

The
ONE RING™
ADVENTURES
OVER THE EDGE OF THE WILD

-LOREMASTER'S GUIDE-
Narrating Tolkien-style



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If you have any questions or comments please contact me, James R. Brown, at pastorjamesbrown@hotmail.com.

- Introduction -

**There is a lot more in him than you guess,
and a deal more than he has any idea of
himself.**

Narrating an adventure in Middle-earth is quite the task! The Professor was very clever, descriptive, and surely had a basic Wits rating of 7 or higher. For those of us who do not possess such a natural ability in storytelling, some type of help is desired.

Furthermore, as a Loremaster who wishes to capture the flavor and style of Tolkien in his games, I realize I must actually *study* the source material and not just read it.

That is why I decided to write this Loremaster's Guide as a supplement for **THE ONE RING™ ADVENTURES OVER THE EDGE OF THE WILD** roleplaying game.

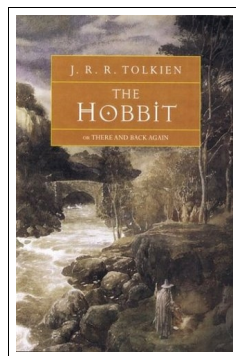


Narrating Tolkien-style contains a compilation of descriptions and facts, taken from *The Hobbit™*, covering a broad range of topics from terrain features to dwarven wardrobes. With each item there is a suggestion for Loremasters about how to use them

when narrating adventures in Wilderland.

I have also included some fun study questions to help sharpen your Loremaster skills. These require that you have a copy of the **THE ONE RING™** roleplaying game as well as *The Hobbit™*.

When page numbers are referenced, they will be from the english 1997 softcover edition, 272 pages, published by the Houghton Mifflin Company, with cover illustration by Alan Lee (*shown here*). I chose this edition because it is inexpensive, and quite frankly, it's the one I already had on my shelf!



Now, if *those of us who do not possess such a natural ability in storytelling* does not include you, I hope you enjoy this supplement anyway — friends and fellow conspirators! These may not be Middle-earth shattering study disciplines, but I pray you find something surprising and refreshing about them. For that matter, I have no doubt that my lack of formal education in Tolkien's prose or English will be evident in my writing, and this may cause you to get a funny queer fit, especially since this is a supplement about Tolkien-style narration. I apologize in advance for this.

All I ask is that you give it a read and do something unexpected — try my methods. If you do, you'll gain — well, we'll see if you gain anything in the end.

Seriously, try it.

"James R. Brown at your service!" I say with a low bow.

CONCERNING LOREMASTERS

What is a Loremaster? I suppose much has already been written about Loremasters, although they have not always been called by that name. They cannot be described generally, for they come in all shapes and sizes. Some have beards, while others are bald; some are fat and others seem as if they could use more dinners each day; some are well-groomed and nicely dressed, while others smell peculiar, to be polite about it. And those are just the women! But the one thing all Loremasters share is a love for dice and the good stories they affect. To be a Loremaster is to love adventures, especially difficult ones, or ones that come out altogether surprising in the end.

If you have ever been a Loremaster, you can identify with the mental endurance it requires when spending the good part of a session adjudicating rules, breaking up arguments between stubborn players, and otherwise being the 'master' of the game. As in all things, it is the discipline of preparation that gives you the skill, leading to a more satisfying end to a long day.

TOLKIEN-STYLE

The *Loremaster's Book*, pp. 6-9, does a fine job of breaking down the role of a Loremaster. I highly recommend a careful review of this material. The first time I read it, I breezed through it, admittedly wanting to get to the parts about mechanics, combat, and the Shadow. Reading it now, I appreciate the challenge it provides to all aspiring Loremasters, particularly in bringing the flavor of Tolkien to the game.

The author tells us, "Getting the Middle-earth 'mood' right is essential in order to give the players the feeling that they are a part of the unfolding events at the end of the Third Age." After admonishment to take another look at Tolkien's books, he goes on to say that it makes sense for the Loremaster to be the player with the deepest 'Tolkien-lore.'

But it is the section titled **The Loremaster as Narrator** on page 8 that really pushed me into writing this guide; specifically this statement, "[A] few well-chosen words are enough to give a vivid picture of what is going on, as the situation reminds the players of a scene from the books."

THREE CONCENTRATIONS

It seems to me then, that a Loremaster should concentrate on three things if he wants to be an interesting narrator who reminds players of scenes from the books. First, he should have the most Tolkien-lore. This requires grabbing some buttered scones, sitting on a stool by fireside, and lots and lots of studying! Secondly, he should arm himself with words. Not just any sort of words, but words and phrases that Tolkien would use. For fun, he should also make a list of words and phrases that Tolkien would *not* use, and avoid using them during narration. Thirdly, he should study various scenes from the books. This will familiarize the Loremaster with the kinds of scenes Tolkien used and the details he put into them. Converting scenes into the framework of The One Ring will help Loremasters master the blend of Tolkien-style narration and solid game mechanics.

These three concentrations form the parts of this guide, with each part to be used as a study tool on the way to putting the *master* in Loremaster. It is not intended that all the work will be done for you — rather, you will learn the disciplines that will lead to Tolkien-style narration in actual gaming sessions.

Part 1: Tolkien-Lore *Studying the Books*

Part 2: Words & Phrases *Sounding like the Professor*

Part 3: Scenes *Blending Story & Mechanics*

-part 1: tolkien-lore-

Studying the Books

-mapping the HOBBIT-

He loved maps, and in his hall there hung a large one of the Country Round with all his favourite walks marked on it in red ink.

Increasing your Tolkien-lore begins by taking another look at Tolkien's books, which begins by picking them up and reading them. This, of course, cannot be done *for* you, you must do it for yourself. If you have less than half a mind to study the source material, you will never achieve the level of knowledge expected of a great Loremaster. Your discipline in this area will be evident during live narration. Whether you recall the fact that Old Smaug preferred eating maidens or Gandalf likes cold chicken and pickles, you will gain the respect of your players while staying true to the source material.

Although it is highly recommended to read all of Tolkien's books, you can gain a remarkable amount of lore just from reading *The Hobbit*. In fact, since the first core set of The One Ring, Adventures over the Edge of the Wild, is set just five years after the events of *The Hobbit* and focuses on the region of Wilderland, it is the best book to begin studying.

What is mapping?

Mapping is the discipline of reading a story and taking detailed notes in a variety of categories. The purpose of mapping is familiarity with these categories, as well as connecting bits of lore together for a more comprehensive view of a particular topic. Furthermore, mapping is the foundational discipline

needed in all three parts of this guide, as it involves fact gathering, listing words and phrases, and outlining scenes.

Think of reading *The Hobbit* as going on an adventure of your own. Each chapter is like entering a new dangerous location in Middle-earth that you will need to map, marking items of interest that stand out. You may want to re-visit those items down the road and include them in your own stories. Therefore, you should remember to think like a Loremaster of The One Ring roleplaying game and not simply a compiler of trivial facts. When mapping, ask yourself how you could use the information in a future gaming session.

Preparations

Before you begin mapping, you should prepare a framework for your map. While this setup is customizable according to your own tastes, there are some parts common to every map.

First, create a table in a writing program on a computer, or draw one in a notebook.

The table should include at least three columns with the headings Chapter, Category, and Comments. If you use a writing program, it will be easier to sort your map later and you can update comments within specific categories without having to enter a new line for that category each time additional information is discovered. If you don't have a computer program — you may want to consider making each category its own page to avoid this problem.

Second, define your column headings and the purpose for them.

In this case, the column labeled 'Chapter' is for

listing the number or name of the chapter being mapped from *The Hobbit*. There are nineteen chapters to map:

I	An Unexpected Party
II	Roast Mutton
III	A Short Rest
IV	Over Hill and Under Hill
V	Riddles in the Dark
VI	Out of the Frying-Pan into the Fire
VII	Queer Lodgings
VIII	Flies and Spiders
IX	Barrels Out of Bond
X	A Warm Welcome
XI	On the Doorstep
XII	Inside Information
XIII	Not at Home
XIV	Fire and Water
XV	The Gathering of the Clouds
XVI	A Thief in the Night
XVII	The Clouds Burst
XVIII	The Return Journey
XIX	The Last Stage

Each of these chapters is a certain number of pages, representing an overall percentage of the map. For example, Chapter I: An Unexpected Party is 26 pages out of 272 or 9.6% of the map.

The column labeled 'Category' is where you will list all the broad categories you will be commenting on. Some of these can be identified from the beginning and others won't be revealed until you discover them as you study. The purpose for having categories is to bring all similar information into one place, thereby making it simpler to reference for later use. Here are several suggested starting categories:

Culture	Character	Geography
Location	Creature	Food
Weapons	Armor	Object
Quotes	Words	Actions
Scene		

Each category can be further clarified by adding a specific topic in parenthesis, e.g., Character (Bilbo Baggins). Below are suggestions for various topics in each of these categories with explanations.

Culture

(Hobbits, Dwarves, Elves, Men)

Choose one of the four major races of Middle-earth or something even more defined, such as Dwarves of the Lonely Mountain.

Character

(Bilbo Baggins, Gandalf, Thorin Oakenshield)

Choose a specific character.

Geography

(Holes, Mountains, Rivers, Forests)

Choose a specific geographical feature.

Location

(Bilbo's Hobbit hole, Dale, the Mountain)

Choose a specific location.

Creature

(Old Smaug, Orcs, Trolls, Spiders)

Choose a specific creature or type of creature.

Food

This category does not necessarily need to be divided into specific topics, although you may want to make comments on types of food eaten by specific cultures, characters, or creatures; or possibly even food found in certain locations or geographical areas, e.g., Food (The Shire).

Weapons

This category may not need to be divided into specific topics. However, if there is a unique weapon, it may need its own entry, e.g., Weapons (Swords).

Armor

Again, this category may not need to be divided into specific topics unless there is a unique piece of armor that needs its own entry, e.g., Armor (Helms).

Object(s)

(Map of the Mountain, Gandalf's staff, Musical Instruments)

Choose a specific object or group of objects.

Quotes

This category includes all sentences that stand out to you. It does not require specific topics, unless you would like to categorize your quotes in some way, e.g., Quotes (Bilbo's Sayings).

Words

This category covers all unique words or short phrases and does not require specific topics, unless there is a desire to categorize into types of words, such as nouns and adjectives.

Actions

This category covers all verbs and action descriptions and does not require specific topics unless it is desired to associate certain actions with a culture, character or creature, e.g., Actions (Dragons).

Scene

This category identifies a specific scene from the material that will be converted into game terms. Name the scene whatever you wish.

The third column labeled 'Comments' is where you will actually take notes. Comments can be organized in whatever fashion is easiest for you to understand but should generally include the page number(s) where the information can be found (in your source), the body of the comment, and possible Loremaster uses.

Mapping Page By Page

Now that you have prepared your map, you can begin the hard work of reading and mapping. Follow these steps and you will find that you are picking up more Tolkien-Lore than you anticipated.

Step One: Read the Text

Step Two: Identify Categories

Step Three: Write Comments

When you read the text, comprehend what you are reading and enjoy the story. Try reading a full page of material before you begin mapping. Then, go

back to the top of the page and start your work.

As you come across items that fit into your categories, write them down. You may also find information that seems to fit a new category that you did not anticipate during preparation. That's okay, just add it as a new category anyway.

The goal is to identify categories of information you feel will increase your Tolkien-Lore, increase your knowledge of Tolkien's words and phrases, and lead you to better Loremaster skills.

As soon as you identify your first category, write a comment about that particular piece of information, remembering to include the page number you found it on and a possible use for the information in a gaming session. Sometimes, thinking of a gaming application can be done after an entire chapter is mapped.

For most categories, your comments will consist of descriptions and details about the topic. These do not have to be full sentences, but key words and facts separated by semicolons. As you read further, you will often revisit previous categories. Just add to your comments about that topic by listing the new page number (if appropriate) and the new comments. After an entire chapter is mapped, you may be surprised by the amount of lore you have gathered on a particular topic.

It can be slightly confusing at times when deciding what category to put information in. You may think that the information falls into more than one category. For example, you may want to place Thorin's breakfast order under Character (Thorin) as well as Food. It may even fall under Culture (Dwarves) if you'd like. It does not matter how many categories the information is recorded under; mapping is purely for your study purposes and recording the same information in several ways will only facilitate your memorization and recall.

After each finished page of mapping, update the total pages done and the percentage of the map completed. This will serve as an encouragement and incentive to keep the project moving forward.

Examples of Mapping...

The following is a full example of a map from Chapter 1 of *The Hobbit, An Unexpected Party*.

Chapter	Category	Comments 26/272, 9.6%
Chapter 1	Geography (Holes)	(p. 3) Described as nasty, wet, filled with the ends of worms and an oozy smell; dry, bare and sandy with nothing in them to sit down on or eat; (p. 17) a rabbit-hole is mentioned; LOREMASTER: You look out on the hill and find it full of nasty, wet holes, like giant worms have infested it.
Chapter 1	Location (Bilbo's Hobbit-hole)	(p. 3) It is comfortable; has a perfectly round door, painted green, yellow brass knob in the exact middle; door opens into a tube-shaped hall like a tunnel (that winds on and on), without smoke, with panelled walls, and floors tiled and carpeted, provided with polished chairs, and lots and lots of pegs for hats and coats; no upstairs; bedrooms, bathrooms, cellars (where the beer is kept, p. 9), pantries (lots of these), wardrobes (whole rooms devoted to clothes), kitchens, and dining-rooms all on the same passage; the best rooms are on the left (going in) with the windows, which are deep-set and round overlooking Bilbo's garden, and meadows beyond, sloping down to the river; (p. 8) front door-bell (sounds like <i>ding-dong-a-ling-dang</i> (p. 10); there is a kettle, cup and saucer; (p. 9) pint beer-mug; (p. 10) big jug of coffee, set on the hearth; (p. 12) bottles, dishes, knives, forks, glasses, plates, spoons, and big trays; has small tables and a parlour, with a stool by fireside; (p. 13) parlour has a chimney and clock on mantelpiece; (p. 16) poker and shovel in fireplace; (p. 17) there is a drawing-room sofa; (p. 20) in Bilbo's hall hangs a large map of the Country Round; (p. 25) there are spare-rooms, chairs and sofas; LOREMASTER: Scuttling down the panelled passage, you make your way past spare-rooms, pantries, dining-rooms, and wardrobes before discovering the first bathroom on your right.
Chapter 1	Quotes	(p. 3) <i>...you could tell what a Baggins would say on any question without the bother of asking him.</i> LOREMASTER: You don't even need to ask the old hobbit if he wants to help you, for you can tell what he would say without the bother of asking him. (p. 5) <i>If you had heard only a quarter of what I have heard about him, and I have only heard very little of all there is to hear, you would be prepared for any sort of remarkable tale.</i> This quote is speaking of Gandalf from the narrator's point of view. (p. 8) <i>And what would you do, if an uninvited dwarf came and hung his things up in your hall without a word of explanation?</i> It seems that Tolkien

Chapter	Category	Comments 26 / 272, 9.6%
		liked to narrate by posing questions to the listener/reader. (p. 9) <i>...but 'they have begun to arrive' had flustered him badly.</i> Instead of saying the dwarf bothered Bilbo by what he said, Tolkien quotes the dwarf. He does this sort of thing again (p. 16) <i>...wagging his mouth in protest at being called 'audacious' and worst of all 'fellow conspirator'...</i> and (p. 17) <i>At 'may never return' he began to feel a shriek coming up inside;</i> (p. 18) <i>As for 'little fellow bobbing on the mat' it almost made him really fierce;</i> (p. 12) <i>The dwarves ate and ate, and talked and talked, and time got on.</i> This is a good way for a Loremaster to describe a meal-time. (p. 16) <i>He had less than half a mind to fetch the lamp, and more than half a mind to pretend to, and go and hide behind the beer-barrels in the cellar...</i> Tolkien uses the phrase <i>less than half a mind</i> to mean that Bilbo had very little desire to get the lamp, but was determined to pretend to and go hide instead. (p. 17) <i>"Humph!" (or some snort more or less like that).</i> (p. 19) Gandalf about Bilbo, <i>There is a lot more in him than you guess, and a deal more than he has an idea of himself. You may (possibly) all live to thank me yet.</i> (p. 21) Bilbo, <i>'Also, I should like to know about risks, out-of-pocket expenses, time required and remuneration, and so forth' – by which he meant: 'What am I going to get out of it? and am I going to come back alive?'</i> (p. 24) <i>The explanation did not seem to explain.</i> (p. 24) <i>Never you mind. I was finding things out, as usual; and a nasty dangerous business it was. Even I, Gandalf, only just escaped. I tried to save your father, but it was too late. He was witless and wandering, and had forgotten almost everything except the map and the key.</i> (p. 26) <i>Bilbo went to sleep with that in his ears, and it gave him very uncomfortable dreams. It was long after the break of day, when he woke up.</i>
Chapter 1	Words	(p. 3) <i>lots and lots;</i> (p. 4) <i>noise like elephants;</i> (pp. 4-5) <i>and there they remained to the end of their days;</i> (p. 5) <i>a bit queer in his make-up; for ages and ages;</i> (p. 10) <i>the depredations of dragons</i> (which means plundering or ravaging); a throng of dwarves; <i>altogether bewildered and bewuthered;</i> (p. 11) <i>open the door like a pop-gun; inside of my larders</i> (pantries); (pp. 12, 16) <i>flummoxed</i> (confounded); <i>Confusticate and bebother these dwarves!;</i> (p. 13) <i>with his feet on the fender</i> (metal guard on

Chapter	Category	Comments 26 / 272, 9.6%
		open fire to block falling coals); (p. 17) <i>like the whistle of an engine coming out of a tunnel; gets funny queer fits; as fierce as a dragon in a pinch</i> ; (p. 21) <i>...said he, feeling all confused and a bit shaky inside; ...said he obstinately, putting on his business manner</i> ;
Chapter 1	Actions	(p. 4) Hobbits disappear quietly and quickly; large stupid folk come blundering along; Took discreetly disappear; (p. 7) Bilbo turned and scuttled inside; (p. 8) Gandalf strode away; Dwalin pushed inside; (p. 9) Balin hopped inside; Bilbo finds himself scuttling off; Bilbo plumped down the beer...; he puffed along the passage; in they hopped; Kili and Fili both swept off their blue hoods and bowed; (p. 10) he said, blinking; off they marched; Some called for ale; Bilbo rushed along the passage; (p. 11) Bilbo stumped off to the pantries; (p. 12) they had whisked the trays and a couple of small tables into the parlour; (p. 16) Bilbo Baggins, who was wagging his mouth in protest; (p. 17) he crept nervously to the door; (p. 18) Gloin "clapped eyes on the little fellow bobbing and puffing on the mat..."; (p. 19) the dwarf huddled back in his chair; (p. 22) Smaug flew up into the air and came south; (p. 23) the dragon settled on the mountain in a spout of flame; he came down the slopes; the bells were ringing and the warriors were arming; the dwarves rushed out of their great gate; the dragon came on them and destroyed most of their warriors; he crept in through the Front Gate and routed out all the halls; he used to crawl out of the great gate; he would carry away people, especially maidens, to eat, until Dale was ruined, and all the people dead or gone; we went away; (p. 24) <i>said the wizard slowly and grimly; asked Thorin with a shudder, and all the dwarves shivered</i> ; Thrain was witless and wandering; (p. 25) <i>they all said turning suddenly towards him</i> ;
Chapter 1	Culture (Hobbits)	(p. 4) Hobbits are shy of the Big People; a little people, half the height of a man, and smaller than the bearded dwarves; no beards; no magic about them; they can disappear quietly and quickly; keen hearing; inclined to be fat in the stomach; dress in bright colours (chiefly green and yellow); wear no shoes (because their feet grow leathery soles and thick warm brown curly hair like the stuff on their heads); have long clever brown fingers; good-natured faces; laugh deep fruity laughs; eat dinner twice a day (when they can get it); (p. 5) children are called hobbit-boys and hobbit-girls; eat breakfast; (p. 6) eat dinner; (p. 9) eat an after-supper morsel; (p. 10) eat supper; LOREMASTER: Gardener Bolger lets out a deep fruity laugh when you ask him if you can hide in his fields.
Chapter 1	Location (The Hill)	(p. 3) also called the neighbourhood of The Hill; (p. 4) when referring to a location in the Shire, they say either under The Hill, over The Hill or across the Water (referring to the small river that runs at the foot of The Hill);
Chapter 1	Character (Bilbo Baggins)	(p. 3) Bagginses are very well-to-do; they are respectable because they are rich and never have adventures or do anything unexpected; (p. 4) Bilbo's mother was the famous Belladonna Took (one of three remarkable

Chapter	Category	Comments 26 / 272, 9.6%
		daughters of the Old Took, head of the hobbits); family called Took-clan; she married Bungo Baggins who built their hobbit hole; (p. 5) Bilbo was their only son; smokes an enormous long wooden pipe; (p. 6) blows smoke-rings (he loves them, p. 13); (p. 8) has an Engagement Tablet for appointments; (p. 15) wears a walking stick; (p. 16) known as Mr Baggins of Bag-End, Under-Hill; (p. 17) Old Took's great-grand-uncle, Bullroarer, was so huge he could ride a horse; <i>He charged the ranks of goblins of Mount Gram in the Battle of the Green Fields, and knocked their king Golfimbul's head clean off with a wooden club. It sailed a hundred yards through the air and went down a rabbit-hole, and in this way the battle was won and the game of Golf was invented at the same moment;</i> (p. 20) Bilbo loves maps; LOREMASTER: As you approach Mr Baggins, you notice he is smoking an enormous long wooden pipe and checking his Engagement Tablet.
Chapter 1	Character (Gandalf)	(p. 5) Gandalf is an old man with a staff; having a tall pointed blue hat, brimmed and shady; long grey cloak; <i>silver scarf over which his long white beard hung down below his waist</i>; immense black boots; long bushy eyebrows; friend of the Old Took before he died; (p. 7) <i>gave Old Took a pair of magic diamond studs that fastened themselves and never came undone till ordered</i>; teller of tales at parties, <i>about dragons and goblins and giants and the rescue of princesses and the unexpected luck of widows' sons</i>; maker of fireworks (great lilies, snapdragons, laburnums of fire) that Old Took used to have on Midsummer's Eve; <i>responsible for so many lads and lasses going off into the Blue for mad adventures</i> (like climbing trees, visiting elves, sailing ships, sailing to other shores!); (p. 8) spike on his staff good for scratching and knocking <i>rat-tat</i> (p. 10); (p. 13) has short clay-pipe, blows smoke-rings (some go green and hover over the wizard's head like clouds, making him look <i>strange and sorcerous</i>); (p. 17) struck a blue light on the end of his magic staff; (p. 24) got the map of the Mountain from Thrain; found Thrain as a prisoner in the dungeons of the Necromancer;
Chapter 1	Food	(p. 7) tea; (p. 8-10) cakes; (p. 9) beer and seed-cake (round); (p. 10) ale, porter, coffee; buttered scones; (p. 11) red wine (Gandalf & Thorin's choice); raspberry jam, apple-tart, mince-pies and cheese, pork-pie and salad; eggs, cold chicken and pickles (Gandalf's order); (p. 25) Thorin orders six poached eggs with ham (and <i>don't break 'em</i>);
Chapter 1	Culture (Dwarves)	(p. 8) Dwalin has a <i>blue beard tucked into a golden belt</i>, very bright eyes, dark-green hood on cloak and greets with low bow; (pp. 8-9) Balin has a white beard and scarlet hood, greets with hand on breast; dwarves greet with "_____ at your service!"; (p. 9) Balin & Dwalin are brothers; Kili and Fili have blue hoods, silver belts, yellow beards, each carry a bag of tools and a spade and greet with bow; they are the youngest, p. 17; (p. 10) Dori, Nori, Ori, Oin, and Gloin have two purple hoods, grey hood, brown hood, and a white hood, respectively, broad hands, gold and silver belts; (p. 11) Bifur, Bofur, Bombur have two yellow hoods and a pale green hood; Thorin

Chapter	Category	Comments 26 / 272, 9.6%
		Oakenshield has a sky-blue hood with a long silver tassel, did not say anything about service; Bombur is immensely fat and heavy; (pp. 12-13) they sing songs with deep throats; (p. 13) Kili & Fili have little fiddles in their bags; Dori, Nori, and Ori have flutes in their coats; Bombur has a drum; Bifur and Bofur had clarinets among the walking sticks; Dwalin and Balin have big viols on the porch; Thorin has a beautiful golden harp; (p. 19) the dwarves used to dig coal; Thorin's grandfather is Thrór, who made a plan of the Mountain; (p. 22) Thorin's far ancestor, Thráin the Old, discovered the Mountain; they mined and they tunnelled and they made huger halls and greater workshops; they found a good deal of gold and a great many jewels; they grew rich and famous; Thrór was King under the Mountain, men treated him with great reverence; dwarves never used to bother growing or finding their own food-supplies, for they were supplied by the fathers of the sons they took on as apprentices; dwarves were rich in those days and <i>had money to spend and to lend, and leisure to make beautiful things just for the fun of it, not to speak of the most marvellous and magical toys, the like of which is not to be found in the world now-a-days</i> ; (p. 23) after leaving the Mountain, the dwarves had to earn livings up and down the lands, sinking as low as blacksmith-work or even coalmining; (p. 24) Thrór was killed in the mines of Moria by Azog the Goblin; before he went into the mines he gave the map to Thráin, his son; Thráin went on adventures, but never got near the Mountain; Gandalf found him a prisoner in the dungeons of the Necromancer; (p. 25) Thráin wished for Thorin to read the map and use the key; dwarves order breakfast without so much as a please;
Chapter 1	Character (Thorin Oakenshield)	(p. 11) Thorin is very haughty; (p. 13) smokes a pipe and blows enormous smoke-rings and tells them where to go; plays a harp; (p. 20) fastened the key <i>upon a fine chain that hung about his neck and under his jacket</i> ; (p. 21) grandfather is Thrór; (p. 22) far ancestor, Thráin the Old; (p. 24) has not seen his father Thráin for 100 years (he is missing); Thráin gave the map to Gandalf and could not remember his own name; (p. 25) he wished for Thorin to use the map and the key;
Chapter 1	Objects (Musical Instruments)	(p. 13) The dwarves had little fiddles, flutes, a drum, clarinets, viols, and a harp; LOREMASTER: Pushing into the tavern, you instantly hear the sound of strings as a small band of dwarves work their fiddles, viols, and golden harps.
Chapter 1	Geography (the Wild)	(p. 15) Great mountains, pine-trees, waterfalls, and caves; (p. 18) The Last Desert is in the East of East; (p. 19) Mirkwood and the Withered Heath are lands about the Mountain; (p. 20) East, as far as the Long Lake; the Running River; ruins of Dale—the old town in the valley, <i>under the shadow of the Mountain</i> ; (p. 21) Front Gate, <i>the river runs right out of it through the great cliff at the South of the Mountain</i> ;

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		LOREMASTER: It has been a long journey over the Wild, through great mountains surrounded by pine-trees, waterfalls, and dark, mysterious caves.
Chapter 1	Creatures	(p. 18) Were-worms live in the Last Desert; (p. 19) great dragons bred in the Withered Heath; Old Smaug is a dragon;
Chapter 1	Location (The Mountain)	(p. 19) There is a secret entrance (Side-door, p. 21) on the West side to the Lower Halls (caves); (p. 20) entrance is five feet high and three may walk abreast (too small for Smaug); (p. 21) there is a Front Gate; (p. 22) when Thorin's grandfather was King, the halls became full of armour and jewels and carvings and cups; there are pine trees; (p. 23) there are woods at the bottom of the slopes; there is a great gate; there are halls, lanes, tunnels, alleys, cellars, mansions and passages; LOREMASTER: Staring up the slopes from the edge of the woods, you can see the great gate to the Mountain
Chapter 1	Creature (Old Smaug)	(p. 20) Smaug is too large for the secret entrance to the Mountain; has devoured dwarves and men of Dale; (p. 21) comes out of the Front Gate; (p. 22) dragons steal gold and jewels from men, elves, and dwarves; they guard their plunder as long as they live (which is practically forever, unless they are killed), though they never enjoy any of it; they don't know good items from bad but they have a good notion about the market value; they make anything for themselves, not even repairs; they can get loose scales; there used to be lots of dragons in the North; Smaug was specially greedy, strong and wicked; when he flies it sounds like the noise of a hurricane from the North; (p. 23) he spouts flame; he made the river steam and used the fog that fell on Dale as a cover for attack; he piles treasure in a great heap and sleeps on it for a bed; he crawls out of the great gate and comes by night to Dale; he would carry away people, especially maidens, to eat, until Dale was ruined, and all the people dead or gone; LOREMASTER: The dragon flies down on your company with the noise of a hurricane from the North.
Chapter 1	Objects (Map & Key)	(p. 19) It is a large parchment, which is a plan of the Mountain; (p. 20) <i>/With the map went a key, a small and curious key.</i> It had a long barrel and intricate wards, made of silver; LOREMASTER: You turn the long barrel of the small and curious key until you hear a click.
Chapter 1	Location (Town of Dale)	(p. 22) It is described as the <i>merry</i> town of Dale; Kings used to send for dwarven smiths and reward them richly; fathers would beg the dwarves to take their sons as apprentices and pay in food-supplies; the toy market of Dale was the wonder of the North, with the most marvellous and magical toys; (p. 23) there are warning bells;

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		LOREMASTER: As you gaze over the merry town of Dale, your minds wander back to the days when the toy markets were filled with the most marvellous and magical toys.
Chapter 1	Scene (Meeting With The Dwarves)	(pp. 8-26) Identify the actions of the scene and put them in order. Look for possible Common skill usage.