorian helm.
- 1 amulet with a crudely fashioned crescent moon symbol … a Lore test reveals that this particular crescent moon is a Woodmen of Mirkwood clan symbol.
- 5 Orc scimitars.
- 2 Woodmen long swords.
- 13 daggers.
- 13 short swords.
- 1 Rohirric mail hauberk with the Qualities of Cunning Make and Close-fitting (Enc:18; Arm:5d+1).
- An ivory statue of a horse.
- A golden, bejewelled ring. This is *The Heir's Ring*, a symbol of the House of Eorl (King Théoden's family). Anyone who returns the precious signet would be well rewarded in Rohan. [*This ring once belonged to Walda the 12th king of Rohan. He was slain with all his companions when Orcs trapped them, as they rode by mountain paths from Dunharrow in 2851 T.A.]*
- Many other items in the webbing that are in too poor a condition to be of any use.

The Pit
There is a pit in the basement, remnants of an ancient water well, approximately 12' deep. The spiders have used this pit to toss refuse into it throughout the centuries. As a result, it is filled with a large amount of treasure!

- 395 Treasure Points in gems, gold, silver and copper coins. There is currency from Eregion, Gondor, the Three Realms (Arthedain, Cardolan and Rhudaur), from Erebor and Ered Luin, and even from Númenor itself!

- A small chest nearly buried in the coins. In the chest are two items: an ancient book and a large scroll. The ancient book, written in Quenya, is entitled *"He Who Fled to the East."*
A Noldor Loremaster named Fëagon, the original owner of this dwelling, wrote it. The book is a treatise on the Dindair … what they are, where they came from, and how to destroy them.

The scroll is a rolled parchment containing a depiction of one of the final battles between Morgoth and the Valar. The artist, it seems, favoured the side of Morgoth. Depicted are mountains collapsing, dragons and Dindairs in the air and Morgoth himself towering over the landscape with Grond held aloft over his darksome head.

In one corner of the painting, a shadowy figure is shown lifting a large stone to reveal 5 additional shadowy figures — the Dindair! They are each named: *He Who Fled to the North, He Who Fled to the South, He Who Fled to the East, He Who Fled to the West, and He Who Stood at his Master's Side.*

- 1 Elven long sword with the Qualities of Grievous, Keen, and Orc-Sense (Damage: 7 (1h)/9 (2h); Edge: 9; Injury: 16 (1h)/18 (2h); Encumbrance: 3).
The Orc-Sense ability gives the weapon the innate ability to detect Orcs. If Orcs are within 1000 ft., it will emit a blue glow, which gets more intense the closer the Orcs are. It does not indicate the number or direction, only relative distance.

- 1 Long sword with the Quality of Fell (Damage: 5 (1h)/7 (2h); Edge: 10; Injury: 18 (1h)/20 (2h); Encumbrance: 3).

- 1 Dwarven mattock with the Qualities of Grievous and Fell (Damage: 10; Edge: 10; Injury: 20; Encumbrance: 3).

- 1 Elven long sword with the Qualities of Grievous, Keen, and Orc-Sense (Damage: 7 (1h)/9 (2h); Edge: 9; Injury: 16 (1h)/18 (2h); Encumbrance: 3)
This blade is etched on both sides of the blade with Tengwar script in Quenya: *Tirin-Lirin-Dagor*, 'I sing, I watch for Battle'.[*Rilya, a weapon smith of the Halls of Ost-in-Edhil, crafted it*]
The Orc-Sense ability gives the weapon the innate ability to detect Orcs. If Orcs are within 1000 ft., it will emit a blue glow, which gets more intense the closer the Orcs are. It does not indicate the number or direction, only relative distance.

- 1 Elven long sword with the Qualities of Grievous, Keen, and Spider-Sense (Damage: 7 (1h)/9 (2h); Edge: 8; Injury: 16 (1h)/18 (2h); Encumbrance: 3)
This blade is finely crafted and has runes on the blade (in Adûnaic), identifying it as Ungolcrist, the Spider-Cleaver. The pommel jewel is actually the lacquered eye of a great spider!
The Spider-Sense ability gives the weapon the innate ability to detect spiders. If spiders are within 1000 ft., it will emit a blue glow, which gets more intense the closer the spiders are. It does not indicate the number or direction, only relative distance.

- 2 Elven hewing spears with the Qualities of Grievous and Keen (Damage: 7 (1h)/9 (2h); Edge: 9; Injury: 14 (1h)/16* (2h); Encumbrance: 3; Called Shot: As a spear, plus increase the Injury TN by 4 if wielded two-handed*). These hewing spears match the Elven short swords mentioned below.

- 2 Elven short swords with the Qualities of Grievous and Fell (Damage: 7; Edge: 10; Injury: 16; Encumbrance: 2) – These short swords match the Elven hewing spears mentioned above.

Many other items that are in too poor a condition to be of any use.

Another Trapdoor

A successful Awareness test reveals a trapdoor in the floor of the basement, now camouflaged by centuries of debris, looking like the floor. Originally, the trapdoor was not hidden. The trapdoor is recessed 6 inches into the floor, allowing for a locked bar to bolt into the door frame. It is made from 4" thick dense stone (weighs 1,290 lbs.) and screws into a 6" steel frame covered in Tengwar script in Quenya.

A successful Lore test reveals that the words are those of sealing and binding. There are broken remnants of a mechanism that allowed the stone to be lifted from the frame.

The Vault Beneath the Trapdoor

In the Second Age Fëagon sponsored an expedition that actually tracked down and imprisoned the Dindair known as *He Who Fled to the North*. The trapdoor is the door to the prison! Opening the trapdoor will free the Dindair!

A successful Awareness test made by any Elven hero will allow them to sense a darkness creep over the land, as if something of shadow and of fear rose up in the tunnels below and passed out of the hillside … they may have freed something when they opened the door! This check is made automatically, like a sixth sense.

Note: The player-heroes are not intended to combat the Dindair at this time! It is intended that the Dindair escapes to reconnoitre the changed world, for it has been imprisoned a long time! This is just the foreshadowing of future adventures for them to undertake

Leaving the Nest

When the player-heroes venture back out of the spider's nest they find three Lesser Spiders – smashed by large rocks from an unknown source. They find large footprints leading off towards the lakeshore. This is the handiwork of a Giant who has wandered down from the Mountains of Mirkwood. He is friendly and the player-heroes may spend time with him chatting, sharing stories and songs.

If asked for his name, he replies that his actual name is quite unpronounceable by non-Giants. He suggests they use the name an Elf once called him *Hîrgond* (Sindarin: 'Master rock'). The player-heroes may make a Courtesy test to impress him enough to call him friend and thereby receive his offer of help should they have need to cross the Mountains of Mirkwood in his domain.

THE TROLL KING'S HOARD by JohanStaaf

House rules used:
- Invoking a Trait lets the player roll the fate dice twice and pick the best result.
- Whenever a player rolls a Gandalf rune on a skill roll all characters affected get an advancement point in that skill group. This is the only way to get advancement points.

The PC's are in Esgaroth in spring 2946 T.A. They have busied themselves with some odd jobs but nothing permanent. They are called up by the Bardian merchant Vali, who claims to have inherited an old map of his now deceased grandfather, who Vali says was a greedy old man who hid a portion of his gold in Northern Mirkwood and the map will show where.

Indeed, there is a marker on the map and a written note:

"*At the hand, the five fingers points to the sky. Dig deep into the palm. Therein is hidden the enemy's offspring. Runes carving on account of the head showing where the black be killed. From this location, walk where the sun falls until you behold Gámbâirs tree. Search for the roots and crowns you find crowns of iron and silver.* "

LM Note: The treasure is actually old coins of Angband as they all have Morgoth's crown on one side.

History

A long time ago in the war against the Witch-king of Angmar, a troll king was slain in the woods named King Gûrbash. His wickedness was great and his spirit still lived there and caused all kinds of problems. Therefore many years later the men who lived there at the time asked Saruman the White for help. He raised the five stones to catch the monster's spirit who now cannot leave the tomb, but one of the men fell to temptation and stole the coins that were buried with the troll. He hid the money under a mighty tree in the woods and wrote a riddle to hide the treasure. Eventually, madness afflicted him, and he thought the others chased him. Paranoid, he refused to leave his treasure and died under the tree.

Now Vali is in reality a greedy and treacherous thief who stole the map from the archive of old scripts that are in Dale. He was chased by two soldiers and therefore in a hurry he has approached other heroes in Esgaroth but they turned it down as they suspected Vali's story. However, he has since then come up with the false story of his grandfather as he tells the PC's, and offers them half of the treasure if they help him find it.

Two soldiers (now disguised in plain clothes) named Ilena and Bragi are still looking for him. Ilena is patient and stoic while Bragi is more hot-headed and weak-willed. They have identified the thief and are now trying to find him. If they catch up they will try to grab him to bring him and the map back to Dale. However, there is a high risk of Vali succeeding in corrupting Bragi, or they might be persuaded to follow the PC's to find the treasure or even lending them the map.

Along the way the party encounters a group of Beornings who are hunting a group of goblins that have swept through the area north of the river but have now crossed it and have started to cause problems. They are basically a nice bunch and know the area well, but they cannot help that much as long as the goblins roam, as the goblins have already attacked a farm and who knows what they will do next.

The Beornings are six men and women lead by the jovial and red bearded Bolvar.

The goblins consist of ten plus two wolves that have joined, they are led by the fearless and shrewd Umash. Their goal is to find their way south as they have heard that the Old Forest Road is starting to be explored by people, people they can rob and murder. They have also kidnapped two children named Foron and Emla (approx. 12 years old) from the farm to be used as hostages or living

shields (whilst Umash is alive, if he is killed some orc will try to make off with the children for food).
The location where the troll king Gûrbash is buried is marked by five stone pillars that are unevenly spaced in a semi-circle. Four on one side and one on the other side, vaguely in the shape of five fingers. The stones are moss-covered but are richly decorated with magical elven runes (in Quenya) beneath the moss, created to imprison the monster's spirit. The circle of ground inside the stones is counted as Blighted and requires a Corruption test for each day inside the circle. At night the troll's spirit awakens, it is invisible and relatively harmless. However, a Craft/ Athletics test is needed to avoid an accident (damage 7, wound: eye, injury: 12). If there is an accident, the LM should roll the Feat die to see if there is a wound, the attack hits automatically if the PC fails their test to avoid it.
When digging inside the circle, the PC's will find the Monster's remains. Weapons and armour are still in good shape but are all covered with evil runes (in the Ancient Black Speech of Angband), with a symbol shaped like a black iron crown with three jewels. A human skull with runes on it is also present. The runes are of an old Northman dialect and describe the place where the battle was fought (a day's march north). A Hard TN 16 Lore test (without any special knowledge) will tell the PC that some kind of monster's spirit remains here and hence the stones purpose is to keep the spirit trapped.
They need to walk west from the site of the battle for more than a day before they see Gámbâir's Tree, it is easily recognizable as it is large and sickly, thick bark with dark furrows. The treasure is indeed buried here (along with the previous owner's corpse). The treasure is composed mostly of iron and silver coins from Angband. The treasure is a dark influence and has transformed even this place to a Blighted place with the same rules as the Stone Circle.
The iron coins are basically worthless but if they take only silver coins it's worth roughly 10 treasure.
There are also two other items of notice. One is a small silver cup of elven design with green leaves of gold that wind around the rim of the cup. All water (or other liquid) poured from the cup tastes fresh and loses all harmful properties.
Second is a large troll knife (counts as a short sword) made of some black metal, covered with runes in the black language that say:
"*Morgoth the Beautiful denies you the song of Valar.*"
Against creatures that do not belong to the Shadow the weapon inflicts 4 extra damage and the target regains no endurance without special medicine/healing of some sort. The Weapon is of course Cursed (LM choice).
There are two dangers with the site. A large spider has made the tree its nest. It is difficult to detect as it sleeps during the day. It's pretty stupid and has lost all intelligence except what it needs to hunt. At night, it goes out to hunt. The treasure has slowly corrupted the tree, enough that it now lives on the blood of the victims that the spider drags up to its nest in the tree top. The Tree itself has become a Hourn with limited mobility, it will try to lull the heroes to sleep (as per Old Man Willow) so that the spider can kill them. If the PC's remain for a while, they have to roll Wisdom or fall into a deep sleep. Should all the party fall into enchanted sleep the LM should have one wake up covered in web up on the tree top whilst the spider is sleeping. The spider should be dangerous enough that a full party of heroes should be hesitant to attack it (and with good reason). Trickery and cleverness should be required if they wish to defeat it. The coins and troll knife are obviously corrupt, so it is up to the party if they should take them at all. They will draw misfortune on whoever owns them, with a high risk that weak NPC's (such as Vali or Bragi) will try to take them.

KING UNDER THE MOUNTAIN
by Yusei

Background

A dwarven mother who has a child without revealing the father's name for some reason. However, during the time of conception Thror was in the vicinity of the mother's town, general location or maybe knew her. Her son (who is not actually related to Thror) grows up nameless (effectively) in a society that holds lineage as being vital; after all, if asked he is "Thibur, son of no one" (although he would probably use his mother's name), but considering how father-centric dwarven culture is, that might be more embarrassing than being no one's son.

Anyway, he ends up with a complex about his paternity which becomes ever more worrisome and a central focus to his life. Eventually someone mentions to Thibur he looks a bit like Thror. Astounded, he does some research and realizes the timing is right. He tries asking his mother, but she's being glib or not answering for whatever reason.

So Thibur starts running scenarios in his head (mom was the king's mistress? raped? whatever) but basically deludes himself into believing a bunch of circumstantial evidence that amounts to a false reality: that he is, in fact, an illegitimate son of Thror, King Under the Mountain.

It is possible that he does go wandering after Thror, around the time that Thror leaves dwarven society. He arrives too late and has to follow what clues he can about Thror's location. Unfortunately he is so deluded at this point that he heads off in a completely irrelevant direction; engaging in adventures that are unnecessary and depressing, wearying, and hope-depleting (think "*Don Quixote*", but sad rather than comedic). Strangely, in one way or another, Thibur manages to survive and escape on a regular basis, always a bit worse for wear.

At some point he is captured by a middling-level Sauronic force of some kind, perhaps an Angmar border patrol, goblins in the Misty Mountains, orcs around Mount Gundabad, Grey Mountains or Withered Heath, whatever. He's captured, tortured and abused more than normal, but not critically. In the process he reveals his supposed pedigree, which the Evil Leader scoffs at (hmm, orcs might be best for this as they're rarely aware of dwarven genealogy) and eventually forces Thibur to admit he's made it all up, that there is no proof of any of it.

At which point Thibur totally snaps in his mind. He has wasted his entire life and undergone hardship for what he knew (but refused to accept) to be a lie because he was just another commonplace dwarf, not one destined for greatness.
He suffers a bout of madness with the result that he completely disassociates what just happened. His mind latches onto the easiest lie:
He is the son of Thror. He's never lied to himself. He has absolute proof he is the son of Thror.

This snap occurs right in front of the Evil Leader, who is so amused by it that he informs Thibur he is in possession of his father's ring. Time passes with various episodes of further torture, days of solitude in a dank cell, etc. Not too long, maybe an extra month or so. Just time enough for the Evil Leader to arrange a complicated bit of mummery to allow Thibur to be released, in possession of the False Ring.

In their last meeting the Evil Leader probably tells Thibur that Dain II Ironfoot is now King Under the Mountain, possibly suggesting he stole the throne

from Thibur knowing the illegitimate son existed. The Evil Leader leaves the False Ring within Thibur's sight and wanders off; Thibur gets free, takes the ring and escapes, and has perhaps some more sad adventures before he finally encounters the PC's.

Part 1:

At some appropriate moment, the characters hear a cry for help. They find a badly wounded dwarf surrounded by three bandits. They fight or scare them away, but the dwarf falls unconscious. He wears ragged clothes, has a broken axe, and obviously has travelled a lot. When he wakes up, he tells them *"I am Thibur, son of Thrain, son of Thror, King Under the Mountain"*

Dwarven characters may make a Lore roll to check that Thorin did have an older brother, that was thought to be long dead. If they don't, Gloin or some other dwarf that knew Thorin could tell them. But they won't find a dwarf that knows Thibur's face. Thibur says he left his family long ago to rescue his father from Dol Guldur, but was captured too, and spent decades in captivity, until one day the Shadow left, and he got free.

He has wandered since that day in Mirkwood, and fought many evils, searching for a way to escape and reach civilization. It soon becomes evident that Thibur expects to free the mountain from Smaug, and has no idea what has happened. Presumably the characters will tell him, and he will look sad or happy at the appropriate places, and somewhat angry that his cousin Dain is currently King Under the Mountain.

Part 2

Unless they decide to trust Thibur blindly and lead him to the Mountain themselves, they probably will contact Gloin (the only dwarf of importance it is assumed they know). Gloin is suspicious when he meets Thibur, but Thibur says he has a proof that he will show only to King Dain: he has the Ring of Thrain! He really can show a ring, but he will only let Dain touch it.

So Gloin writes a letter that will allow the characters to easily obtain an audience with the King, and asks them to lead Thibur to the Mountain, but warns them to keep an eye on him. He also sends a raven to Gandalf (because a ring is involved).

Add any events you wish during the travel, depending on the time you've got. In my game the party stopped at The Drunkenstone Inn in Dale, and Thibur got angry at the sign. Afterwards, he wanted to enter through the secret gate in the Mountain because he feared for his life if he arrived claiming he was the real king. But the party was able to convince him that it wasn't very honourable to enter by a backdoor.

Part 3:

The party arrives at the gates of Erebor. They ask for an audience, and it is granted easily. They asked for secrecy, so there are only a few people in the room: only King Dain, two guards, and a human dressed in a grey cloak and hat, standing in a corner, smoking a pipe. The characters talk for a while, introduce themselves and Thibur. Then he talks and tries to be polite with Dain but it is obvious that he doesn't like him. At one point he draws the ring out of his pocket, and shows it to the room. Gandalf in the corner becomes interested. Dain gets up, wants to see the ring. He puts in on his finger and...

... Nothing happens! But Thibur draws a dagger and tries to stab the King. A flash of light (from Gandalf) sends him to the ground and the guards arrest everybody

(including the PC's). Dain of course survives, and Thibur will be interrogated when he is fit. Later, the characters are freed because Gloin says he sent them and they had nothing to do with the murdering attempt, but maybe have them do a few Awe/Persuasion rolls in their defence first.

The End

Option 1: Thibur was absolutely not Thorin's brother (and did not come from Dol Guldur) but had some reason to kill Dain, and used this story as a way to reach him.

Option 2: Thibur did indeed come from Dol Guldur but was driven crazy. Either he believed he is the king but he is some random dwarf, or he really was the rightful king but is now too crazy and corrupted to be able to rule.

In any case, he of course didn't have the real Ring of Thror.

Part 4

Having all of your events happen, now Thibur has to be dealt with on the Dwarven level. Unfortunately maybe his ravings are heard by others and, just as with Thibur himself, there is just enough possibility that the entire dwarven succession of the Longbeard clan (Durin's Folk) is called into question.

The issue should be resolved peacefully, without just doing away with the mad dwarf. Requiring either that the characters are now charged to back-track Thibur's adventures (assuming his failure to defeat Dain totally unhinges him so further information is not forthcoming), or if told, they must somehow convince the mother to reveal whom Thibur's father truly was (assuming she's still alive), or even willing to consider the idea!

This could become very like *"The Scarlet Letter"*, with a story of its own that can be as complicated as you want to get into. Heck, you might be able to lift the story almost verbatim (although I don't think there are priests in Middle-earth).

Once the players have dealt with the mother (in whatever fashion), know Thibur's lineage and have absolute proof of it, the characters must return with it to Erebor.

Part 4.5

Also don't forget the possibility that the Evil Leader hears about all this and attempts to interfere with the Party's investigation and/or their attempt to return with the evidence (whether this means an NPC or an item) needed to resolve matters. Particularly if he sent info up the line and other Servants of Evil are on the lookout! (And this could be an interesting mini side storyline arc.)

Part 5

Now things get complicated. It really depends on where you want to go from here, but either have Thibur die in captivity, or maybe some well-meaning dwarves have released Thibur believing his story, or best yet, some greedy dwarves released Thibur in an attempt to gain control of him and use him as a means of gaining control over the Lonely Mountain.
This would put everything that Dain II Ironfoot has done since the Battle of Five Armies into a precarious situation.
- The money that Bilbo was paid after everything was done? Illegal!
- The money spent to rebuild Dale? Illegal! etc.

THE NAMELESS DWARF by Garbar

The Entrance

During an encounter with goblins in tunnels near the eastern edge of Mirkwood they find a door concealed by a *Spell of Secrecy* (RB p.107).
Written on the surface (in Khuzdul) are runes:
"*My name is not spoken, but only by speaking it shall you enter my halls!*"
This message refers to a dwarf who was driven from his homeland for a thus far unspecified act.

Finding The Name

The first part of the quest will be finding his name, not easy as it was deleted from the dwarves archives in Erebor, so they will have to seek an alternate source.

Beyond The Door

Once they get beyond the door they will find tunnels, traps and creatures 'darker and fouler than orcs'. It will be a long journey through dark places that take them under the Mountains of Mirkwood.

The Lake

I also see a large underwater lake in the quest, with still water and something lurking beneath the surface. A boat will be needed and a battle in the water would make them hindered. The creature will flee when wounded, not die (Great Size, RB p.233) and strike again when they are not expecting it.

The Enemy

The 'big bad' at the end will likely be an undead of some sort, perhaps with minions to protect him. Not sure if an undead dwarf is possible in Tolkien lore though!

The Escape

Their exit becomes blocked during the battle and they have to find another way out, possibly laden with treasure (some or all is shadow tainted of course), putting them in the middle of a goblin band (perhaps a few troll instead).
Although the name of the dwarf is likely in Khuzdul, he may have forsaken his race as they forsook him and it could be in Black Speech, but I think Khuzdul more likely. The fact that his name is taboo to his own people does not mean it's unknown to others.

Elves may have a record of his name, so Rivendell and the Halls of the Elvenking are potential sources, but getting access to that information may require they perform a service, introducing a side-quest to the plot. I see the tunnels as being something akin to Moria, although much smaller and with a lower balrog count. One entrance is never a good idea, which I why I considered an alternate exit for the way out. Both doors were likely closed, but it's possible that one was found by an earlier explorer, or damaged as a result of a seismic event.

As for the dark creatures, I was not planning on something created by the dwarf or even bred by him, but that does make my mind work in evil ways! The Mountains Of Mirkwood are a place of shadow and could have corrupted the residents over the millennia, creating variant spiders, orcs, men, trolls etc.
I like the idea of geothermal activity in the lake and mud flats can work, spitting out blobs of mud on the unwary. It could even be worked as a Travel Hazard, but that makes the crossing a single roll of the dice and take some of the fun out of it Or, if we go with the flowing water idea that you suggested, they may take a trip downriver as an exit strategy, perhaps using the barrels and chests taken from the treasury of Nameless Dwarf as an improvised raft. Throwing rapids and a waterfall in might make for a challenging journey for them! I do prefer the crazy dwarf idea to a friendly giant as a resting place, but not for recovering from Fatigue, just a place to sleep.

GLAURUNG'S IRE by Haugar

Synopsis: Act 1

At the behest of Cirran son of Cirdol –a prominent merchant within Dale, has obliged the characters to locate the whereabouts of a merchant caravan that was last headed towards the Southern realms of Rhovanion and Rohan beyond, by taking a Northern route around the expanse of Mirkwood. The caravan carried a heavy iron wrought chest that was particularly very dear to him. In short in the midst of an ill fog, the caravan is discovered within the eve of Mirkwood with its passengers slaughtered and the remnants of the cargo and caravans shattered. Cirran's chest is not to be found, and orcish involvement is easily ascertained.

The journey leads the characters into the Northern depths of Mirkwood. Amongst the ruins of a long forgotten tower the players are encountered by Orcs who engage in battle. It should be obvious to the characters as they fight that the Orcs are fatigued and wounded. The characters discern information from the Orcs, it is revealed that they did not attack the caravan (initially), but were ambushed by Men who HAD committed the deed. As they retreated into the depths of Mirkwood they returned to their camp -the ruined tower. It was there they realized their leader Sharku was missing and they fell into argument and fighting.

Sharku eventually appeared some time later emerging from a heavy fog, he slew his own folk except one upon whom he burdened with a spoil of battle, a heavy iron wrought chest which they then disappeared back into the fog.

Returning to Dale to speak with Cirran about the unfortunate events, the characters learn that Cirran has left Dale under mysterious circumstances. After some investigation, the characters are approached by guards who inquire of Cirran and the characters involvement. After some discussion the guards inform the characters that they are associates of Josur and invite them to speak with him. Josur, bedridden and a bit crazed, was found dying within Mirkwood by the Wood Elves, and it was they who returned him safely to Dale. Josur, a scholar, had come upon information regarding the Ered Mithrin and the fall of a Dwarven stronghold known as Shaturgathol. He relates that in his time he pursued the information, eager to learn of all that he could, and that eventually he journeyed into the desolate and nefarious mountains, seeking the fortress. The crazed Josur relates how disastrous his adventure was, and how he lost a very dear friend to him. In the end Josur reveals that the treasure within the chest is the key to discovering the passage to the entrance of Shaturgathol. He denies any knowledge of how Cirran came to know of the key.

Act 2.

Coming upon information of the Shaturgathol the characters are imposed upon by Josur with the task of obtaining the key from the Orc Sharku. He bade them speak with the Wood Elves for information; considering they reign within the area Sharku was last seen or the Dwarves for more information on the exact location of Shaturgathol. Either choice shall lead them to some triviality that the characters must confront, but it leads them to the discovery of an orc corpse within the cluster of a hilly range to the North-East of Mirkwood, some miles away from where the caravan was assaulted. The Orc's remains, fresh from an attack, were shredded and not much remains of him, a knife is lodged in his back, although queer tracks of slithering creatures head off to some nearby caverns.

Heading into the earth the characters discover Cirran being tormented by a couple of Wyrm-lings. After the Wyrm-lings are dispersed, Cirran is discovered unconscious, having been knocked out during the battle, clutching the key to his

chest. Cirran is returned to Dale, throughout his journey muttering the word "Ungash," and there the characters speak to Josur who rewards them for returning his key to him and invites them to remain and enjoy his hospitality in their honour. In the morning a thick fog lingers over Dale, and Josur is discovered dead. A thorough search results in the characters obtaining a map of antiquity that shows the location of Shaturgathol. The characters also come upon the knowledge that Cirran was horrifically killed within the outskirts of Dale.
The characters then journey to Shaturgathol and after many adventures, they finally reach the aged Gates of Shaturgathol, known as Shatur-u-zirak. Here they encounter Sharku, who here attempts to use the key to open the passage into Shaturgahol, yet is unsuccessful. In frustration Sharku then attacks them. After the battle the characters obtain the key and with the map realize the means into proceeding past Shatur-u-zirak.
Delving into the depths of the old dwarven fortress the characters are assaulted by grim wraiths and possessed corpses, who linger within the ruins. After some adventures they come upon the heart of Shaturgahol where there is a giant statue of a withering Fire-Drake, breathing stony flames in defiance and in fear. Set upon the brow of the statue is a stone that illuminates with an inner ebbing flame. The characters should realize at this time that this is a statue of Glaurung who was struck down by Turin, son of Hurin.
When they exit Shaturgathol, a great fog lingers upon the mountain. There the characters encounter Ungash, a large Drake (wingless dragon), and either through will or force he attempts to obtain Glaurung's Ire, the stone that was upon the stone dragon. The characters barely survive the encounter, yet they lose the stone.

Act 3.
The characters can attempt to follow his trail, yet due to the broken earth and the tormenting weather, they will not be able to keep it long. The characters return to Dale and seek the aid of someone with wisdom as to what the map might reveal, Glaurung's Ire, or the drake Ungash. Coming upon information they learn of Ungash's plot to consume the stone after a dark ritual said to incite Glaurung's flames, and where Ungash is; called Gurihug (the desolation where dragon-kin go to die). After reaching Gurihug the characters meet with Ungash, who reveals the capabilities to create flames. Ungash also reveals that Cirran and Josur were friends of old and that they had stumbled on Shaturgathol, there they discovered the fact that Glaurung's Ire, a stone said to have been wrought from the foul belly of the great dragon, was kept within. Ungash attacked them and with a dragon-spell ruled over Cirran and used him till the time they came upon the means to open the passage. Yet, ever after the encounter, Josur knew something was wrong with his friend and kept him at lengths. It wasn't till the discovery of the key of Shaturgathol that Cirran appeared once more. After a climactic battle and the subsequent smiting of Ungash, the characters are rewarded with the Glaurung's Ire and the subsequent journey to return the stone to Shaturgathol.

NOTES for LM

1.) Yes Ungash kills Cirran, as he is able to create mists and smoke, so when an uncomfortable fog or mists lingers within the story consider that Ungash is nearby.

2.) The night of the festivities Josur is killed by Sharku (under the dragon-spell of Ungash), who claims the key and heads to Shaturgathol, whilst Cirran is called forth to the drake and is disposed of, not being required any longer.

THE FELLOWSHIP OF THE SPEAR
by Throrsgold

• When: The adventure is set in the early Spring of 1111 2993.

• Where: Erebor, Esgaroth, Dale, Rhosgobel, Moria, and Lórien.

• What: Ereinion Gil-galad was the last High-King of the Noldor when he fell at Mount Doom alongside his friend, Elendil, at the hand of Sauron in hand-to-hand combat in the Battle of Dagorlad. His favoured weapon was a long spear: a long shaft of sturdy wood with an intricate blade of elf-crafted steel.

While in battle, the blade shown with such a brilliant white light that it was named *Aeglos* (variously translated as 'Snow-point,' 'Snowthorn' or 'Icicle'). This renowned weapon unfortunately was never recovered from the field of battle that day, being lost among the carnage – many feared forever, but it was not so.

Sometime before Third Age 1981 the Dwarves of Khazad-dûm discovered the spear as a part of a great troll hoard in the Anduin Vales north of Lothlórien. Recognizing the weapon immediately and knowing of its great significance to the Elves, they took it into Khazad-dûm, the grandest and most famous of the mansions of the Dwarves. There, they intended to return it to its former glory and present it to the Elves as a token of goodwill between their peoples.

But with the unleashing of the nameless terror that that came to be known as Durin's Bane the spear disappeared into the treasuries of Durin's Folk and was utterly forgotten when the great realm fell to shadow and flame.

At present, the reclamation of the Lonely Mountain has led to the discovery of a Dwarven document pertaining to the spear's finding. The Kingdom under the Mountain is abuzz with the news that important documents have been discovered concerning some Elven artefact. It is rumoured that King Dáin is dispatching agents to locate this artefact.

• Why: Although at first the company believes that they are responding to a solicitation for treasure hunters, the diplomatic envoy to Radagast in Rhosgobel instead provides an excellent opportunity for them to make a name for themselves.

• Who: The heroes will meet the famed wizard Radagast the Brown, and Balin, one of the twelve Dwarves that accompanied Thorin Oakenshield on the Quest for Erebor.

Notable Events

• The documents are incomplete, yet Radagast believes that Balin, the leader of the new Moria colony, may be able to lend some aid if shown to him. He tells the heroes of the Spear of Gil-galad and where it is now to be found. He gives them back the document, and tasks them with traveling to Moria, meeting with Balin to request his aid in recovery of the spear, and finally returning it to the Elves in Lórien.

• Radagast does not know of the whole perilous situation in Moria: how little of the ancient settlement has been retaken, how dangerous a journey under the mountains will be, or the form of the great evil within its depths.

• News of a document concerning an Elven artefact soon found its way to the ears of Sauron. The news is garbled and incomplete, but the Dark Lord knows there is a document telling of the resting place of the artefact and that it is being carried from Erebor by a diplomatic envoy. He sends out his spies and one of

the Nazgûl from Dol Guldur to claim the document and acquire the artefact before it falls into the hands of his enemies. None of the Wise know that a Nazgûl is in pursuit of the spear.

Suggested Hazards/Session Ideas

- The heroes' rooms are broken into in the night by a thief looking for the document.

- The heroes are ambushed by spies of Sauron in the wilds.

- The heroes feel they are being watched as they travel, and realize that crebain are following them. They may be attacked by Orcs or wargs and wolves in the wild. The crebain may be sent as scouts by orc raiding parties from the Misty Mountains.

- While camping in some ruins, the heroes are first stalked by a Nazgûl. If they confront it openly, they may be in serious trouble. To save them if they can't escape, send in a party of wandering Noldor or possibly Gandalf.

- In some long abandoned Elven ruins, the heroes encounter spectres of the deceased, who entice them to their destruction but in turn show them to heroic weapons hidden in the ruins. Giant spiders, wargs, and/or wolves, or possibly other fey creatures inhabit the area and in underground passages beneath the city, the descendants of those Sauron used to attack the ruins.

- Once the heroes get to Moria, they find Balin ... he is friendly enough, but unwilling to spend much time looking for Aeglos – the Dwarves are too busy with their own concerns (i.e., keeping down the growing Orc menace). He may be able to lend the group a warrior or two (maybe replacement characters, if any characters have been killed), but the heroes are more or less on their own.

- The spear resides in the Twentieth Hall of the Dwarrowdelf, in the Seventh Deep. This area is infested with Orcs, so should give the heroes a challenge, both obtaining the spear and getting out again. They should have plenty of chances to actually try the spear out once they've got it.

- Once they've got the spear, they'll need to get down to The First Deep and into the Dimrill Dale. On getting to the Bridge of Khazad-dûm, they find their way blocked by Orcs and a Cave Troll or more.

- Once outside, they find a host of Orcs, led by a Nazgûl (same as earlier if the previous encounter occurred), waiting for them. The Dwarves (and their allies, the woodmen from near the Anduin and Misty Mountains) rally to their aid and a large battle takes place. The heroes escape but many of the Dwarves are killed.

With their numbers depleted, Balin's party has no chance of staving off the Orc attacks later, so the players can feel they've played some part, if not a positive one, in the history of the War of the Ring.

Suggested Player Characters

- Anar — a male Dwarven Slayer (Background: A Life of Toil).
- Beran — a 16-year old male Beorning Scholar (Background: Keeper of Tales).
- Hithriel — a female Elven Warden (Background: Wild at Heart).
- Saffron Gardener — a 40-year old female Hobbit Wanderer (Background: Restless Farmer).
- Treowine — a 19-year old male Woodman of Wilderland Warden (Background: Sword-day Counsellor).

A SOLO ADVENTURE by Wbweather

A CAPTIVE'S ERRAND

While traveling across Wilderland, the player character finds himself captured by Viglunding slavers.

- A hobbit might have been traveling to the Easterly Inn and been captured
- Woodmen characters may have been captured by outlaws from the south and traded to the slavers.
- Beornings would most likely have run into the Viglundings while traveling north of their lands.
- Dwarves could have been traveling to visit the Blue Mountains and been waylaid by the slavers.
- Bardings, Lakemen, or Dwarves could also be captured by bandits or orcs and traded to the Viglundings.
- Woodland Elves might have been captured by orcs and traded to Viglundings.

The adventure could start after the player has been captured, or could begin with a combat in which the player is too outnumbered to succeed. However he came to be captured, the player character soon finds himself chained by the ankles with several other captives:

THE CAPTIVES

Avina

This 21 year old Beorning woman is stunning in appearance. She is stoic and appears to have a tough fibre. She has not led a privileged life and has had to learn to survive on her own. She married at age 18 to a Beorning man, more out of necessity than love. He had been a kind husband to her and for a few years they lived together and began to develop a true bond of respect for one another. Unfortunately a year ago, he developed a sickness in his chest. Before long he was coughing up blood and he soon weakened and died.

She buried him herself and continued trying to maintain their farmstead in the northern Beorning lands until one day she was visited by Viglunding thugs, who finding a beautiful woman living alone decided she might bring a fair price on the slave market. She put up a fight and a couple of the men had broken noses and bruises before she was subdued. She mostly fears what will become of her once she is sold. She has the following traits: Anduin-Lore, Cooking, Fair, Quick of Hearing, Swift

Walcaud

This 17 year old Woodman is the fifth and youngest son of a regional clan leader among the Woodman north of Mountain Hall. He has hunted the vales of the Anduin along the foothills of the Misty Mountains since he was a child. He is wood-wise and a skilled hunter and tracker. He was hunting a bear and tracked him 3 days north-east of his village before he had finally taken down his prey. He had built a fire and was smoking the meat and hide when he found himself surrounded by Viglunding slavers.

He was caught off guard and unarmed and not only lost his game meat, but his freedom as well. He is young and fearless and will attempt an escape at the first possible opportunity. His traits are: Beast-lore, Herb-lore, Bold, Elusive, Reckless

Eldacar

This 47 year old Dúnedain is weathered and worn, but still has a noble bearing. He is obviously injured and as the group travels his health is gradually declining. Initially he has a cough and fever and favours his left flank. As time goes on he begins having feverish nightmares in which he cries out in his sleep. Soon he has trouble travelling and one night you

see him making a poultice out of herbs he has been gathering. When he lifts his shirt to apply it, a 5 inch gash is seen along his left flank. The skin around it is deep red and there is a foul odour and some yellowish, blood-tinged drainage from the wound.

Eldacar had been scouting out the northern aspect of the Misty Mountains and the Vales of Gundabad. He has discovered some important information about the increase of the Shadow. Unfortunately he had found himself waylaid by orcs. He fought his way free, but not until a filthy orc sword had opened up his side. He had headed south, hoping to find refuge and healing in the Halls of Beorn.

After 3 days of travel however, blood loss and fatigue overwhelmed him and he could travel no farther without rest. It was there the slavers found him. He has tried to hide how ill he is, hoping to escape as he gets farther south and closer to a village in the free lands. It is becoming obvious that he will not survive unless he gets treatment soon by a skilled healer.

Realizing this, he wishes to entrust his secret to the player's character (assuming he has earned Eldacar's trust). He will ask the hero to deliver a message to Rivendell for him if they can engineer and carry out an escape. Eldacar's traits are: Fire-making, Story-Telling, Foresighted, Hardened, Secretive

The Slavers (there are 4)

Tegaer
A cousin of Viglund, he is obviously the leader. He is cold and calculating. There is no empathy to be found in the man. He would rather slit his captives' throats than to see them escape. He keeps them alive and treats them humanely solely because he wants to make certain they bring him as much gold as possible. His primary motivation is profit. He does not tolerate any challenge to his authority.

Albair
Although a scoundrel at heart the man at least has a jovial nature and is kind to his prisoners as long as they give him no grief. He is known to offer extra food for a good story or song. Of all the slavers, he is the most likely to speak directly with the captives. He is not above making a joke at the expense of the suffering of his captives, especially if they displease him.

Helgut
Of all the slavers, he is the most vile. He gets enjoyment from causing pain and suffering whenever he can get away with it. Tegaer keeps him in check for the most part. He still has a swollen nose, black eye and aching groin after the capture of Avina, so has a special hatred for her and has threatened her repeatedly. He has yet to assault her, but every night she shudders whenever he draws near.

Breon
The youngest of the slavers, he is just beginning to see his beard fill in. If any of the men have any qualms about the morality of their actions, it is Breon. He obviously is enamoured of Avina. He is close enough in age to Walcaud that he sees him as someone he can relate to. He seems fascinated by the ranger, Eldacar, and would listen to stories of the wide world if only he was allowed to sit and talk with him. The older men however are beginning to become concerned that the boy is soft. They continually have him administer punishment to the prisoners to help break him of this.

The adventure should start somewhere North of the Beornings' lands in the upper Anduin Vales. The player may want his character to escape as soon as possible. If a player is really set on this option, he shouldn't be discouraged or made to feel forced into the story against his will (although as a captive, he kind of

is). Should he propose a great escape plan and get amazing rolls to accomplish it, he could still carry out Eldacar's mission, although the LM will need to think on his feet, allowing an alternate route to Rivendell. It would be better though to use the circumstances and NPC's to discourage escaping immediately.

For example, if the player broaches the idea of escape with the other captives, he might be overheard by one of the slavers and punished. Walcaud could reveal his Reckless trait and attempt escape on his own and get a severe beating for his effort. Eldacar should urge patience. For now, the group is relatively safe. They have time to plan and look for weaknesses to exploit. Every day takes them further south into regions that the slavers do not know but that he is quite familiar with. Better to act as if the captives have given up hope and let the slavers grow complacent and let their guard down.

The goal is to not let the player feel like he is being forced along a path in which he has no choice, but rather that he is biding his time as he and the other captives plot and prepare so that when the escape attempt is made it will be successful.

Once/day the player character may propose a task aimed at making preparations for the escape. A character with a decent skill in healing could attempt to help Eldacar with his fever or wound although the TN for this should be raised as he has limited resources at hand.

Characters could also use tasks of Song or Inspire to raise the captives' spirits. It might even be possible to persuade their captors to show some kindness. Other ideas might include trying to discover information about where they are headed, fomenting distrust between the slavers, finding a way to unlock the shackles, or gathering herbs to poison the slaver's food (or heal Eldacar).

As they travel, it will also be possible to gather information about the slavers and their plans. This might be accomplished through overhearing discussions (Awareness) or through knowledge of the areas they are passing through and the direction they are headed in (Lore).

Riddle will help the player piece together what is being planned. A character with decent social skills could manage to earn the trust of one of the slavers and get them to share their plans either voluntarily or unintentionally. Riddle or Insight might prove particularly useful.

For every Success award the player with a bonus success die. He can use these in a manner similar to dice from preliminary rolls. He might choose to spend them on hazard tests or save them for advantages to rolls when the escape actually happens. He should role play out how each dice confers an advantage when it is used, hopefully relating it in some way to a successful task from earlier in the game.

As they travel, the player character should learn about the other captives and their captors. Of course the slavers do not allow much communication and so the chances to talk are infrequent.

Twice/day the player can propose a task with his common skills to interact with the other slaves. Not only should the player discover the NPC's backgrounds, but should also begin to learn about their traits. For example, Alvina might mention during a talk that she visited this place as a girl or that this stretch of the river is especially beautiful in the autumn, thereby revealing her Anduin-lore trait. One night the Slavers might throw a couple of coneys at the PC and tell him to cook up a decent meal for

them. If successful, he will earn their trust and a bonus die to be used when carrying out the escape. Alvina can agree to help and with her Cooking trait lower the TN by 4 for a success. Walcaud could find some herbs while walking using his Herb-lore trait and help lower the TN of a healing test when the player attempts to heal Eldacar. Eldacar's story-telling trait might distract the slavers for a half hour while the player performed a Craft test at a lower TN to look for a way to loosen the shackles around his ankles.

While the player may interact directly with the slavers, most of their characteristics should be revealed by the LM through their interaction with the player and other captives. Breon might blush when Avina catches him staring at her. Albair might offer the player character an extra bowl of stew if he can sing a good song. Helgut will probably kick the player character in the back to wake him up in the morning.

The journey to the Trader's Island is roughly 200 miles depending on where the player is captured. This will take about 12 days and should allow for lots of opportunities to get to know and bond with the other captives as well as prepare for the time to escape.

The captives should be thinking about escape this whole time. The adventure is written with the intent of having the escape take place in or around the Gladden Fields, however a creative player could engineer a successful escape earlier than this although Eldacar will counsel against this.

In forming an escape plan the player should take into account all of the special abilities and traits of all the captives, along with their own. Escape prior to reaching the Gladden Fields should be difficult as the captives are all in chains and are well guarded. As stated before, should the player manage a successful escape earlier than expected, then the Loremaster will need to modify the adventure somewhat.

The slavers' plan is to make their way south to the Wolfswood where they hopefully can gather information among the outlaws that dwell there. They stick to the West bank of the Anduin in order to avoid contact as much as possible with the Beornings and Woodmen. From the Wolfswood, they will head to Trader's Island to acquire a raft, then head further south into the East Nether Vales.

Recently Easterlings have been trading in the Toft and a black market slave trade has sprung up. They suspect they will be able to sell their 'goods' at the Toft and hope to get an especially good price for the comely woman. They can occasionally be overheard joking about what a fine trophy she'll make for an eastern prince. In fact after a while they begin referring to Avina as the Princess, or My Lady, snickering all the while.

The journey south is generally uneventful and the slavers are not particularly cruel. However, being chained and prodded along against their will is a miserable experience at best. The player should roll travel tests as usual for a journey although at an increased difficulty of +2 to the TN, and forgoes the preliminary lore roll as the slavers are not particularly interested in what he knows of the route.

Any failed roll adds to fatigue as usual. Hazards could involve twisting an ankle, giving in to despair, getting caught in a thunderstorm etc. Failed hazard tests should result in increased fatigue, temporary states of being weary or miserable, or the gaining of shadow points.

Upon reaching the outskirts of the Wolfswood the slavers decide to make camp before going in. Tegaer takes Breon

with him to visit the outlaw camp and leaves Albair and Helgut in charge of the prisoners. While they are gone, Helgut takes advantage of Tregaer's absence to be especially cruel to the captives, in particular Avina. He begins to make advances on her, but is stopped by Albair who warns him what Tregear will do to him if something happens to the Princess. The next morning, the other two slavers return.
The news from the Wolfswood is that there is indeed a caravan of Easterlings visiting the Toft. The Viglundings now make plans for transporting their captives to the settlement. They will head to the Trader's Island and obtain a raft or boat in order to make use of the river for the last part of the journey.

By this point Eldacar is very ill. He has so far hidden the severity of his sickness from the slavers only by sheer will and some virtue of the Númenorean blood in his veins. Even the Dúnedain are mortal though and it is becoming harder for him to keep up with the forced march.
At Trader's Island the captives are chained to a tree on the west bank. This time, Tegaer stays behind to keep watch along with Helgut. This is decided after some argument. Helgut is furious having been made to stay back with the prisoners again. He takes out most of his anger on the slaves. Seeing the Ranger favouring his side, Helgut kicks him in the flank saying, "Got an ache there?" The pain is overwhelming and Eldacar passes out.

Tegaer comes over to investigate and discovers for the first time how ill the ranger truly is. Helgut wishes to cut their losses and put Eldacar out of his misery. Tegaer is less willing to throw away a chance of gold if he doesn't need to. He prefers to give the ranger a few days of rest on the boat to see if his strength recovers but agrees that if he doesn't improve he's not worth the food or effort and they will slit his throat and throw him overboard.
That night the others come back across the channel with a raft and the supplies are loaded. Albair breaks out a keg of ale he picked up on the island and the Viglundings spend the night drinking and singing until late into the night. They do make certain to take extra precautions securing their prisoners beforehand however, and so there is no chance for escape that night.

As the slavers snore the group of captives have time to plan. Eldacar does not think he will live more than another day or two. He tells the group that tomorrow they will be entering the stretch of the Anduin that passes Hag's Island near the mouth of the Gladden River. The Anduin moves swiftly here. Hag's Island is a small tree covered mound of earth rising out of the midst of the river. The Anduin tumbles and rushes over treacherous rapids to the east of the island. The only safe transit past the island is on the west side, but manoeuvring a raft into the western channel is no easy task. Furthermore, at this time of year a heavy fog often enshrouds the island making the passage even more dangerous. If the slaves are going to make an escape, their only chance might be while the slavers are busy navigating the treacherous route past the island.

Eldacar has little hope that he will survive the escape, but will do what he can to help the others. He entrusts the player character with his secret and makes him promise to deliver the message to Elrond personally. If they can manage to escape near the Gladden, then the player character can follow the river west to the Misty Mountains where there is a pass into the Lone Lands. From there he can head north to Rivendell. He gives a general description of finding the Hidden Valley.

Eldacar's Message

While scouting the area around Mount Gundabad at the request of Elrond and Gandalf the wizard, Eldacar learned from the Hill-men in the region that there were rumours of none other than the Witch-King himself visiting the northern mountain fortress within recent months! The ranger had investigated this lead at great personal peril, but his efforts had been fruitful. He had gathered important information.

While Wilderland enjoyed a time of relative peace, the Shadow had not subsided, but was in fact preparing to make an even bolder move. Some said that Sauron himself was even now building an army in Mordor and that there were plans to retake and strengthen Dol Guldur. There were suggestions that Khamûl himself might even be leading the effort to retake the abandoned stronghold.

As Eldacar was fleeing south with this information he was ambushed by a company of orcs. None of them had lived, but in the conflict, he had sustained his wound.

There is no set way for the captives to escape. The player should be encouraged to be creative and to take advantage of all the captives' traits as well as his own. There are several things that the group might use to their advantage. The slavers are hung-over and their guard is down. They can certainly play the slavers against one another. Avina could use her beauty to distract one of the slavers. Walcaud might be reckless enough to attempt something bold such as attacking one of the slavers or throwing one off the raft.

The passage around Hag's Island will require the full attention of the slavers, lest the rapids wreck the raft. Let the player invoke the other captives' traits for automatic successes or to lower the TN for his rolls (i.e. while the slavers are distracted by Eldacar's Story-telling trait, the player can attempt to knock one of them into the river with an Athletics roll at a lower TN than usual).

For their part, the slavers are much worse for the wear after their over-imbibing the night before. All day long they bicker and curse one another. The raft will approach Hag's Island late in the afternoon. This is when the slaves should attempt their escape. Unless the player can convince the Viglundings to pull ashore, most likely the group will find themselves in the river, swimming for their freedom. This is complicated by the fact that they are all chained together at the ankle. Let the player roll Athletics as a prolonged action requiring 3 successful rolls against a TN of 16 (14?). After 5 total rolls, Eldacar loses consciousness and the TN is raised to 18 (16?). A Great success counts as 2 successful rolls, an Extraordinary success counts as three. If the total number of rolls exceeds 8, Eldacar drowns and the player must pass a Corruption test or gain a point of Shadow.

As the group lays gasping for air on the bank of the Anduin they suddenly see Helgut rise up out of the river behind them, sword in hand. He is enraged and intends to make the escapees pay. He storms over to Alvina and backhands her across the face. He then grabs her by the hair and pulls out a knife saying:

"I'll teach you to run away from me wench. I'm going to mess up that pretty face of yours."

"Drop the knife you idiot!"

A voice shouts from behind the group. Tegaer stands dripping wet on the bank of the river.

"I haven't hauled her all this way to have you throw away our best chance of making some gold."

Helgut glowers at the other slaver.

"The stuck up she-bear has it coming."

He raises his blade to her cheek and presses the blade into the skin until a drop of blood appears.

"Let her go now or I'll drop you where you

stand", orders Tegaer.
Helgut points the knife at the other Viglunding.
"You know, I'm about sick of you ordering me around like your dog. You think you can take me? Why don't you give it a try?"
Suddenly shoving the woman to the side, Helgut charges Tegaer, swinging his knife at his chest. As the escapees watch, Tegaer deftly steps aside and runs his sword through Helgut's abdomen. With a look of shocked disbelief, Helgut falls to the ground dying, and Tegaer quickly finishes him off.
Turning to the slaves he says,
"Good riddance. That fool's had that coming for a long time. Now the question is what to do with the lot of you? What punishment do I come up with to keep you from trying something so stupid again. I guess I'll start with a good beating and then figure out what to do next."
He kicks Eldacar in the side. The ranger moans but remains unconscious.
"Looks like your friend here isn't going to make it. I guess I'll show him some mercy and put him out of his misery."
He walks toward the ranger and pulls out a dagger. He bends over to slit the ranger's throat when suddenly there is a flash of movement from the reeds along the river. There is a glint of silver in the afternoon sun and then Tegaer is clutching his stomach as red blood pours out between his fingers, he falls to the ground gasping out curses for a few seconds until what appears to be a child, barely three and a half feet tall, steps out of the reeds and puts a small sword through his heart, stopping it. He bows to the group.

"Well now, what have we here?"
says the Hobbit. *"Looks as if you all have yourselves in a bit of a fix."*

Byrgol
In the Gladden Fields a brave Hobbit is usually a dead Hobbit. This is not the Shire, protected by Rangers and Wizards — this is the Wild. If a Hobbit is caught by an Orc or even a Man, his fate is likely to be a grim one. Therefore, wise wild Hobbits hide in the undergrowth when the Big Folk go by, and stay almost invisible in the shadows.
Byrgol is a brave Hobbit. He found a sword in a wrecked boat — it's really more of a long knife — and stole it. He's proved surprisingly successful in battle — a well-placed stab from below has emptied the guts of more than a few Orcs.
Attribute level: 3
Specialities: Tunnelling, Fishing
Distinctive Features: Eager, Reckless, Nimble
Relevant skills: Stealth 4, Travel 2, Sword 2
Endurance: 13

Encounter With Byrgol
Base the Tolerance on the player's Valour. Add one if the character is a ranger or an elf, two if a hobbit. In this case add one for Avina and one for Eldacar (if still alive).
Byrgol had been fishing along the western bank of the Anduin when he noticed the raft. He followed stealthily for a mile or so and watched the escape attempt. At this point he has a good idea of what is going on and is willing to help the captives, but he is wary and will not take any unnecessary risks. The player can ask for help with getting care for Eldacar, assistance with removing the chains, food, a place to rest, etc.
For his part, Byrgol wants to know who the captives are, who their captors were, and if he can trust them. He is not motivated by financial reward, having little use for gold out here in the Gladden Fields. He has worked with some of the Dúnedain previously and shares in their fight against the Shadow in his own small way.

Encounter Evaluation
0 successes Byrgol does not trust the strangers and disappears offering no further assistance.

1-2 The hobbit digs through the pockets of the dead man (Tegaer) and returns with a key to the locks on the captives' ankles. Looking at Eldacar he comments that the ranger probably is done for. He mentions a man named Arciryas who dwells in the area that could help, if he can be found in time.

3-4 Byrgol mentions that he last saw Arciryas, who is renowned as a skilled healer, a day's journey to the south-west a week ago. He helps point the player character in the correct direction, making the hunt for Arciryas easier (see below).

5-6 The hobbit escorts them to a place where they can camp safely and rest. The player character can recover lost endurance. Byrgol also gives each of them enough dried fish and berries to eat for one week.

7+ All of the above plus Byrgol gives the group shelter in his own home for as long as they desire. While not much more than a large hole in the ground, it is comfortable and warm and the player character can recover from fatigue as if resting in a safe place.

If the player decides to search for the raft, he sees no signs of it along the shore. It may be lost in the mists around Hag's Island, or the two surviving slavers may have fled with it, if they aren't drowned somewhere in the river.
If Eldacar is still alive, the only way to save him is to find Arciryas and bring him back to the ranger. If Eldacar dies, the player must pass a Corruption test or gain a point of Shadow.

Arciryas, Servant of Saruman

Arciryas is a man of Gondor. He was once a Healer in Minas Tirith, and learned the arts of herbalism and chirurgery in the Houses of Healing. His curiosity led him to consult old, musty scrolls in the archives, scrolls that spoke of the atrocities and evil spells worked by the Enemy. Arciryas saw many warriors of Gondor who were wounded by Orc-poison and other devices, and believed he could heal them if only he learned their secrets. When his research could go no further, he went to the Tower of Orthanc and consulted with Saruman the White, who had himself long studied the arts of the Enemy.
Arciryas never returned to Gondor. Today, he lives in the Gladden Fields. He is a student of herb-lore, and says that the medicinal properties of the many plants that grow in the marshes must be catalogued. He is devoted to his work, spending long days wandering the wilderness, poking under reeds with his long white staff. He travels south to Isengard every few months to report to the White Wizard. Sometimes he suspects that Saruman has another purpose in mind for him, beyond searching the fields for herbs and roots. The people of Mountain Hall know of Arciryas, and call upon his expertise for wounds that they cannot heal.
Attribute level: 5
Specialities: Enemy-lore, Herb-lore
Distinctive Features: Lordly, Steadfast
Relevant skills: Lore 4, Healing 5
Endurance: 20

The Hunt for Arciryas

To find Arciryas requires a prolonged action involving Hunting, Search, or Explore. It takes 3 successes to find the healer as he is gathering herbs. The player character can perform two tests a day. Once they find Arciryas, it will take a day to return to Eldacar. The ranger will die if he is not treated successfully within 4 days.

Encounter with Arciryas

Once found, the healer must be convinced to come and treat Eldacar. Base the Tolerance for the encounter on the player character's Wisdom. Add one if the character is an elf or ranger. Mentioning that it is a ranger who is in

need of healing lowers the TN to 12 for all rolls.

Encounter Evaluation

0 Arciryas is not impressed and cannot be persuaded to come treat the ranger.
1-2 The healer states he cannot leave, but he does offer a small bag of Reedmace (see below) and instructions on how to treat Eldacar.
3-4 Arciryas agrees to go and see if he can help the ranger.
5-6 Not only does the healer go with the player character, he offers to give the player character a bag of one of the herbs he has been collecting (see below).
7+ Same as above, but the player can chose three bags of herbs.

MARSH HERBS OF THE GLADDEN FIELDS

Reedmace TN for all Healing rolls reduced by 4 for the remainder of the adventure.
Kingcup Rolling an Eye on travel tests does not trigger a hazard for the remainder of the adventure.
Hagweed TN for all Corruption tests is lowered by 2 for the remainder of the adventure
White Water-lilies While at rest, Endurance is recovered at twice the normal rate for the remainder of the adventure.
Red Water-lilies Damage rating is increased by 1 for the remainder of the adventure.

If Arciryas is convinced to come and tend to Eldacar's wound, he will find the ranger barely holding on to life. Healing him will take all of his skills.

Treating Eldacar

Eldacar's wound is severely infected. He is feverish and passing in and out of consciousness. To save his life will not be easy. All healing rolls are at a starting TN of 20. Arciryas (or the player if Arciryas does not come) may attempt to heal the ranger as follows:
The wound must be properly cleaned and dressed within 4 days of the escape or the ranger will die. One healing roll per day is allowed to attempt this.
His fever must be eased, an additional healing roll may be attempted each day to accomplish this. Successfully lowering Eldacar's fever will add an additional day to attempt to dress the wound (5 days instead of 4).
If Eldacar's wound is successfully cleaned and dressed, he may yet live, but he is far from healed. This will require a prolonged action of 4 successful healing tests over the next 7 days. One roll is allowed each day. A Great success counts as 2 successful heals, an Extraordinary success counts as 3.

The player may choose to wait and see if Eldacar pulls through, or he may take off when he feels he is adequately rested to make the trip to Rivendell. Arciryas is well known in Mountain Hall and agrees to escort the other captives there once Eldacar is strong enough or dies.
Walcaud busies himself hunting for food while he waits and Avina helps tend to the wounded ranger. She soon develops a bond with him and for now agrees to care for him until he is strong enough to return home. Two weeks after the escape, the other former captives bid farewell to the hobbit Byrgol and travel with Arciryas to Mountain Hall.

The player can equip himself with the dead men's weapons (which likely are the ones taken from him at his capture). The trip through the Gladden Fields and the West Nether Vales should be fairly straight forward if the player follows the river to its source in the Misty Mountains (40 miles through severe terrain and 50 miles through hard terrain) where he will find the beginning of the Mountain Pass (70 miles of daunting terrain). As he is traveling alone, he must fulfil all of the travel roles. He may do so without

incurring the normal hope expenditure.

Hazards could be as follows for each role:
Guide
The player takes a wrong path through a particularly swampy area of the river and unless he is able to pass a Travel roll, he must lose a day and become temporarily weary.
Huntsman
The player runs out of food and must pass a Hunting test or lose 3 endurance each day until he does.
Scout
Dark clouds are rolling in and soon a thunderstorm is raging. The player must pass an Explore test or else fails to find adequate shelter and loses 5 points of endurance.
Lookout
The player is being followed by a pair of wolves, if he fails an Awareness test, they attack.

Orc Attack
Travelling through the Misty Mountains is a dangerous endeavour for a full company, even more so for a solitary traveller. One night, midway through the Mountain Pass, as the player makes camp under a small outcropping of granite, two orcs pass near where he is. A successful Awareness roll allows him to hear them before they see him. He can attempt to hide with a Stealth test. Failing to hide means he will be attacked by two Orc Soldiers.
Once through the mountains, the player must take his character 80 miles (40 miles of hard terrain and 40 miles of moderate terrain) north through the Lone Lands and Trollshaws to reach Rivendell. The Elven Sanctuary can be found as per the rules in the *Rivendell* supplement.
"*Adventurers attempting to enter Rivendell without leave or invitation from Elrond and who lack an appropriate guide will find it very difficult to find the right path. To an inexperienced eye, the landscape appears devoid of any useful landmarks, and even a veteran traveller will be confused by the nondescript quality of the territory*"

While Rivendell is certainly a remote place, the reasons for such travelling difficulties are not immediately apparent. In truth, Imladris is a secret valley, hidden to the eye of the Enemy by the power of its Master and the Elven Ring he wears.
When a journeying company approaches Rivendell, the Guide must pass a test to find the path marked with white stones. If the guide of the company is an Elf, possesses the Elf-friend Trait or has a Wisdom score equal to 4 or more, then he needs only to succeed in a Travel roll with TN 14. A Guide who has none of these uncovers the proper path only on a roll producing a G-rune instead.
The Guide may attempt the Travel roll once a day. Each failed roll results in a Hazard episode, as if the roll produced an Eye icon. Actually rolling an Eye icon results in a Hazard episode AND in the impossibility of repeating the Travel roll for the following three days.

Upon entering the Hidden Valley, the player character immediately finds himself surrounded by a group of elven guards who demand to know what business he has in Imladris. This could be run as an encounter if the Loremaster so wishes. Regardless of whether he is taken as a prisoner or escorted as a hero, the player character will be given an audience with the master of the house, Elrond himself. After delivering Eldacar's information and giving an account of his adventures, the player character will be invited to stay as an honoured guest in the Last Homely House until he has recovered from his travels. He is named an Elf-friend and is offered gold equivalent to 5 treasure for his efforts.

He can take a Fellowship Phase in Rivendell.

ESCORT A PRINCESS by Indur Dawndeath

Una, merchant princess escort.
The Heroes are hired by King Bard to travel to Erlands Ferry, where the merchant Princess is going to cross the Carnen (Redwater).
Rich's Dale supplement used for locations, Bards councillors and hazards in the Dale lands:

Erland's Ferry (Pop:250)
North of Buhr Naurthauja, on the eastern side of the Redwater, lies the village of Erland's Ferry. This is a Dalish settlement, built around the nucleus of an old Lakeman trading post. The master of this settlement is fat and jolly old Oyvind, a direct descendant of the settlement's founder. Oyvind finds himself under pressure from the Easterlings who have crossed the river further downstream and captured settlements there. Despite his immense dislike for Gaisemund, he is thinking of how best to get military aid from Buhr Naurthauja without becoming 'too' indebted to its odious Lord.

The Middle Marshes
Between the Village of Celduin and Buhr Naurthauja is a fenland known as the Middle Marshes. This region is known for the small bands of river pirates who make their home on the myriad of small islets hidden away among the reeds. The fen is also rumoured to be the home of other, darker, things that attack trading vessels in the dark of the night. Wise Captains and Traders cross the Middle Marshes in the daylight hours.

Scene 1: Meeting with King Bard
(Tolerance for this is Valour)
Courtesy / Awe TN18(-1/Standing) (There are many others who want to participate…)
Introduce yourself and the company you lead. Skills to use:

- Persuade (To debate how many men is necessary, how best to avoid dangers, how to treat the princess, how to travel by boat or by horse)
Take part in the debate as opposed tests against the other councillors and merchant captains present.
- Lore (To plan the route, knowledge about the towns and the Easterlings). Use your knowledge to point out flaws in the proposed route.
- Inspire (To calm the merchants not to fear a diplomatic crisis if Una is attacked in Dale Lands). If this fails, the merchants will insist that Elstan First Captain of Dale lead the escort.
- Awe (To gain the position as leader of the company). Opposed by the other mercenary captains. To win the title you need to gain the other captains' support, and especially Elstan's support. This is easier if the players have already confronted their rivals before the meeting with King Bard. Each can be persuaded with Treasure or favourable positions in the Escort. Elstan can be persuaded as a separate encounter if the players score 7+ successes.

Encounter Results:

0-1 The men and you are grunts, with no authority in the decision making for the trip. Bard does not consider these men and their leader to be more than cannon fodder.
2-4 Bard accepts your contribution and will reward you with 1 treasure, after completing this mission and your holding (if related to Dale) will benefit from a +1 to End of Year roll.
5-7 Bard respects your contribution to the guard, but does not trust you to lead the escort of the merchant princess Una. You are part of the leadership and hold the rank of captain of your contingent. You will be rewarded with 3 treasures and a +2 to the End of Year roll.
8+ Leadership of the guard for the princess requires Standing 3 or more. (+1 standing for the person elected leader

so really Standing 2). As the commander of the escort you receive 5 treasures and your Holding will automatically increase by one point.
Opponents in the debate:
Master Ulfred of House Tarm: City official. He is concerned about the crisis that will arise if Una is attacked. He argues for a very large escort and for the Kings guard to participate.
Gerrard, Captain of Harbour watch: He will argue for a trip by boat to get the princess. And for Brethil, the Captain to lead the expedition.
Brethil, the Captain: He will argue for the use of boats, and will lend 3 Cnarras to the mission as he wants to lead. He will argue for a small force, since the space on his boats are limited. Attribute 6. Awe 3, Persuade 2
Margös, merchant prince. Ambassador: He will argue for a land escort, since Una will expect this and she may have a large entourage. Attribute 4. Persuade 3
Elstan, First Captain of Dale: Will argue for a land expedition with horses and archers.
Forlin, Guildmaster of the guild of Gold: Worried citizen. He will question the capabilities of the escort. And argue that Elstan, First Captain must stay at home to protect Dale. "Not all is safe here…"
Harald, Captain of the Red Banner mercenary company: He will argue for a land expedition and himself as leader. Attribute 5. Awe 3
Beldir, Spokesman for the Free Mercenaries. Secretly in league with Valdis. He intends to be accepted in the escort and when the time is right at night on the return trip plans to slay the guards and signal his outlaw group and Valdis by using her Raven "Eyeeater". Attribute 4. Riddle 4.
Doran the Quick. Mercenary captain: He is indifferent about the route. But is interested in the reward. He learns that the rank determines the reward. Attribute 3. Awe 2
Grunts: no treasure, just work.
Group leader: 1 Treasure.
Contigent captain: 3 treasure.
Escort leader: 5 treasures.

Scene 2
The trip to Erlands Ferry (4-5 travel rolls by the Guide + Each assignment rolls. Fatigue to all)
The escort consists of: the Red Banner (Travel), Brethil's men (Explore), Doran the Quick (Hunting), Beldir (Awareness) and other free mercenaries and perhaps the king's guard.
The Escort Leader assigns a company to a travel position, with The Leader being the Guide. The other companies have a favourite skill listed (Rank 3), non-favoured (Rank 2), it is up to the leader of the Escort to choose the right position for the other companies. Everyone will gain 1 fatigue on failed rolls. Everyone rolls their assignment.
[Beldir will try to get the Look-out job for his company because he plans to betray the escort later. He will not know any specific details, before meeting with Valdis' raven Eyebiter on the road]

Hazards on the road
There is plenty opportunity for trouble. Each may be averted by appropriate intervention.
Supplies (Hunter)
Supplies have been spoiled. Hunters are required to salvage supplies or hunt for new
Trouble (Guide)
Another member of the escort has a quarrel with a random member of the party. Awe is needed to get the big redheaded bully Hrothgar in line (Brigand +1 attribute, +2 Hate, +1 Axe)
Stealing (Look-Out)
Trother (Robber, Athletics 3) will try to steal supplies from the players group. Awareness TN16.

Hazards in the Dale lands
If a Dangerous meeting is rolled any one of these adversaries can be encountered.
Andrag the Wolf, preparing to attack Erlands Ferry from the West. The

company may intervene and change the fortunes of battle. (Spotted by Look-Out) His men may ambush the Escort if the players fail to notice.

Tarkhan Yumruk, a raiding Northman. He is raiding in the area and may be recruited as help in the battle against Andrag the Wolf. There are however two sides to that coin, since Tarkhan will plunder Erlands Ferry if he gets the chance.

Sviatobal, Chief of the River Pirates: If the company travels by boat, then this man will try to stop to escort short of reaching Erlands Ferry. (Ambush, unless spotted by Look-Out)

Shagrul, Orc leader of the Hidy Holes: He will ambush the company on the Wineland way. (Ambush, unless spotted by Look-Out)

Scene 3 Meeting with Una the Princess

Una is a very beautiful girl. She is traveling with many servants, as is the custom for the Merchant masters. There are wagons of trading goods and gifts, and many servants.
Una is a princess so she'll only speak to the leaders of the escort. She expects that all of her wagons and servants will be protected and escorted to Dale.
The player leading the group may be daunted by her beauty. Roll Valour TN14 or lose the ability to use Hope in this social encounter.
Tolerance is Valour (-1 for hobbits as guards. (Did King Bard send children to protect me?)
"*Who are you fine commanders.*"
TN14 Courtesy opposed by the other commanders. Una will choose who she trusts with her safety.
"*I will choose for myself who I want to lead this escort. Someone I can trust to keep me safe! What are your exploits.*"
(The other commanders are veterans of the Battle of Five Armies)
TN14 Awe opposed by the other commanders. The best results of these two tests will be chosen to lead.
"What route are we taking?"
TN14 Persuade to convince her of the travel route.
"*I will not be separated from my servants and valuables!*" (TN16 Persuade to split up her servants and wagons).
"*Will the trip be dangerous? Bandits, Orcs or Dragons? I have heard that all these enemies are roaming here in these parts?*" (TN14 Riddle to lie about the dangers, or TN14 Inspire to calm her, if the truth is told). (-1 tolerance, if neither is tried)

Note down the total number of successes for later use.

Scene 4: Return to Dale

Treachery: Beldir will spring the ambush close to Mirkwood. He is on watch or awake in the middle of the night. He will kill the watch and try to get away with the valuables from Una's wagons. It will not be all the wagons, but enough to upset Una!
Clues to prevent this: [*Beldir should escape, so he can be used later in DoM Helm of Peace*]
Awareness TN16
Great success: A raven departed the camp from the area where the Free Mercenaries are camped.
Riddle TN16 will point the players toward Beldir.
Insight TN18 will get the information that he is planning something and communicating with outlaws.
His explanation is that he knows people in this part of the forest and is headed home after this is over. His excuse is that he has a lover in a camp of primitive woodmen. Her name is Vyla, he says.
Insight TN16 it is true, but he is not telling everything. He will not betray his outlaw friends and he will surrender without a fight, hoping to get rescued by the Outlaws later. The players should be confused, not able to tell if he is lying or

telling the truth.

The outlaws can be spotted following the escort. Awareness TN16 (Look-out only)

The night of the attack. Unless the players have specified a watch then they will be woken by general commotion. Awareness TN14. Only those who pass this test will be able to fight in Round #1. Depending on the preparations and if the plot is already revealed, it may take the outlaws 1-2 rounds before they can start to steal the sacks.
The players will see a wagon of valuables being robbed by ragged thieves. The thieves are not armed and look very hungry. It is a misdeed to kill the poor souls on sight, since they have been forced to steal by the real outlaws.
Close by are armed outlaws (Ruffians and one leader, 2 per player). They have killed the guards and will fight to protect the ragged thieves. (The ragged thieves fall if hit once).

Awe TN14 can be used to command the ragged thieves to drop their sacks. One sack per Hate point removed.
Every round fighting until half of the ruffians have fallen 3 sacks will depart from each of two wagons.
On Round #5 reinforcements from the other mercenary companies will arrive and the ruffians will flee.

Rafts on Celduin stand ready to carry the outlaws across the river. On the opposite side are horses ready to pull the rafts across. Once across the river the Outlaws disappear into Mirkwood.
A well placed shot on the raftdriver across the river (-4) will delay one raft enough to let the pursuers catch the ruffians and some of the loot, 15 sacks regained.

During the robbery 3 ruffians will try to steal Una whilst she is screaming for the warriors to save her belongings, unless she is protected by one of the Players.

They will not succeed but the experience is horrendous for Una, as she is only saved seconds before they manage to get to her.

A player who protects Una from the assailants for 3 rounds is awarded 1 bonus XP but faces 3 opponents alone.

The total number of sacks missing is 30 – #sacks the players have saved. If the number is zero or only a few, then award every one fighting to prevent this with 1 bonus XP.

Scene 5: Meeting of King Bard and Una
There is a great feast in honour of Princess Una, and during the first day of the festival everyone notices how King Bard is looking at Una.

Modifications:
+0 -+8 For the interaction with Una at the meeting point at Erlands Ferry (see above)
+1 Player was leading the escort until the meeting point.
+2 Player was leading the escort after the meeting point
+2 Player saved Una from being kidnapped by the outlaws.
-10 If Una was hurt in any way.
-1 for every 5 sacks missing.

0-1 Una is not impressed and tells King Bard. Holding has -2 penalty to EofY roll

2-4 Una does not blame the player specifically, but there is no praise either.

5-7 Una recommends player as the choice of the escort. Holding +2 EofY roll. Una will reward 5 treasures of her own to the leader.
8+ Una and King Bard are impressed by the way the situation was handled. Rank of Holding and Standing increases +1. And they still get the extra treasures from Una.

appendix: other resources for fans

~list of aids made for the one ring~

(pdf unless stated)

Official & Semi-Official

Amado:
Clarification on Journey Rules

JamesRBrown, Jon Hodgson et al
Expanded Index

Jon Hodgson
Greyscale Character sheets
TOR Wilderland Hex Map

Francesco Nepitello
Clarification on Standing rules
Heroic Ventures: Preliminary Rolls
Journeys Revisited Version 3.0
Table of Failure on Prolonged Actions

Fan Made Aids

Alien270: Some Dwarves from The Hobbit

Armegil: High Elves

Arthadan: Anduin Hobbits

Ashley G Truter:
Battle rules
Collected Rulings
Journey Expanded Rules
Magic Expanded

AvJax: Stance Card

Azrapse:
Online Character Generator
[Voted best Aid on the Forum –ed.]
Table of Skills, Traits etc.for Character Generation

BBarlow: Form Fillable Character Sheet

Beleg:
Men of Rohan
Men of Dol Amroth

JamesRBrown
Combat Summary
Journey Rules Summary
Loremaster's Guide to Narrating Mythic Battles (mass combat)
Rules Enhancements
Shadow Adversaries
TOR Battle mat
Combat Task Cards

Caul (Brian Gracey)
Loremaster Tools (Excel) includes Journey Calculator, Adversary Database & Dice Roller
TOR Character Builder & Character Builder Assistant (Excel)

Joshua Chewning
Creature Tracker (Excel)

Chrissett
Editable Character sheet (Spanish)
Men of Rohan V.1
Money in Middle-earth

CodexofRome: Old Norse Names

Daddystabz: Encounters Cheat Sheet (Word)

Daniel Di Rubbo: Editable Character sheet (English & Italian)

Dankers
Hazard Events Random Tables

Dedicemancometh:
Game Structure Summary Sheet

Devil: Folkmoot at Rhosgobel mini-game

Diogo Noguiera: Dúnedain of the North

DocNova: Woven Shadows - Additional Rules

Doctheweasel
Player vs Player Combat
Falenthal: Battles in The One Ring

Ferretz
Fellowship Creations (Word)
Format Herbs List

Garn
Hazard List
Monster Worksheets
XP Value Guidelines

GhostWolf69: Stance Cards

Thomas Gingras: The One Ring Guide to the Eldar

Glorelendil:
Character Optimisation
Underground Journeys

GoingDown: Finnish Character Sheet

GorgonsHead (Dragon's Lair)
Herbs
Mounted Combat

Halbarad
Riders of Rhovanion & Mounted Combat
The Leofrings

Richard Harrison (Rich H)
A Collection of Additional and House Rules
Creature Template
A Guide To Dale
A Guide to the Shire
A Guide to Trait Usage
Hobbit Cricket
PC sheet with Damage Track Scratch Sheets
Hazard List (Excel)

Hawke: A Guide to Character Creation (Word)

Shane Ivey: Dice roller
Jefferwin: Rhovanion Hex Maps

Kaltharion:
The Dwimmer Road (magic rules)
Loremaster's (GM) Screen
TOR Spell Creator

Kurt: Herbs and Healing

Lofar (with Rich H): Men of Dorwinion

Majestic: Encounter Tracker

MasterSmithwise: List of Undertakings

Michebugio: Orcs of the Misty Mtns

Narl: Stance Cards

Poosticks7
Additional Backgrounds
New Adversaries

Robin Smallburrow
Fan Supplement for The One Ring
Harad Desert Campaign Guide
List of Aids made for The One Ring
Magic for The One Ring
Handout for New Players
Compendium of Character Backgrounds

RPOL: Online Diceroller

Seosaidh: Journey Aid

Shipwreck: LM Scratch Sheet

SirGalrim: New Herbs

Skywalker: Stance Cards

SquirrelKing: Cards for The One Ring

Stilts: Item Degradation

Stormcrow: List of Undertakings

StudioRadd: Custom Character Sheet

Stumbler: Heroic Ventures Summary Sheet

Telcontar: Battle Board Version 1.2

Tensen01
Map of Dale
TOR Cheat Sheet

the1whowas: Magic for The One Ring

Throrsgold
Elladan & Elrohir
Player Heroes in Mass Battles

Uhu79: Roll20 Macros for TOR

Valarian
Maps of Middle-earth, The Shire, Eriador, Rohan & Gondor

Vardaen: The Wild Men of Dunland

Vivsavage: The One Ring House Rules for Character Generation

Voidstate
Battle Board
Dice Roller
New Weapons
Travel Mat

Windsurfjunkie: List of Undertakings

Zedturtle
Anduin Vales Interactive Map
The Attention of Sauron
The Ways of Magic
New Character Sheet

~Resource links for the one ring RPG~

New Character Sheet & other resources by zedturtle: (English)
https://dl.dropboxusercontent.com/u/62339017/TheOneRing-FormFillableCharacterSheet-English16.pdf
Spanish:
https://dl.dropboxusercontent.com/u/62339017/TheOneRing-FormFillableCharacterSheet-Spanish16.pdf
https://dl.dropboxusercontent.com/u/62339017/15051-The%20Attention%20of%20Sauron-c15.pdf
https://www.dropbox.com/s/gmj5r0ts91w5zjv/Adversary-4-up.pdf
https://dl.dropboxusercontent.com/u/62339017/The%20One%20Ring-The%20Ways%20of%20Magic.pdf
https://dl.dropboxusercontent.com/u/62339017/The%20One%20Ring%20-%20Anduin%20Vales%20Interactive%20Map.pdf
https://docs.google.com/spreadsheets/d/1w7briOEzrWhzWBZvwaNO0URnSDgSa4eOZ8ymZgJIyRQ/edit?usp=sharing

Underground Journeys & Resources (version June 21/2016) by Glorelendil
https://docs.google.com/document/d/1aHBeKQGNbKWETie14PPOulU6apPUpJu-XpHAGc6jR30/edit#
http://thawing-shore2005.herokuapp.com/
http://lit-oasis-7482.herokuapp.com/
http://nameless-castle-5228.herokuapp.com/

New Herbs & Vales of Gundabad by SirGalrim
https://www.dropbox.com/s/xw2waoqfmvmjow8/TOR%20-%20New%20Herbs.pdf?dl=0
https://dl.dropboxusercontent.com/u/14782833/Vales%20of%20Gundabad%20v2.pdf

Windsurfjunkie's house rules & Undertakings:
https://www.dropbox.com/s/r8ocv0ul3vgdisx/TOR%20house%20rules2.docx?dl=0
https://www.dropbox.com/s/s1i14iijudfbx6g/UNDERTAKINGS.docx

Herbs and Healing by Kurt:
https://dl.dropboxusercontent.com/u/21518872/TOR/TheOneRing_HerbsAndHealing.pdf

michael.harrel's home page on The Fourth Age, with links to maps:
http://fourthageofmiddleearth.tumblr.com/

LM scratch sheet & other resources by Shipwreck:
https://drive.google.com/file/d/0Bw3u7valLoIWRW1PMjBLYU5mT3c/view?usp=sharing
https://drive.google.com/file/d/0Bw3u7valLoIWX3VPdV9zWnBDT2s/view?usp=sharing
https://drive.google.com/file/d/0Bw3u7valLoIWdXVNcDg1NXBNR2M/view?usp=sharing
https://drive.google.com/file/d/0Bw3u7valLoIWVTRXSDZ6UVdOczg/view?usp=sharing
https://docs.google.com/document/d/1xWoC7viApMvlBIBAN_TYJ1sRXuDfGFyQIqPiKfaUnBQ/edit?usp=sharing

Combat task cards & other resources (including Wild Adventure Rules) by jamesrbrown:
https://dl.dropboxusercontent.com/u/39184129/TOR/Combat%20Task%20Cards.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/Combat%20Cards.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/3%20Adventure%20Schemes/The%20Cup%20of%20True%20Love.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/2%20Wild%20Adventures/Wild%20Adventures%20Rules_Tables.pdf

Additional Wild Adventure resources by poosticks7:
https://dl.dropboxusercontent.com/u/39184129/TOR/2%20Wild%20Adventures/Lands%20of%20the%20River%20Tables.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/2%20Wild%20Adventures/Mirkwood%20Tables.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/2%20Wild%20Adventures/Eastern%20Eriador%20Tables.pdf
https://dl.dropboxusercontent.com/u/39184129/TOR/2%20Wild%20Adventures/Kingdom%20of%20Dale%20Tables.pdf

Blank custom character sheet by Studio Radd:
http://pub.lucidpress.com/csCCR_TheOneRing_Blank/

Game structure summary sheet by Dedicemancometh:
https://www.dropbox.com/s/rbpag77dxbok31f/game_structure.pdf?dl=0

Encounter tracker by Majestic:
https://dl.dropboxusercontent.com/u/28

952597/The%20One%20Ring/Encounters.pdf

Degradation rules by Stilts:
https://www.dropbox.com/s/gpntebug8u8cy1u/Degradation.pdf?dl=0

An adventure called 'Clearing the Path' by Falenthal:
https://drive.google.com/file/d/0BzkNI57vAWHATlhIU3FaaGxGWmM/view?usp=sharing

List of Fellowship Phase Undertakings by Stormcrow:
https://onedrive.live.com/view.aspx?cid=127c0bd56e98ec78&id=documents&resid=127C0BD56E98EC78%2190145&app=OneNote&&wd=target%28%2F%2FThe%20One%20Ring.one%7Cf15c5a62-9277-47be-a9d3-918c318a6760%2FFellowship%20Phase%20Undertakings%7C4a6254d1-2a01-48a4-9bab-908242fe50f5%2F%29

StuartJ's TOR translations (WIP) & link to TOR Quickstart rules:
https://drive.google.com/folderview?id=0Bye-RpE77iHxbkkyTzRUaGI1U00&usp=sharing
http://blogs.wylfing.net/coronas/2012/03/the-one-ring-quick-start-rules/

Fire and Shadow: An adventure set in Dale by tomfish:
https://www.dropbox.com/s/nlu4szvfsz0067g/fire%20and%20shadow.docx?dl=0

Winter Harvest: An adventure by robert_pat:
https://www.dropbox.com/sh/reh0djbwkv9jocj/AACkHol6VL1ytGusFV0nnWm-a?dl=0

Exhaustive Undertakings List by MasterSmithwise: https://goo.gl/wYP84K

Folkmoot at Rhosgobel mini-game by Devil:
https://dl.dropboxusercontent.com/u/7625657/Folk%20Moot.jpg

DOM Adventures Compilation by Faeron8:
https://drive.google.com/file/d/0B8pJxzwRzHIQczlwT00xckRpUzQ/view?usp=sharing

My TOR blog by Heilemann:
http://ringen.squarespace.com/

Hermes Serpent's TOR resources:
https://drive.google.com/folderview?id=0BwzePBsqT0NFbklxdEZRMk9vVzQ&usp=sharing

Rich H's resources page & Hazards List:
http://forums.cubicle7.co.uk/viewtopic.php?f=7&t=62
https://dl.dropboxusercontent.com/u/79541775/Hazard%20List.xlsx

Journey Aid by Seosaidh in Word & PDF:
https://drive.google.com/file/d/0BzhNx-vfzQYANl15XzF2Q0o3TG8/edit?usp=sharing
https://drive.google.com/file/d/0BzhNx-vfzQYAOHVzRDhHSE94WlU/edit?usp=sharing

~creating official looking supplements by jamesrbrown~

#1. You need the right fonts: Ardagh, Livingstone, and Aniron (for main titles); Dumbledor1 (for secondary titles with small caps and other titles regular); Alois (for main text); Aaatord (for dice symbols and sometimes numbers); and I finally bought Tolkienesque (for special sections of information).

#2. Create a document and format the page to include two columns, with a footer for page numbers, and margins that leave you enough room at the top and bottom for any background graphics you might import.

#3. Create a background graphic if you wish (otherwise you can just use coloured headers and footers to give your document a designed look.

#4. Finish typing and editing the document, add your background graphic, and save it.

#5. Next, export it as a PDF. When you do this, there are some options for resolution -300 dpi for good print quality.

~making maps by zekrish~

After uploading a picture of my homemade TOR map I got a couple of requests for a small tutorial. Making your own map is easy, fun and a good way to get some extra XP :) Hopefully this guide will make more people want to make custom maps for this wonderful RPG.

Materials needed: Paper (get the thick kind used for watercolours), Pens (Black, Red, Blue, Brown) and watercolours (ochre and a darker shading colour)

Step 1: ''age'' the paper
Even though most high quality paper usually has a yellow tint I felt that a true TOR map should be a more weathered. So make a strong cup of tea and apply it to your paper with a brush. When the tea dries it will give the paper a nice ''oldish'' look:

http://i.imgur.com/Svz6WPa.jpg

Step 2: Trace the official map.
Simply print out the TOR map (included in the PDF-version of the rules) on several sheets of paper (there usually is a ''poster function'' on most printers). Tape it to the back of your prepared paper and place it against a strong light source (a window will do fine.) You should end up with something like this (see below):

At this point it's not necessary to be very accurate. Simply mark the edge of the forests, simple circles to show places and just sketch out the rivers. As long as the map is fairly accurate it's okay.

Using a thin black pen start to outline the rivers. Then fill the rivers in with a blue pen. A lighter shade of blue is usually better since most old maps had little to no colouring.

Step 3: Fill in the rivers

Step 4: Fill in places, roads and names
When filling in the different POI use a red pen and different symbols:
http://i.imgur.com/Ap4OkjH.jpg

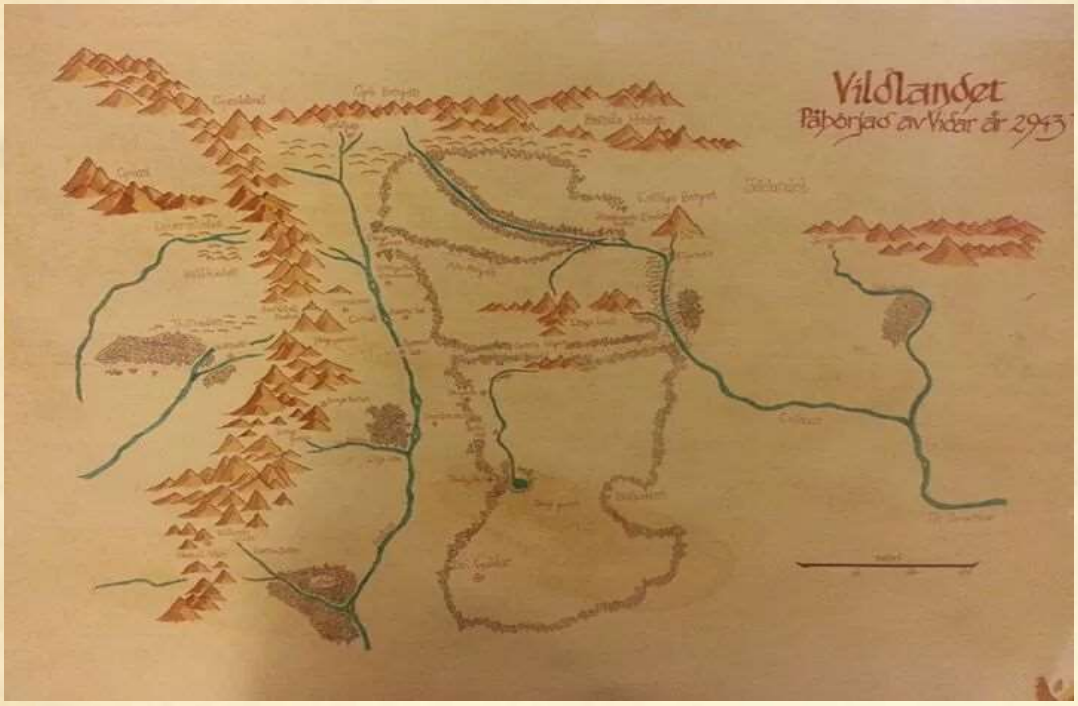
Roads are simply red dotted ''lines''. On my map the only two real roads is The Elven path and The Old Forest Road.

Writing the names if the places can be daunting for some people but practice makes perfect. Take your time and have a practice paper next to you. Use a ruler to make sure you get everything straight! Don't forget to sign your map!

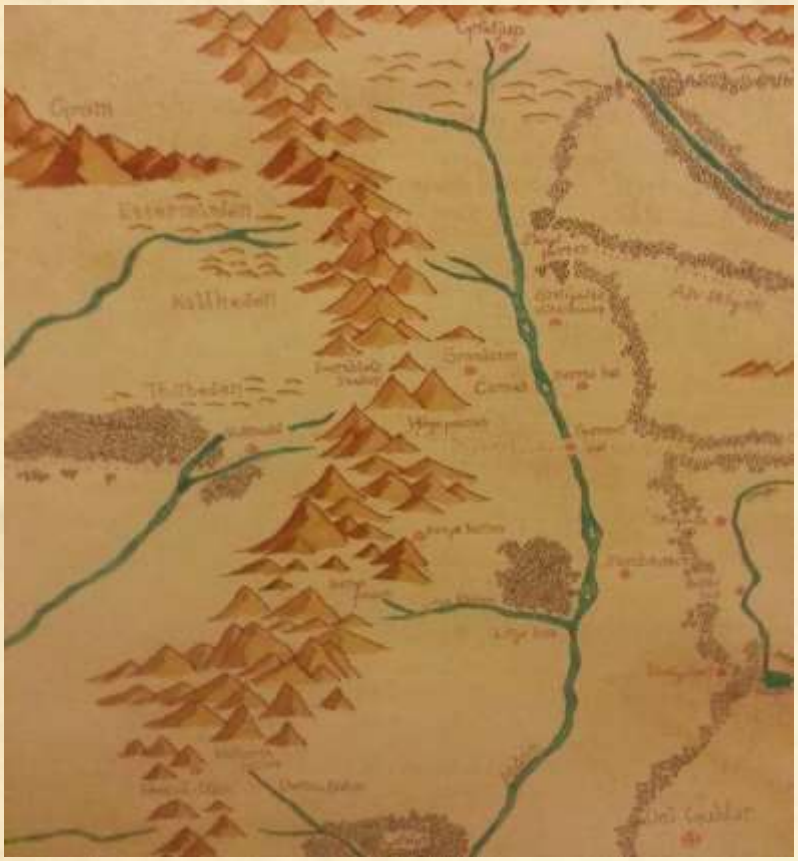
Step 5: Fill in the trees
The trees are (like on Tolkien's original maps) basically just small round circles. Where the forest ends and meet other geographical features (rivers, roads, mountains) make a small vertical line symbolizing the trunk of the trees. You should also slightly vary the size and shape of the circles to symbolize different kinds of trees.

Step 6: Fill in the mountains
This is the trickiest part. Use a brown pen to outline the mountains and then give them an ochre basecoat. Add a little bit of a darker brown to the ochre and shade the mountains. If you're unsure of where the shade goes use the original map as a reference (I choose to shade my mountains on the opposite side due to the sun raising in the east.)
Remember to make Gram and Gundabad a bit bigger and meaner than the rest of the mountains :)
http://i.imgur.com/NSuD28u.jpg?1

The result:



Close up of Erebor



Close up of Anduin Vales

~a little ring [tor for kids] by falenthal~

"...a little ring, the least of rings, that once he stole. It is but a trifle that Sauron fancies, and an earnest of your good will."

* Things you need: 1 six-sided die, pencil and rubber, character sheets, one or more kids, one adult, colour pencils and lots of patience

How to play

The mechanics are very simple. In fact, there are only two mechanics.

1) Tests: When the player wants to do something special, he has to do a test. A test means: Roll the 6-sided die and add the attribute most fitted for the task (see below for Attributes). If the total result is 6 or higher, you succeed. (for younger players, you can lower the required result to 5).

If the adult wants to add some granularity, simple tasks may require a 5 to succeed, while hard ones might require a 7.

There's no auto succeed or fumble, but a 6 is in fact always a succeed, even for Hard Tests, as the minimum Attribute is 1.

2) Use of Magic/Hope: Every character has a number of Magic/Hope points at the start of every adventure (see below). You can spend them to increase the total result of any Test to reach the number needed for succeed.

Example: Erika wants to push a log that has a rabbit trapped. She has a Body Attribute of 2. She rolls the die and gets a 2. Using the fingers of her left hand, she adds both numbers and deduces that she reached only 4. Needing 2 more points to reach 6 and succeed, she decides to erase 2 points from her Magic score and manages to free the frightened rabbit.

Attributes and Character Creation

Every character has 4 scores: The main 3 are Body, Heart and Mind (you can call it Wits if you like), and then there's Magic (or you can call it Hope) that is equal to double the Heart score.

First, choose a Background. A Background consists of 6 points distributed among the 3 main Attributes (Body, Heart, Mind), with a minimum of 1 on each.

Here you'll find 4 initial backgrounds, suited for different kind of games (depending on your kids likings):

The Strong: Body 3, Heart 2, Mind 1 - Suited for Hobbit Bounders, Dwarves, Sprites, Wookies,...

The Wise: Body 1, Heart 2, Mind 3 - Suited for Hobbits that work at The Shire's Post Office (they must know to read, at least!), Elves, Gnomes, Alliance Diplomats,...

The True-hearted: Body 1, Heart 3, Mind 2 - Suited for Hobbits that like to talk to strangers (even strange grey wizards), Hobbits in general, Faeries, Jedi Apprentices,...

The Balanced: Body 2, Heart 2, Mind 2 - Suited for Bucklanders, Humans, Fauns, Smugglers,...

After that, the kid can distribute 3 free points among those three main Attributes. There's no minimum and no maximum, although putting all 3 points on top of an Attribute that already begins at 3 should only be allowed if the adult

LM is going to use the rule of "Hard Tasks need a 7 to succeed".

Once you are finished distributing the free points, count your Heart Attribute twice and write it down in the Magic/Hope box. This are both you points for increasing your rolls, as your Vital Energy (Hit Points). Once a character reaches 0 points, he falls unconscious and must rest.

And now, you can begin your adventures!

Optional rule: Each background can have 1 or 2 special Traits/Powers/Abilities, depending on the setting.
For example, Faeries can Fly and have Faery's Dust, Gnomes have Lore and Animal Friend, Sprites have Fighter and Lightning Speed, Fauns have Music and Enchantment. This abilities can be used as Traits are used in TOR: they allow for auto succeed in Test where they can be applied. Don't worry about balance, it's good enough that a kid remembers to use his Traits once in a while, and therefore roleplays his character.

FAQ: How do you handle Combat?
In fact, I don't. I don't have special rules that make Combat more interesting that other options. If someone wants to attack an NPC, the player just rolls his Body against a difficulty (easy against turtles, normal against pigs, hard against cats). Next they have to roll Mind/Wits to avoid being hurt. If they fail, they lose 1 point of Magic/Hope against easy opponents, 2 against normal ones and 3 against hard ones.
If they've succeeded in their attack and are still alive, they've won the battle.
If they haven't succeeded in their attack, but are still alive, we make a second round.
Whether they have succeeded in their attack or not, if they reach 0 Magic/Hope points, they fall unconscious.

Also, I add a picture in b/w of the type of character to the sheet, so that the kid can colour it to his liking.
There's also a box where they can draw the things they encounter during the adventure: from an apple, to a key, to bell,... whatever they want to carry with them.

Finally, I must say that the adventures I play with my daughter (and yesterday a friend of hers joined, too) are based on a Faery's world (faeries, gnomes, sprites,...) and they all are based on classical stories: Red Riding Hood, The Sleeping Beauty,... The characters are in the middle of this faery tales and hinder the murdering attempts of the Wolf, help the Prince find the Princess, guide the Hunter through the wood, etc.

~Index~

As with the Core Rulebook, many listings have multiple references, underlined references are the primary ones. I have tried to reference all the Middle-earth related stuff (people,places etc.), I have only included game mechanic references where the reference either provides rule changes and/or information on the rules.

Absent Guests (Adventure Idea) 344
Absorb Impact (Mastery) 87
Accepting (Distinctive Feature) 86
Acting (Trait:Speciality) 85
Actions 144
Actions While Travelling 157
Acute Appraisal (Treasure Hunter Virtue) 103
Adamant Resolve (Emissary Virtue) 102
Administration/Law (Trait:Speciality) 85
Adorn River 304
Advancement Level 216,227
Advancement Points 80,95,179,205,206
Spending & Costs 183,202
Adventure Seeds in Lake-town 351
Adventuring Age 45,48,52,58,62
Adventuring Phase 144
Adventurous (Trait:DistinctiveFeature) 15
Adversaries (Creatures) 231
Aegathir 288
Aeglos 138,417-418
Aestid 316,365-367
Aethelward,King 262-263
Against the Unseen (Cultural Virtue: Dúnedain of Arnor) 91
Aguta 249,297
Albair 420,422-423
Alchemy (Trait:Speciality) 85
Alcoholic drinks 111
Aldburg 30-31
Alette of the Buhr, Beorning Hero 33-35
All Out Attack (Combat Task) 176
Alqualondë 231
Alun the Sparrow (Woodman) 22
Amaleoda 209
Ambidextrous (Trait:Distinctive Feature) 86
Ambush 165
Amlaith 327-330
Amon Harlond 301-302
Amon Raith 328
Amoral (Flaw) 231
Amrick Petals 330
Anar, Dwarven Hero 418
Anarion 46
Ancient Delver (Background:Dwarves of Blue Mountains) 51
Ancient Hatred (Cultural Blessing:Dwarves of Blue Mountains) 50
Andcarch (Dagger) 136
Andrag the Wolf 430-431
Anduin *See Great River*
Anduril 136,221,230
An Encyclopedia of Recipes of the Northern Kingdoms *32*
Angband 312,409-410
Angelmir,Prince 64
Anglachel 137
Angle, The (Dor-en-Egladil) 25,328-329
Angmar 46,49,129,236,288-289,291
Angmarim Priest 211
Angrboda 320-321
Angrim 387
Anguish 144,155,374
Animal Friend (Cultural Virtue: Beornings) 91
Annayulma 131
Anthorp 293
Anxious (Flaw) 230
Any Old Port in a Storm (Adv.Idea) 354
Aobh (Dunlending) 29
Aodh (Dunlending) 28
Apiary (Holding Impr.) 187
Appendix 433
Apprentice to the Mountain Folk (Woodmen Cultural Virtue) 11
Anulf 386
Arador (Chief of the Rangers) 25
Aragorn son of Arathorn (King Elessar) 5,136,197,221,310,312,339,368

Araman 231
Arantar 137
Arbarad 398-404
Archer/Marksman (Trait:Speciality) 85
Arciryas 426-427
Aregisel 271
Arferyth (Wolves) 104-105,199
Argeleb II, King 281,400
Argonui (Chief of the Rangers) 25
Arinbeorn the Tall, Beorning Hero 32-33
Arkenstone 195,267,274-5,314
Armour 112
Armour Mastery (Mastery) 87
Armour Table 112
Arnor (Northern Realm) 46-48, 52,86,92,105, 283,287-289,294-295,303,310-311, 330,337-339,403
Arthedain 46,48,281,288-289, 291-292,295,301,327-330
Artisans & Craftsmen (Holding Impr.) 187
Artist (Trait:Speciality) 85
Artists & Performers (Holding Impr.) 187
Art of Disappearing (Cultural Virtue: Hobbits) 91
Arvedui, King (Last) 289,291,353
Asfaloth 215
Assaman 277
Assault (Combat Task) 175
Astrolabe 131-132
Astrologer (Trait:Speciality) 85
Attack Rolls *See Combat*
Augrim (Dwarf of Lonely Mtn) 21
Aulë (Mahal) 76,86,307-308
Austarmenni (Wagon-folk) 276
Avalard 263
Avari (Dark Elves) 50,106,137,356
Avina 207,271,365,419-427
Axe of Dreadful Sounds 138
Axe of the Azanulbizar (Dwarven Cultural Reward) 107
Axe of the King 125
Axes 84,112,113,115,116,120,165,173
Azaghal,King 106
Azog 53,76,130
Backgrounds, Custom 14
Bag End 184,282,283,284,400
Bagshot Row 283
Bain,Prince 18,265
Balchoth 244,276-278
Balin son of Fundin 138, 214, 313, 317, 346, 417-418
Balor the Black Wind (Nazgul) 240,248,331
Balrogs (Durin's Bane) 138,215,247,253,295, 301,309-310,312,414,417
Balthi's Boon (Cultural Blessing: Woodmen of Woodmen Town) 44
Bandobras (Bullroarer)Took 259
Bandits of the Wild 243
Banner of Dol Amroth (Reward) 109
Barad Mithlond 301-302
Barad Ungol 341
Barahir, Ring of 353,406
Bard the Bowman, King 18,35-6, 127, 184, 209-10,262,265-6,268-9, 275, 313, 315, 334 339,344,379-80,429,432
Bardings (Culture) 6,8-9,12-15, 18, 20, 37,54, 64,69,76,80,84
Barley & Malt (Inn) 286
Baron Turgon 330-331
Barrow Downs 222, 259, 281, 283, 327,330,339,368
Barrow-wight 222,234,288,339
Bastion (Quality) 140
Bats Are Missing,The (Adventure) 389
Battle of Azanulbizar 30,53,293
Battle of Five Armies *See Also Year 2941* 17,25,35,42,69,143,210,260,267,275,282, 293-4, 318,321,337,344,413,431
Battle of the Forest Gate *See Also Year 2952* 316,365
Battle of Greenfields 259
Battle of the Camp 244
Battle of the Field of Celebrant 276
Battle of the Pelennor Fields 310
Battle of the Powers 370
Battle of Unnumbered Tears 106,125
Bayatur 245
Bear 250
Beekeeper (Trait:Speciality) 85
Beenfleot 263
Beer, Ale etc. *See Also Inns* 111,257
Befriend the Thrushes (Undertaking) 196

Beldan (Dwarf of Lonely Mtn Hero) 30
Beldir 430-431
Beleg Strongbow 137,139
Belegost 49,106,124-5, 223, 292, 296, 298,299,352
Beleriand 106, 124, 139, 141, 247, 279, 296, 299-300,309-310,352,370
Belfalas 63-64,316
Beli, Dwarven Hero 394
Belladonna Took 283
Bell Of Aldarion 369,371
Belligerent (Flaw) 229
Belthronding 139
Bent Sword 118
Beorn (The Great Bear) 184,214
Beornings (Culture) 6-9,12-15,32-33, 43, 64, 69,76,80,84,91,223,257,262
Beorn's House 420
Beorn's Rival (Adventure Idea) 343
Beran, Beorning Hero 418
Berúthiel, Queen 129
Better Late Than Never (Adv.Idea) 354
Bewilder (Virtue) 38
Bightlands,The (East Bight) 262
Bilbo Baggins 26-27, 184, 215, 257, 259, 265,282,283,294,313-14,327,332,400,413
Bitter Exile (Background: Dwarves of the Lonely Mountain) 10
Bittergrass 391
Bitter Remedy (Adventure) *391*
Bivdu the Hunter 353
Blackmail (Adv.Idea) 354
Black Numenorean 128-130, 318, 326, 338, 353
Black Speech 70,191,226,410,414
Black Tarn 209,318,334,386
Blade of the Old Kingdom (Reward) 107
Blanco 281,400
Blazing Light (spell) 96
Blessed (Quality) 140
Blessings, Greater Blessings *See Wondrous Artefacts*
Blighted Places 104,157,251-2,362,396,410
Blood Heart 314
Blue Mountains(Ered Luin) 30,49-50,53,56, 93,124,155,185,192,223,249,267-8, 282, 289-296, 297-301,305, 340, 352, 369, 419
Blue Wizards 303,312
Boats and Ponies/Horses (Travel) 146
Bodidbras "Skinny" Bolger, Hobbit Hero 32
Body Attribute 12, 14, 76, 114, 121, 134,168-70, 398,443
Bog Soldiers 233,241
Bold (Trait:Distinctive Feature) 15
Bolg 69,232,234,303
Border River (Glanduin) 155,328
Border Town (Branan) 275
Bori 259
Boromir 163,219,368
Bounder 185,213,283,399,443
Bouts of Madness 68,138,226-229,318
Bow of Horn 117
Bow of the Galadhrim 139
Bows 84,112-114,116,120,140,171-2,323
Braces of Belegost 140
Brand of Dale (Barding Hero) 18
Brandy Hall 184,282
Brandywine Bridge 284
Brandywine River (Baranduin) 281,283,286,288,294,304
Brawling (Attack) 84,113
Breaking and Entering (Adv.Idea) 354
Break Shield (Stunt) 171
Bree, Bree-lands 42,257,266,268, 281-2,295,331,337,340-1,353,399,401,404
Bree Hobbits (Culture) 42,282
Breon 420,422
Brethil, Captain 430
Briar Hill (Breredon) 286
Bride,The 209
Bridge Inn, The 286
Brienne 209
Bring Back Some Old Toby (Undertaking) 196
Broadbeams (Linnar's Folk) 49-52,56,106
Broad-headed Spear 118
Broad-headed Sword 118
Broken Spells (Cultural Virtue: Dwarves of the Lonely Mtn) 13,93,200-201,375,414
Brother Dagon 370-371
Brown Lands 268,355
Bucca 283
Buckland 184,281,282,283,284,286
Bucklander (Background) 11,27,184,328,443
Bucklebury,Bucklebury Ferry 160,286
Buckler 98,114,166,211,245
Buella 315,324

Buhr Maethel 33-34
Buhr Naurthauja 429
Buhr Wenjan 210-211
Buhr Widu 322
Bungo Baggins 283
Bur Ansgel 263
Bur Caster 263
Burial Bog 403
Bur Wirifas 263
Buttery, The (Dale) 261
By Hammer and Anvil (Bardings Background) 9
Byrgol 425-427
Bywater 284

Calara Airalasse, High Elf 24
Calenardhon *See Rohan*
Caladtegi 137
Called Shots 168,173
Callings 45,75
Cameth Brin (Twisted Hill) 307,310
Camouflage (Trait:Speciality) 85
Campaign 257
Canopy of Stars, A (Cultural Blessing: Lone Landers) 44
Cap of Iron and Leather 108,112
Captain, Leader (Calling) 45,57,60,64, 75,159,175,177-178,196
Captain Miriel (the Grey Wolf) 224-225
Capture the Flag (Adv.Idea) 355
Caragor 255
Caravan Hazards 153
Carchelek (Ice-fang) 239,291
Cardolan 46,48,288,294,327-8,330,407
Carn Dum 49,51,232,233,235,247,252
Carrock, The 34,171,196,337,347
Cartography/Geography (Trait:Speciality) 85
Cat and Parrots,The (Inn) 284
Cavalry Stance 167
Ceawin 'the Generous' 209,315,386-387
Celduin *See Running River*
Celebindel Melosse, Lord 328
Celeborn 296,301
Celebrian, Celebrian's Talisman 130,133
Celebrimbor 94,134-135
Celedur 327-329
Ceneric 386

Champion (Warden Virtue) 103
Champion of Dol Amroth (Cultural Virtue: Men of Dol Amroth) 99
Charcoal Making (Impr.) 187
Child of Two Folks (Beorning Background) 9
Circlet of Eagles 133
Circus Performer/Acrobat (Trait:Speciality) 85
Cirdan the Shipwright 24,59,303,328,369
Cirran 415-416
City Dweller (Trait:Distinctive Feature) 86
Clan Razor Claw 330
Clearing the Hex (Adv.Idea) 355
Cleave (Stunt) 171
Close Combat Attacks 165
Close Combat Stances 167
Close Quarters 165
Club 84,112,113,118
Coach & Horses,The (Inn, Michel Delving)285
Coat of Bronze Mail 127
Coat of Kings, The 125
Coat of Mail 112,168
Coffee, Tea etc. 111
Coldfells 192
Collothalion 133
Combat 165
Combat Advantages 91,165
Combat Hazards 172
Combat Stances 167
Combat Stunts 171
Combat Tasks 174
Comfy Chair, The (Inn, Dale) 259
Command (Combat Task) 176
Commanding Voice (Virtue) 38,211
Common Skills 80
Company of the Ring(The Fellowship)136,139
Condition Rating 119
Coneygarth (Impr.) 187
Confidence (Mastery) 13
Contentious (Flaw) 230
Corantir 134
Cormac the Archer 337
Corrupted Dwarves (Adv.Idea) 343
Corruption 226
Corsairs of Umbar (Black Sails) 63,65-6,326
Council of Elms 324
Council of Elrond 183,315
Council of Oaks 324
Counsellor (Backgd: Dunedain of Arnor) 48

Court Lover (Undertaking) 198
Courtship (Encounter) 181
Cowardice (Orcs) 67-68
Craft-Lore of Curunir (Cultural Virtue:Dwarves of Dunland) 93-94
Craft of Narvi, The (Cultural Virtue: Dwarves of Khazad-dum) 94,191
Craven (Flaw) 230
Create Light (spell) 96
Creature of the Long Marshes 237
Crebain 252-253
Critical Wounds 120
Crossings of Celduin, The (Adventure) *127, 334, 336*
Crushing (Damage) 121,169
Cudgel 118
Curulon son of Curunar, Ranger Hero 25-26
Cultural Blessings 44
Cultural Rewards 105
Cultural Virtues 90
Cultures 42,45,46
Curse of Discord (Shadow Weakness) 229
Curse of Doubt (Shadow Weakness) 230
Curse of Fear (Shadow Weakness) 230
Curses, Cursed Items 76,128,134-139, 192, 226,230,275,308,318,393,406,410
Customisation 75
Cylinder of Long Sight 131

Daebeleth (ring) 376-378
Daegmund Fiercebrow 386
Dagger 84-85,112,113,128,141,165-167,235
Dain I, King 275
Dain Ironfoot, King 25, 223, 262, 265, 267, 311,313,346-347,379-380,411-413
Dale, Dalelands 6,8-9,18,26,30,35-6,187, 189,195-6,210-14,223,244-5,257-8,265-7, 275,315,334,339,344,361, 383,409,412,415-416,429-430
Damage (Character) 168,178,306
Damage (Weapons/Other) 87-88, 112, 113, 115-118,121-122,166,168,174-175,245,251
Damron 126
Darkening of Mirkwood, The 143,186,205, 209,231,313,315,334-5,346,361,365
Darker Secrets (Scholar Virtue) 102
Dark Lord, The *See Sauron the Great*
Darkness in the Marshes, A (Adventure) *127,334,336*
Dark Sorcerer of Rhudaur 403-404
Dark Tower (Barad-dur) 71,100,342
Darvik Burrower 128
Dauntless (Cultural Blessing) 72
Dead Dwarf, A (Adv.Idea) 346
Deadly Archery (Cultural Virtue:Elves of Mirkwood) 13,90,97,115
Deadly Shafts (Cultural Virtue: Dunedain of Arnor) 92
Death & Dying 120
Death Shrews 154
Defend Companion (Tactic) 76,95,178,196
Defender (Warden Virtue) 104
Defensive Stance (Combat) 20,88,93,98, 100,102,104,166,168-169,172-178
Defiance (Cultural Virtue: Men of Dol Amroth) 100
Deflect (Undertaking) 88
Deephallow 284,286
Deep Places (Adv.Idea) 369
Defining Trait (Mastery) 89
Delved Too Deep (Adv.Idea) 358
Delver's Delight (Adv.Idea) 355
Demon's Tower (Minas Raug) 374, 375, 377, 394,395,397
Denlar 316,365
Desolation of Smaug 268-269,361
Destruction (Quality) 140
Devious (Flaw) 231
Devotee to the Prince (Background: Men of Dol Amroth) 66
Dianach, Dunlending Hero 40
Dice & Die Rolls 207—208,352
Dignity of Numenor, The (Cultural Virtue: Dunedain of Arnor) 92
Dimrill Dale 418
Dindair (Adversary) 407-408
Diplomacy (Speciality) 85
Dís 293-294
Disarm (Stunt) 171
Disaster of the Gladden Fields (Battle of) 67, 69,71,115,137,337,338
Distinctive Features (Traits) 86
Distract Opponent (Combat Task) 176
Dog and Pheasant, The (Inn) 285
Dol Amroth 63,341

Dol Guldur (Hill of Sorcery) 23,25,69-70, 100,199,229,233,262-3,270-1,293-4,302, 304,313,318,320-2,334,337,339,346,374-5, 377,403,412-3,424
Domination 227
Don't Eat the Purple Ones (Adventure Idea) 355,360
Don't leave the Path (Adventure) 126, 265,334,336
Doom of the Noldor (Flaw) 231
Doran the Quick 430
Dorwinion (Rouvald), Dorwinrim (Rouvalda) 137,188,257,263,277,279,312,315,334,341
Dorwin-nautr 137
Dovecote (Improvement) 187
Dragar 209
Dragon(s) & Drakes 32-33,106,125,134,194-5,237,246,261,265,275,312,340-1,346,416
Dragon-eyed (Background:Bardings) 9
Dragon-helm of Dorlomin 125,134
Dramborleg 138
Draupnir 223,295
Dreadful Spells (Special Ability, Sorcery) 28, 140,201,211-2,227-8,235,240-241, 246, 249-250,321,323,355,372,374-5,378,397, 403
Dreamer of Portents (Background: Dunedain of Arnor) 48
Drinker of Sorrow (Background:Men of Dol Amroth) 66
Drowned Vale (Nan Dolmed) 298-299
Druskja 280
Dual Wielding (Slayer Virtue) 102
Dunedain, High Men, Kings of Men 46-48, 52,59,86,91,105-106,287,434
Dunedain of Arnor (Culture) 46, 91, 105
Rangers of Ithilien (Culture) 72, 101, 110
Rangers of the North (Culture) 25,47-8,54,63,91-2,101,105,116,130,185,192, 221-2,249,287-8,300-1, 331, 333, 368, 398,400-1
Dunland 53,294,302,305,368,327,340,435
Dunlendings (Culture) 40,41,129,232,242, 291,293,303-305,330-331,339,345,369,435
Durbag 209-210
Durin I, the Deathless 306-310,342
Durin II, King 132
Durin VI,King 56,306
Durin, Prince 379
Durin's Axe 138
Durin's Curse 308,310
Durin's Gift 132
Durin's Way (Cultural Virtues:Dwarves of the Lonely Mountain) 13,93
Durthang 236
Dusk Stone 386-388
Duskwater 321
Dusky River 35,316,387
Dwarf-wrought (Quality) 140
Dwarf-wrought Hauberk (Cultural Reward: Dwarves of Khazad-dum) 107
Dwarrowhall 317,391-392
Dwarves (Durin's Folk, Naugrim) 69,274-275,293-4,310
of Dunland (Culture) 53,93,107
of Khazad-dum (Culture) 56, 94, 107,368,417
of the Blue Mtns (Culture) 49,73,93, 106,124,185,289,292-295,297-299, 301, 340,369, 394
of the Iron Hills (Culture) 42,268
of the Lonely Mtn (Culture) 12-15, 42,51-52,54,57-58,64,69,76,81,85-86, 93,107,112,127,257,267-269,293-294,311,314-315,339,342
Dwarven Axe 112,113
Dwarven Ruins (Adv.Idea) 344
Dwarven Smithing (Undertaking) 94-5,191-2
Dwarven Toys 131
Dwarven Warrior (NPC) 213
Dwarven-wrought Hauberk (Cultural Reward;Dwarves of Lonely Mtn) 107
Dwimmer-crafter (Calling) 104,434
Dwimmerhorn 392

Eagles *See Great Eagles*
Eagles' Eyrie 43,336,346
Earendur, King 46
Earnil, King of Gondor 341
Eastemnet 30
Easterlings (Hunkarim) 118,126,232-3,236, 244-5,259-60,262-263,265-266, 277-280, 311,319,339,345,352-3,380,422-3,429
Easterling Warband 243
Easterly Inn, The 196,203,209,366,419

East Farthing 281-282,285
Eastfold 30
East Lune 287
East Nether Vales 192,271,422
East Ridge 210
Edge Rating 113,115-118,166,177
Edhellond 66
Edoras 30,31,304
Einar 259,383
Eirik 343-344,382-383
Eitri, King 49
Eldacar (NPC) 126,419-428
Elementary My Dear Wolfgar (Adv.Idea) 355
Elendil the Tall (aka the Fair) 46, 63, 91, 105,295,417
Elenya (ring) 134
Elf-Friend (Background:Dunedain of Arnor)48
Elf Lord 215
Elf Path 265,379
Elf-Song (Cultural Virtue:Elves of Lindon) 97
Eloquent Orator (Background:Dwarves of Khazad-dum) 56
Elostirion 24,185,197,295
Elrond Halfelven 24,53,105,133,139, 228, 337,346,353,368,375,400-401,423-424,428
Elstan, Captain of Dale 266,429-430
Elven Blood (Cultural Virtue: Men of Dol Amroth) 99
Elven Cloak 127,345
Elven Dagger 136
Elven Glaive 215
Elven Heirlooms (Wondrous Art.) 132
Elvenking *See Thranduil*
Elven Outpost 345
Elven Steed 109
Elven Tracker 213
Elves 24-5,49,51,56,66,75-6,79-80,93, 96, 106,115,127,131,135,204-5, 222, 229, 241-2,247,266,282,289,295,299-301,309,312
Grey (Sindar) 59,62,300
of Lindon (Culture,Green,Lindar) 49, 59,97,108,291-292,297,300
of Lorien (Galadhrim) 63,139,417
of Mirkwood (Culture/Silvan/Wood 12-15,26,33,42,54,64, 69, 81, 85, 90, 257,262-263,268-70, 279, 304, 311, 314-315,339,375,415,419
of Rivendell (Culture/High) 53,59, 86,92,94,108,137,185,197,216,223, 249,289,295-301,326,333,368,400
Sea (Teleri) 231
Elvish Dreams (Cultural Virtue:Elves of Mirkwood) 90
Elwen (Elven Hero) 328
Emekhtar 278
Emissary (Calling) 75,102
Emissary to Edhellond (Background: Men of Dol Amroth) 66
Enchanted Stream (Black) 147,326,393
Encounter Gaffes 179
Encounter Hazards 180
Encounters 44,60,92-93,99,102-103,109, 136,143,145,155,163,179-180,182,184,238-239,362,372-373,377-378,381-388,390-391, 395,398-399,425-427,429,431
Encumbrance 76,87-89, 92, 95,100,102, 107,112-118,123,131,146,153,161,166,168
Endurance 6,44-45,48,52,55,58,62,66, 71,75,87-90,97-8,100-104,120-122,133,141-2,145-6,149-154,156-9,161-4,167-70,176-7,193-4,200,235,246,251,332,374,427-8
Enedwaith 369
Enemy, The (*see The Shadow*)
Envoy (Calling) 75
Envoy of the King (Background:Elves of Mirkwood) 10
Envoys of King Bard (Adv.Idea) 344
Envoy to Men (Background: Dwarves of Blue Mountains) 52
Eoheort son of Eobrand (Rohirrim Hero) 31
Eol (Dark Elf) 106,137
Eotheod 33,274
Eradan, Ranger Hero 328
Erebor 30,42,64,155,185,195-6, 200, 223, 244,257-9,267-9,275,277,293-294,305, 337, 339,344,346,379,397,407,412-414, 417, 441
Ered Gorgoroth 324
Erestor 367
Eriador (Westlands) 281
Erland's Ferry 429
Errand Rider (Background:Beornings) 9
Eryn Vorn 309
Escape Combat 161
Escaped Snaga (Background:Orcs) 70
Escort a Princess (Adventure) *429*
Escort Service (Adv.Idea) 355

Esgaroth *See Lake-town*
Establish Holding in Erebor (Undertaking) 196
Ethelinda 386-388
Ettenmoors 192,403
Evasion (Combat Task) 176
Evasive (Combat Task) 168
Evasive Maneuvers (Combat Task) 174
Everyman (Calling) 75
Exceptional (Quality Rating) 119
Exhaustion, Exhausted 121
Exiled Uruk (Backgd. Orcs) 71
Exile of a Fallen Land (Background: Dunedain of Arnor) 48
Experience Points 48,66,76,80,88,92-94,97-98,101,108,123,126-127,183,191-196, 199-200,202,227,239,332-333,390
Expert Ambusher (Special Ability) 235
Expert Appraiser (Treasure Hunter Virtue) 103
Eye Awareness 89,159,178,200
Eye of Sauron ('The Great Eye') 100,236,428

Faded (Flaw) 229
Faded One,The (Adv.Idea) 363
Fading (Shadow Weakness) 229
Faernen 299
Failure Aggravation 120
Fairy Heritage (Background:Woodmen) 11
Faithless (Flaw) 228
Fallohide (Hobbit) 281,400
Famous Weapons & Armour (Treasure) 136
Fangli 307-308
Faramir 341
Far Downs 281,294
Farm/Farmstead (Impr.) 186-187
Farmer Giles 337
Far Trader (Background:Dwarves of Khazad-dum) 56
Fast Friends (Cultural Virtue:Dwarves of Khazad-dum) 94
Fastred, Rider of Rohan Hero 38
Fatigue 44,76,87,101-103,122,131,135, 145-151,153,156,161-4,166-7,173,190,251-2
Fatigue Tests (Travel) 76,101,103,134,145-151,153,156,158-159,200,251-252,327,362, 379,383,385,391-392,403,422,430,466
Favoured Attributes 12,44,50,90,95,110, 135-136,140,196,201,251
Favoured Patron 184
Favoured Skills 6-14,45,48,51-52, 54-55,57-8,60-62,65-6,69-72,75-6,84-5,190,333
Fëanor 312,339
Fearful (Flaw) 230
Fear Tests *See Valour*
Feat re-roll 120
Fell-handed (Trait:Distinctive Feature) 86
Fellowship (Points, Pool) 5,38,68,98,157-158, 175,183,191,199-200,202-3,332-3,389
Fellowship Focus 68,95,135,202,389
Fellowship of the Red Banner 270
Fellowship of the Spear,The (Adventure) 417
Fellowship Phase 183
Fell Wraith 233-234,241,288
Fell Winter *See also 2911* 25
Fengel, King of Rohan 304
Ferocious (Slayer Virtue) 103
Fickle (Flaw) 230
Fierce Shot (Cultural Virtue:Rangers of Ithilien) 101
Fighting *See Combat*
Finculin 134
Find A Herb (Adventure Idea) 343
Findegil 285,330
Fine (Quality Rating) 119
Fingolfin, High King 24,139
Finwë, House of 24
Firebeards (Uri's Folk) 49-52,56
First Age (Elder Days) 46,49,56,61,106,110, 125,141,215,222,247,296,300,306,324,331
First Into the Fray (Cultural Virtue: Men of Dol Amroth) 99
Fishing (Improvement) 187
Flamboyant (Trait:Distinctive Feature) 86
Flame of Udun (Special Ability) 235,253
Flaming Brand (Special Ability) 235,374
Flaws *See Shadow Weaknesses*
Fletcher's Roost (Inn, Greenfields) 284
Flickering Steel (Quality) 140
Floating Log, The (Inn, Frogmorton) 284
Foe (Slayer Virtue) 102
Folca, King of Rohan 303
Folcwine, King of Rohan 304
Folk of the Dusk (Cultural Blessing:Elves of Mirkwood) 90
Follower (Calling) 75
Foraged Foods (Improvement) 187

Forced March (Journey) 147
Foresight of Their Kindred (Cultural Blessing: Dunedain of Arnor) 47
Forest River *See also Greylin River* 268, 270,275,393
Forge Mithril (Undertaking) 197
Forgetful (Flaw) 229
Forlin 430
Forlindon 296
Fornald 224
Fornost Erain (Newbury, Deadman's Dike) 46,288-289,311,327,331,339,368
Forochel (Ice Bay, Northern Waste, Forodwaith) 49,242,247,249,275,287, 289-293,296-297,353
Forsworn Pledge (Shadow Weakness) 228
Fortinbras II Took 283
Fortune Teller (Trait:Speciality) 85
Forward Stance 88,90,101-102,166-169,172-176
Fountain of Vala 363
Fraeg Stonesplitter 258
Fram (slayer of Scatha) 274-275
Frár the Beardless 361
Freca (Dunlending Chief) 129
Free Fair 282
Frida 361
Frithalf 210-211
Frodo Baggins 162,204,217,282-283,332
Frogmorton 284
Frostmantle 353
Full Swan Helm (Cultural Reward:Men of Dol Amroth) 109

Gaerdae 328
Gaisemund 429
Galadriel 139,216,296,301,303-304,342
Galattar 52
Galdor 300
Galion 223
Galvorn *106*
Gama 387
Gambler (Trait:Speciality) 85
Gamolberg 361
Gandalf the Grey (Mithrandir) 22, 25,143, 162-3,216,265,282,294,300,302-304,312-313,337,342,389-90,412,418,424
Gap of Rohan 41,55,368
Gardens & Allotments (Improvement) 187
Gate Stream (Sirannon) 155
Gathering of Five Armies 265,334,365
Gazrat 271
Gear 111
Gems *See Treasure*
Generic Ranger Hero 37
Geology (Trait:Speciality) 85
Gerontius Took (The Old) 128
Gerrard, Captain 430
Ghul 254
Giant Scenario, A (Adv.Idea) 348
Gibbet King, The 138,233-234,318
Gifted Senses (Background:Bardings) 9
Gift of Melian 134
Gilbrannon, Wood-elf Hero 19
Gimilkhor 134
Gimli 75,217,220,257,315,342
Girion 127
Gisalric 366-367
Glamdring 137,216
Glaurung 106,125,137,415-416
Glaurung's Ire (Adventure) 415
Gleowine the Minstrel 197
Gloin 346-347,412-413
Glorfindel 215
Goblin Archer (Cultural Virtue:Orcs) 100
Goblining Blade,The (Curse) 226
Goblins *See Orcs*
Goblin-stalker (Background:Orcs) 70
Gold *See Treasure*
Goldberry 284,347
Golden Hall, Meduseld 41
Golden Perch (Inn,Stock) 285
Golfimbul, Golfimbul's Gully 69,403-404
Gondolin 83,132,137-138,216
Gondor 33,46,63-66,72,110,115,126 128,131,188,219,247,257,265-266,268, 276-277,303,312,319,327,338-340,369,406,426
Good Housekeeping (Adv.Idea) 356
Good Judge of Character, A (Cultural Blessing: Men of Bree) 44
Good Listener, A (Background: Hobbits) 11
Gorbadoc Brandybuck 282
Gorbag 204
Gorcrows 252,264
Gore, The (of Anduin) 316

Gorfang 154
Gorgoroth 139,236,341
Gothgash the Stingy 395-396
Gramuz (Aethlingas) 262-263,322
Grapple Fighting (Combat Task) 167
Great Axe 39,84,107,112-113,125, 138, 142,165,394,406
Great Bow (Longbow) 84,105,113-116,139
Great Eagles 25,133,266,314,320,343-347
Great East Road 30, 281, 283, 353, 398,401,403-404
Great Goblin, The 69,232,234
Great Plague, The 242,328
Great River, The (Anduin) 8,26,29,33,88,114, 132,137,160,198,271,276-7,302,304,320-1, 336,342-4,347,384,392,417-425, 433-5, 442
Great Shield 106,109,114
Great Smials 184,282
Great Spear 84,113,138,141,165,171
Greatsword (2H Sword) 115,130
Green Dragon Inn, The 27,284,368
Greenfields 284
Green River 317
Greenway (Old South Road) 281,310,368-369
Greenwood Hunter (Background: Elves of Lindon) 61
Grey Cloak (Cultural Reward:Dwarves of Dunland) 107
Greydelve,The 138,155,209,318
Greyflood River (Gwathlo) 327,368-369
Greylin River (Grey) 275
Grey Havens (Mithlond) 24,59,61 66,185, 197,289,291-300,301-302,311-312,340,369
Grey Hearth 316
Grey Mountains (Ered Mithrin) 25,129,192,274-5,361,415
Grey Mountain Narrows 192,361
Grim (Trait:Distinctive Feature) 15
Grim Fate, A (Backgd:Rangers of Ithilien) 72
Grimnir 353
Grond 139,407
Guardian of the Place of Awakening (Background: Dwarves of Blue Mtns) 49
Guide (Journey Role) 103,133,146-147, 149-150,153,156,158,389,428,430
Guild of Venturers 131
Gulf of Lune 299
Gundushatu (Uzn-duban) 274-275
Gurihug 416
Gurthang 137
Gwaihir the Windlord,King of the Eagles 25,343

Hadorion 300
Hag's Island 423-424,426
Hagweed 427
Halbaron 25
Halberd/Polearm 116
Half Moon, The (Inn,Bucklebury) 286
Hallas 327-328,330
Hall of Ghosts 396-397
Halls of the Dwarves (Naugroth, Khazad-gundu) 292
Halls of the Elvenking *See Also Woodland Realm* 222,315-316,334,346,414
Halls of Thorin 294
Halthor 274
Hamfast 'Gaffer' Gamgee 284
Hammers (Weapons Group) 116
Hamund (Eldur Vinrok) 274-275
Handsome Hides (Dale) 260
Harad, Haradrim (The South) 128-129,188, 236,257,312,324-6,339,355-8,368,407,434
Harald, Captain 430
Harbold Hornblower, Hobbit Hero 23
Hardened (Quality) 140
Hard Fate, A (Backgd:Rangers of Ithilien) 72
Hard-hearted (Flaw) 231
Hard March (Wanderer Virtue) 103
Harfoots (Hobbits) 281
Hargrod (South Delving) 295
Harlindon 301
Harlond 302
Harper of Gil-Galad (Background:Elves of Lindon) 62
Harry Foe (Tactic) 178
Hatchet 84,112,113
Hate 38,67-69,71,90,96-100,105-106,125 140,144,167,174-5,201,211-12,235,239-256, 277-281,365,371,374,379,382,389-398, 403, 430,432
Hated (Quality) 141
Hateful (Flaw) 229
Hatred (Special Ability) 109-110,141,212, 229,246

Hazards 147
Haycomb 127
Headgear *See also Helm, Cap* 112,142
Head of the Family (Backgd:Beornings) 9
Head Taker (Axe) 406
Heal Corruption (Undertkg) 67,183,216,228
Healing (Recovery etc.) 101,122,170,434,436
Healing (Skill) 120,122,132-133,207
Healing Hands (Background:Bardings) 9
Health, States of 121
Heart Attribute (Spirit) 6,12,14,48,52,55,58, 62,66,71,76,121-122,134,168,170,251,443
Heart of Mirkwood 192
Heavy Scimitar 118
Heirloom of Fallen Numenor (Cultural Reward:Dunedain of Arnor) 105
Heir of Arnor (Cultural Virtue:Dunedain of Arnor) 91
Heir's Ring,The 406
Helcaraxe 24
Helgut 420,422-425
Hell Hawk 255
Helm 106,109,112,122,125,134-5 140,172,201,262,277,314,431
Helm Hammerhand,King 86,303
Helm of Awe (Cultural Rewards:Dwarves of Khazad-dum) 107
Helm's Deep 345
Help Is On the Way (Adv.Idea) 356
Hen & Chickens, The (Dale) 260
Henlaf the Old 386
Herald (Background:Dunedain of Arnor) 47
Heraldry (Trait:Speciality) 85
Hermit,The (Bargrim) 126,318
Hero Creation (PC) 6-15
Heroic Heritage,Heir 190,332-333
He Who Fled To the East (book) *407*
Hidden Base (Adv.Idea) 356
Hidden Fortress (Dolen Nost) 270
Hidden House (Bar-en-Thurin) 316
Hidden Strength (Trait:Distintive Feature) 86
High Hay 284,286
High Pass (Cirith Forn en Andrath) 43, 192,251,267-268,383
Higher Ground (Combat Stunt) 171
Hills of Evendim (Emyn Uial) 288
Hills of the Sunrise (Emyn Romen) 294
Hill Trolls 25
Hilvar's Flute (Wondrous Art.) 134
Hinder (Combat Task) 174
Hire a Raven (Undertaking) 195
Hirgon 398-404
Historian/Scribe (Trait:Speciality) 85
Hithriel, Elven Hero 418
Hoard *See Treasure*
Hoarwell River (Mitheithel) 25,403
Hobbiton 283
Hobbits 5,25,44,59,73,82,89,93,140-141,152,161,170,188,205,257,259,265,267, 281-286,295,299,301-302,310-311,329,337, 339,346,351,376,398-404,431,433-434,443

Of the Shire (Culture) 6-8,11-15, 42, 64,69,73,76,81,85,91,110,112,114-115,117-118,185,206,217-219
Holding Improvements (Undertaking) 186
Holdred 271
Hollin (Eregion) 133,135-136, 291, 301,325-326,368
Hollowbold Vale (Nan Nogrod) 292,298
Hollow Hold, The (Tumun Guthol) 305
Holly Rumble, Hobbit NPC 330
Honour of the Princes 226
Honour the Fallen (Undertaking) 197
Honour Thorin (Undertaking) 195
Hope
Hope of Valinor (Quality) 141
Horn of Battle 134
Horn of Valour (Warden Reward) 104
Horse Herd (Improvement) 187
Horse Archer (Trait:Speciality) 86
Horsemanship,Riding (Trait:Speciality) 86
Horses 28,30,35,41,53,92,108,123, 130, 146,154,157,161,164,187-188,197,210-212, 223,257,260-262, 266,277,280,316,337, 340
Hound, The (Background: Woodmen) 11
Hound and Duck, The (Inn,Briar Hill) 286
Hound of Mirkwood (Cultural Virtue: Woodmen) 101
House Of...(Quality) 141
House of Eorl 406
Houses of Healing 214,375
How Much For Just the Dingus? (Adventure Idea) 356
Hunker Down (Combat Task) 174
Hungry Salmon, The (Dale) 259

Hunter in a Green Land, A (Background: Rangers of Ithilien) 72
Hunting Lodge (Impr.)
Huntsman, Hunter (Journey Role) 151-152, 157,159-160,430
Hunt Threshold 200
Hurin 309,340,416
Hurt Eagle, A (Adv.Idea) 344

Iarwain Rinheleg 246
I Beg Your Pardon?(Adv.Idea) 357
Ibun 309
Imlad Morgul (Vale of Sorcery) 236
Improvised Weapon 84,113,166
Inferior (Quality Rating) 119
Ingomer Axebreaker 373-375
Initiative (Combat) 101,165
Injury *See Wounds*
Inn/Public House (Improvement) 187
Inns 258,284
Insidious (Quality) 141
Insight (Skill) 44,81,124,134,147,173,179-182,238,367,372,376,379,381,398, 421, 431
Inspire (Skill) 81,93-94,104,124,127,132-134,162,175,177,179-181,189,193,196-197, 227-228,377,385,421,429,431
Interaction (Encounter) 182
Interrogator/Torturer (Trait:Speciality) 85
In the Shadow of the Mountain (spell) 200
Intimidate Foe (Forward Stance) 97,103-104,106,138,140-141,169,318
Into the Fray (Combat stunt) 171-172
Introduction (Encounter) 102,182
Invisibility 227,229
Irimë (High Elf NPC) 127
Irmgard 209
Ironbane (Quality) 141
Iron Hills 42,189,196,213,223,244, 257,259,267-269,293,317,340
Isengard 93,161,203,233-234,303,338,340,345,426
Isen River 304
Isildur 46,67,71,115,137,304,337-338,347
Isle of Balar 124
Isle of Himling 296
Ithildin 345
Ivy Banks, Hobbit Hero 328
Ivy Bush, The (Inn, Bywater) 284
Iwgar the Woodman Hero 16

Jagged Knife 118
Jangar 277
Joala (Artist/Scribe NPC) 224
Josur (NPC) 415-416
Journey Resolution Steps 145
Journeys 145
Judgemental (Flaw) 231
Junk (Quality Rating) 119

Kalbarazud (Tumnogoth Iaur) 49,52
Keen (Quality) 406
Keeper of Tales (Background:Beornings) 9
Keepers of the Cloth (Dale) 260
Kelda Booth (NPC) 330
Kemic Farstrider (NPC) 212
Kennel (Improvement) 188
Kenrick 386
Kheled-uzn Coat (Cultural Reward: Dwarves of Blue Mtns) 106
Kine of Araw 359
Kingcup (herb) 427
King On Top Of the Mountain (Adventure Idea) 361
King's Clarinet,The 400
King's Guard (Quality) 141
King Under the Mountain (Adventure) 411
Kin-Strife,The 126,128,342
Kin-Strife and Dark Tidings (Adventure) 127,334,336
Kipling Dogwood 330
Kite Shield (Cultural Reward:Men of Dol Amroth) 109
Knife of Azaghal 106
Knight of the Silver Swan (Cultural Virtue:Men of Dol Amroth) 98
Knockback, Knockdown 87,108,113,117, 141,171,173-174,235,239
Knock Out *See Unconscious*
Know Thy Enemy (Slayer Virtue) 102
Korin, Dwarven Hero 328
Kuza Bozkir 278

Laiquendi Mask (Cultural Reward:Elves of Rivendell) 108
Lake Evendim (Nenuial) 185,192,287-288
Lake Helevorn 222
Lake-town 27,35-36,143,155,209,214, 223-224,238,257,316,334,351,353,361-362, 389-90,393
Lamp of Balthi 44,261
Lancer (Virtue: Men of Dol Amroth) 99
Land of Song,The (Cultural Blessing:Elves of Lindon) 60
Languages 45,52,83,91,97,102, 133,183,191,196,212,227
Lasso 118,245
Last Alliance,The 59,137-138,299-300,302
Last Bridge,The 129,398,403
Lead (Chases) 163-164
Learned Insight (Scholar Virtue) 102
Leather Armour 110,112,140,169-170, 223,262
Leather Corslet 106,112,225
Leather Shirt 112,170,223
Lecher (Flaw) 226
Legolas 99,139,220
Lembas 134
Leodgar 386
Leofwine 387
Leoref 316
Lesson in Revenge, A (Background:Dwarves of Blue Mountains) 50
Library Restoration (Undertaking) 196
Liefster (NPC) 224
Life Extension 227
Life of Toil, A (Background:Blue Mountain Dwarves) 49
Light-bearer (Warden Virtue) 103
Light-foot (Background:Beornings) 9
Light of the Stars,The (spell) 96
Lindon 296
Linguist (Scholar Virtue) 102
Linguist (Trait:Speciality) 85
Linhir 312
Linnar III, King 49
Lip Reading (Trait:Speciality) 85
Livestock (Improvement) 188
Lobelia Sackville-Baggins 26-27
Lofar 233-234,306-310
Logging (Improvement) 188
Lond Daer 369
Lone Lands 44,398,401,423,428
Lonely Mountain,The *See Erebor*
Longbeards (Durin's Folk –eldest clan) 49, 56-57, 94,197,274,310,413,417
Longbottom 285
Long Cleeve
Long Delves 384-385
Long-hafted Axe (Long Axe) 44,84,111,113,126,166,277,280
Longing,The (Curse) 226
Long Lake (Dragon Water) 35,223-224,268-269,326,347,352,362,389-390,408
Long Marshes 192,237,270,345-346,352,362
Long Or Short Fork (Adv.Idea) 357
Long Sword 84,107,113,136-138,165
Long Winter 291
Lonnsport 369,371
Look,Don't Touch (Adv.Idea) 357
Look-out (Journey Role) 103,146,152-153,154,156,159,430-432
Lore (Skill) 81,102-103,126,145-146,173,181,191,194,238,332
Loremaster, The (LM) 119,123,126,145-146,157,159-163,179-181,183,192,202, 249, 389,394,433-434
Loremaster Characters (NPC) 209
Lore of Arnor (Speciality) 86
Lore of Fallen Mansions (Cultural Virtue: Dwarves of Blue Mountains) 93
Lore of Numenor (Speciality) 86
Lore of the Earth (Speciality) 85
Lorien (Lothlorien) 229,307,322
Lossoth (Snowmen) 249,288,290-291,293,297,353,357
Lothgar (NPC) 223
Lotho Rumble, Hobbit Hero 20
Lothwen (NPC) 327-330
Loudwater River (Bruinen) 25,329
Lucky (Trait:Distinctive Feature) 86
Luminescence (Quality, Orc-Sense) 407
Lune River (Lhûn) 289
Lure of Manipulation (Shadow Weakness) 230
Lure of the Ocean (Shadow Weakness) 75

Mace 87,116,139
Maedreil (NPC) 224
Maedhros 125
Magical Treasure Index 124
Maglor 339
Magnanimous (Emissary Virtue) 102
Magoldir (NPC) 361
Mail Armour 112,140-141
Mail Hauberk 112,125,168,170
Mail Shirt 112,170
Maltilcala 135
Manhunt (Adventure Idea) 357
Mansbane (Sceadugenga) 319
Many Friends (Wanderer Virtue) 103
Maps (as Rewards) 104
Maracar (NPC) 271
Marcho
Marilla (NPC) 223
Mariner of Cirdan (Background:Elves of Lindon) 61
Marish,The 74,282-283
Mark of Evil,The (Curse) 226
Marsh Bell,The (Adventure) 126,264,334-336,346
Marsh Serpents (Adversary) 250
Mask of Gabilgathol (Cultural Reward: Dwarves of Blue Mtns) 106
Massive (Quality) 141
Masteries 87
Master Negotiator (Emissary Virtue) 101
Master of Buckland 282
Master Ulfred (NPC) 430
Masterwork (Quality Rating) 119
Masterwork Dwarven Tools 135
Mathom House,The (Michel Delving) 400
Mattock 84-85,111,113,120,125,139,165,171
Maul 116
Mayor of Michel Delving (First Shirriff, Postmaster) 184-185,282-283,340
Medelon of Stanshelf, Wulfing Hero 41
Melannen 325-326
Mellwen of Sunstead (NPC) 317
Memory of Suffering, A (Background: Elves of Mirkwood) 10
Menegroth 124,352
Men of Dol Amroth (Culture) 63
Men of Gondor (Men of the Sth) *See Gondor*
Men of the Lake (Lake-men) 43,54,64,116, 125-7,196,212,222-3,244,260,278,380,389
Men of the River Running (Culture) 43
Mercenary Blade (Background: Dwarves of Dunland 53
Merchants of Mystery (Dale) 259
Merchant's Secret Stash,The (Adventure)
Merry 75,218,282,302
Messenger of Lugburz (Background:Orcs) 71
Messenger of the Steward (Background: Rangers of Ithilien) 72
Messengers of Dain (Adv.Idea) 346
Mewlips 126,264
Mews (Improvement) 188
Michel Delving 184-185,282-283,285,400
Mickleburg Pass (Cirith Belegost) 292,298-9
Middle Marshes,The 429
Mighty Blow (Combat Stunt) 171
Mighty Warhelm 135
Militia Spearman (Cultural Virtue: Men of Bree) 98
Mill (Improvement) 188
Minas Malloth 330-331
Minas Morgul (Ithil) 71,247,340-341
Minas Tirith (White City) 338,355,426
Mine (Improvement) 188
Mines of Mirkwood (Campaign) 317
Minhiriath 294
Minluzir 139
Minstrel of the Longbeards (Background: Dwarves of Khazad-dum) 56
Minstrelsy (Speciality,Musician) 40,77,85
Miramarth 129
Miriel (NPC) 222
Mirkwood 14,22,25-6,32,35-6,43-4,53-54, 64,147,192,206,209,236,261-3,267-9, 275-276,302,314,318,326,337-338,344,362,364, 366,375,379,386,388,393,405,412,414,431
Mirkwood Fighting Knives 222
Mirkwood Hornets 250,365
Mirni 329
Miruvor 131,135,346
Miserable (Misery) 45,68,134,144,148-152,159,216,228,252,377,422
Missing Memories (Adv.Idea) 357
Missing Prince,The (Adventure) 379

Misty Mountains 5,25,39,43, 49, 51, 53, 67, 70-71,93,160,204,222,259,267,270,274, 305,314-16,320-21,327,344,346-48,383-5, 419, 420, 423,427
Mithril (Truesilver) 56-58,76,94,131-132, 134,140,197,212-213,215,242,325,344,406
Mithril-crafter (Cultural Virtue:Dwarves of Khazad-dum) 94
Mithril Mail 140
Mithril Seeker (Background:Dwarves of Khazad-dum) 56
Mogdred 209,334,373
Mordor 5,71,100,226,243,248,255,310, 314,327,337,339-340,342,353,368, 384-385
Morgoth (Melkor,Great Enemy) 49, 67, 138-139,199,241-242,247-248,292,297,300, 312, 331,370,407,409-410
Moria (Khazad-dum,Dwarrowdelf) 49-50, 53,56,70,94,124,138,154,160,191-192, 236, 242,274,293,295,301,303,305-306, 310, 312, 317,337,346,368,414,417-418
Morose (Flaw) 230
Most Peculiar, Momma (Adv.Idea) 358
Mothras (Horn) 129
Mountaineer (Trait: Speciality) 389
Mountain Fighters (Cultural Blessing: Woodmen of Mountain Hall) 44
Mountain Hall 43-44,261,317,320,339,382-383,419,426-7
Mountain Pass 192,427-428
Mountain Race,The (Cultural Virtue:Dwarves of Khazad-dum) 94
Mountains of Mirkwood (Dark) 192-3, 225, 270,315-17,343-4,346-7,353,362, 377, 389, 408,414
Mount Baldy (Amon Rudh) 294
Mount Dolmed (Buzdum-mazar) 299
Mount Doom (Orodruin) 227,336,417
Mounted Skirmisher (Special Ability) 235
Mount Gundabad (Gundazbad) 56,192,209,235,307,309,411,424
Mount Gram 49,51,192,232-233,236,252,368,403
Mount Rerir 297
Movement Skills 80-81,392
Mungo Butterchurn (Hobbit NPC) 259
Murderous (Flaw) 67
Music of the Ainur (Song of Creation) 24,311
Musical Instruments 57,77,132,257,400
Musical Legacy, A (Background: Elves of Mirkwood & Lindon) 10,61

Nain II, King 275
Nameless Dwarf,The (Adventure) *414*
Names (for Characters) 73
Nargothrond 309
Narl 343
Narrows, The (Mirkwood) 155,192,375
Narya (Ring of Fire) 130,216,300,303
Natural Watchfulness (Cultural Virtues : Woodmen) 144
Nauzgauga 130
Nazgul (Ringwraiths) 193,233-234, 236,240-242,255,303,322,331
Witch King, The 49,51,240,311,403

Necromancer, The 22-23,70,100,224-225,261-262,270,302,316,318,320,340, 352,374-375,378,395
Neethra,Queen(Spider) 315
Nenya (ring) 216
Nether Marches, The 192,277
New Hope, A (Background:Elves of Mirkwood) 10
Nervous (Flaw) 230
Night-eyes (Cultural Blessing:Orcs) 69
Night Wanderers,The (Adventure) *372*
Nimphelos 124,352
Nimrodel 63,135,342
Nimrodel's Necklace 135
Njal 30
Noble Blood (Background:Elves of Lindon & Mirkwood) 10,61
Noble Lineage (Background: Dunedain of Arnor) 48
Noble Merchant (Background:Men of Dol Amroth) 65
Noble Protector (Quality) 141
Nogrod 49,124-125,223,292,296,298-299,352,394
Noldor *See Elves of Rivendell*
Nomad Bow 118,245
Non-Combat Actions 177
No One Has Soiled The Bridge (Adventure Idea) 358

North Downs 367,399
Northern Mirkwood 224,265-266, 275,316,341,409,415
North Farthing 259
North Pass (Cirith Forod) 290-291
Nost Namba Megil 363
Not in Esgaroth Any More! (Adventure Idea) 358
Numenor (Westernesse) 46-47,86,140-142,188,222,338,340,363,369
Numenorean Steel Bow 105,139,221,363
Numenorean White Roses 363

Oath of Animal Friendship 184
Oath of Fealty (Vassalage) 184
Oath of Secrecy 184
Oaths, Dwarvish 76
Of An Ancient Bloodline (Background: Rangers of Ithilien) 72
Of Leaves And Stewed Hobbit (Adventure) *126,222,334,336*
Of Stones And Spiders (Adventure) *386*
Old Alaric's Homestead 366
Old Ford, The 34,265,275,338,340,392
Old Forest, The 283
Old Forest Road (Old Great Road, Mirkwood Road) 266,313,334,378,409,440
Old Hatred (Cultural Virtues:Dwarves of the Lonely Mountain) 94
Onar Mustybeard, Dwarven Hero 37
One Ring, The 226
Onset (Combat) 165
Opening Volleys 98,114,171,176
Open New Sanctuary (Undertaking) 185
Orc Axe 118
Orchard (Improvement) 188
Orc Pits 398,403
Orc Poison (Cultural Reward:Orcs) 110
Orcrist 137,191,314
Orcs 49,76,86,115,118,136-139,150,171, 204-205,209,216,231-236,252,271,310-311, 314,319,321,327,337,341-342,345,368,383-385,392,395-396,403,407,415,434
of the Misty Mtns (Culture) 65
Orc Tribes 235
Orc-work (Speciality) 70
Orientation Test 144
Oromendil the Usurper 130
Osgiliath 342
Osred the Rider (NPC) 316
Ossiriand 61
Othbald 316,365-367
Ottar, Warden 275
Otto Sackville-Baggins, Hobbit Hero 26
Ounces of Prevention (Adv.Idea) 358
Overbourne Marshes 281
Overlooked (Undertaking) 91
Oyvind 429

Parliament of Spiders 321
Parochial (Flaw) 229
Parry 38,87-89,95,102-103,106,108-109,112-114,117,121,133,135,140-141,165-168,173-174,176-178,215,241
Parrying Weapon (Mastery) 87
Patient Hunter, A (Background:Bardings) 9
Patrons 184,221
Pearl of Kings, The (Adventure) *394*
Peacemaker (Speciality) 86
Pelargir 342
Peledur 327-330
Penetrating Gaze, A (Background:Dwarves of Khazad-dum) 58
Perception Skills 81,100,200
Personality Skills 75,80-81,227-228
Personal Stash (Treasure Hunter Virtue) 103
Persuade (Skill) 80-81,93,102,174-175,177,179-182,190,193,196,206,227-228, 366-367,429,431
Perungol (The Half-Spider) 324-327
Petty Dwarves (Noegyth Nibin) 306
Phobia (Trait:Distinctive Feature) 86
Pick 115
Pickaxe 115
Piercing (Damage) 170
Piercing (Quality) 141
Piercing Blow (Combat Stunt) 171
Piercing Blows (Combat) 44,88-89,99, 105-106,108-109,121,138,165,168-169,171, 176-177,215-216,235,318,374
Pilgrimage to Mt.Dolmed (Undertaking) 185
Pilgrimage to the Tower Hills (Undertaking) 185,197

Pipeweed
110,133,188,203,257,265-266,311,345
Pippin 219,283,285
Platinum (Treasure) 124,128,194,329
Player-hero Examples 16
Poisoned 101,110,152-153,173,250,365
Potential Damage (Damage) 169
Prancing Pony,The (Inn) 341
Prankster (Flaw) 229
Precious Objects (Treasure) 131
Preliminary Rolls
103,182,238,381,421-422,433
Prolonged Actions
147,164,206,229,373,397,402,424,426,433
Prolonged Rest 44,90,122,159
Protect Companion (Defensive Stance)
108,141,178
Protection (Armour)
87,92,94-95,106,109,112,133,168-170,177
Protection-spell 142
Protection Test 87,89,92,99,105-6,119,121,
134,140-1,163,169-70,174-5, 223, 235, 374
Protector of the East (Dagger) 126
Provisioner (Speciality) 85
Purchase Items of Quality (Undertaking) 191

Quality, Qualities 136,140,183
Quality Items 94,140,191
Quality Rating 119
Quarrelsome (Flaw)
Queen of Castle Hill (Rine,Troll) 232,401-403
Quenya (Language) 86,191
Quest for Erebor *See Also 2941*
282,294,417
Quest for the Sparkly Hoozits(Adv.Idea) 359
Quick (Quality) 142
Quick Draw (Trait:Speciality) 85
Quick & Easy Human Mage, Hero 38
Quick of Hearing (Trait:Distinctive Feature)15
Quiet Wife,The (Inn,Dale) 258

Radagast the Brown 22,26,35,43,69,127,
132,184,210,216,261,271,303,312-15,321-
4,334,338,340,343-4,375-6,391,417
Raddle (NPC) 223
Rally Comrades (Open Stance) 97-98,109,122
Ranged Attacks 44,54,90,92,100,105,
114,116,118,140,155,162,165-166,172-173

Ranger's Longbow (Cultural Reward: Rangers
of Ithilien) 110
Range Table (Revised) 114
Ranging Craftsman (Background:Dwarves of
Dunland) 53
Ranulf,Chief 391-392
Ravens of the Mountain (Cultural Virtue:
Dwarves of the Lonely Mountain) 94
Reach (Combat) 164
Rearward Stance
91-92,108,166,171-172,174,176-178
Receive Title (Shirriff,Undertaking) 185
Recent Ruins (Adventure Idea) 359
Reckless Charge (Combat Task) 174
Recovery 44,121-122,133,141,168
Recruit Fighters (Undertaking) 76,178,196
Red Banner,The (Carad Ehta) 270,430
Red Fern Inn,The (Longbottom) 285
Redhorn (Caradhras) 57,71,192
Redoubtable (Cultural Blessing:Dwarves of
Khazad-dum) 56
Red Swamp of Haragmar 340
Redwater River(Carnen)210,244,269,278,429
Reedhaven 329
Reedmace (Herb) 362,427
Refugee (Calling) 76
Regin Stonetears (NPC) 212-213
Regnald 'the Fox', Woodman Hero 35
Relic of Better Times (Cultural Reward:
Dwarves of Dunland) 107
Renown 142
Rertstan Woodwalker 263
Researching Lore in Cirdan's Halls
(Undertaking) 185
Respectable Hobbits (Culture) 42
Restless Farmer (Background:Hobbits) 11
Restore the Lower Sections (Undertaking) 195
Restoring/Clearing Erebor (Undertaking) 196
Retrieve Weapon (Combat Task) 175
Rewards 104
See also Cultural Rewards and Qualities
Rhosgobel 22,26,36,43-44,199, 210,
261,270,316,334,344,375,378,417,433
Rhudaur 46,48,288,329,398,402-404,407
Rhymes of Lore (Speciality) 198,238
Rich Veins of the Deep (spell) 201

Riddle (Skill) 80-1,102-3,133,136,173-4,176 179-182,206,215,238-239, 379,381,421, 431
Riders of Rohan (Culture;Rohirrim, Horse-lords,Men of Rohan,Horse-folk) 31,38, 40-41,53,55,262,266,303,305,316,340,345
Rilya 407
Ring, The *See The One Ring*
Ringbearer 134,216
Ringil 24,137-138
Ring of Hissael 135
Ring of Irimë 127
Ring of Thrain 412-413
Rivendell (Last Homely House,Hidden Valley, House of Elrond) 24-25,77,105,126,136, 139,183,185,300,325-326,346,367-368, 398, 400-401,414,420-421,423,427-428
River Maiden,The (Adv.Idea) 347
River Maidens 321,347,386,388
Roddy Gooseberry 330
Rohan (Riddermark) 257,302
Rorimac Brandybuck 282
Rorimac Smallburrow 399-404
Rowan Roper, Hobbit NPC 330
Royal Archers,The (Dale) 379
Ruithel 209
Ruins of Ost Edlothiad,The (Adventure) 405
Runa (NPC) 361-362
Running River (Celduin) 210,261,268-269,277-278,312
Running Stables (Dale) 261
Running the Gauntlet (Adv.Idea) 359
Running with the Pack (Undertaking)104,198
Rushdown River 33
Rustic (Trait:Distinctive Feature) 86

Sabre 118,245
Saddle Born (Special Ability) 235
Safari (Adventure Idea) 359
Saffron Gardener, Hobbit Hero 418
Saglayan 278
Samwise Gamgee 218,283
Sanctuary(s) 178,183-185,196,198, 202,216,221,224,239,324,332,353,375,428
Saradoc Brandybuck 282
Sarn Ford 25,281,285
Sarn-i-thin 130
Saruman the White 41,93-94, 161, 265,283,302-304, 338, 345, 356, 409, 426
Sauron the Great, Annatar 5,59,67-68, 100,134,139,199,203-5,226-9,236,240-2, 247-8,271,280,288,293-4,298-9,303-4,310-1, 325-7,339,341,368,373,375,417-8,424,443
Saviga (Adversary) 365-366
Scabbard of Westernesse 135
Scatha 129,274-275
Scholar (Calling) 6-8,12,47,57,60,69, 102,159,238,277,279,328,352,389
Scholar of Dale/Lake-town (NPC) 214
Scion's String (Quality) 142
Score One For the Home Team (Adv.Idea) 359
Scouring of the Shire 283-284
Scout (Journey Role) 103-104,146,150-151,153,159,164,428
Scouting Isengard (Adv.Idea) 345
Sea-called (Calling) 75
Sea-craft,Sea-lore (Trait:Speciality) 85
Sea-Legs (Cultural Virtue: Men of Dol Amroth) 99
Sea of Nurnen 311
Sea of Rhun 212,244,268,352
Search (Skill) 80-81,95,110,132,164,173-5, 181,194-195,227,362,370,373,375, 391,426
Searcing For Mirrorweed (Adv.Idea) 364
Second Age 59,63,94,139,242,291-292,296,298-302,330,340,363,408
Second Wind (Combat Task) 176
Secretive (Mastery) 89
Seeker (Background: Woodmen) 11
Sergeant Brander Pickwick 330
Serjuk,Serjukan 280-281
Servant of the Necromancer (Cultural Virtue: Orcs) 100
Sensible (Trait:Distinctive Feature) 86
Shaddville 369-371
Shadow, The[xiii] (The Enemy, Dark Power) 226,315
Shadow Bane (Cultural Virtue: Elves of Mirkwood & Lindon) 90,97
Shadow Points, Pool, Rating 67-68,151,226
Shadow Realm (Unseen World,Spirit World) 91,227,229,368
Shadow Weaknesses 228
Shagrat 204
Shagrul 431

Shankers 222
Sharbhund 309
Shamus (NPC) 401-403
Shards of Narsil 136
Sharku (NPC) 415-416
Shaturgathol 415-416
Shatur-zaram 274
Shield of Belegost 125
Shield of the Star (Cultural Reward: Dunedain of Arnor) 106
Shields 112,114-116,118,121,133,138, 140-142,166,168-9,171-3,201,262,274,323
Shields Table 114
Shield Wall (Tactic) 76,178,196
Shelter of the Earth (spell) 200
Shire,The 281
Short Sword 84-85,87,97-98,102, 107,111-113,126,141,165-167,170,191
Sibil, Rider Hero 40
Sigvald son of Sigmund,Barding Hero 20
Silver *See Treasure*
Silver Bell (NPC) 388
Silver Harp (Cultural Reward:Elves of Rivendell) 108
Silverlode River (Celebrant) 155,276,446
Silvermoon Horn (Reward) 104
Silver Ring 135
Silver Wolfshead Pin 136
Sindri,King 306
Sindarin (Language) 62
Singing River (Linduin) 296-300
Sisterhood,The 325-327
Sister Hydra 370-371
Skills 80
Skirmish (Combat Stunt) 171
Slave Child,The (Adventure) *382*
Slashing (Damage) 169
Slayer (Calling) 6-8,12,50,64,68,72,102,159
Sling 117,120
Slowed (Flaw) 229
Sly Fingers (Treasure Hunter Virtue) 103
Small Bow 84-85,112,113
Small Folk (Trait: Distinctive Feature) 213
Smallforge 329
Smash Shield (Combat Task) 176
Smaug *See also Dragons* 26,30,32,53,107,143,196,210,224,258,293-294,305,312,314,339-341,352,412
Smith-craft (Speciality) 78,196
Smithy (Improvement) 188
Smiting (Quality) 142
Snow Trolls 290,297,353
Snuffler (Cultural Virtue:Orcs) 100
Sojourn (Fellowship) 183
Solid in a Fight (Cultural Virtue: Men of Bree) 98
Solo Adventure *419*
Some New Orcs! (Adv.Idea) 347
Song (Skill) 6,9,11-12,60,79-81,94-97, 104,108,133-135,175,180-181,184,189,197, 385, 398-404,421
Song of Hammer and Anvil,The (Adventure Idea) 361
Song of Readiness,The (Curse) 226
Songs 82-84
Songs In the Wild (Adventure) *398*
Songs of Hope & Home (Virtue: Spell) 96
Son Of the Chief (Background:Orcs) 70
Sorceress of Mirkwood (Zimraphel) 374-377,394-396
Sorcery, Dark Magic *See Dreadful Spells*
Southern Mirkwood 192,199-200,224-225,266,270,322,338,343,375
South Farthing 281
Speakers, The (Cultural Virtue: Elves of Mirkwood & Lindon) 90,97
Spear of Ash (Cultural Reward: Men of Bree) 109
Spear of Boldog (Cultural Reward:Orcs) 110
Spear of King Bladorthin (Cultural Reward: Bardings) 191
Spear of the North 291
Spears 84,99,112-114,116,120,166,171,262
Special Abilities 235
Specialities (Traits) 85
Spells *See Wizardry, Dreadful Spells*
Spend Time at Toy Market (Undertaking) 195
Spent (zero Hope) 67
Spider Ring,The 324
Spiders 232,315,324-7,344,346,388,405-8
Spoils of War (Cultural Reward:Orcs) 110
Squire (Virtue: Men of Dol Amroth) 99
Staff 84,89,94-96,108,111-113,117,120, 127, 132
Staff of Lebethron (Cultural Reward: Rangers of Ithilien) 110

Staff of Light (Reward) 38
Staff of the Eldar (Cultural Reward:Elves of Rivendell) 108
Staff of the Magus (Reward) 104
Stair of Girion 347
Stairs of Woe 318
Stalag 23 (Adventure Idea) 360
Stalwart Presence (Warden Virtue) 104
Stances, Combat 167
Standard of Living 6,42-43,45,78,81,91,123,177-178,183
Standing 142
Stan Mawseed (NPC) 330
Star of Elendil 46
Steadfast (Trait:Distinctive Feature) 77
Stealth (Skill) 80-81,103,107-108,127,133-134,152,160-2,175-6,181,193-4,223,238,428
Steed of the Moon,The 316
Steeds of the West (Cultural Virtue: Dunedain of Arnor) 92
Steel Bow of Numenor (Cultural Reward:Dunedain of Arnor) 105
Steppes Rider (Special Ability) 235
Steward's Man (Cultural Virtue:Rangers of Ithilien) 101
Stiff Neck of Dwarves,The (Cultural Virtue: Dwarves of Blue Mountains) 94
Stock 285
Stolen Horn,The (Adventure) *384*
Stone-Trolls 189
Stoors (Hobbits) 281
Stop A Crazed Cousin (Adv.Idea) 344
Stout-hearted(Cultural Blessing:Bardings) 20
Strategy/Tactics (Trait:Speciality) 85
Strike Fear (Special Ability) 144,253
Strong Willed (Trait:Distinctive Feature) 86
Study Runes of Old (Undertaking) 200
Study with Mab the Spinner(Undertaking)197
Study with the Lampmaker (Undertaking) 42,127,200
Sullen (Flaw) 228
Sulrosendil 136
Sundering Sea 298,300-301
Sunshadow 388
Sunstead 209,317,336,375,386
Support Companion (Tactic) 76,178,196
Surprise (Combat) 98,152,175
Surprise Attack (Combat Task) 175
Survival Skills 6-8,12,80-81,100,200
Sviatobal 431
Swanfleet Marshes 328
Swan Knights 63
Swan Ship Mariner (Background:Men of Dol Amroth) 65
Swan Squire (Background:Men of Dol Amroth) 65
Sweeping Blow (Combat Task) 176
Swords 84,88,102,111,113,115,120,140,168,171,191
Sword-day Counsellor (Background: Woodmen) 11
Swordmaster (Cultural Virtue:Barding) 20

Tables:

Table 1 Revised Armour 112
Table 2 Revised Weapons 113
Table 3 Revised Shields 114
Table 4 Revised Weapon Ranges 114
Table 5 Revised Ranges 114
Table 6 Orc Weapons 118
Table 7 Renown Points 142
Table 8 Weapons & Reach 165
Table 9 Crossing the High Pass 251

Tactical Acumen (Combat Task) 174
Tactical Direction (Combat Task) 175
Tactics *See Warband*
Take Counsel (Undertaking) 183
Take Us to Umbar and Don't Slow Down (Adventure Idea) 360
Talandil 367
Tale of Aestid & Denlar (Adv.Idea) 365
Talorg, Dunlending Hero 39
Tar-Aldarion,King 369
Targeted Shot (Combat Task) 177
Targeted Strike (Combat Task) 176
Tarkhan 245,279
Tarkhan Yamruk 431
Tarvarharn (NPC) 330
Tasks in Combat 174
Taunt (Combat Task) 174
Taunt Enemy (Combat Task) 175
Tauriel, Wood-elf Hero 23
as an NPC 221
Teamster (Trait:Speciality) 85

Tegaer (NPC) 420-426
Telchar 125,191
Tengwar (6's) 121,168,182,193
Thain,The 283,340
Thandorion 300,302
Tharbad 327-329,340,368-369
Thengel, King 30-31,41,53,197
Theoden, Prince 197
Theodred, Second Marshal 345
Thiadvain (NPC) 325-326
Thibur (NPC) 411-413
Thingol, King 110,124,223,295,306,352
Thogrim Stonehammer,Dwarven Hero 17
Thorin II Oakenshield 25,30,74,
185,195,259,274,283,293-294,314,344,417
Thorin III Stonehelm,King 342,392,394-395
Those Who Tarry No Longer (Adventure)
127,334,336
Thrain I,King 274-275
Thrain II,King 53,305,339
Thranduil,The Elvenking 23, 25, 33, 54,
191,209,215,223,229,262,265,304,316,393
Thrima 305
Thror the Old,King 53,274-275,305,411
Throwing Attacks 84,113-114,117-118,
120,142,172,175
Thrown Spear 114
Tigkiz,Tigkizim 278-279
Tiresome (Trait:Distinctive Feature) 86
Tirin-Lirin-Dagor 407
Toft,The 271
Tolerance 44,60,92,99,103,133,136,
179-185,224-226,238-239,377-378,381
-388,395,398-399,425-426,429,431
Tolerant (Trait:Distinctive Feature) 86
Tol Fuin 24
Tom Bombadil 284,339
Tookish Blood (Background:Hobbits) 11
Tookland 184,281,283
Too Many Paths to Tread (Background:
Hobbits) 11
Torsten 387
Tough Guard (Background:Orcs) 70
Toughness (Special Ability) 214
Tower Hills (Emyn Beraid) 295
Trade, Trade Goods 257
Trader's Isle 422-423
Trading House (Improvement) 188
Training (Undertaking) 190
Training Heir (Undertaking) 190
Traits 85
Trapping (Trait:Speciality) 85
Travel (Skill) *See Fatigue Tests*
Travel Boons 147
Travelling *See Journeys*
Treasure 123
Treasure Hunter (Calling) 6-8,12,47,50,
53,68,72,103,159,192,355
Treasure Hunting (Undertaking) 192
Treasure Test 123
Treowine, Woodman Hero 418
Trip (Attack) 173
Trip to the Shire,A (Adv.Idea) 346
Troll King's Hoard,The (Adventure) 409
Trolls 24,76,139,205,232,237,247,252,
320-321,325,327,337-8,401
Trollshaws 192,320,337,398,401,403,428
Troublemakers (Adv.Idea) 360
True-Hearted (Trait:Distinctive Feature) 15
Tuckborough 286
Turin the Tinker 318
Turin Turambar 137,309,416
Twice-baked Honey Cakes (Cultural
Virtues:Beornings) 382
Twilight River (Siriual) 287,293
Twin Strike (Combat Task) 176
Two Weapon Fighting (Cultural Virtue: Elves
of Mirkwood) 97
Two Weapon Fighting (Mastery, Dual
Wielding) 87-88
Tyrant Hill 271,334
Tyulquin the Weaver 232,234,321

Ulmo, Lord of Waters 299,370
Una, Princess 315,335,429-432
Unarmed Combat (Trait:Speciality) 85
Uncharted Waters (Adv.Idea) 360
Unconscious (Knocked Out) 100,133,138,444
Underdeeps 194
Underestimated (Cultural Blessing:Hobbits of
The Shire) 44
Undertakings 184
Ungash 416
Unknown Mechanical Device 131
Ungladaneth (the Spider Woman) 324

Ungolcrist 407
Ungoliant 315,325
Unruly (Flaw) 228
Upper Marches,The 192,238
Uruk-hai Fighter (Cultural Virtue:Orcs) 100
Utumno 240,242-3,247-9,331

Valandil,King 330
Valar, The (The Powers,The Gods) 231,242,266,370,400,407
Vales of Gundabad 192,420
Valinor (Uttermost West, Undying Lands, Blessed Lands, Blessed Realm, Aman) 24,59,92,97,185,197,222,229,231,295,299-302,312,340,370
Valour 12,50,77-8,89,91-2,95,105, 109,125,138,140-142,155-156,174,178,181, 183,191,194,199,216,225,227,251,275, 318,332-333,372,384-6,398-9,425,429,431
Valour Test (Fear Test) 20,45,72,101,133, 144,148,150-4,159, 200, 215,250,365, 431
Valter the Bloody (Adversary) 127,232,234
Variag of Khand 236,353
Versatile Traveller (Wanderer Virtue) 103
Viglar (NPC) 209,365-366
Viglund (NPC) 316,365-367,384-385
Viglund Guards 246
Viglundings 245
Viglund Slavers 245
Village Well,The (Adv.Idea) 347
Vineyard (Improvement) 188
Virtues 87
See also Cultural Virtues and Masteries
Visit Annuminas (Undertaking) 185,192
Visit Grey Stone on Durin's Day (Undertaking) 196
Vocation Skills 6-8,12,75,80-81,195
Voice From the Past (Background:Beornings) 9

Wainriders 244,277-278,313
Walcaud (NPC) 419-424
Walda,King 303,406
Walking-Axe (Cultural Reward:Dwarves of Dunland) 107
Walter Whistletree 330
Wanderer (Calling) 6-8,12,53,57,60,64,72,103,159,257
Wandering Companion (Background: Elves of Lindon) 61
Wandering Exile (Background:Dwarves of Blue Mountains) 50
Wandering Soul (Background;Dwarves of Dunland) 53
Wandering Ways (Cultural Blessing: Dwarves of Dunland) 53
Warband (Captain's Band) 177
Warden (Calling) 6-8,12,50,53,64,72,103-4,159,199,384
Warder (Warden Virtue) 104
War Gear 112
Warg Rider (Cultural Virtue:Orcs) 101
Wargs 101,104-105,150,199,232,234,239 265, 291,297,320,337,341,343,345,402
Warhammer 116
War-helm of Azaghal 125
War of the Dwarves & Orcs 42,293-294,303
War of the Jewels 312
War of the Ring 280,283-284,315,338,342,395,413
War of Wrath 24
Wassa 386
Waste,The 192,269
Watch,The 185,283
Watch On Dol Guldur,The (Undertaking) 199
Watch On The Heath,The (Adventure) 127,334,36
Ways of the Wild (Cultural Virtue:Rangers of Ithilien) 101
Wayward (Flaw) 228
Wayward Elves (Culture) 42,209,225
Weak-willed (Trait:Distinctive Feature) 86
Weapon Ranges (yards) Table 114
Weapons 112
Weapon Shattering (Quality) 142
Weapon Skills 84
Weapons Table 113
Weary, Weariness 45,87,90,101,108,122, 142,146,148-153,196,216,227,241,246, 422
Weather Hills 398,401-403
Weathertop (Amon Sûl) 289,368,398-9
Weatherwise (Trait: Speciality) 85,224
Web of Steel (Undertaking) 88-89
Well-Read (Scholar Virtue) 102

Well-Traveled (Cultural Virtue:Dwarves of Dunland) 93
Well-worked Leather (Cultural Reward: Rangers of Ithilien) 110
Wendruskja 280
We're On the Outside Looking In (Adventure Idea) 361
Werewolf of Mirkwood 126, 232, 234, 266, 315, 318
West Farthing 281
Westfold 111,345
West Nether Vales 192,427
Westernesse *See Numenor*
Westmarch 311
West Upper Marches (Sceadudene) 238-239
West Upper Vales (Anduin) 192,239
White Council, The (The Wise) 129-130, 137,237,300,303,304,311,317,337,418,443
White Downs 282,283
White Heather (Dale) 261
White Mountains (Ered Nimrais) 30,303
White Towers 185,197,295
White Water Lilies (Herb) 427
Wide Open Skies (Cultural Blessing:Men of Dol Amroth) 63
Widu,The 322-323
Wight (Adversary) 193,222,227,233-234,288,339,355,374
Wild At Heart (Background:Elves of Mirkwood) 10
Wilderland 258
Wilful (Trait:Distinctive Feature) 15
Will Whitfoot 283
Withywindle River 283-284,286
Winter Wolf, Winter Wolf Captain 240
Wisdom 12,77,103-4,181,183,227,332
Wisdom Learned in Sorrow (Cultural Virtue:Elves of Rivendell) 90
Withered Heath 192,247,346,355,358,360,411
Witherfinger 203
With the Eyes of Eagles (Background: Rangers of Ithilien) 72
Wits Attribute (Mental) 12,14,131,134,443-4
Witty Gentleman (Background:Hobbits) 11
Wizard, Wizardry (Magic) 29,38,42,91-2, 95,102,131,134,140-1,148,151,200,216, 226-7,249,300,312,314,325,328,342,347, 350,352,355,357,361-2,374-5,378,388,443
Wizard's Blessing (Virtue) 38
Wizard's Pupil (Background:Woodmen) 11
Woeful Foresight (Cultural Virtue: Rangers of Ithilien) 101
Wolfbiter (Axe) 126,138
Wolf Goodman,Woodman Hero 21
Wolfswood 422-423
Wolves (Adversary) 239
Wondrous Artefacts 132
Woodcrafty (Cultural Blessing: Woodmen of Rhosgobel) 44
Woodcutter (Cultural Blessing: Woodmen of Woodland Hall) 44
Wood-elf Magic (Cultural Virtue: Elves of Mirkwood) 13,42,90,127,183.341
Wood-elves *See Silvan Elves*
Woodland Bow (Cultural Reward: Elves of Lindon) 108
Woodland Hall 43-4,126,179,199,225,265,316,318,375,386
Woodland Realm 19,42,127,184,270-271,279,379
Woodman's Ford 35
Woodmen of Mountain Hall (Culture) 43-44
Woodmen of Rhosgobel (Culture) 43-44
Woodmen of Wilderland (Culture) 6-8,12-13,43-44,53,64,69,101,406
Woodmen of Woodland Hall (Culture) 43-44
Woodmen of Woodmen-town (Culture) 43-44
Woodmen-town 35,43-44,199,261,315-316,322,324,372
Wood Wight (Adversary) 233-234,241
Wordweaver (Background:Bardings) 9
Work with Dwarven Craftsman (Undertaking) 196
Worldly (Wanderer Virtue) 103
Worrying (Flaw) 230
Wound(s), Wounded 44,87,92,99,101, 113,117,122,133,140-142,145,149,151-153, 157,163-164,167,170,177-178,183,189,196-197, 202,207,212,235,241,246,374,410,427
Wounding (Quality) 142
Wraith (Adversary) 134,227,233-234,236,241,246,288,331,416

Wulf 303
Wulfings 41,233-234

Xadok (NPC) 370

Yarl Caster 263
Years' End (End of Year)
123,143,183,190,199,202,429

Years:
2 330
249 330
250 288
861 288
1248 126
1409 129
1447 126
1600 311
1601 281
1636 242
1637 128
1650 327-330
1852 306
1974 291,311
1980 274
1981 138,417
1982 295
1996 274
1999 274
2000 274
2026 275
2027 275
2210 275
2460 270
2463 303-304
2471 270
2510 369
2570 275
2589 275
2590 275,277
2758 291
2759 291,303
2769 130
2793 303
2799 303
2800 303
2802 293-294
2835 130
2841 293
2845 294
2851 302,304,406
2864 304
2866 395
2894 25
2903 304
2910 282
2911 25
2912 25,369
2933 25
2935 30
2939 304
2941 25,261,267,282,293-294,302,304,394
2942 185,268
2943 268,282
2944 268,293,304
2945 269,275,326
2946 5,225,269,270,302,304,334,346,409
2947 315,321,334
2948 315,334,361
2949 313,316,334
2950 222,282,316,321,334,365
2951 30,199,282,316,334
2952 315-316,321,334,365
2953 30,304,316,321
2954 316,318
2955 316,321
2956 316
2957 30,282,317
2958 317
2959 317
2963 282
2968 282
2980 282-283
2993 417
3008 282
3013 283
3019 139,185,302,395

Zirakinbar 127

[i] Only uses the original six cultures from the rulebook

[ii] These cultures are all part of The Kingdom in the North campaign, see Part 8.

[iii] All Dwarves receive a true name at birth that they do not reveal to members of other races. In their dealings with other people, they adopt personal names in the language of other friendly cultures. The Dwarves of the Blue Mountains are no exception, and commonly use names after the fashion of the Men of the North. This custom has been in use for so long that a number of names have become traditionally associated with Dwarves of a particular House, and are used almost exclusively by them. Dwarves of renown are sometimes given a byname, usually an honorific title celebrating an exceptional deed or distinctive quality (eg. Thorin Oakenshield, Dáin Ironfoot).

[iv] *[This is an optional system designed to give players more background options, 1-3 are bad, 4-6 good. All rolls to be done with 1d6, a player can do as many rolls as they like on whichever tables they wish, but choices should be consistent with Cultural Background chosen, or players can do this before they choose]*

[v] This is a complete change of how weapon skills work in The One Ring.

[vi] These are optional virtues to be used

[vii] Travel load adds to Fatigue due to Failed Fatigue Tests on Journeys

[viii] Some of these items also include optional curses, up to the LM & player to decide.

[ix] These were put on the forum before the release of Erebor

x This is not comprehensive as Cubicle 7 has not provided an official list as yet.

xi These are Adventure Ideas etc. by rpgnet (they only got as far as no.68!)

[xii] Generated using JamesRBrown's ideas

xiii Main references only as numerous