



heroic Cultures
of
Wilderland
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for
The One Ring
Role-playing Game



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- BARDINGS -


CULTURAL VIRTUES

WITH ONE VOICE

The men of Dale have great potential to be the leaders of the North, with their many relations with all races and cultures, bringing the peoples' of Wilderland together.

If you are the Fellowship's spokesman during an Encounter, you always get to use the highest Standing or Renown within the company for setting initial tolerance and apply a -2 to the TN whenever you use Courtesy within an Encounter's Introduction phase.

WOEFUL FORESIGHT


Additionally, once every Adventuring Phase, when any Preliminary Roll results in an  on the Feat die; you may invoke the power of foresight, meaning your character auto-succeeds at the task in hand.

CULTURAL REWARDS

SWORD OF KING BARD (LONG SWORD)

As gifts to commemorate the defeat of the dragon Smaug, the Dwarves of the Mountain forged these long swords for King Bard and those amongst his men who are his closest allies and champions. Their thrice-forged blades never lose their keen edge, and their hilts and scabbards are inlaid with gold and silver.

Raise your Standing by 1.

Additionally, when you roll a  on the Feat die using a Sword of King Bard, you get a +2 to your Injury rating.

CULTURAL BOONS

KING'S MEN

Additionally, as a further Distinctive Feature, you may select either **Hardened** or **Steadfast** for your character.

- BEORNINGS -

CULTURAL VIRTUES

REDEEMED THROUGH BLOOD

Beornings are fearless foes against those in service of the Shadow and do not blanch when injured or suffering grievous wounds; instead finding strength in such circumstances.

If you are wounded while in combat against agents of the Shadow and in service to a good cause, you immediately recover one point of temporary shadow.

A good cause is considered any situation where you are not actively serving the enemy or engaging in an action that would be considered a misdeed.

CULTURAL BOONS

SKIN-COAT

When you are hit by a Piercing blow in combat, and then need to invoke an Attribute Bonus for the Protection Test, you may sacrifice 5 Endurance points instead of spending a point of Hope in order to resist the wound.



- DWARVES OF THE LONELY MOUNTAIN -

CULTURAL REWARDS

DWARF-WROUGHT HAUBERK (MAIL ARMOUR)
Also, increase the armour's damage reduction by one.

SECOND SKIN
You ignore the Worn condition when making Protection Tests and reduce the Travel Fatigue of any armour you may be wearing by one point.

- ELVES OF LÓRIEN -

CULTURAL REWARDS

ELVEN CLOAK

When you are in the wilderness, you can wrap yourself in your cloak and hood to hide. If you are not observed while hiding, you may remain hidden and unseen as long as you do not move or make a sound.



- ELVES OF MIRKWOOD -

CULTURAL VIRTUES

WOOD-ELF MAGIC

Though their magic was strong, even in those days they were wary.

You are mastering what mortals might call 'Elf-magic'. You learn how to fling a Stinging Arrow when you first select this Virtue. You may later master the making of Elf-lights as your undertaking, and spending one Experience point during a Fellowship phase; finally, you discover the secret of Enchanted Sleep by spending another Experience point as another undertaking during a later Fellowship phase.

In addition to the ability to cast magic, you gain the following trait.

New Trait: Fair Folk

The spirit of the Eldar burns brightly in you, even as it fades from the world. You are sensitive to the lingering presence of Elven "magic" (as mortals would call it), and others sense it in you...if you choose to reveal it.

Stinging Attack

You can make an arrow or spear flicker with a magical fire, making it fly true.

Spend a point of Hope when you let loose an arrow or throw a spear, and it will fly up to twice its normal range, OR spend a point of Hope after a successful ranged attack using a bow or spear to produce an automatic Piercing blow.

CULTURAL BOONS

DEADLY ARCHERY

An Elf with this Virtue may ignore the penalties associated with any situational modifier (eg, darkness, range, size of target, etc).

Additionally, when you spend a point of Hope to invoke an Attribute bonus on a ranged attack roll using a bow, you receive an additional bonus equal to your basic Heart score.

TERRIBLE TO BEHOLD

The light of the Eldar shines in you and you appear Perilous to others when roused.

When you successfully intimidate foes using the **Awe** skill, you generate an extra two points of additional Hate loss.

Additionally, in appropriate situations and during an Encounter your **Awe** skill receives a free attribute bonus to any task or test.



- LEOFRINGS -

When the Eotheod departed the northlands and migrated onto the plains of Calenardhon, not all were content to simply leave their homes and follow their King. Several groups of riders and their kinfolk chose to remain in the north while others, struck by the sheer beauty of the Eastern Nether Vales, decided that they would travel no further.

Within less than a decade of the departure of the Eotheod, these disparate groups had come to realise that the Vales were no longer the safe haven they had once been when Eorl could put thousands of riders in the field.

The largest group had remained in the vicinity of Framaburg, believing that the stout palisades and deep ditches would protect them from the goblins of the north. They united under a powerful nobleman named Leofr, who had served with distinction under Eorl at the Field of Celebrand, but it was not long before the foul denizens of Gundabad poured forth from their mountain stronghold and forced them to abandon the fortress. They migrated further south and settled in the western part of the Nether Vales where they first adopted the name of Leofringas (People of Leofr). Through time, the term Leofrings would come to be used in reference to all the Horsefolk who dwelt in the southern vales.

Unlike the Eorlingas, these Leofrings chose no King. Leofr realised that for him to claim Kingship would jeopardise such good will as remained towards them in the new Kingdom to the south. King Eorl still considered the Leofrings to be his subjects and thus it was decided that riders would be sent out to each of the extended family groups (Cohorts) to invite their Thanes to sit in a tribal council, to be convened in the ruined town of Dwarrowhall.

Dwarrowhall was built by the Dwarves of Khazad Dum many years earlier. It had been populated by members of many different Northmen tribes, all living together under the watchful eyes of the 'Longbeards' and farming the lands of the Dimrill Dale.

When Durin's Bane forced the Dwarves to abandon their ancient halls, the Northmen of Dwarrowhall left in their wake, in search of new homes and new markets for their skills and produce. The newly arrived Leofrings claimed the deserted town as their own. This they would make the stronghold of their new homeland and here they would spend the cold months of winter. While most of his folk departed to begin a semi nomadic existence, Leofr and the remainder stayed to fortify the ruins.

Following the death of Eorl, his sons and their descendents showed little interest in the affairs of the Leofrings. The young men might still journey south to join the 'Muster of Rohan' or find wives but the Leofrings became, in effect, an independent people.

As the power of the Shadow grew in Mirkwood, those of the Leofringas who dwelt in the Eastern Nether Vales either migrated west across the Great River or fell under its sway. A number of 'cohorts' traded openly with the servants of the Necromancer and several were rumoured to have entered his service. In the winter of 2940TA, when the Leofringas had gathered at the Dwarrowhall to celebrate the Feast of Yuletide, a horde of Orcs attacked and overwhelmed their defences, driving the survivors south.

The Leofrings are now greatly diminished in number. They still maintain the semi nomadic existence of their Rhovanic ancestors, unlike the Eorlingas, who have adopted a sedentary lifestyle on the fertile grasslands now known as 'The Mark'.



They tend their herds in that area that lies between the Golden Wood and Fangorn as well as in the northernmost regions of the Wold and the Field of Celebrand. A scarce handful remain in the lands of the Western Nether Vales, eking out their existence in the ruins of Dwarrowhall or diligently maintaining a vigil over the Ford of the Leofrings.

Although few in number, the riders of the Leofrings are fearless. They prefer to engage their foes at close quarters, reliant on the strength and manoeuvrability of their steeds to offset any disadvantage in numbers. The swirling melee and the charge are where these warriors gain the honour and reputation they crave. Some few are skilled with the bow, but these weapons are considered less honourable than the tall spears and swords that they wield to devastating effect.

DESCRIPTION

The Leofrings are Northmen of the same stock as the Rohirrim, which is to say that they are tall and brawny, fair of skin and light eyed. They are generally fair haired and the younger men tend to be clean shaven, but sport moustaches. Both sexes wear their hair long. Men favour it loose although veteran warriors often plait the hair at their temples as a mark of their standing. Young girls wear their hair long and loose but older, especially married, women tie theirs in two long plaits. Both of these are customs that date back to the time of their ancestors on the plains of Rhovanion. The most distinctive feature of any warrior of the Leofrings however, is a slightly bow legged gait. The mark of a life spent in the saddle.

STANDARD OF LIVING

The Leofrings possess little in the way of wealth and much of what they had was stolen from them during the sack of Dwarrowhall. Many have little more than the clothes on their back and such possessions as they managed to retain during their flight. Their standard of living is considered to be **Frugal**.

LANGUAGES

Leofrings generally speak the Common Speech (Westron) in addition to the language of the folks of the Vale of Anduin, closely related to Dalish.

LEOFRING ADVENTURERS

Times have rarely been so hard for the people of Leofr. Few of their young people find the time or possess the inclination to pursue the path of the adventurer. Those who do are usually drawn from among those who have lost everything they own, or everyone they held dear to the depredations of Orcs or other servants of the Shadow.

Suggested Callings: *Wanderer.* Among the Leofrings who find themselves on the path of adventure, it is those who have lost their kith and kin to Orcs, or worse things, who usually take up the calling of the Slayer. Others who have lost all they owned, but retained their families, roam the Wilderland in search of new homes or opportunity.

Unusual Callings: *Scholars.* As a people of no letters, Scholars are a rarity among the Leofrings. Histories and wisdom are passed down through an oral tradition of tales, poetic eddas and songs. The handful of keepers of this accumulated wealth of knowledge are known as Skalds.



WHAT THE THANE SAYS...

- **Bardings:** "After the Dragon drove them from their homes, some few came to dwell amongst us at Dwarrowhall. They had learned their smith craft from the Dwarves of the Lonely Mountain and many of our mail shirts and weapons were crafted by their skilful hands. Now that they have returned to Dale, they will be sorely missed."
- **Beornings:** "Their Lord is a mighty warrior who, it is said, wanders the vales in the form of a great bear. Their numbers are small, but swell daily as many Woodmen clans give over their allegiance to him. A few cohorts of our own people have sworn fealty to him as well. We missed their spears when the Orcs came to Dwarrowhall."



- **Dwarves of the Lonely Mountain:** "It is said that Dwarrowhall was built by Dwarves who dwelt in a massive underground city in the nearby mountains. All that I know is that there are no Dwarves there now. I have gazed in wonder on the lake that lies in the Dimrill Dale and have even approached the stair to their old city gates, before being chased away by the foul goblins who now infest that ancient place. I have never laid eyes upon a Dwarf and I feared, until recently, that they may be so diminished in number that I never would. Now I hear that Smaug the Terrible is slain and that there is a King, once more, under the mountain. Strange days we live in."
- **Elves of Mirkwood:** "I know little of them as they stay safe and secret beneath their woodland boughs in the northern reaches of the forest. They are reputed to be fair of form and speech, but merciless in battle with vast armies of spearmen and archers at their King's beck and call. Would that they were our allies but, alas, distance and their rumoured mistrust of mankind makes this impossible."
- **Hobbits of the Shire:** "I heard a strange tale from a Woodman of Rhosgobel, who heard it from a Barding merchant of Dale. This Woodman told me that the small folk, the 'Holbytlan', have returned to the Anduin Vales. It is, of course, a nonsense. My father told me tales of these 'halflings' and how they once lived along the banks of the Rive Gladden, but they are long since lost to the mists of time. Of course, this Woodman swore the Daleman's words to be true. He said that the 'Holbytlan' operate a hostelry near the Forest Gate and that one of them was somehow involved in the death of the dragon, Smaug."
- **Men of the Lake:** "A nation of merchants and shopkeepers, they dwell in a great wooden city that floats on the waters of a long lake, lying to the north east of Mirkwood. They are canny traders and capable warriors. I hear that their boats now sail down the rivers as far as the lands of the Easterlings."

- **Woodmen of Wilderland:** "They are decent people for the most part, although I have heard tales that a few of them have given their allegiance to the Shadow. They breed great hounds, used for hunting and battle and they afford them the same respect that we do our horses. The Brown Wizard dwells among them at the settlement of 'Brown Hay' and they avail of his protection. Would that we had such a powerful patron or ally."

CULTURAL BLESSING

HORSE MASTER

Such is your skill at arms and your horsemanship that you fight just as proficiently when mounted as when afoot. This blessing enables the character to fight effectively from horseback without spending points of Hope.

While mounted, the character gains a single (automatic) Combat Advantage Die per Combat Encounter. This extra die represents the tactical advantage that a trained warrior, from a mounted culture, has over his foes

STARTING SKILL SCORES

COMMON SKILLS

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

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

WEAPON SKILLS

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

- 1) (Swords) 2, Bow 1, Dagger 1
- 2) Tall Spear 2, Sword 1, Dagger 1

Tall Spear

These are long spears, developed by mounted cultures for use from horseback with one hand.

Weapon	Dmg	Edge	Injury	Enc	Group
Tall Spear	4	9	14	3	Spears

SPECIALITIES

Choose two traits from:

- Animal Husbandry, Enemy Lore (Orcs), Horseman, Horse Wrangler, Region Lore (Anduin Vales), Smith-craft

NEW BACKGROUND TRAITS

Horse Wrangler

A character with this background is able to herd horses and tame wild steeds for domestic purposes.

Animal Husbandry

A character with this trait is familiar with the breeding, herding and general wellbeing of domesticated animals.

Horseman

This trait means that a character can ride a horse and knows how to saddle and maintain his mount.

BACKGROUNDS

1 - GATHER NO MOSS

To roam the Vales with the wind in your hair and the sun upon your face. This is the daily life and heritage of the Leofrings. Whether mounted as an outrider for your 'cohort' or scouting for fresh pastures for the herds, this is the life you had lived until the Orcs came. They attacked your people at Dwarrowhall during the gathering for the festival of Yuletide. Many were slain and many more were dragged off into bondage by these vile denizens of the mountains. Most of those who survived live now on the borders of Rohan, afraid to return to their homeland.

You are not afraid and you hope to gather friends and to cement alliances between all of the free folk of the vales, the better to fend off the followers of the Shadow and permit your kin to return to their homes. You rarely stop in any one place for more than a few days and have found yourself made welcome among the Woodmen of Mirkwood and the followers of Lord Beorn.

Basic Attributes

Body 6, Heart 6, Wits 2

Favoured Skill

Explore

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Curious, Hardy, Honourable, Just, Proud, Vengeful, Wrathful

2 - WARDEN OF THE CROSSING

Despite the abandonment of the Nether Vales by your people, a small garrison of warriors has been left to guard the Ford of the Leofrings. In bygone years, your father had served with this group of men. From him you learned how to observe and listen carefully for approaching danger. "The eastern approaches were the most dangerous", he told you, "but vile goblins occasionally approach from mountains in the west". The men at the ford have often been hard pressed to keep it open, but have yet to fail in their duty. One day, you hope to join this illustrious band.

Basic Attributes

Body 6, Heart 4, Wits 4

Favoured Skill

Awareness

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Hardy, Honourable, Just, Keen-eyed, Patient, Quick of Hearing, Wary





3 - BLOOD, SWEAT AND TEARS

Your father was a Daleman, who had made his living in the town of Dwarrowhall by forging and repairing weapons and armour for the warriors of the Leofrings. Your mother was the only daughter of a local Thane and you had always considered yourself to be of her people, rather than your father's. Oh, how you had envied their freedom to come and go at will, instead of having to work the forge, day in and day out. Now, struggling to simply exist in the ruins of Dwarrowhall, you have heard of the rise of the new Kingdom of Dale. Your father and mother are both gone, slain in the sack of the town, and the prospect of a new life beyond Dwarrowhall has drawn your forth from your mourning.

Basic Attributes

Body 7, Heart 4, Wits 3

Favoured Skill

Craft

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Hardy, Honourable, Just, Patient, Robust, Steadfast, True

4 - TAMER OF HORSES

As long as you can remember, you have had a way with horses. Among the men of your cohort, it was said that you had the skill to soothe a wild horse with a few gestures and gentle words when others would need to break its spirit to train it. Your cohort has been dispersed and the herd scattered. Perhaps it is time for you to make your way in the world by other means.

Basic Attributes

Body 6, Heart 5, Wits 3

Favoured Skill

Persuade

Distinctive Features

(Choose two Traits from those listed)

Cautious, Clever, Determined, Hardy, Nimble, Patient, Steadfast, True Hearted.

5 - CAMPFIRE TALES

As a people of no letters, the stories and traditions of the Leofrings are passed on by word of mouth, down through the generations. Your family have long been repositories of these oral traditions and the ancient histories of your people are well known to you. Around the night fires of your 'cohort', your father would regale the children with humorous tales to send them off to a contented slumber. In times of strife, he would seek to inspire the men with the heroic tales of Frama, of Leofr and of Eorl the Young. Now, you are driven from your home and your cohort are scattered. With none left to impart your knowledge to, you have decided to create a story of your own.

Basic Attributes

Body 5, Heart 5, Wits 4

Favoured Skill

Lore

Distinctive Features

(Choose two Traits from those listed)

Clever, Cunning, Fair-spoken, Forthright, Honourable, Just, Merry, True-hearted

6 - WARRIOR BORN

Orcs, Wild Wolves and villainous men in the service of the Necromancer. Your people have fought them all and in all of those battles of yesteryear, the names of your forebears are remembered with honour among the captains and champions of the Leofrings.

Your people have been driven forth, but 'you' will not go quietly into exile. You have girt your loins with leather and iron and mounted your steed to bring the wrath of your people to the defilers of your homeland.

Basic Attributes

Body 7, Heart 5, Wits 2

Favoured Skill

Battle

Distinctive Features

(Choose two Traits from those listed)

Bold, Determined, Fierce, Hardened, Honourable, Just, Stern, Wrathful

LEOFRING NAMES

The Leofrings speak both Westron and the Rohirric tongue of their neighbours in the Mark. They tend to favour names that are Rohirric in style.

Male Names: Aldor, Bregdan, Brego, Derngar, Dunhere, Eomod, Eomund, Eorl, Fastred, Feolca, Gamling, Grimbald, Guthlaf, Haldred, Haleth, Herumer, Leofr, Walda.

Female Names: Barhilda, Dernwyn, Eohilda, Gleowyn, Herufrið, Theoda, Theofrið

Adventuring Age: 16-30

The Leofrings Woodmen don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties.

ENDURANCE AND HOPE

Starting scores:

- Endurance = 22 + Body
- Hope = 8 + Heart

CULTURAL VIRTUES

HORSE WHISPERER

Your skill and ability with horses is peerless. Never do you resort to laying on the whip or applying spurs, yet it seems that you can urge your mount on to ever greater feats of endurance while still keeping it hale.

- **Travel** becomes a favoured skill while you are mounted
- Additionally, you may spend a point of Hope to increase the distance you can travel in a single day by half
- All attempts to heal your mount receive a +2 bonus

TRUSTY STEED

There have always been tales that there are those among the Leofrings who can actually converse with their mounts. A character with this virtue names his steed and in doing so, forms an unbreakable bond of friendship with it.

- The 'trusty steed' will always come at its master's command and can be trained to assist him in any 'one' of the following skill rolls (Athletics, Awe, Battle, Travel)
- When the character makes a roll for the skill that has been imparted to the mount, he may roll the Feat Die twice and take the best result
- Additional skills can be imparted to the 'trusty steed' at the cost of 1 XP per further Fellowship phase. Only one new skill can be learned per subsequent phase

VIDUGAVIA'S HONOUR

Ever since the days when Vidugavia kept his oaths to the King of Gondor and made war upon his eastern kin, it has become commonly said that 'a Horseman's word is his bond'. The Leofrings pride themselves upon this perceived honesty and integrity.

A character with this virtue is not easily swayed or taken in by falsehoods.

- Insight becomes a favoured skill and the character gains +1 standing in his own community





CULTURAL REWARDS

CHARGER

Prior to the arrival of the Eothed, there were few horses to be found in the Vale of Anduin, save for ponies and an occasional dray horse. The Eotheod brought with them the skills and the stock to breed horses that could be trained for the field of battle.

These chargers are fairly rare as the land cannot support and sustain the numbers of mounts that were once found on the plains of the east. Only the warriors of a Thane's bodyguard possess these mighty steeds, but they are occasionally given as gifts to particularly valorous warriors.

Acquiring such a great steed means that the Leofring hero may use the rules for charges found within the *Horse Lords of Rohan* supplement.

HORN OF BATTLE

The Leofrings, like their Rohirric kin, use the braying of horns to announce their arrival on the field of battle.

The bearer of such a horn can blow it in the Opening Volley phase of any combat encounter; bringing despair and ruin to the enemy.

- If the bearer succeeds at an Awe test at TN16, the enemy automatically concedes Initiative and strikes last, no matter the other circumstances of the combat, until the following combat round
- A Great or Extraordinary Success means that the foe is terrorised to the point where he is rooted to the spot with fear. In a situation where the fellowship are outnumbered, the Loremaster cannot assign additional foes into the combat until the following combat round

HORSEHAIR PLUME

A mark of distinction amongst all the horsemen of Wilderland, this tradition dates back to the time when Prince Vidugavia united most of the clans into a single Kingdom of Rhovanion, where a horsehair crest was fixed to the helmet of a Captain or Champion as recognition of his deeds or rank.

- **Awe** and **Inspire** become favoured skills to the bearer of one of these tokens

CULTURAL BOONS

BLOOD OF THE WYRM SLAYER

Among the warriors of the Leofrings, there are some of such fearsome strength and skill that they must surely be scions of the line of Frama, the slayer of Scatha the Wurm.

A Hero with this Virtue may spend a point of Hope to subtract the Base Damage of his weapon from a foe's Armour roll, when he rolls the weapon's Edge. This makes causing a wound that much more likely.

IRON CLAD

Most warriors of the Leofrings are trained to wear armour on horseback. The finest of these men are the men of the Thane's bodyguard or those in training to join with those illustrious bands.

A character with this virtue is trained in how to wear heavier types of armour effectively, by learning to position themselves so that their steed bears a part of the burden.

- Any character with this virtue may deduct 4 points from the total encumbrance of their war-gear, whilst mounted

This can be improved by the spending of XPs in future Fellowship Phases. A single point can be spent per Fellowship phase to decrease the war gear encumbrance by a further 2 points (to a maximum of total of 8 points).

HORSE LORD

You are at home more on horseback than on foot.

- All Movement, Survival and Weapon skills are favoured while mounted



- MEN OF THE LAKE -

CULTURAL REWARDS

GIFT OF THE WOODLAND ELVES

Among the most unusual and rare possessions of a Lakeman household are items given to them as gifts by the Wood Elves of Mirkwood during their encounters with them. Such gifts can represent any physical item that the player-hero wishes.

When using this item in conjunction with the chosen Common Skill, you may roll the Feat Die twice and keep the best result.

- Examples of such items and their accompanying Common Skills are: Lembas Bread (Travel), Heath Rope (Athletics or Explore) and Elven Ring (Persuade, Inspire or Awe)

When selecting this Reward, the related Common Skill must be declared.

CULTURAL BOONS

SHIELD FIGHTING

If you are fighting using a shield of any type, 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 Encumbrance value of the shield you are using (1 for a Buckler, 2 for a Shield, 4 for a Great Shield)

TO JOURNEY'S END

Born to trade and travel, Men of the Lake know that planning a journey is of vital importance to its success and such endeavours are best made as a group.

- When you make Lore rolls for establishing "Journey Advantages" you always consider the highest roll in addition to your own roll (or next highest one) when determining the level of success.

- MEN OF DORWINION -

"It must be a potent wine to make a wood-elf drowsy; but this wine, it would seem, was the heady vintage of the great gardens of Dorwinion, not meant for his soldiers or his servants, but for the king's feast only, and for smaller bowls not for the butler's great flagons."

Dorwinion means Land of Wines and may come from the Sindarin 'dor' (land) and 'winion' (mannish in origin, closely linked to wine and denoting the kingdom's purpose).

The fertile climate, perfect latitudinal positioning, and close proximity to the Sea of Rhûn make Dorwinion the ideal agrarian society. Its wines are of such high-quality and widely enjoyed that even the elvish guards of Thranduil's prison cells drank themselves into a stupor with the wine of Dorwinion. Its wines are readily enjoyed by the Elves of Mirkwood, the Men of Dale and Esgaroth (Lake-town), and the Dwarves of the Lonely Mountain (Erebor) and of the Iron Hills. In earlier times of peace and stability, when Gondor's boundaries reached the Sea of Rhûn, Dorwinion was a protectorate and semi-autonomous colony. Its fine wines enjoyed by the Kings of Gondor and its Stewards alike.

DESCRIPTION

The Men of Dorwinion are a mixed people, descending from Northmen and Easterlings alike. Consequently, they are of average height, often with a darker skin and dark brown or black hairs, very often curly.

Men keep well-groomed moustaches and beards. When abroad, their clothes are well-crafted but simple; they are fond of jewellery but tend not to display it outside their own homes. They favour earth-tones, bright tans and orange-yellows contrasted by deep navy, burgundy, brown and green.

STANDARD OF LIVING

The Men of Dorwinion are great traders; their wines in particular are drunk at the high tables across Middle-earth. It is only through their cunning negotiations that their realm, poised precariously between Western and Eastern cultures, was able to survive. Men of Dorwinion are considered a **Rich** folk.

LANGUAGES

Men of Dorwinion generally speak the Common Speech (Westron) as well as their own language, Logthig. Some are also well versed in Silvan to aid in their dealings with the elves of Mirkwood.





DORWINION ADVENTURERS

As merchants, the Men of Dorwinion wander far and wide, and speak to many peoples. They are not a martial culture and do not seek war, yet history has taught them to be ready when it comes to protecting their own fields and homesteads.

Suggested Callings: *Wanderer and Warden.* These callings reflect best the two major dispositions of the Men of Dorwinion: they either strive far and wide across the land in search of new trade routes, or they stay at home, generally open to strangers, but at the same time carefully protective of their customs and holy places.

Unusual Callings: *Slayer.* Living in the midst of a range of aggressive cultures, the Men of Dorwinion have learnt other ways to survive and thrive.

WHAT THEIR CHIEFTAIN SAYS...

- **Bardings:** "It is good to see that the old markets in the West are opening up again. Let us hope that our relationship will be one of mutual trade and enrichment, and not one of envy and war."
- **Beornings:** "They are a grim people, and overly rigid in their principles of trade. And yet we also have a lot in common: our free life-style and our desire to protect it. And their honey-bread is excellent! I would pay dearly for the recipe."
- **Dwarves of the Lonely Mountain:** "An excellent source for high-quality metals and finely-wrought tools. A bit too fond of gold for gold's sake, if you ask me though."
- **Elves of Mirkwood:** "We have not had much dealings with the fair folk of the woods. We hear that they buy our wines on the markets of Esgaroth. Maybe we can strike a better deal with them directly?"
- **Hobbits of the Shire:** "A folk of small people in the Far West you say? How curious? Their lands as you describe them would have been pleasurable to the Earth-maidens."
- **Woodmen of Wilderland:** "Their life is a hard one, under the eaves of the Great Wood. I have seen some of their woodcarvings: very fine work indeed."

WHAT OTHERS SAY...

- **King Bard of the Men of Dale:** "They are peaceful – but do not be fooled: in trade, they are maybe even more cunning than the Dwarves! But we are glad to have them as our neighbours, though long leagues of empty lands divide us."
- **Beorn, Leader of the Beornings:** "I haven't heard much of them. Traders, hmmm? Well, let them come and trade, as long as they pay the tolls!"
- **King Dain of the Dwarves:** "We have heard about this land to the east. It is not so far from my old mansions in the Iron Mountains after all! I am sure they are in need of quality metals and our magic Dwarven toys."
- **Thranduil, the Elven-king:** "I am very partial to their wine, though I must say that after that little incident with Bilbo the hobbit and the 13 dwarves, I have come to think that it also has some dangerous qualities..."
- **Bilbo Baggins, the Hobbit:** "Ah, if I could wander to the far lands of Dorwinion! Their wine helped us a lot in the Elven-king's prison."
- **Radagast the Brown:** "They treat their lands gently, and pay respect to beast and plant. More than you can say about many other men!"

CULTURAL BLESSING

JOURNEYMAN'S BOON

The Men of Dorwinion are born travellers, and their culture lives on the interchange between other cultures.

- Every Man of Dorwinion is so used to journeying and its perils that he can fulfil two roles during the travel phase if necessary (eg, he can be both Hunter and Scout)
- At the same time, his unfailing sense of direction and knowledge about routes lets him add his Wits attribute score to every **Lore** roll when preparing a journey



STARTING SKILL SCORES

COMMON SKILLS

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

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

WEAPON SKILLS

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

- 1) (Bows) 2, Sword 1, Dagger 1
- 2) Spear 2, Sword 1, Dagger 1

SPECIALTIES

Choose two Traits from:

- Boating, Folk-lore, Leechcraft, Celduin-lore, Trading

BACKGROUNDS

1 - WINE MERCHANT

Your father took you on your first journey when you were five. In ten days on the road, you saw more than in your entire life until then. And at last, when you had reached your destination, you saw the boundless horizons, the greys, greens, and blues of the Inland Sea. After that, your path was set. You became a merchant, wandering across land and sea. And you have a matching temperament: an easy-going, friendly outward behaviour wrapped around an inner core of secret thoughts. If anything, it is the constant worry about profit that troubles you.

Basic Attributes

Body 2, Heart 6, Wits 6

Favoured Skill

Insight

Distinctive Features

(Choose two Traits from those listed)

Cautious, Clever, Cunning, Determined, Fair-spoken, Merry, Patient, Secretive

2 - TO GUARD AND PROTECT

How proud your family was when you started training with the most elite force of Dorwinion, the Realm-Master's guards. It is they who protect the important cities and sacred sites from the relentless onslaught of the Easterlings, they who defend the trade routes and therefore the veins and arteries of the realm.

Now you are one of them: loyal, steadfast, and strong. You enjoy the physical challenge of a fight, but are sober enough not to seek one yourself. You have become a good judge of character, and know that a few well-placed words can often do more than any application of force.

Basic Attributes

Body 4, Heart 6, Wits 4

Favoured Skill

Battle

Distinctive Features

(Choose two Traits from those listed)

Bold, Cunning, Determined, Forthright, Hardy, Just, Steadfast, Wary

3 - ENVOY OF THE HEALERS

You have grown up in the spiritual heart of Dorwinion, in one of the protected cities high up in the mountains. These cities are full of life: there are gardens everywhere, gardens planted by the Earth-Maidens themselves. The rarest herbs and finest flowers can be found there, and they are a site of peace, for body and mind. You have always had a knack to give this peace to the people who come here and so the Healers took you on as an apprentice at an early age.

Now that you have completed your basic training, they have set you a new task. Since they never leave the sacred cities themselves, they need their eyes, ears, and hands about the land to gather and to spread knowledge. It is up to you now to roam the land and bring healing, peace, and understanding to all its people.

Basic Attributes

Body 2, Heart 7, Wits 5

Favoured Skill

Healing

**Distinctive Features**

(Choose two Traits from those listed)

Cautious, Generous, Hardened, Honourable, Lordly, Merciful, Patient, True-hearted

4 - A FIERCE HEART AMONG TRADERS

You are a fighter and always will be. Even when you were little you got into innumerable brawls. You won most of them. Your hometown was a trading place for the Easterlings, and you were impressed at an early age by their culture, in which strength alone decides one's place in society. Coming from a poor family, this held a natural appeal for you. However, this wilful fighting is frowned upon in Dorwinion.

You have become a loner, haunting the seedier taverns and the alleyways at night. You are always willing to enter a good fight – ideally for a bit of gold. What most people do not realize though is that you are neither evil nor cruel. You simply see life as a struggle and have no aptitude to wriggle out of a tight spot. So you have to stand your ground and fight.

Basic Attributes

Body 4, Heart 5, Wits 5

Favoured Skill

Awe

Distinctive Features

(Choose two Traits from those listed)

Hardened, Fierce, Grim, Gruff, Reckless, Secretive, Vengeful, Wilful

5 - ON THE WAVES OF THE INLAND SEA

You were orphaned at an early age by a particularly vicious pirate attack that left your little village by the sea in cinders. Fishers picked you up a couple of days later, the only survivor of a terrible massacre. Since then, the sea has become your home and the source of your livelihood. You know each port on your coast, but rarely stay for long: the sea always calls. And deep down, there is another urge that drags you back to your ship: the desire to find these pirates one of these days, and take revenge.

Basic Attributes

Body 3, Heart 6, Wits 5

Favoured Skill

Travel

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Curious, Eager, Gruff, Keen-eyed, Nimble, Reckless, Robust

6 - THE SHADOW OF GOLD

You have seen the lure of greed. You grew up in a family of prosperous merchants, always eager to expand their trade. Then the shadowy emissaries from the East arrived, promising gold for information and allegiance. Your family struck a bargain. Little did they suspect the consequences: step by step they were led down the path of treachery. At first they sold information on trade routes and rivals – gossip no more. But imperceptibly, this moved on to vital details about the city, and finally to questions of security of the realm itself.

Of course they were found out. All your goods were confiscated, and many family members including your parents were banned from the realm. You were allowed to stay, but the shadow of suspicion has never left you since. And you yearn to find out more about the men who ruined your family.

Basic Attributes

Body 3, Heart 6, Wits 5

Favoured Skill

Riddle

Distinctive Features

(Choose two Traits from those listed)

Cautious, Determined, Forthright, Honourable, Patient, Proud, Secretive, Suspicious





DORWINION NAMES

The Dorwinion culture has developed from both Northman and Easterling alike, for that reason they are prone to use the names from either of these races of men.

The following names are from the Easterling culture, for Northman names refer to the appropriate Culture within the main rulebook.

Male Names: Bór, Böri (Wolf), Borlach, Borlad, Borthand, Brodda, Edgü (Good), Gizik (Storm), Göktig (Sky-Arrow), Kargî (Spear), Kemik (Bone), Kiliç (Sword), Kustig (Bird-Arrow), Maltök (Beast-Strong), Margöz (Snake-Eye), Öldür (Killer), Sacal (Beard), Uldor, Ulfang, Ulfast, Ulwarth, Yaban (Wild), Yiltig (Wind-Arrow), Yumruk (Fist).

Female Names: Ana (Mother), Katun (Woman), Kuzu (Lamb), Mareke (Snake-Sister), Markiz (Snake-Maid). Oyna (Dance), Tigeke (Arrow-Sister), Tigkiz (Arrow-Maid), Yileke (Wind-Sister), Yilkiz (Wind-Maid).

Adventuring Age: 16-30

Men of Dorwinion don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family back in their homelands.

ENDURANCE AND HOPE

Dorwinian characters calculate their starting scores based on the ratings below.

- Endurance = 22 + Body
- Hope = 10 + Heart

CULTURAL VIRTUES

A MERCHANT'S EYE

Having dealt with many cultures, you see easily into the heart of men.

- When testing **Insight**, roll the Feat die twice and keep the higher result

GIFT OF THE EARTH-MAIDENS

You carry some precious fruits of the earth with you, given to you by the priests of the Earth-maidens themselves.

- Once per journey each companion (including you) may eat some of this fruit and reduce travel **fatigue** by two points

WINE OF DORWINION

Dorwinion's famous vintage can serve two purposes. In small quantities, it fortifies body and mind.

- Lower the difficulty of one **Fear** test per adventure by one category OR gain 5 temporary points of Endurance for one battle (also above your normal Endurance maximum)

As demonstrate on the Elven-king's butler, larger quantities of this wine act as a powerful sedative.

- Once per adventure, you can make a single humanoid creature fall in such a deep sleep that only the loudest of noise or direct violence can wake it – provided you can persuade it to drink the wine!

CULTURAL REWARDS

SAILOR'S ARMOUR (LEATHER SHIRT OR CORSELET)

These sets of armour are said to be blessed by the priest of the Earth Maidens. They allow their wearer to move with far more freedom and are less encumbering than usual.

- Encumbrance is reduced by 1 (to a minimum of 1) and when performing an **Athletics** action, roll the Feat die twice and keep the best result

KINE BOW (BOW)

These special bows made from the horn of the Kine of Araw shoot further than any normal bow. They are perfect for travelling: small, powerful, and easy to handle.

- Double the range of the weapon
- The character only needs to be protected by one companion in order to assume a Rearward stance.



GUARDING SHIELD (GREAT SHIELD)

These large, tear-drop shaped shields have been developed as a special protection against the hit-and-run tactics of the mounted Easterling archers.

- Add a +2 bonus to the shield's Parry rating against ranged weapon attacks

CULTURAL BOONS

A TRAVELLER'S LEGS

Being used to the road, you tire less easily.

- Reduce the difficulty of **Travel** tests during a journey by one category

VALOROUS WORDS

The Men of Dorwinion emphasise the importance of the community. When they fight, they fight for their fellow men, and they know the right words to inspire loyalty, valour, and steadfastness.

- When you succeed at a Rally Comrades manoeuvre, you gain one additional success

WELL-TRAVELLED

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

- Whenever you encounter a group of people for the first time, you have an additional Success die to apply to any **Awe**, **Courtesy** or **Persuade** roll.



- WANDERING ELVES OF MIRKWOOD -

CULTURAL VIRTUES

WOOD-ELF MAGIC

Though their magic was strong, even in those days they were wary.

You are mastering what mortals might call 'Elf-magic'. You learn how to invoke Elf-lights when you first select this Virtue. You may later master the secret of Enchanted Sleep as your undertaking, and spending one Experience point during a Fellowship phase; finally, you discover the Songs of the Eldar by spending another Experience point as another undertaking during a later Fellowship phase.

In addition to the ability to cast magic, you gain the following trait.

New Trait: Fair Folk

The spirit of the Eldar burns brightly in you, even as it fades from the world. You are sensitive to the lingering presence of Elven "magic" (as mortals would call it), and others sense it in you...if you choose to reveal it.

Elf-lights

You know how to make a torch or a lamp burn with a peculiar flame that attracts all mortals who see it.

Spend a point of Hope to light a torch, or a lamp. Any speaking creature who sees its flame must try to get near it by any means possible, or spend a point of Hope (or Hate) to ignore the spell effect.

You may snuff out the light at will, even from a distance, either to extinguish the flame quickly and quietly, or to cause it to flare suddenly to blind and confuse your enemies (those standing close to the flare fight as if Weary for one round of combat).

Enchanted Sleep

Having used an Elf-light to attract an unwary victim, you can enchant him into slumber. You may snuff out the Elf-light when someone enters the area illuminated by the light. The first living creature with an Attribute level lower than 6 that enters the area drops immediately into an Enchanted Sleep.

Songs from Elder days

...and their faces and their songs were filled with mirth. Loud and clear and fair were those songs...

You may use the Intimidate Foes from Open Stance in Combat, but using the **Song** skill instead of Awe or Battle.

CULTURAL REWARDS

HARP OF THE WOODS

There was the sound, too, of elven-harps and of sweet music; and as it echoed up towards them it seemed that the chill of the air was warmed, and they caught faintly the fragrance of woodland flowers blossoming in spring.

When using Song during an Adventuring phase, roll the Feat die twice and keep the best result.

Additionally, if you spend a point of Hope, you (not the Loremaster) may decide how to allocate the Hate loss among the enemies when using Intimidate Foes, even focusing it all on a single adversary.

WINE OF THE DARK MOUNTAINS

"...I shall be hard at work tonight clearing the cellars of the empty wood, so let us have a drink first to help the labour."

When rolling any Preliminary Test, roll 1 additional Success die, up to a maximum of 6.

CULTURAL BOONS

EERIE LAUGHTER

At times they heard disquieting laughter. Sometimes there was singing in the distance too. The laughter was the laughter of fair voices not of goblins, and the singing was beautiful, but it sounded eerie and strange, and they were not comforted, rather they hurried on from those parts with what strength they had left.



While a Wandering Elf detaches himself from the living world, his voice and joy acquires a disturbing beauty, and becomes strange, even sinister, to mortal's ears.

When a Wandering Elf can be heard by a Mortal (elves, undead and Maia are excluded, along with other special creatures as the Loremaster sees fit), he can perform a Task rolling the Feat die and as many Success die as his Shadow score up to a maximum of 6 dice. According to the level of success, a number of creatures can be affected by the Elf's eerie laughter and strange songs, and be considered Spent (see Revised Book, page 129).

Several Mortal creatures can be affected, as long as the sum of their Attribute levels (or Heart rating, if heroes are involved) is equal or less to the following total:

- Ordinary success – 4
- Great success – 6
- Extraordinary success – 8

If any of the affected Mortals has an Attribute level (or Heart score) equal or lower than the Permanent Shadow score of the Wandering Elf, then it is considered Temporarily Miserable instead of Spent, as long as the individual is within hearing range of the Wandering Elf; including the danger of succumbing to a Bout of Madness.

Adversaries and Loremaster Characters are roleplayed by the Loremaster as indicated for heroes in page 129 of the Revised Book regarding their behaviour when Spent, temporarily Miserable or affected by a Bout of Madness. An appropriate trait to apply to Adversaries when spent would be *Craven*.

FEAST CLEARING

There was a fire in their midst and there were torches fastened to some of the trees round about; but most splendid sight of all: they were eating and drinking and laughing merrily.

Increase the Fellowship Pool by 1.

Once per Adventuring phase, when travelling through a Border Land or Wild Land in Mirkwood, the fellowship can rest for a night as if they were taking a prolonged rest in a safe place, thus using the improved recovery rates for Endurance, Fatigue and Wounds.

The fellowship can decide to stay for more days and continue to recover at the increased rate, but each hero will gain 1 point of Shadow for each day above the first.



- WILD HOBBITS OF THE ANDUIN VALES -

CULTURAL VIRTUES

BOLD BEYOND RECKONING

Braver than many believe, even themselves, Hobbits have an outstanding ability to surprise and inspire those around them with their actions.

If you slay a foe with a Great or Extraordinary success, or a Piercing Blow, you restore one point of hope to the Fellowship Pool (this may exceed the maximum total).

CULTURAL REWARDS

SLING OF ACCURACY (SLING)

Prized by the Hobbits of the Anduin, these slings are deceptively deadly in their accuracy.

When making a ranged attack using a Sling of Accuracy, add to your rolls a bonus of +3, or your Valour rating (whichever is higher).

- WOODMEN OF WILDERLAND -

CULTURAL BOONS

A HUNTER'S RESOLVE

Gain the **Hardy** or **Robust** trait.

Once per day you may spend a Hope point to recover a number of Endurance points equal to your favoured Heart rating and may remove the Wounded condition.

UNDAUNTED BY THE SHADOW

Woodmen have lived forever under the threat of the Shadow and its servants, and have become hardy and resistant to its ways when others would falter and succumb.

While you have an untreated or treated wound, you are immune to gaining any more Shadow Points through any Corruption or other tests involving the weapons of the enemy. However, points may still be obtained due to Anguish or Misdeeds.

