

5e

ADVENTURES IN MIDDLE-EARTH™

PLAYER'S GUIDE

Everything a player needs to create roleplaying characters
for the world's greatest fantasy setting.

- CREDITS -

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Based on *The One Ring Roleplaying Game* by Francesco Nepitello and Marco Maggi

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www.cubicle7.co.uk

ISBN: 978-0-85744-303-8

SKU: CB72300

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Published by Sophisticated Games Ltd, 3 Andersen Court, Newnham Road, Cambridge CB3 9EZ, UK and Cubicle 7 Entertainment Ltd, Suite D3, Unit 4, Gemini House, Hargreaves Road, Groundwell Industrial Estate, Swindon, SN25 5AZ, UK



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FOREWORD

Like many gamers, Middle-earth has been a cherished part of my life for almost as long as I can remember. It is a pivotal part of our shared heritage, and has significantly influenced the development of the games we love. Bringing the greatest fantasy setting to the most popular roleplaying game has been a project of huge excitement to our entire team, and an enormous privilege.

When we started planning our approach, we realised that this game should be about *your* adventures in Middle-earth. Everyone has their own interpretation of this incredibly rich world, and that's something that should be celebrated! We needed to take a 'Yes, and' approach – giving you the core Middle-earth experience derived directly from the source, as well as empowering you to customise your game to meet your vision.

Fortunately, the Open Gaming License give us the perfect way to make this approach work. We provide the Middle-earth components, and you can add additional elements from across a huge selection of already-existing resources. If your take on Middle-earth includes a spell-slinging wizard's apprentice, no problem – add in a magic-using class from the core OGL products. If you look hard enough, I'm sure there's even a feat for shield-surfing somewhere!



As with all quests involving a dragon, this project has involved a great bunch of talented people who I'd like to call out for special thanks. Francesco Nepitello and Marco Maggi, our steadfast companions and designers of our first foray into creating Middle-earth games, The One Ring Roleplaying game. Gar, Ken, Paul, TS, Walt and the rest of the Cubicle 7 team for all their great work and support on this fantastic project, and especially Jon Hodgson, our awesome Creative Director who revealed a passion for writing Anglo-Saxon poetry from the Dwarf point of view. Thanks to you all!

So find a good stout stick, pack your second breakfast and get ready to begin the journey. Good luck in your adventures, and remember:

"It's a dangerous business, Frodo, going out of your door," he used to say. "You step into the Road, and if you don't keep your feet, there is no knowing where you might be swept off to. Do you realize that this is the very path that goes through Mirkwood, and that if you let it, it might take you to the Lonely Mountain or even further and to worse places?"

Dominic McDowall
CEO, Cubicle 7 Entertainment



wilderland

Friend, I wish I could persuade you to come here and see for yourself that what we accomplished together was not wasted in idleness. We have done much good since the slaying of the Dragon and the liberation of the Lonely Mountain. The splendour of our works far surpasses Chorin's grandest dreams of what we would accomplish, back when we were planning our little adventure.

To think that almost five years have passed! You might say that we didn't think much of you at the time. Now I miss very much our days together, and I would readily forfeit my peaceful life for one of dangerous adventure. Quite astonishing, I know, but I feel that sleeping under the stars with a sword at my side would ease my troubled mind.

I do not know precisely what troubles me, but disquiet weighs heavily upon my heart. The scourge of Smaug has been vanquished, the Necromancer has been driven out of his forest stronghold and, after the Battle of the Five Armies, the Goblins are afraid to leave their mountain holds. We have every reason to look forward to a new age of prosperity!

But something is wrong. I am not the only one to perceive it. A shadow, felt but unseen. The presence of a nameless threat that forbids people to rejoice fully in the hope and confidence that should follow the return of the light.

Nonsense? Possibly. I am an old Dwarf after all, and those who hearken to me are but a few. For every voice that dares to whisper words of warning, far too many answer that our recent victories have earned us a respite. Despite my nagging sense of unease, complacency is rife.

Dearest Bilbo, deep inside of me I feel that we should remain vigilant and warn others against the risks of self-congratulation. Everyone around us seems to look inwards instead, to their own concerns and the goings-on right in front of their noses. Soon I will confer with Gandalf upon these matters, and possibly come to visit you in the kindly West.

A letter from Balin, son of Fundin, to Bilbo Baggins, Esq.



- WILDERLAND -

*Home is behind, the world ahead,
And there are many paths to tread*

It is the year 2946 of the Third Age, and the lands east of the Misty Mountains are astir. From the cloud-shrouded peaks above the High Pass to the spider-infested gloom of the forest of Mirkwood, paths long-deserted are trodden once again. Busy merchants carry their wares to new markets, messengers bring tidings from foreign realms, and kings send forth armed men to extend their influence and the rule of law. Some say that a new age of freedom has begun, a time for adventure and great deeds to reclaim glories lost in long centuries of oppression and decline.

But adventures are not really things that people go out and look for. They are dangerous and rarely end well. While it is true that a handful of valiant individuals set out to make their mark on the world, for others it seems that adventure chooses them, as though it is the path they are fated to tread. They are restless warriors, curious scholars and wanderers, always eager to seek what was lost or explore what was forgotten. Ordinary people call them adventurers, and when they return successful, they call them heroes. But if they fail, no one will even remember their names...

In *Adventures in Middle-earth*, you take the part of the heroes of Middle-earth. You will travel the land, uncover its secrets, take part in its unfolding history and encounter its inhabitants and legends. As the Shadow creeps back across the lands of the Free Peoples, you will uncover hints of what is happening, and have the chance to play a part in the struggle against the Enemy.

SETTING

Adventures in Middle-earth is set in the period between the conclusion of the events narrated in *The Hobbit* and the culmination of the terrible struggle described in the pages of *The Lord of the Rings* – the Twilight of the Third Age.

Encompassing more than seventy years, this time is ushered in when Bilbo the Hobbit finds the Ruling Ring, and finds its end many decades later with the final

confrontation between the Free Peoples and the Dark Lord Sauron, and the destruction of the Ring. It is an exciting time, offering plenty of opportunities for adventuring in a land witnessing the end of an era.

In this volume, the game introduces the dangerous lands known collectively as Wilderland and covers the years immediately following the adventures of Bilbo the Hobbit and his companions. This region provides an excellent starting point for players entering Middle-earth for the first time, and recent events have brought the area to the forefront of history.

FAR OVER THE MISTY MOUNTAINS OLD

... he knew how evil and danger had grown and thriven in the Wild, since the dragons had driven men from the lands, and the Goblins had spread in secret after the battle of the Mines of Moria.

The lands extending from the Misty Mountains as far as the Running River are known as Wilderland. There are many good reasons for such an ominous name. Not only did the region once host a Dragon's lair, but its greater part is occupied by the forest of Mirkwood, home to giant spiders, Orcs and other dangerous creatures.

Nevertheless, Wilderland has changed significantly in recent years. Smaug, the Dragon of Erebor, bane of the Northern world, has been killed, and the Necromancer has been driven from his fastness in Southern Mirkwood. Many proud folk are reclaiming their lost dominions: to the north rises the Lonely Mountain, a solitary peak that houses an underground stronghold of Dwarves of the line of Durin; on the valley below stands Dale, a city of Northmen newly rebuilt from its ruins, close to the trading town of Esgaroth on the Long Lake; from hidden halls dug under the northern eaves of Mirkwood issue again the hosts of King Thranduil, ruler of the Wood-elves; near the Ford of Carrock on the river Anduin, the Beornings, a folk of Men following the lead of Beorn the Skin-changer, keep their watch; while to the south the settlements of the Woodmen are multiplying along the vale of the Great River.

LANDS BEYOND

West of Wilderland, between the Misty Mountains and the Sea, is the region of Eriador. Desolate and mostly abandoned, Eriador was the land of great kingdoms, but

they are long gone, destroyed by the Enemy long ago. There are still a few hidden refuges, like the valley of Rivendell and the Grey Havens on the shore, where the Elves remember the vanished glories of the north. Of course, the memories of mortals are far shorter – the Hobbits and few Men who still dwell in this land rarely recall the lost kingdoms, and do not know that the mysterious Dúnedain who guard them against wights and trolls are in fact the descendants of those Númenórean kings.

To the South, the Great River flows through the lands of Rohan and Gondor. The ancestors of the Horse-Lords of Rohan dwelt in Wilderland long ago, and are distant kin to the folk of the North, but they now dwell in the rolling grasslands of the south. They are close allies to the folk of Gondor, greatest of the surviving kingdoms of Men in the waning years of the Third Age.

And Gondor is ever-watchful, for on its border is the land of Mordor, where the shadows lie...

YEAR 2946 OF THE THIRD AGE

Five years ago, in the year 2941 of the Third Age in the reckoning of the Elves and the Men of the West, a fierce battle shook the roots of Erebor, the Lonely Mountain. Orcs, Wild Wolves, Men, Dwarves and Elves clashed under a sky darkened by giant bats, their hatred fuelled by ancient quarrels. Many deeds of renown were done that day, and some heroes prevailed while others fell, in the end delivering a sweeping victory for the Free Peoples of the North.

A new alliance was born from the aftermath of that battle, now remembered as the Battle of Five Armies. In fact, if it hadn't been for the threat of Bolg's invading host, rallying the Free Peoples under a single banner, the long years of petty misunderstandings would have flared into open warfare. 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.



Each community had become suspicious of its neighbours and limited their dealings to meagre trades. When the din of battle subsided, the surviving Free Peoples looked upon each other with an open heart once again.

THE FREE FOLKS OF THE NORTH

Once freed from the threat of Smaug the Dragon, and with two thirds of the Goblin warriors of the North eradicated, the inhabitants of the northern regions of Wilderland have the opportunity to finally look forward to a prosperous future. But five years after the Dragon's demise, peace is still a fragile thing over the edge of the Wild, to be cared for and looked after, especially for those who dwell in its darkest corners.

BARDINGS

Bard the Bowman, of the line of Girion – slayer of the Dragon, shooter of the Black Arrow – has been crowned King of Dale after successfully reclaiming his kingdom.

Five years ago, he led those who chose to follow him north, leaving behind the ruins of Lake-town. Warriors and craftsmen from the Long Lake came to rebuild Dale, and farmers from the lands to the south and west tilled the fields. Trees soon started to bear fruit and birds sang again where the desolation of Smaug once extended in ominous silence. Much sought-after help arrived from King Dáin of Erebor, and from King Thranduil of the Woodland Realm. Both rulers remember and honour Bard's role in their present fortunes, and his generosity after the Battle of Five Armies.

The number of Bard's followers has steadily increased as ever more people gather in the valley under the Mountain to recognise his valour and rightful kingship. The Bardings, as the inhabitants of Dale are now known, are becoming a powerful folk. They finally feel safe from direct threats and are prosperous and well-armed, with a king whose daring might soon prompt him to unite the scattered settlements found along the River Running into a wider kingdom of Men.

Dale

Abandoned for the long reign of the Dragon, Dale's restoration has been astounding. Bard completed the repairs to the ruined city in four years, while simultaneously building a serious economic power. Dale's position as the gateway to Erebor aided this growth, but the shrewdness of the Bardings should not be underestimated. Of particular legend is the Toy-market – its intricate, beautiful and delightful wares attract merchants from across the North, and sometimes beyond.





BEORNINGS

In the years following the liberation of the Lonely Mountain, Beorn the Skin-changer became a great chief, gathering many men from far and wide under his command, starting with solitary hunters and fighters used to the harsh life of the wild.

Now, under Beorn's leadership, the Beornings are recognised by all to be a valiant and trusty people, sworn to fight the Shadow and its minions (when they are not following Beorn's footsteps and acting as beekeepers and bakers of honey-cakes!).

Nobody knows why Beorn, a lonely hunter of Orcs and Wild Wolves, decided to welcome outsiders to his hall. He did so all of a sudden, after the Battle of Five Armies and the death of Thorin Oakenshield.

Today the Beornings rule a domain comprising the Carrock, the Old Ford and High Pass, and the land around them.

They have made it their duty to watch over the passes and river crossings of their land, exacting tolls from all who ask to pass under their escort, and forbidding passage to all sorts of malevolent creatures.

The Land of the Beornings

Beorn's domain extends along both sides of the River Anduin near the Carrock. His followers tend to live close to their leader in homesteads and small fortified settlements along the edge of Mirkwood from the Old Forest Road up to the Forest Gate. A visit to the hall of the skinchanger is not always a pleasant experience however, and the majority of visitors are turned away without an audience. Beorn requires that his followers keep the paths and roads open and safe, including the High Pass – one of the few relatively safe routes across the Misty Mountains.

The Carrock

This great rock rises from the upper reaches of the River Anduin, to the north of the Old Ford. The Carrock is a useful and majestic landmark, but not an easy crossing place. Although a stony ford joins the Carrock to the eastern shore of the Great River, there is no such assistance in reaching the western shore.

DWARVES OF THE LONELY MOUNTAIN

When Thorin Oakenshield died during the Battle of Five Armies, his close kinsman Dáin Ironfoot from the Iron Hills stepped in to lead the people of Durin. Dáin, a battle-hardened warrior, proved to be a wise King from the very beginning when he dealt out treasure from the Dragon's hoard with an open hand to those who could rightfully claim a share of it.

Erebor

The Lonely Mountain has reverted from Dragon-lair back to Dwarf-hold under the steady rule of King Dáin. Travellers admitted to Erebor are soon amazed by the magnificent scale of its halls and fabulous wealth of its delvings. It is a token of respect to bring a small piece of marble as a gift when visiting Erebor – tribute to the reconstruction following the death of Smaug.



Under his reign, Erebor has thrived, enjoying good relations with the neighbouring realms, and the magnificence of the Kingdom under the Mountain itself has exceeded Thorin's dreams: the vast underground stronghold, dug after the fashion of the Dwarves since they first awakened in Middle-earth, is now the most prosperous dwarf-colony active in the Northern world.

Dwarf craftsmen labour in the city of Dale, Barding apprentices work the bellows in the forges under the mountain, and traders come and go from the Front Gate of Erebor to bring the products of the Dwarves' cunning handiwork to distant lands.

Innumerable treasures of worth far surpassing anything made by modern hands are said to grace the deep chambers of the Dwarven city. The few envoys who have been granted access to the halls of the King speak of the wonders of the subterranean palace, foremost among them that which now sits on the unmoving breast of Thorin Oakenshield: the fabled Arkenstone, Heart of the Mountain.

Mirkwood

Described by many as "the greatest of the forests of the Northern world", Mirkwood is a sea of woodland measuring more than 400 miles from north to south and 200 miles from east to west, at the point where the Old Forest Road crosses its width. It extends across the very middle of Wilderland, and its presence has shaped the history of the region for centuries. Nobody knows exactly what lies within its borders, as no one has thoroughly explored it.

ELVES OF MIRKWOOD

Thranduil the Elvenking sits on his throne of carven wood, the ruler of his realm since the end of the previous age of the world. A prince of lofty lineage, he is a survivor of cruel wars that have had an enormous effect on his personality and outlook. Obeying his own foreboding heart's counsel, he long ago resolved to forsake the light of the stars and build a strong fastness under the earth to guard his people.



The Woodland realm

The area of Mirkwood to the north of the Forest River is claimed by the Elvenking. Although King Thranduil lives in his underground fortress – The Halls of the Elvenking – many of his subjects live in houses and huts on the surface, or high up in the branches of trees. These dwellings can be found in wooded valleys of ancient oaks and beeches along the river that runs from the Grey Mountains to the north and to the Long Marshes to the east.



The great hall of Thranduil lies underground, dug within the northern borders of the Forest of Mirkwood. This choice, odd as it may seem for a lord reigning over a people so fond of the rustling of leaves, is in truth not so unusual for one who has fought the forces of darkness for countless centuries, and could often only find refuge from the Enemy in secrecy and remoteness.

Though under siege, the Wood-elves were still able to find solace above ground; some live in houses and huts deep in the forest, or high among the branches of the tallest beech trees, unseen to mortal eyes who cannot distinguish their abodes from their surroundings. The few guests who enter the gates of Thranduil's Palace on an invitation from the Elvenking, thinking to descend into a cold dungeon of stone, will be surprised, for this stronghold is unlike any fortress built by Men or even Dwarves. Its passages are twisting and echoing; its halls are airy, with pillars hewn out of the living stone and darkness chased away by bright lamps and red torchlight. Its inhabitants are ready to sing and take up the harp, as soon as their hands have let their bows and spears rest along the tapestried walls. But let

any trespassers beware: for the Elves of Mirkwood are as cruel with foes as they are gracious to friends.

MEN OF THE LAKE

The town of Esgaroth lies on the Long Lake. Its predecessor was mostly destroyed by the dragon Smaug in his death throes. Esgaroth is a town of traders and thieves, of merchants and mercenaries. They are close allies of the Elves of Mirkwood, and kin to the Bardings. Ambitious and cunning, the Men of the Lake are always on the look-out for opportunity. As trade grows in Wilderland, Esgaroth is set to be the cross-roads and market-place of the north.

The folk of Esgaroth are a practical, suspicious folk. Let others be swayed by songs, by prophecies, or by dreams of glory – the Lake-folk know that chance and dragon-fire can bring ruin to the loftiest of plans, and that there are few safe places in the Wild. Good times can turn bad quickly, so they are eager to take full advantage of the North's brief season of hope and light before the darkness closes in again.



Many adventures begin in the quayside taverns and hiring halls of Lake-town; for that matter, many end in the alleyways of the town, or floating face down in the canals.

Lake-town

Esgaroth is a free city governed by a Master elected from among the old and wise. Constructed just off the western shore of the Long Lake on pilings made from sturdy tree-trunks, Lake-town is a bustling centre of trade. Following King Bard's proclamation seeking aid in rebuilding the north, many courageous individuals have gathered. Some come to play their part for the wider good, some come for treasure, and some come for glory. Whatever their motivation, all will have a part to play as the age of men draws nearer.

WOODMEN OF WILDERLAND

The Woodmen of Wilderland are Northmen dwelling in the lands south of the Old Ford as far as the Gladden Fields,

between the Misty Mountains and the southwestern eaves of Mirkwood. They are a hardy folk, composed of many families and greater clans, but much diminished by the many wars that have wracked Middle-earth. It is a testament to their tenacity that they have overcome every difficulty they have faced, even learning how to survive in the shadow of a fortress of the Enemy itself: the dreaded tower of the Necromancer.

The strength of the Woodmen is in their unity. They all feel an unshakable bond of kinship with each other, scattered as they may be in their homesteads and small towns, inside the western borders of the forest or on the other side of the Great River, at the roots of the mountains, and gather often, to celebrate seasonal festivals, marriages and funerals, to form hunting parties to gather food, or to assemble a host in time of need.

For many years the Woodmen have been assisted by the Wizard, Radagast the Brown. A tender of beasts, Radagast has instructed birds and other creatures to watch over the Woodmen's homes, to warn them in case of danger. Often, Woodmen go to his abode to seek the Wizard's advice, looking for him inside the fenced girth of Rhosgobel.



The land of the Woodmen

The Woodmen of Wilderland live in the valleys along the Great River and western eaves of Mirkwood. They have no King, and are divided into several Houses – a group of clans or related families who dwell together in the same great hall. Each House is ruled by its council of Elders. The four main houses of the Woodmen are the House of Mountain Hall, the House of Woodland Hall, the House of Woodmen-town and the House of Rhosgobel.

Mountain Hall is the main settlement of the Woodmen on the west side of the Great River. It is hidden in a narrow valley east of the Misty Mountains and defended by a turbulent river which loops around the settlement – an easily-guarded single dirt road is the only way in. Mountain Hall is famed for its mines, and many of its people are engaged in the hazardous task of finding the copper, tin and iron prized by folk across Wilderland.

Rhosgobel sprang up around the home of Radagast the Brown, on the southwestern edge of Mirkwood a mere hundred miles north of dread Dol Guldur. Its name ("Brown Hay") comes from the high thorn-hedge that separates the area from the nearby forest.

Woodland Hall lies fifty miles to the south of the Old Forest Road, in a wide clearing cut in the forest by generations of axe-wielding Woodmen. It is the largest community of Men to be encountered within the borders of the wild wood, a village protected by a very tall hedge and a stout stockade, raised beside a river flowing south from the Mountains of Mirkwood. The hall itself is magnificent, with intricate carvings adorn every wooden surface, each telling a different tale of the Woodmen.

Woodmen-town lies forty miles to the south of Woodland Hall. It is a smaller settlement, situated in a clearing among the trees where the forest stream heads west. Several homesteads cluster around an ancient great house, home to the fabled Lamp of Balthi, attributed with prodigious healing powers. With a proud history going back more than nine hundred years, the House of Woodmen-town contains the most prominent families of the Woodmen, and its council of Elders is given precedence in all folk-moots. Many war-leaders have been chosen among its warriors and chieftains.



THE FREE FOLKS OF ERIADOR

War and plague has already laid waste to Eriador, and now it is a desolate ruin where few folk remain. Those who still dwell here, though, live under the protection of the Dúnedain, the Rangers of the North, and that protection means that the Shire and Bree-land are blessedly safe and peaceful. Stories about Bilbo's adventure over the edge of the wild, together with the growing number of dwarves travelling east to return to their homeland in Eriador, means there is more traffic between Eriador and Wilderland than there has been in many a long year.

HOBBITS OF THE SHIRE

The slaying of the Dragon Smaug and the diminishing power of the Goblins and Orcs have had a profound effect even beyond the Misty Mountains. Rumours have reached the West of a new prosperity for all folks living in the Northern world. But even if the mountain passes are not as dangerous as before, the Wild is still the Wild and, for Hobbits living in their distant and comfortable holes, every hint of inconvenience or danger is a good reason to stay home and to forget about dwarf-gold and dragon-hoards!



But buried inside many young Hobbits is an adventurous side, a hunger to see the world and meet other folks. Stories of brave deeds and adventure can sometimes overwhelm certain Hobbits' natural resistance to impulsive behaviour and send them out on the Road to see mountains and Elves.

But who knows where these unfortunate fellows have actually gone? Did they even cross the Shire boundaries before Hobbit common sense turned them back, or did they succeed in following the East-West Road to the mountain passes?

The Shire

The Shire is a rarefied, peaceful land, unwittingly protected from the outside world. Its inhabitants do not suffer change, and on the whole avoid excitement. They enjoy their quiet, rural existence, and the rolling fields and gentle green hills of the Shire are the perfect place to live out such a rural idyll. Very little happens in the Shire: outsiders are not welcome, and any of the big folk who do make their way there are always treated with suspicion. Adventurers are certainly not knowingly tolerated within its borders.

MEN OF BREE

Bree stands on the crossroads of the East-West and North-South Roads, so news of the wide world comes swiftly to the taproom of the *Prancing Pony*. While most Bree-folk are stay-at-home sorts, sensible and solid and not given to running off on adventure, there are a few who go to seek their fortune. Dwarves often pass through Bree, on their way from their halls in Ered Luin to their new kingdom at Erebor, and these dwarves bring word of new opportunity in Wilderland. Now that the Beornings have secured the High Pass, the avaricious gaze of Bree's merchants and traders looks east, over the Misty Mountains.

Bree-landers put little stock in tales of wights or trolls, in dragons and orcs. They do not know how sheltered they are – but there is old strength and courage in their bones. Bree is old as the hills, and the ancestors of the Bree-folk have endured wars and catastrophes beyond count. Who can say what their future holds?

Inns, fair and foul

At the heart of Bree stands The Prancing Pony, the original inn where paths cross and adventure can be found. All manner of folk, both fair and foul, cross its threshold. While Bree-folk are wise enough not to trouble themselves with the business of strangers, they're happy enough to profit from it. The Prancing Pony is the lively, thriving embodiment of the Bree-landers' outlook, providing refreshment and lodging for all. Just a day's journey from Bree lies the Forsaken Inn – an abandoned and ruined tavern that stands as testament to the utter wildness of the countryside that surrounds Bree in all directions.

in the South, and defeated Sauron in the War of the Last Alliance, taking from him the Ruling Ring. In time, Sauron's chief lieutenant, the Witch-King of Angmar, brought about the destruction of the North-Kingdom and tried to annihilate the Dúnedain, but they survived. They became the Rangers, a secretive folk, wanderers and wardens. They guard lands like Bree and the Shire from danger, thanklessly fulfilling ancient oaths. Rangers travel far and wide. In the years to come, the chieftain of the Rangers, Aragorn son of Arathorn, will begin his great errantry. He will cross the Misty Mountains into Wilderland, and explore the length and breadth of those lands before going south to serve in the armies of Rohan and Gondor. He will go in disguise, and he will not go alone.

THE FREE FOLKS OF THE SOUTH

DÚNEDAIN

The Rangers are the Dúnedain, the Men of the West – the descendants of the folk of Númenor. Their ancestors founded the kingdoms of Arnor in the North and Gondor

If Wilderland has entered a time of renewal with the defeat of the Dragon, and Eriador has long fallen into ruin, then the southland is on the knife's edge between the two. The two kingdoms of Rohan and Gondor are both proud and

Rangers

The Rangers of the North are the last vestiges of fallen Arnor, little remembered by those they protect. The Rangers of the North make it their task to keep watch on both the dark places in Eriador and those places where light remains. It is thankless work – most of those who enjoy the protection of the Rangers of the North know very little of them or their purpose. They are mysterious, secretive and lonely figures who do not spend long in company of other Free Folk. Most mistrust them and their purpose.



strong, although both are in decline at present. In Rohan, a cruel and greedy king sows dissent among his marshals. As for Gondor, the last kingdom of vanished Númenor has spent the last thousand years fighting a long defeat against the Enemy, and while the Necromancer may have been defeated in Wilderland, scouts on the borders of Mordor report growing strength in that dark land. In such troubled times, many heroes and adventurers of the South look to Wilderland for hope and allies.

THE RIDERS OF ROHAN

The Rohirrim are distant kin to the Beornings and the other folk of the North, but they followed Eorl the Young to war in the south long ago. They are the horse-lords, born to the saddle, and no orc-host can endure the charge of the Riders. Their land lies on the west bank of the Anduin, in the grassy plains that stretch from the river to the forest of Fangorn. They guard the Gap of Rohan that leads past the mountains into Eriador.

While it has been many years since any of the Riders returned to their ancestral lands in the Vales of Anduin,

the passing of the Dragon – not to mention troubles in the Riddermark – may prompt some of the Horsefolk to try their luck in the north once more.

THE MEN OF GONDOR

The warriors and knights of Gondor have held fast against the Shadow in Mordor for many centuries. They have suffered much; of their three great cities, Osgiliath is ruined and Minas Ithil has become Minas Morgul, a city of the dead. Only Minas Tirith, the Tower of Guard, endures. The Gondorians are great builders and stone-masons, and were once the equal of the Dwarves, although much of their ancient craft has been lost. They are also great warriors and soldiers, holding the crossings of the River against Orcs and other servants of the Shadow. The death of the Dragon and the defeat of the Necromancer have raised hopes in Gondor that the Shadow is weakening, but the older captains and sages know better. The great war against the Enemy is yet to come, and Gondor will be at the forefront of the conflict. Now is the time for the young warriors of Gondor to sharpen both their swords and their skills, in preparation for that last battle.

The Plains of Rohan

South of the Misty Mountains lie vast fields of rolling grasslands, where the horns of the distant north still resound in battle over the thunder of hooves. There dwell the Rohirrim, the Horse-lords of Rohan. In their own tongue, they are the Eorlingas and their land, the Riddermark. For years beyond counting, as Men reckon time, the Rohirrim have dwelt upon the plains of Rohan, but their ancestral enemies, the Dunlendings, claim the land is theirs, stolen long ago.



Minas Tirith

Minas Tirith has stood for thousands of years as a beacon to the Free Peoples of Middle-earth. A great walled, tiered city built upon the living rock of Mount Mindolluin, at the edge of the White Mountains. Known for its great gates, Minas Tirith has kept a long watch over the lands of Mordor.

These days the gleam of the White City is only caught in the brightest light of a summer's day. The Tower of the Sun has become the Tower of the Guard. The White Tree blossoms no more. The streets are half empty, and many of its rich buildings are falling into disrepair. The Stewards rule the kingdom, for a king has not sat on the throne of Gondor for nearly nine hundred years. These are the twilight years of Gondor.

THE SHADOW

The darkest legends of all folks living in the Northwest of Middle-earth speak of an evil power, an age-old Enemy whose greatest desire is to cover all the lands in darkness. Ancient beyond reckoning, this Shadow has taken many shapes, always in the attempt to conquer and consume all who opposed it. It suffered many defeats at the hands of valiant kings and the Powers of the world themselves, only to rise again in a new guise.

Almost two-thousand years ago, this Shadow entered Greenwood the Great, the forest of Wilderland. It secretly crept around a naked hill in the south, and built Dol Guldur, the Hill of Sorcery. From there, the darkness spread under the eaves of the forest, slowly turning it into a place of horror and dread. Many animals fled, leaving behind them an eerie silence, while other creatures crept in, as though heeding the call of a dark master: Orcs and giant spiders began to multiply, threatening all who entered or lived near the Forest.

The folks who called the wild wood their home suffered greatly, and soon forgot the beauty of Greenwood the Great, renaming it Mirkwood. Among them, the Silvan

Elves and the Woodmen living along its western borders endured to this day, but not without much strife. The Elves retreated to their fortress underground beyond the mountain range that crosses the forest in the north, while the Woodmen learnt to survive in small groups to escape the Shadow's notice. They started to refer to the dark presence occupying Dol Guldur as the Necromancer, failing to recognise it as the ancient Enemy.

Some years ago, a council of the Wise resolved to chase away the Shadow in the Forest once and for all. Powerful lords gathered their strength, and the Shadow fled to the East. The Forest finally knew a moment of respite, but the darkness of Mirkwood is now centuries old, and its hold on the forest's deepest recesses is still strong. It will take many years for the Free Folks of the North to reclaim and cleanse the wood in its entirety, and only if the Shadow is kept away.





OVERVIEW

Proclamation of his Majesty King Bard of Dale

Free Peoples of the North!

We have won our freedom from the oppression of the Dragon, have cleared from our lands the threat of the Goblins from the far mountains, and have proved that together we are mightier than our foes.

I believe that our destiny is in our own hands, providing that we do not forget this lesson. Together we are strong. Before we came together, we were as frightened children, hiding in our homes from the shadows of the wider world. But now we have a chance of something better, and all it takes is our courage to grasp it.

And so, Free Peoples of the North, gather up your courage and bring it to me. I have plans for the North such as you will scarce believe, but I need your strength to turn plan to deed. In return for playing your part in our rebirth, I will pay well in gold, land and the satisfaction of knowing you lead your people from the shadows into a brighter future.

Make haste to Lake-town. On the first day of each month my advisors and I will appoint tasks to the willing, and disperse rewards to those who bring their tasks to completion. And they shall be celebrated, for they are the heroes of our age.



- OVERVIEW -

Middle-earth is a setting with enormous depth, rich in history. It has its own atmosphere, its own set of influences and its own internal logic. To help you bring this world to life in your games, we've put together rules which highlight and reinforce the themes found in the books. The following chapters customise and augment the standard fantasy rules, shaping them to suit the world of Middle-earth.

A Middle-earth adventure should not feel the same as any other run-of-the-mill fantasy adventure. Players are invited to embrace those things which make Middle-earth so wondrous a place in which to adventure, and discover a way to play that creates stories that satisfyingly evoke a Middle-earth feel.

Our *Adventures in Middle-earth* rules fall into two kinds: rules for use in creating a character, and game rules.

RULES FOR CREATING CHARACTERS

"He had a strange feeling as the slow gurgling stream slipped by: his old life lay behind in the mists, dark adventure lay in front."

Adventurers are often simply common individuals born in exceptional times. They have most likely led an ordinary

life until the day something happened and changed the way they looked at their world and the people they knew. For some reason, the place they grew up in didn't look as interesting and boundless as before, or they started to realise that they weren't doing enough for the safekeeping of their loved ones by staying at home in idleness, pretending shadows weren't growing nearer and nearer every year.

For every member of the Wise and the Great, for every Wizard or Ranger of the North, there are countless more like Samwise Gamgee, simple people who never crossed the boundaries of their own village or town, or individuals like Gimli son of Glóin, who ignored the existence of Rohan until he visited it, or Men like noble Faramir who, while learned in many lore, never encountered an Elf or a Hobbit before the War of the Ring.

Whatever their motivation or purpose, most characters created for *Adventures in Middle-earth* are individuals who have chosen to abandon their day-to-day activities and become adventurers. They do not begin as great captains or legendary hunters, nor are they subtle Wizards trying to weave the threads spun by fate, they are bold souls putting themselves in peril by their own free will, sometimes simply for the love of adventure itself.

The following chapters show you how to craft an adventurer drawn from one of the Free Peoples. Using the guidelines presented, all players will be able to create their



hero, complete with strengths and weaknesses, equipment and abilities, hopes and fears. Beyond these chapters players will find additional new rules and play structures that bring extra Middle-earth atmosphere to your table. Characters in *Adventures in Middle-earth* are referred to as Player-heroes. The adjudicator of the game is referred to as the Loremaster.

CULTURES

"For the rest, they shall represent the other Free Peoples of the World: Elves, Dwarves, and Men."

All Player-heroes come from one of the Free Folk, the heroic cultures who have not yet fallen to the Shadow. Each of these cultures offers a number of unique and special virtues, traits that reflect the character's upbringing and heritage. Your culture also determines certain starting talents and ability score adjustments, as well as some of your starting equipment and how you are seen by others in Middle-earth.

Choosing a home culture replaces the choice of race.

Adventures in Middle-earth offers a range of setting-specific cultures, selected to provide focus to your company of Player-heroes and to add credibility to why they have come together to seek out adventure. Balanced against this is the provision of a range of cultures from further afield, so that any fan of Middle-earth will find something they want to play in the setting.

The heroic cultures are described in Chapter Three.

Player-heroes from all the varied cultures of Men and the Dúnedain all start with a single Cultural Virtue. Characters from all Cultures can choose to acquire a Cultural Virtue in place of an Ability Score Improvement at their 4th, 8th, 12th, 16th and 19th levels.

Chapter Five detailing the virtues starts on page 100.

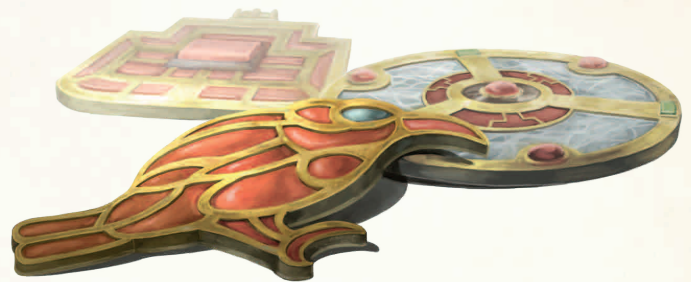
CLASSES

"If by life or death I can save you, I will."

Leaving home and setting off on the road is a courageous choice. Player-heroes will be leaving behind all they know and love, so they must have a strong motivation to become

an adventurer. In *Adventures in Middle-earth*, a character class is as much a calling as it is a vocation – the choice of class determines *why* the character embarks on adventures just as much as it describes *how* they overcome perils.

The unique classes featured in *Adventures in Middle-earth* are designed to help create characters who feel like they belong in Middle-earth. They carefully reflect the range of characters we see in Tolkien's novels, and are one of the tools the game uses to bring the spirit of the setting to your table.



There is little in the way of blatant, showy magic in Middle-earth, nor do the divine powers who watch over the world grant spells or blessings to their adherents as a matter of course. While there is a supernatural component to Middle-earth, it is much more subtle and hidden than in other fantasy settings. Therefore, to maintain the proper atmosphere, the use of the classes presented in this chapter is preferred. That said, Tolkien expected other hands and minds to take up the work of chronicling and exploring his creation, so if you want to make Middle-earth your own by adding clerics of the Valar or sorcerers steeped in the mystic cults of the Blue Wizards, the choice is yours. Consider adding proficiencies in the new skills (see page 27) to classes who warrant them.

BACKGROUNDS

"Dark have been my dreams of late' he said, 'but I feel as one new-awakened."

The Backgrounds in *Adventures in Middle-earth* give your character various qualities that help define who they are: two skill proficiencies, a Distinctive Feature, a Speciality, a Hope, and a source of Despair.

Roleplaying your character in accordance with your background grants Inspiration. Inspiration not only allows

a roll with advantage, it can also be spent to trigger certain special abilities, representing an effort of will or the use of an innate power. Finally, while a character has Inspiration, they may avoid the worst effects of being Miserable.

VIRTUES

"But I say: let a ploughman plough, but choose an otter for swimming, and for running light over grass and leaf or over snow – an Elf."

Virtues are a new kind of Trait introduced in *Adventures in Middle-earth*. These are a number of special abilities shared by individual cultural groups, but not reliably present in every member of that culture. During the creation of a Player-hero, if you chose a Mannish culture you will get to initially choose one such Virtue that personalises your character.

Those Player-heroes from other cultures need to wait until 4th level, when they may choose a virtue instead of increasing an ability score.

Additional Virtues are available to all cultures and are referred to as Open Virtues. A Player-hero from any culture may be "Fell-handed" or exhibit expertise in a particular skill.

Due to the range of Virtues available to Player-heroes these can be found in their own chapter.

GAME RULES

JOURNEYS

"They went on again, always on and on with only brief halts."

Long quests and journeys over many leagues are a vital component of *The Hobbit* and *The Lord of the Rings*, and so journeys are an important aspect of *Adventures in Middle-earth*. Where many fantasy adventures may start at the dungeon door, in Middle-earth the journey itself can often be the adventure.

The journey rules in Chapter Eight, in concert with the Adventurer's and Loremaster's Maps, describe how to plan an expedition across Middle-earth, and give you tools to

create the evocative stories that happen along the way. These journey rules are an addition to the standard rules set, designed to reflect the significance of travel in stories set in Middle-earth.



CORRUPTION

"It is by our own folly that the Enemy will defeat us!" cried Boromir.

Adventures in Middle-earth does not use the alignment system. All Player-heroes are assumed to be heroes – perhaps reluctant, perhaps ill-favoured and foul-looking, perhaps suspicious or haughty but heroes all the same. Heroes try to do good, but must contend with their own fears and failings. Therefore, all Player-heroes in *Adventures in Middle-earth* have a **Shadow Weakness** – a failing in their character that the Shadow seeks to exploit.

A character's Shadow Weakness is determined by their starting character class. Player-heroes accumulate **Shadow Points** against their Wisdom ability score. Shadow Points directly represent the heavy burden of the fight against the Great Enemy. They are acquired by witnessing too much sorrow, travelling through blighted areas, claiming tainted treasure, and worst of all, openly embracing the ways of the Shadow by committing **Misdeeds**.

When a hero's Shadow Points exceed their Wisdom, they become subject to the **Miserable** condition and are in danger of falling into madness for a time, which causes the

worst aspects of the character, according to their Shadow Weakness, to come out. If they cannot overcome their darker impulses, their Shadow Weakness determines the ruinous path into corruption they take as they fall deeper into shadow.

Corruption and Shadow Weaknesses are discussed in full starting on page 180. These are new rules designed to heighten the Middle-earth feel of your games.

AUDIENCES

You will meet many foes, some open, and some disguised; and you will find friends upon your way, when you least look for it.

Chapter Ten contains rules for encounters with great lords and lesser chance-meetings. In Middle-earth, strangers are often mistrusted, and the various Free Folk are divided by suspicion as well as the long miles between them.

Adventurers are not free to simply come and go as they please, taking whatever they wish, or treating with kings as

equals. They may well be treated as outsiders – or worse, brigands – if they arrive unannounced at a king's hall. So it is that rules are provided to adjudicate such encounters. Audiences are an addition to the standard rule set, and are designed to evoke the structured societies of Middle-earth.

FELLOWSHIP PHASE

"Well, I'm back," he said.

Most games of *Adventures in Middle-earth* presume one or two adventures a year – "The Adventuring Phase". When the adventuring is done, characters are given time between their travels to recover for a while, spending time with loved ones, looking after a business, or pursuing their own interests. This time between adventures is referred to as the Fellowship phase, and characters may perform various undertakings during it – learning new abilities, removing Corruption, or establishing allies with powerful patrons.

The Fellowship phase is an addition to the standard rule set, and is designed to evoke the storybook atmosphere of Middle-earth.

New Skills

Player-heroes in *Adventures in Middle-earth* have access to a few setting-specific skills, some hard to come by, and some near-essential.

Riddle

An accepted custom among many creatures, speaking in riddles is usually allowed among strangers meeting for the first time who want to speak guardedly. Use Intelligence (Riddle) checks to discuss a subject while concealing part of what you know, such as when explaining something about yourself without revealing your true identity. This skill is also used to gain helpful insight into spoken or written riddles.

Lore

Your Intelligence (Lore) check measures your ability to recall unusual and obscure information about old legends, ancient war gear, bits of song, rare artefacts, and the reading of runes. Lore replaces the Arcana skill; magic is an imprecise term, for folk use it to

describe both the blessings of the Elves and the deceptions of the Enemy.

Shadow-lore

A dark branch of knowledge, Intelligence (Shadow-lore) checks allow you to share what you've learned about the ways of the Enemy and the various creatures that stalk through the shadows of Middle-earth. Where Lore deals with the past, Shadow-lore deals with the present and the rising threat of the Enemy's many minions.

Traditions

Your Intelligence (Traditions) check measures your ability to recall the proper courtesies and etiquette expected by the various Free Folk cultures, along with some of their stories about their people and their respective histories. An Intelligence (Traditions) ability check is used whenever you wish to gain an audience with someone of influence. Traditions also covers the knowledge of such religion as exists in Middle-earth.





cultures

Bard,

With the passing of so many long years I had never thought to again hear of such delight beyond the borders of my own realm, but it seems that your city has made quite an impression on my emissaries.

We have become peoples so divided that I have never dared hoped to hear tell of such diverse peoples in Dale. I am told that my emissaries have had occasion to treat with Men of all kinds, from the great white city leagues to the South, from West across the Misty Mountains and from the eaves of Mirkwood, with grim and grey Dwarves from the Grey Mountains, even two of Bilbo's kind, who like him I hear were scarce able to stop eating.

I thank you for your hospitality and gifts, and extend an invitation for you and your household to visit us in Mirkwood. Send word and I shall send boats for you.

Your friend in peace,

Thranduil

- CULTURES -

“But everywhere he looked he saw signs of war... Under the boughs of Mirkwood there was deadly strife of Elves and Men and fell beasts. The land of the Beornings was aflame; a cloud was over Moria; smoke rose on the borders of Lórien...”

Every Player-hero in Middle-earth belongs to a particular culture: a set of traditions and customs, and in some cases lineage, that define them as belonging to a particular group. These groups are mostly geographic in nature: for example the Bardings and Men of the Lake share much in terms of ancestry, but are considered different cultures for the purpose of Adventures in Middle-earth; likewise, the Beornings are a very young folk, with no special heritage to differentiate them from the Woodmen. Their culture however is what defines them, and marks them as different; Elves of Mirkwood while being comprised of various lineages are all considered to be one group for the purposes of *Adventures in Middle-earth*.

All cultures presented here belong to the Free Folks, brave peoples that refuse the darkness, some of whom are at open war with it.

When choosing a culture, players should read through the summary description, maybe even reading some or all the background examples provided, and choose which description is closest to the hero concept that they have in mind.

The cultural descriptions are detailed in the following pages, in the format below:

Introduction

The geographical area that is home to the Culture, some information on how they live and an overview of their history and origins.

Description

Some details that typically distinguish the appearance of the hero type.

Common Names

Guidance on naming conventions and lists of common male and female names.

Adventuring age

Players choose the starting age of their character using the information in this section as a guide.

Heroes rarely start their adventuring career before they are deemed fully grown by their culture. On the other hand, if they progress too far into adulthood without



answering the call to adventure, then they probably won't heed it at all.

Standard of Living

A culture's Standard of Living is a rough indication of the resources of any one of its members. The game ranks the average economic status of a folk in five tiers: Poor, Frugal,

Martial, Prosperous, and finally Rich. It is used to gauge the approximate economic background of a character, and his ability to make out-of-pocket expenses.

Traits

Cultures give different ability score modifiers and special abilities, reflecting innate aptitudes, upbringing, and beliefs.

Concerning Names and Languages

Every reader of Tolkien knows how much he loved languages – their structure, origins and evolution – and to what length he laboured to devise the various names native to his fictional world, or to find suitable real-world ones.

The language of most folks inhabiting Middle-earth has been given some attention, and the most important ones, like the different Elven tongues, sport a sizable vocabulary and consistent grammatical rules. Every name in *The Lord of the Rings* and *The Hobbit* has been carefully crafted, building upon solid linguistic foundations, and represents a precise cultural influence. The native language of every character-type presented in this chapter has been identified, and a list of personal names appropriate to each culture is provided below for players to choose from.

The different languages can provide intriguing roleplaying opportunities if the Loremaster and his players are interested. This shouldn't get in the way of the fun, however: while Tolkien used the linguistic differences among the various realms of Middle-earth to good narrative effect, he also found it simpler to avoid steep cultural barriers and gave most cultural groups (even Orcs and other more fantastical creatures, like Ents) at least a passing knowledge of what constituted a 'lingua franca,' the so-called Common Speech, or Westron. This allows players who don't want to deal with the complex relations between the various peoples and their languages to ignore the entire subject altogether without damaging the setting.

Languages in the Game

In the game, all Player-heroes are considered to be able to

speak the Common Speech at least at an acceptable level of fluency, in addition to their own native languages. Additionally, there are several characteristics that can be used to represent knowledge of foreign or ancient tongues:

Lore: An Elf or Scholar hero with proficiency in this skill possesses some knowledge of the High-elven speech (Quenya), also known as the Ancient Tongue. At the end of the Third Age, Quenya is used in Middle-earth mostly as a ceremonial language, on inscriptions or in invocations.

Traditions: A character with proficiency in Traditions can communicate on a basic level with most folks among the Free Peoples, knowing key words and expressions in most languages.

Trading: Characters who have often had to deal with merchants in foreign countries have generally picked up a word or two in various local languages, and can state their intentions fairly clearly, as long as they do not need to communicate overly complex or profound matters.

On Men

In places, we have used the archaic term 'Men' to describe an entire culture or people – Men of Minas Tirith, for example, or Men as distinct from Elves. This usage is derived from Tolkien's own style, and has been chosen for consistency and euphony with Tolkien's texts. It should not be taken to imply that only males of that culture can become adventurers – women like Galadriel, Éowyn and Lúthien Tinúviel provide excellent examples of dynamic and inspiring characters, wholly active in the battle against the Shadow.



- BARDINGS -

“Bard had rebuilt the town in Dale and men had gathered to him from the Lake and from South and West, and all the valley had become tilled again and rich, and the desolation was now filled with birds and blossoms in spring and fruit and feasting in autumn.”

FROM THE ASHES

The city of Dale lay in ruins for almost two centuries, under the shadow of the Lonely Mountain. It was destroyed by the Dragon Smaug when he descended from the north to claim the vast treasure of the Dwarves of Erebor. Five years ago, the Dragon was killed and Men, led by Bard the Bowman, the Dragon-slayer, started to rebuild the city. Since then, Bard has been crowned King, and Dáin Ironfoot, the Dwarf-lord from the Iron Hills, is the new King Under the Mountain. Under their rule, Men and Dwarves have laboured hard, collaborating to rebuild Dale, as they used to do before the Dragon came, and the city is swiftly approaching the glory it attained hundreds of years ago.

Bardings are descended from the same cultural group as the Beornings and the Woodmen of Wilderland. They are rapidly becoming the most powerful group of Men in Wilderland, strategically positioned as they are between the Elven kingdom of the Woodland Realm and the Dwarven Kingdom under the Mountain. Under the guidance of the new king, the city of Dale provides the Dwarves of Erebor with everything from food and clothes to wood and ceramics, in exchange for the many products of their skilful metalworking and stonework. Trading with the Elves gives access to the superior quality of their woodworking.



DESCRIPTION

The Men of Dale are Northmen of noble origins. They are often tall and strong-limbed, with fair hair, although dark or even black hair is not unknown. Their men usually shave their beards completely unless they are very old, and cut their hair shorter than the Woodmen of Wilderland. Women let their hair grow very long, but often braid it in tight tresses. Adventurers from Dale can be easily recognised as they carry the best equipment to be found among the Men living in Wilderland.

BARDING NAMES

A traditional Barding name is usually composed of one or two elements (for example, Dag, Day, or Lif-stan, Life Stone). Like most Northmen, Bardings often name their sons and daughters after a renowned ancestor or relative, or choose a name beginning with the same sound or sharing one element with that of the father (whose name is often given with their first name when introduced formally – for example, Lifstan son of Leiknir, or Ingrith daughter of Ingolf).

Male Names: Aegir, Agmund, Agnarr, Alfrim, Alfwald, Arn, Arnulf, Bain, Balki, Bard, Bern, Bragi, Brand, Brandulf, Dag, Domarr, Drengi, Egil, Einar, Eirik, Erland, Erling, Farald, Farmann, Farulf, Fastarr, Finn, Finnulf, Folki, Folkmarr, Galmann, Galti, Gautarr, Geirmund, Gismund, Gorm, Grimarr, Guthorm, Hafgrim, Haki, Hakon, Halfdan, Hamarr, Hedinn, Helgi, Hergrim, Hildir, Holgeir, Holti, Holvidur, Hord, Ingi, Ingolf, Ioli, Isolf, Jarl, Jarmarr, Joalf, Joar, Jofur, Jokell, Karl, Ketill, Ketilmund, Kol, Kolbeinn, Kori, Leiknir, Lifstan, Lodin, Lomund, Magni, Mord, Munan, Nari, Nefstan, Nerulf, Odd, Oddmarr, Odvarr, Olaf, Olvard, Omund, Ornof, Ottarr, Ragnarr, Randur, Reinald, Runolf, Sandarr, Saxulf, Sigdan, Sigfast, Sigmarr, Sigvald, Sigward, Sigmund, Skarf, Skefill, Smidur, Steinarr, Thorald, Thorfast, Torwald, Ulfarr, Ulfied, Unnarr, Valbrand, Valdimarr, Vali, Vandil, Varinn, Varr.

Female Names: Aldis, Aldrif, Asfrid, Asny, Astrith, Bera, Bergdis, Brinhild, Dagmar, Dagny, Dalla, Edda, Eilif, Erna, Eydis, Estrild, Frida, Geira, Gerda, Grimhild, Gudrun, Gundrid, Gunnhild, Halla, Halldis, Halldora, Helga, Hild, Holma, Inga, Ingirun, Ingrith, Lif, Linhild, Kelda, Ragna, Runa, Saldis, Sigga, Signy, Sigrid, Sigrun,

Solveig, Thora, Thordis, Thorhild, Thorleif, Ulfhild, Ulfrun, Una, Valdis, Vigdis, Walda.

STANDARD OF LIVING

Thanks to their trade with Elves, Dwarves and far lands to the south, a Barding can choose any trade and be almost sure to thrive. Craftsmen from Dale include carpenters, cartwrights, shoemakers, tailors, tanners and weavers, not to mention those apprenticed to Dwarven weaponsmiths and masons. For these reasons, Bardings are considered a *Prosperous* folk.

Bonus Equipment: A fur-lined travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, plus choose any two: a tent, extra blankets, rope, a magical toy, a silver comb, an amulet of a raven's feather, a bottle of wine from Dorwinion.

BARDING TRAITS

Your Player-hero has certain traits deriving from your Barding ancestry.

Ability Score Increase – Your Constitution score increases by 1 and you may increase two additional ability scores by 1.

Adventuring Age – **16-30.** Bardings don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family and folk.

Size – Most Bardings stand between 5 and 6 feet tall. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Clear Eyed – You have proficiency in the Insight skill.

Starting Virtue – You gain one Barding Cultural Virtue of your choice.

Languages – You can speak, read, and write Dalish – an archaic version of the Common Speech.



- BEORNINGS -

“Beorn indeed became a great chief afterwards in those regions and ruled a wide land between the mountains and the wood...”

THE LANDS OF THE BEAR

The region along the upper portion of the river Anduin was once home to many men, but their number dwindled as the years passed. Only recently the land around the Carrock, a stony river-island, has started to see men returning to watch the Old Ford and the road to the High Pass through the Misty Mountains. Though few in numbers, they rapidly demonstrated to trespassers that only those who are welcomed by Beorn the skin-changer can hope to cross the Great River with their lives. And Beorn does not welcome anybody with ease...

When Beorn broke his long isolation, he became a leader of men. His legendary ferocity attracted mountain-hunters and fighters without allegiance, warriors who lost their families or who forsook their clans due to their violent tempers, and needful souls drawn to his protective nature. In time, all kinds of individuals flocked to his side, giving rise to the Beornings.

Faithful to the teachings and will of their chieftain, they protect the mountain passes and the road that leaves the forest to cross the river Anduin, watching for every creature, on two legs or four, that dares defy them. Men, Elves and Dwarves still have to earn the trust of this suspicious folk, and often must pay heavy tolls for safe passage across the Beornings' domain.



DESCRIPTION

Beornings are rugged men with brawny arms and legs, and lively women with undaunted eyes. Their spirit is reflected in their appearance: the women have long, wild hair and the men unkempt beards. Born free, they pay no tribute nor bow to any crown, keeping at peace the strip of land they have chosen as their own. All foes of the Beornings are mortal foes, but friends who prove to be trustworthy are friends for life.

BEORNING NAMES

The Northmen inhabiting the Vales of the Anduin River speak the same language and share a common vocabulary of personal names. The Beornings and the Woodmen favour different names, but they are set apart especially by their peculiar use of bynames and nicknames. The Beornings are gradually embracing the custom of choosing names honouring their renowned chieftain, either by having a B as the first letter or containing the word for Bear (for example, Balderic, Beranald, Beormud). They further individualise their names by adding a byname, referring to their provenances or occupations, or physical or temperamental qualities (Arnulf the Old, Berangar the Eloquent). Bynames are often bestowed by an event, especially if connected to a special feat of skill or deed of renown.

Male Names: Adalard, Ageric, Agilfrid, Agiulf, Alaric, Alberic, Amalric, Amand, Andagis, Atalaric, Atanagild, Ansegisel, Ansovald, Aregisel, Arnulf, Audovald, Avagis, Badegisel, Baldac, Balderic, Barald, Beorn, Beran, Beranald, Berangar, Bertefried, Beormud, Cilderic, Eberulf, Eboric, Ebregisel, Ebrimuth, Ediulf, Ermanaric, Euric, Eutaric, Evermud, Evoric, Frideger, Gararic, Garivald, Geberic, Gisalric, Gerold, Grimald, Grimbald, Grimbeorn, Grimfast, Gundovald, Hartgard, Hartmut, Hartnid, Hathus, Heriwulf, Hildebald, Imnachar, Ingelram, Ingund, Iwald, Iwgar, Leudast, Magneric, Malaric, Maracar, Merovech, Munderic, Odo, Odovacar, Otbert, Ragnacar, Ramnulf, Rathar, Reginar, Ricfried, Rigunth, Roderic, Sigeric, Sigibert, Sunnegisil, Theodard, Theodebert, Theodemir, Theodwin, Theudebald, Theuderic, Thorismund, Walcaud, Waleran, Widuven, Willicar, Wulferd.

Female Names: Adosinda, Amalfrida, Amalina, Avagisa, Avina, Beranhild, Brunihild, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Hermesind, Heva, Hilduara, Radegund.

Bynames: from or of a specific place (Baldac from the High Pass, Beran of the Mountains), the Bald, the Black, the Bold, the Captain, the Cloaked, the Crooked, the Eloquent, the Foresighted, the Good, the Good-sword, the Loyal, the Old, the Pugnacious, the Quick-witted, the Quiet, the Red, of the Red-shield, the Rich, the Runner, the Sad, the Sharp, the Smith, the Thin, the Trouble-maker, the Wise, the Young.

STANDARD OF LIVING

The Beornings sustain themselves by breeding cattle and horses and keeping hives of great bees. Recently, Beorn is considering requesting a safe-passage toll from all travellers crossing their lands. For the moment, though, the Beorning culture ranks as *Martial*.

Bonus Equipment: A brightly coloured travelling cloak, travelling gear for the current season, a backpack or saddlebags, a belt dagger, boots, 3d6 silver pennies, plus choose any one: a fine woollen blanket, an ancient dagger made from bear claws, a necklace of orc-teeth, a bundle of tasty honey-cakes.

BEORNING TRAITS

Your Player-hero has certain traits deriving from your Beorning ancestry.

Ability Score Increase – Your Strength score increases by 1 and you may increase two additional ability scores by 1.

Adventuring Age – **16-30**. Beornings don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family and folk.

Size – Most Beornings are fairly stocky and often stand 6 feet tall or more. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Angry – You have proficiency in the Intimidation skill.

Starting Virtue – You gain one Beorning Cultural Virtue of your choice.

Languages – You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.



- DÚNEDAIN -

“In the wild lands beyond Bree there were mysterious wanderers. The Bree-folk called them Rangers, and knew nothing of their origin.”

NOT ALL THOSE WHO WANDER ARE LOST

When the Realm of Arnor ended long ago, the Dúnedain of the North did not abandon their struggle against the Enemy, but passed into the shadows and out of the history of most Men and Elves. Severely diminished in number, they became a secret people, wandering in disguise among crumbling walls and ruined towers. For almost a thousand years they dwelt in hidden places, in lonely woods and silent hills, but they never ceased to keep watch over the borders of their former kingdom as Rangers of the North.

While the years have lengthened, the task of the Dúnedain has always been the same: to keep the folk of Eriador free from care and fear. They tirelessly patrol the region's many paths and roads and protect those who journey across them. They labour secretly, keeping to themselves while in the wild, and rarely giving their names to the travellers they save or to the countrymen whose farms they guard at night, when evil things come out from dark places.

There is little glory to be gained as Rangers of the North, as their valour cannot be rewarded with honour, and their deeds are seldom sung. The memory of their long heritage is preserved in Rivendell, where their long strife against the Shadow is remembered and recorded. Since the days of their last King, the sons and chieftains of the Dúnedain have been fostered in the house of Elrond, and it is there, in Imladris, that the heirlooms of their lost kingdom are treasured.



DESCRIPTION

The Rangers are the last descendants in the North of the Dúnedain, Kings among Men that once came to Middle-earth over the Sea out of Westeros. When they do not disguise their features, they are tall and lordly, towering above most Men living in the North. They are often silent and grim of countenance, and look wise and mature beyond their years.

They generally wear comfortable but weather-beaten garments, favouring high leather boots and heavy cloaks of dark grey or green cloth, complete with ample hoods that can be cast over a worn helm.

DÚNEDAIN NAMES

The Dúnedain retain the ancient tradition of naming their sons and daughters using the Sindarin tongue.

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: Gilraen, Ioreth, Ivorwen, Lothíriel, Morwen, Nelladel.

STANDARD OF LIVING

Little is known of the way of the Dúnedain of the North, but what is certain is that they never wear or carry anything whose worth cannot be measured in a practical way. Their gear or garments are never considered precious for the gleam of stone or gold, but for their capability to endure long journeys and strenuous fights. This is why their culture is considered *Martial*.

Bonus Equipment: A dark hooded travelling cloak, travelling gear for the current season, a backpack, a belt dagger, boots, 3d6 silver pennies, plus choose any two: a ring or jewel that is an heirloom of your line, a pipe and pipeweed, a well-made blanket, a wide-brimmed hat, a stout walking stick.

DÚNEDAIN TRAITS

Your Player-hero has certain traits deriving from your Dúnedain ancestry.

Ability Score Increase – Your Wisdom and Constitution scores increase by 1 and you may increase two additional ability scores by 1.

Adventuring Age – **18-60.** In the North, the Dúnedain are generally sent out into the Wild at the age of twenty, when they begin their customary period of errantry, but may begin to go on adventures even at a younger age. They retain their strength of body and will longer than most Men, but usually cease to travel far from Eriador when they reach their fifties.

Size – Most Dúnedain stand well over 6 feet tall. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Lore of Númenor – You have proficiency in the History skill.

Raised in the Wild – You have proficiency in the Survival skill.

Languages – You can speak, read, and write both Sindarin and Westron, the Common Tongue.

Starting Virtue – You gain one Dúnedain Cultural Virtue of your choice.





- DWARVES of the Lonely Mountain -

“There now Dáin son of Nain took up his abode, and he became King under the Mountain, and in time many other Dwarves gathered to his throne in the ancient halls.”

THE KINGDOM UNDER THE MOUNTAIN

When the Dwarves first settled on Erebor, the Lonely Mountain, they dug deep and far, carving a kingdom of stone and jewels beneath its slopes. Lamps and candles burned ceaselessly to illuminate their busy hands, and their treasure grew along with their fame in the Northern world.

One day, the greatest Dragon of the Age came south on the wings of greed; Smaug the Golden burnt the Kingdom under the Mountain to ashes, smashing its pride with a lash of his tail. But Dwarves can hold a grudge that outlasts a Dragon's life, and at the end of an incredible adventure, Thorin Oakenshield and thirteen fellow conspirators lived to see the death of Smaug. Today, the halls of the Dwarves resound again with the din of hammer and anvil, and their masons craft the roads and buildings of Dale and Erebor with stones of many colours. The Men of Dale, now also called ‘Bardings’ in honour of their lord, the Dragon-slayer, provide the busy Dwarves with everything they need to sustain themselves, in exchange for the fruits of their exceptional stone and metalworking.

Since the killing of the Dragon, the Dwarves have ceased to be a wandering folk of exiles, and have undertaken great labours to restore the Kingdom under the Mountain. Its wealth and renown are rapidly growing, and seem destined to grow greater than before: new halls are dug, cavernous streets under the earth are adorned with pillars as numerous as trees in a forest, while superior armour and keen swords leave their smiths' workshops in ever greater number. More Dwarves arrive every year from distant lands and join King Dáin's underground court.



DESCRIPTION

Dwarves are an ancient and secretive race, whose customs and traditions are mostly unknown to outsiders. At the end of the Third Age, they are a proud but dwindling people, survivors from a distant past. Almost all Dwarves that can be encountered speak of themselves as belonging to 'Durin's folk'. They are probably the most redoubtable warriors in Middle-earth, hard to break or corrupt, but often at odds with other Free Peoples over old quarrels or new slights. Dwarves are short and stocky, with robust limbs and heads crowned with long hair and longer beards that give them their typically elderly appearance. They are long-lived, known to reach 250 years of age.

THE "OUTER" NAMES OF DURIN'S FOLK

All Dwarves of Durin's Folk 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 friendly cultures. The Dwarves of Erebor 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, 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 (for example, Thorin Oakenshield or Dáin Ironfoot).

Male Names: Ai, Anar, Balin, Beli, Bifur, Bláin, Bofur, Bombur, Borin, Burin, Bruni, Dáin, Dori, Durin, Dwalin, Farin, Fíli, Flói, Frár, Frerin, Frór, Fundin, Gimli, Ginar, Glóin, Gróin, Grór, Hanar, Hepti, Iari, Kíli, Lófar, Lóni, Náin, Náli, Nár, Narvi, Niping, Nói, Nori, Núr, Nýrad, Óin, Ónar, Óri, Póri, Regin, Svior, Thorin, Thráin, Thrór, Veig, Vidar.

Female Names: Dís, Hón, Kóna, Már.

STANDARD OF LIVING

With the fabulous Dragon-hoard of Erebor reclaimed and their Kingdom restored, the Dwarves of the Lonely Mountain rank as a **Rich** culture.



Bonus Equipment: A fur-lined travelling cloak, travelling gear for the current season, a bedroll, an ornamented walking stick, a backpack, comfortable boots, 10d6 silver pennies, plus choose any two: another 2d6 silver pennies, a gold coin from the hoard of Smaug the Magnificent, artisan's tools of your choice, a musical instrument, a fine beard comb and mirror, a gold ring, a flask of dwarven spirits.

DWARF TRAITS

Your Player-hero has certain traits deriving from your Dwarven ancestry.

Ability Score Increase – Your Constitution score increases by 2.

Adventuring Age – 50 to 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. A healthy Dwarf who avoids a violent death can reach 250 years of age.

Size – Dwarves generally stand between 4 to 5 feet tall and can weigh upwards of 160 lbs. Your size is Medium.

Speed – Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armour.

Night Vision (Dwarf) – Accustomed to life underground, you have superior vision in dim conditions. You can see in Dim light within 60 feet of you as if it were bright light, but you cannot see in the dark.

Dwarven Resilience – You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training – You have proficiency with axe, hand axe, great axe, light hammer, and warhammer.

Tool Proficiency – You gain proficiency with the artisan's tools of your choice: jeweller's tools, mason's tools, miner's tools, smith's tools, or woodcarver's tools. You also gain proficiency in one musical instrument of your choice.

Stonecunning – Whenever you make an Intelligence (History) ability check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages – You can speak, read, and write Dalish, which is the tongue of the Bardings, who speak an older version of the Common Tongue. You can also speak, read and write the secret language of your people, which has never been shared with any others.

ORIGIN (PICK ONE)

As a Dwarf of the Lonely Mountain you must pick an origin of either Erebor or the Iron Hills.

Erebor

You belong to the line of Durin's folk once native to Erebor, though you may have spent much of your life on the road, or come from the Blue Mountains in the West. Long accustomed to hardship, you've learned much in your time, but you've come home at last.

Additional Ability Score Increase – Your Wisdom score increases by 1.

Dwarven Toughness – Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Road Wisdom – You may choose one additional tool proficiency of your choice.

The Iron Hills

You belong to the line of Durin's folk that headed east to found a hold in the Iron Hills when Erebor was first reclaimed, before the coming of Smaug. Your people are great miners and stern warriors, with strong arms from long hours of breaking stone.

Additional Ability Score Increase – Your Strength score increases by 2.

Tool for War – You have proficiency with the mattock.





- ELVES of MIRKWOOD -

"In a great hall with pillars hewn out of the living stone sat the Elvenking on a chair of carven wood."

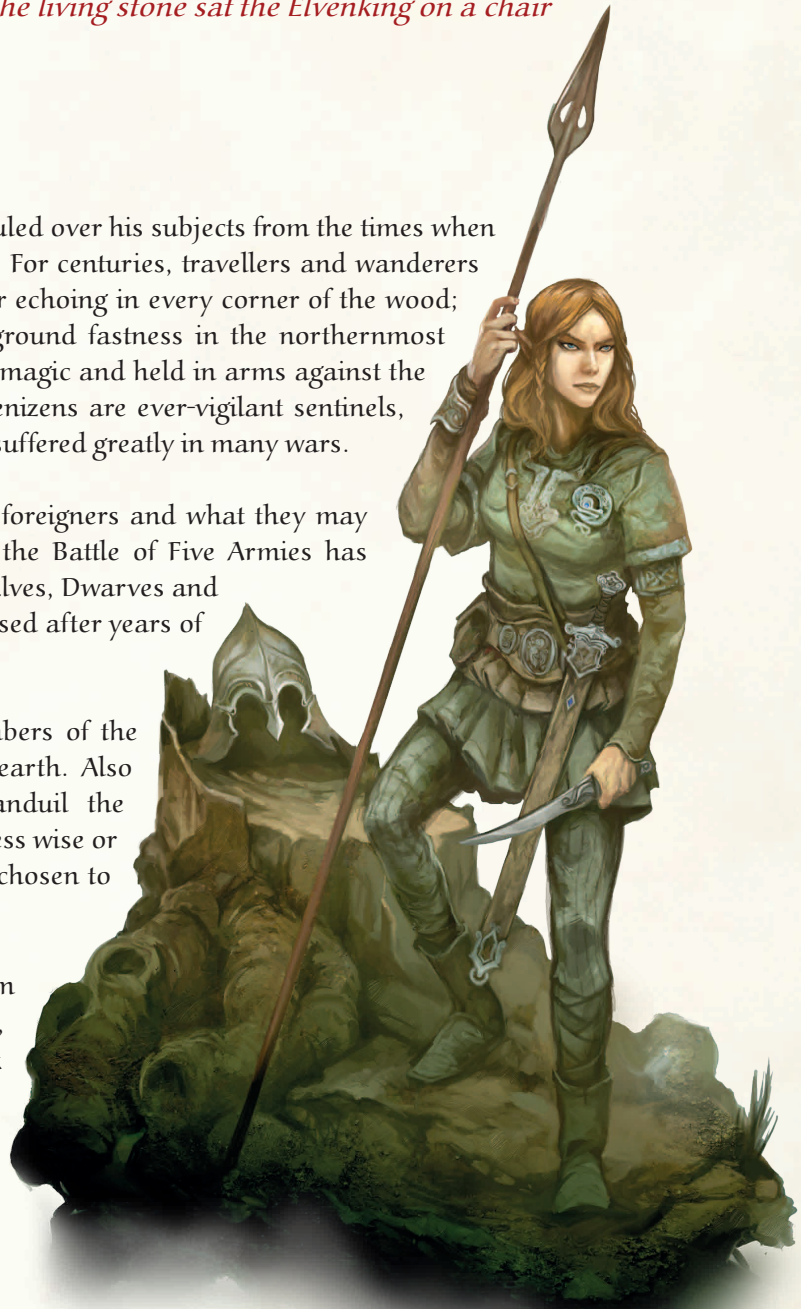
LINGERING IN THE TWILIGHT

The Elvenking of the Woodland Realm has ruled over his subjects from the times when Mirkwood was called Greenwood the Great. For centuries, travellers and wanderers have heard the eerie sound of their laughter echoing in every corner of the wood; today, the court of Thranduil is an underground fastness in the northernmost region of Mirkwood, a bastion protected by magic and held in arms against the Shadow that has fallen on the forest. Its denizens are ever-vigilant sentinels, members of a diminishing people that have suffered greatly in many wars.

They have grown suspicious of trespassing foreigners and what they may bring. Now, however, the great victory at the Battle of Five Armies has somewhat eased the relationships between Elves, Dwarves and Men living in the area, and trade has increased after years of seclusion.

The Elves of Northern Mirkwood are members of the Firstborn, the earliest denizens of Middle-earth. Also called Wood-elves, the followers of Thranduil the Elvenking are a reclusive folk. They may be less wise or ambitious than nobler Elves, but they have chosen to live a simpler life.

Their attachment to all things natural lets them rejoice in leading hunts and holding feasts, even under the threat of what lurks in the dark of Mirkwood. It is this love for Middle-earth and their hopes of reclaiming the entire forest from the Shadow that prevents them from abandoning their home and sailing to the uttermost West.



DESCRIPTION

Elusive warriors devoted to the preservation of their hidden realm, Silvan Elves are a fair but hardy folk. Their experiences have made them suspicious of other peoples, but have not robbed them of the ability to delight in the simple pleasures of living. Even though their power is slowly waning, Elves are staunch fighters dedicated to resisting the encroaching darkness, either alone or side-by-side with trusted allies. As all those who belong to the Firstborn, they are not subject to illness or old age, and thus can dwell within the circles of the world until they choose to leave it, or are slain.

MIRKWOOD ELF NAMES

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

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

Female Names: Finduilas, Míriel, Nimrodel.

STANDARD OF LIVING

The Elves of Mirkwood are a folk at a war, and dedicate much of their wealth to their defence, ranking their culture as *Martial*.

Bonus Equipment: A grey or green travelling cloak, travelling gear for the current season, a backpack or saddlebags, a belt dagger, boots, 3d6 silver pennies, and choose any two: A grey blanket, a wineskin, a short bow and a quiver of 20 arrows, a white jewel on a chain of silver, a hunting knife, a musical instrument.

MIRKWOOD ELF TRAITS

Your Player-hero has certain traits deriving from your Elven ancestry.

Ability Score Increase – Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Adventuring Age – 100 to 500. 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.

Size – Elves range from 5 to over 6 feet tall, with slender builds. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Night Vision – Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see in complete darkness.

The Eyes of Elves – You have proficiency in the Perception skill.



Elvish Dreams – Your sleep is not like that of mortals. When you sleep, you can choose to send your mind into an “Elvish Dream” retaining full consciousness of your surroundings and you needn’t close your eyes. Four hours spent in such dreams acts on you as if you had rested an entire night.

The Tools of War – You have proficiency with daggers, spears, broadswords, short swords, and short bows.

A Whisper Through the Leaves – You have proficiency in the Stealth skill. You have advantage on Stealth skill checks whenever you are in a forest and can make Hide attempts even when only lightly obscured by foliage.

Languages – You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.





- HOBBITS of the SHIRE -

"Hobbits are an unobtrusive but very ancient people, more numerous formerly than they are today; for they love peace and quiet and good filled earth: a well-ordered and well-farmed countryside was their favourite haunt."

A CLOSE FRIENDSHIP WITH THE EARTH

The Shire, a pleasant corner in the Quiet of the World, has stood safe and peaceful for many years. Its inhabitants, a little people called Hobbits, possess a love for solid traditions and respectable ways, and a strong dislike for anything out of the ordinary. If Hobbits had their way, the days would go by in an unchanging world, as they have since anyone can remember. But even if most Hobbits pretend not to heed it, there are dark things moving beyond the borders of the Shire; and while someone has long been taking care that no shadow interrupts their well-ordered lives, these shadows are lengthening.

Since Mr. Bilbo Baggins' astonishing adventure with a group of Dwarves and a travelling Wizard, all kinds of stories concerning remote lands, dark woods, Giants, Elves, and dark halls beneath the earth have started to circulate among Hobbits of the more adventurous sort.

Now, certainly not everyone believes that Mr Baggins really left his comfortable hole at Bag End to go anywhere, but some actually do, and every year another lad or lass leaves home to go adventuring. Gandalf, the conjuror, has often been blamed for such incidents, and the sight of his pointy hat is sure to ruin the day of all respectable Hobbits.



DESCRIPTION

Hobbits are much smaller than Men, even smaller than Dwarves, and are often mistaken for children by Men who see them. Such likeness may be explained through a long-forgotten common ancestry, which would also explain why Hobbits often like or dislike the same things as Men do. A merry folk, Hobbits are good-natured individuals. When pushed to resort to weapons, they choose small swords and short hunting bows, which they can shoot with uncanny precision when needs be.

HOBBIT NAMES

Hobbits names are composed of a first name and a family name. First names for boys are usually simple and short, with Hobbit girls being often given names of flowers or precious stones, but among the older families survives a custom of giving more heroic and high-sounding names whose origin can be traced back to a time before the Shire. Names like Fredegar or Hildibrand betray a common root with similar names used by Men in the vales of the Great River.

Family names seem to fall into three main categories: surnames without a traceable meaning (Baggins, Boffin, Took), 'descriptive' surnames (Hornblower, Proudfoot), and surnames hinting at a geographical feature (Burrows, Hayward).

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

Female Names: Adaldrida, Adamanta, Amaranth, Angelica, Asphodel, Belba, Bell, Belladonna, Berylla, Camellia, Celandine, Chica, Daisy, Donnamira, Dora, Eglantine, Elanor, Esmeralda, Estella, Gilly, Hanna, Hilda, Lily, Linda, Lobelia, Malva, Marigold, May, Melilot, Menegilda, Mentha, Mimosa, Mirabella, Myrtle, Pansy, Pearl, Peony, Pervinca, Pimpernel, Poppy, Primrose, Primula, Prisca, Rosamunda, Rosa, Rose, Ruby, Salvia, Tanta.

Family Names: Baggins, Banks, Boffin, Bolger, Bracegirdle, Brandybuck, Brown, Brownlock, Bunce, Burrows, Chubb, Cotton, Gamgee, Gardner, Goldworthy, Goodbody, Goodchild, Goold, Greenhand, Grubb, Hayward, Headstrong, Hornblower, Maggot, Noakes, North-Tooks, Proudfoot, Puddifoot, Roper, Rumble, Sackville, Sandyman, Smallburrow, Took, Twofoot, Whitfoot.

STANDARD OF LIVING

Hobbits live in peace and relative prosperity. Their land is rich and their borders protected. They seldom trade with other folk, with the occasional exception of travelling Dwarves. Their culture's economy ranks as *Prosperous*.

Bonus Equipment: A fur-lined travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, plus choose any two: a fine walking-stick, dwarf-made pots and pans, enough handkerchiefs to see you through the adventure, a pipe and pipeweed, an overstuffed pillow, a plate and cutlery fit for picnics, ink & parchments to write letters home.

HOBBIT TRAITS

Your Player-hero has certain traits deriving from your Hobbit ancestry.

Ability Score Increase – Your Dexterity score increases by 2.

Adventuring Age: 25-60. Hobbits do not easily abandon their comfortable lives, but when they do they usually wait at least for their coming of age at 33. But a particularly reckless Hobbit might feel the call to adventure when in his tweens, as Hobbits call their twenties. Hobbits generally pass early in their second

century, remaining fairly healthy until the very end of their twilight years.

Size – Hobbits are generally just slightly under three feet tall and weigh around 50 lbs. Your size is Small.

Speed – Your base walking speed is 25 feet.

Resilient – You have advantage on saving throws against Corruption.

Hobbit Nimbleness – You can move through the space of any creature who is at least one size larger than yours.

Noble Pursuits – You have proficiency with short bows. You gain proficiency with one artisan's tool of your choice: brewer's supplies, carpenter's tools, cartographer's tools, cook's utensils, gardener's tools, potter's tools, smith's tools, weaver's tools, or woodcarver's tools. You also gain proficiency with pipes.

Hobbit Elusiveness – You have proficiency in the Stealth skill.

Languages – You can speak, read, and write the Common Tongue, or Westron as the scholars have it. Whatever native tongue the Hobbits once had is all but gone, save for a few unique words such as “mathom” – an object one has no immediate use for, but for whatever reason, is unwilling to throw away.

FAMILY TIES (PICK ONE)

While the original three lines of the Hobbits have long intermingled, the traits of the various ancestor strains show up in odd ways, sometimes with one or more characteristics of the different breeds appearing in the same family.

As a Hobbit of the Shire, you must pick one of the three following family lines. The ability score increases and traits indicated below are in addition to those above, received by all Hobbits.

Harfoot

Ability Score Increase – Your Wisdom score increases by 1.

Unobtrusive – You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Stoor

Ability Score Increase – Your Constitution score increases by 2.

Fallowhide

Ability Score Increase – Your Intelligence score increases by 1.

Student of Old Lore – You have proficiency in the Lore skill and with calligrapher's supplies.





- MEN OF BREE -

According to their own tales... they were the descendants of the first Men that ever wandered into the West of the middle-world. Few had survived the turmoils of the Elder Days; but when the Kings returned again over the Great Sea they had found the Bree-men still there, and they were still there now, when the memory of the old Kings had faded into the grass.

AT THE SIGN OF THE PRANCING PONY

The small region of the Bree-Land is perhaps all that remains of the vanished kingdoms of Eriador, a little island of civilisation in the midst of a great deserted wilderness. The area takes its name from its chief village, the town of Bree. The great mound of Bree-hill shelters its houses from the cold north wind since time immemorial, there where two ancient roads meet. The Greenway comes up through Dunland and Tharbad from the gap of Rohan. The East road – *The Road*, really – is even older. It runs from the furthest east to the shores of the Sea.

Like the Shire, Bree is a safe haven for its denizens and travellers alike, despite the many threats that surround it. These days though, only Dwarves come up regularly along the East Road, and the Greenway sees even less traffic. But Bree endures.

The other three villages – the farming village of Staddle, Combe to the east and Archet in the Chetwood – see fewer visitors than Bree (and that's how they like it). Villagers come to Bree to bring goods to market, to trade with the wandering Dwarf-smiths and to drink in its famous inn, *The Prancing Pony*.

The Men of Bree tell stories of their ancestors, but if there is any truth left in those old tales, not even the Wise know, for they have been here for a long time even as Elves measure the passing years.



DESCRIPTION

The inhabitants of the Bree-land are mostly Men, but there are many families of Hobbits spread among the villages, especially in Staddle, and several of their customs and habits have been adopted by the Big Folk. The Men of Bree appear familiar to visitors from the Shire, and both the Big and the Little Folk live in very friendly terms. Their general appearance helps in this matter, too, as the Men of Bree are often brown-haired and rather short, tend to be stocky and broad, and are quick to laugh.

BREE-FOLK NAMES

Bree-folk names consist of a first name and a family name. Male names are frequently short, while their female names tend to take after flowers. Bree family names sound a bit peculiar to outsiders. They often combine two natural sounding words not often placed together.

Male Names: Barliman, Bill, Bob, Nob, Giles, Tom, Rowlie, Mat, Willie, Harry.

Female Names: Daisy, Bliss, Joan, Agnes, Emeny, Lily, Flora, Rose.

Family Names: Appledore, Asterfire, Bellsap, Briarcleave, Butterbur, Cherryborn, Chesterstout, Droverwind, Ferny, Foxglow, Goatleaf, Hardybough, Hazelsheen, Heathertoed, Hedgedon, Hollybirch, Kettlegrass, Lilyhawk, Mossburn, Oakstout, Pickthorn, Pollenroad, Rushlight, Sedger, Shrubrose, Sweetroot, Thistlewool, Wayward

STANDARD OF LIVING

The Bree-land is not as wealthy as the Shire, but the Bree-folk still maintain a lifestyle that is **Prosperous**. Part of their good fortune is due to the protection of their Guardians, the Rangers of the North; these mysterious wanderers roam the land, silently patrolling the borders and roads, without anyone in Bree-land knowing for certain what they are up to.

Bonus Equipment: A fur-lined travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, plus choose any two: a staff or cudgel, a dwarf-made set of cooking pans, a lucky ring of ancient design, a letter from your family, a spare pair of walking boots, an extra travelling cloak

MEN OF BREE TRAITS

Note: The traits listed here refer to a member of the Big Bree-folk. A player wishing to make one of the Little Bree-folk should make a Hobbit of the Shire, taking either the *Harfoot* or *Stoor* Family Ties (the *Fallowhides* never wanted anything much to do with Bree) and declare that they are from Bree-land.

Ability Score Increase – Your Wisdom score increases by 1 and you may increase two additional ability scores by 1.

Adventuring Age – **16-30**. In the rare cases where Bree-folk go adventuring at all, they do it when the strength of youth is in their limbs, and usually return home to settle down before their fortieth year.

Size – Most Big Bree-folk tend to be broad, rather than tall, and few are very much larger than 5 feet in height. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Crossroad Glance – You have proficiency in the Perception skill.

Starting Virtue – You gain one Bree-folk Cultural Virtue of your choice.

Languages – You can speak, read, and write Westron, heavily accented with the rough brogue of Bree-land.





- men of the Lake -

“They had been wealthy and powerful, and there had been fleets of boats on the waters.”

THE HEART OF TRADE

The denizens of Lake-town and the inhabitants of Dale are two separate folks sharing a common heritage. Esgaroth was first founded by merchants coming from Dale, but soon the city grew independent from that powerful city of Northmen, and ended up outliving it when Smaug destroyed Dale and scattered its population. For almost two centuries the survivors of Dale and the original Men of the Lake lived together under the threat of Dragon-fire, until their destinies were suddenly sundered by the flight of the Black Arrow.

Today, the city of Dale has been rebuilt and its crown restored to the head of the rightful heir of Girion; one of the first pronouncements of King Bard has been the recognition of the independence of Esgaroth and the rule of its council. The Men of the Lake busied themselves for many years with the great works needed to build their town anew, and the refounded Esgaroth emerges today from the surface of the Long Lake as a testimony to their strength of purpose.

The Men of the Lake are among the most enterprising and ambitious inhabitants of Wilderland. Even in their darkest years they never completely stopped looking beyond the borders of the Long Lake, and the most daring among them travelled far when everyone else cared only for their own defences. Today, Lake-town sits in the middle of a crossroads of opportunities, with a stronghold of Dwarves needing provisions and an ambitious young kingdom of Men to the north, and an ancient realm of Elves to the west.



DESCRIPTION

The Men of the Lake distinguish themselves from their neighbours, the inhabitants of Dale, by their greater love for ‘modern’ things and exotic novelties, a contrast with the Bardings’ healthier respect for tradition. Where the wealthiest among the folk of Dale display their status wearing gold bracelets and torques, or pins and brooches with precious stones, the inhabitants of Lake-town favour rich furs and fine-woven fabrics, often the product of foreign craftsmanship. Their differences extend beyond mere appearance though: Bardings are said to prize nobility and lineage, while Lake-men value above all men or women who elevate themselves through resourcefulness and daring.

MEN OF THE LAKE NAMES

The Northmen of Dale and Esgaroth speak the same language and share a common vocabulary of names. To choose a name, see the list for the Bardings at page 33.

STANDARD OF LIVING

Since the death of the Dragon, trade has steadily become more profitable than ever. With every passing year more wealth goes up and down the Running River, as the demand for the goods that only Esgaroth is able to provide increases - with the Kingdom under the Mountain and Dale adding their requirements to those of the Elves of the Woodland Realm, the Men of the lake rank as belonging to a *Prosperous* culture.

Bonus Equipment: A fur-lined travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, and

choose any two: a fishing rod and line, a set of playing cards (marked or unmarked – your choice), a gaming set, a supposed “dragon bone” fished out of the Long Lake, a random item from any other culture’s list of bonus equipment.

MEN OF THE LAKE TRAITS

Your Player-hero has certain traits deriving from your Lake-town ancestry.

Ability Score Increase – Your Charisma score increases by 1 and you may increase any two additional ability scores by 1.

Adventuring Age – **16-30.** Men of the Lake don’t usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family and folk.

Size – Most Men of the Lake stand between 5 and 6 feet tall. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Natural Born Traders – You have proficiency in the Persuasion skill.

Starting Virtue – You gain one Men of the Lake Cultural Virtue of your choice.

Languages – You can speak, read, and write Dalish – an archaic version of the Common Speech.





- men of minas tirith -

*O Gondor, Gondor! Shall Men behold the Silver Tree,
Or West Wind blow again between the Mountains and the Sea?"*

CLEAR AND COLD ABOUT THE TOWER ITS LOUD HORN CALLS
The city of Minas Tirith has stood for thousands of years as a beacon of hope for the Free Peoples of Middle-earth. But in the twilight of the Third Age the gleam of the White Tower is only caught in the brightest light of a summer's day. The Tower of the Setting Sun has become the Tower of Guard, the last bulwark against Mordor. The White Tree that blossomed in the court of the citadel is long withered. Stewards rule the city, for a king has not sat on the throne for many generations of Men. These are the waning years of Gondor, and the kingdom stands upon the edge of a knife, suspended between hope and despair.

Yet still the Lords of Minas Tirith defy their enemies, guarding the passages of the Great River from Argonath to the Sea. And their struggle is bitter. The guards of the Citadel have only to look East to see Minas Morgul, the dreaded Tower of Sorcery, rising in a cleft in the Mountains of Shadow, and along the road leading to it, the ruins of their abandoned capital city, Osgiliath. The Men of Minas Tirith know that to falter in their vigilance is to invite disaster to all they hold dear.

But this unceasing watchfulness has a price. Once, the Dúnedain of the South were deemed to be wiser than other Men, excelling in skill and knowledge. Today, the Men of Minas Tirith value prowess and the craft of weapons above all else, forgetting that in the treasuries of the city much ancient lore is preserved by long tradition. But such is the need of their days, for the Shadow in the East is stirring, and the power of the Black Land is sleeping no more.



DESCRIPTION

The Men of Minas Tirith are the descendants in the South of the Men of the West, the sea-kings who built the city in the time of the two kingdoms of Arnor and Gondor. The wisdom and beauty that Elendil brought out of the West endured here long, but the line of the kings finally died out, leaving the Stewards who followed them to recruit the strength of their people among other folks.

Today, the inhabitants of Minas Tirith are Men of the Twilight, tall and fair warriors with memories of ancient things.

The people of Minas Tirith dress in a manner that can be considered rich by outsiders. They favour fur-lined cloaks, fine-woven garments in a diverse array of fabrics, and accessories simple in design but precious in materials, like collars and rings of silver or gold, set with precious stones.

MEN OF MINAS TIRITH NAMES

The Men of Minas Tirith traditionally name their sons and daughters using the Sindarin tongue.

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: Gilraen, Ioreth, Ivorwen, Lothíriel, Morwen.

STANDARD OF LIVING

Gondor remains rich with the wealth of trade, and although the Steward directs much of its resources towards preparing for war, its people live comfortably. Because of this the Men of Minas Tirith are considered a **Prosperous** culture.

Bonus Equipment: A black travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, plus choose any two: a hunting horn, ink and parchment, a whetstone for sword-sharpening, artisan's tools, a silver brooch depicting the White Tree.

MEN OF MINAS TIRITH TRAITS

Your Player-hero has certain traits deriving from your Gondorian ancestry.

Ability Score Increase – Your Intelligence score increases by 1 and you may increase any two additional ability scores by 1.

Adventuring age - 16 to 40. The Men of Minas Tirith don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they return to their cities to serve their family and Steward.

Size – Most Men of Minas Tirith stand between 5 and 6 feet tall. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Proud Heritage – You are proficient in the History skill.

Starting Virtue – You gain one Men of Minas Tirith Cultural Virtue of your choice.

Languages – You can speak, read, and write both Sindarin and Westron, the Common Tongue.





- RIDERS of ROHAN -

*"Where now is the horse and the rider? Where is the horn that was blowing?
Where is the helm and the hauberk, and the bright hair flowing?"*

FEAR NO DARKNESS

Peerless horsemen who came from the North long ago to answer Gondor's call for aid, the Riders of Rohan roam the vast grasslands of their home on magnificent steeds whom they love as kin. The Men of the Mark are a generous folk, but when war is upon them then they are as fell to their enemies as they are loyal to their friends. When the lust of battle is on them they can appear as men stricken with grief, their faces deathly white, or as madmen ready to laugh at despair.

The great plains to the north of the realm of Gondor were once known as Calenardhon before the Steward Cirion granted them to a Northman, Eorl the Young, as a reward for his aid and valour on the Field of Celebrant. Its borders stretch from the Fords of Isen in the west to the Mouths of the Entwash in the east.

Rolling hills and golden grain fields are broken to the south only by the White Mountains where the fortress of Helm's Deep lies, and to the north by the ancient Fangorn Forest where even the courageous Riders of the Mark do not go.



DESCRIPTION

The men and women of the Riddermark are warlike, fair and tall, most often with golden hair and light eyes. Darker hair and eyes are not unknown, though uncommon, and such features are at times looked down upon. They are deemed the signs of Dunlending ancestry, who are regarded with suspicion by the Rohirrim. Both men and women grow their hair long and often tie it in long braids, especially when riding.

While devoted to warfare in all its forms, the Riders of Rohan embrace life to its fullest, celebrating all its positive aspects in song and deed, and mourning their passing in sadness when forgetfulness and old age approach. Famed throughout Middle-earth for their horsemanship, they are equally feared for their prowess in battle, for their skills are formidable and they sing when they kill.

NAMES OF THE RIDERS OF ROHAN

The Rohirrim revere their ancestors and forebears, and many of them are named after notable heroes or past kings of their people. More often than not they are known by just a single name, sometimes with a surname referencing their father (“Grimson”) or their home (“of Westfold”). Sometimes they will have a more prosaic surname, based

on some deed or misfortune (such as “Hammerhand,” “the Old,” “Wormtongue”).

They place as much care and attention in naming their steeds as their children, although their horses are often named rather more descriptively than their offspring.

Male Names: Aldor, Baldor, Brego, Brytta, Ceorl, Déor, Déorwine, Dernhelm, Dúnhere, Elfhelm, Eofor, Éomund, Eorl, Éothain, Erkenbrand, Fastred, Fengel, Folca, Folcwine, Folcred, Folda, Fréa, Fréawine, Freca, Gálmód, Gamling, Gárulf, Gléowine, Goldwine, Gram, Grim, Gríma, Grimbald, Guthláf, Háma, Harding, Helm, Herefara, Herubrand, Horn, Théoden, Wídfara, Wulf.

Female Names: Elfhild, Éowyn, Hild, Théodwyn.

Horse Names: Arod, Hasufel, Felaróf, Firefoot, Shadowfax, Snowmane, Windfola.

STANDARD OF LIVING

The Rohirrim are a simple folk, content with tending their beasts and fields, and with breeding their horses. They welcome strangers who come to their land in peace, but above all they desire to be free and live without serving



any foreign lord. As a consequence, they are ready to rise up in arms when they are threatened, and can be considered to belong to a **Martial** culture.

Bonus Equipment: A riding horse, brightly coloured travelling cloak, travelling gear for the current season, a backpack or saddlebags, a belt dagger, boots, 2d6 silver pennies, plus choose any one: a chess set, a drinking horn, an ornate helmet, a decorative cloak-clasp, a bronze arm-band.

RIDERS OF ROHAN TRAITS

Your Player-hero has certain traits deriving from your Rohirric ancestry.

Ability Score Increase – Your Wisdom score increases by 1 and you may increase two additional ability scores by 1.

Adventuring Age – 16-30. The Riders of Rohan don't usually become adventurers before their 16th year of age, when they are considered to be adults, and rarely continue beyond their forties when thoughts turn to looking after hearth and home.

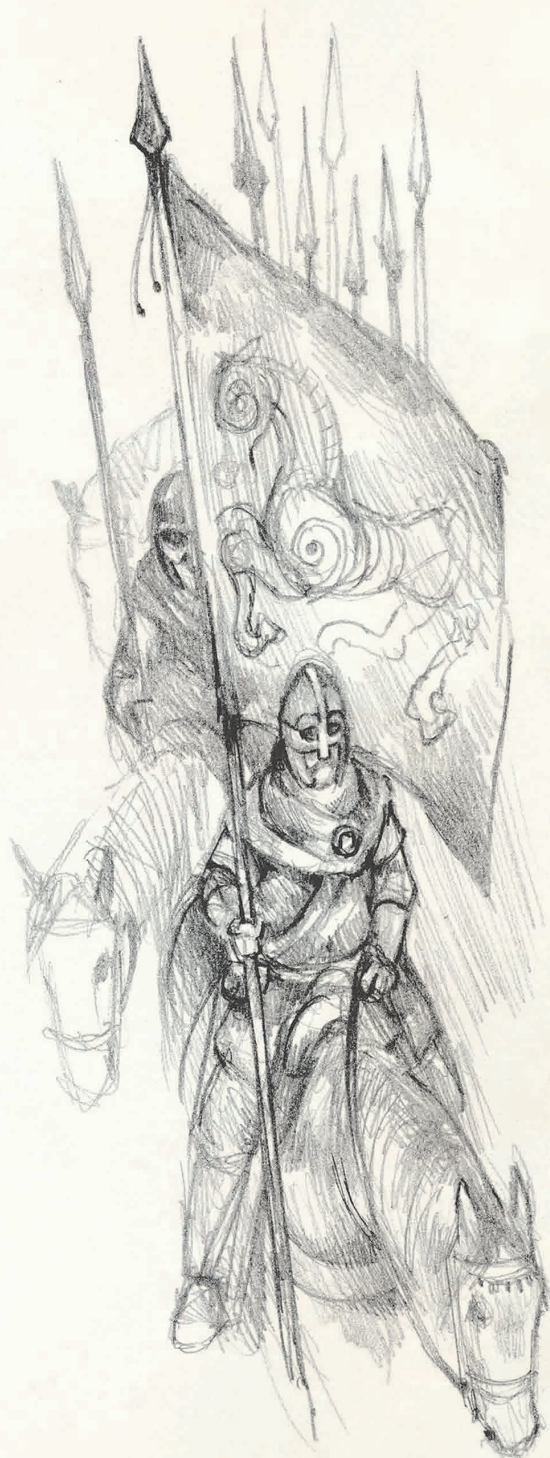
Size – The Riders of Rohan, men and women, are generally tall. Generally well over 5 feet and often above 6 feet. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Horse Lords – You have proficiency in the Animal Handling skill.

Starting Virtue – You gain one Riders of Rohan Cultural Virtue of your choice.

Languages – You can speak the tongue of Rohan which is loosely related to the tongue of the Anduin Vales. You can also speak Westron and easily make yourself understood in accented Sindarin.





- WOODMEN OF WILDERLAND -

“There were many of them, and they were brave and well armed, and even the Wargs dared not attack them if there were many together, or in the bright day.”

AGAINST THE SHADOW

Almost two thousand years ago, a shadow crept from the South and slowly drew all light from the heart of Greenwood the Great to its farthest eaves. People began calling the forest Mirkwood, and learnt to fear its deepest recesses. In spite of the darkness, many lingered along the forest's borders, fearless sons of Men who defied the menace of the Necromancer in his dreaded abode. These Woodmen have fought the growing darkness for as long as their oldest tellers of tales can remember, and they will continue the fight now that the Shadow has deserted its lair.

The Woodmen of Wilderland are frontiersmen of the North, having a shared ancestry with the Bardings. They live in sparse, isolated villages and homesteads surrounded by wooden stockades, built along the borders of the great forest, or in the valleys to the west of the river. Threatened by the shadow of Dol Guldur and what lurks in the depths of Mirkwood, the Woodmen are hunters and trackers of wild animals, battling Orcs and Spiders in self-defence.

Traditionally, women fight and hunt alongside their men, or even alone if unmarried or widowed, in their struggle to survive in the hostile environment. The Wizard Radagast, one of the Wise of Middle-earth, has chosen to live amongst the Woodmen since time immemorial, taking residence in Rhosgobel. A master of shapes and a tender of beasts, his teachings have proven invaluable to the hunters and animal-tamers among the Woodmen.



DESCRIPTION

As all Men of the North, they are commonly light-haired and tall, but often brown-skinned with a little red in their cheeks thanks to a life in the open. Sometimes deemed surly of speech and unforthcoming by other folk, they are rangers and hunters, haters of Orcs and Spiders, skilled in fighting in the deep of the woods with bows of yew, stout spears, and long-hafted axes. They were once skilful tamers of steeds and hunting dogs, but their life under the Shadow has forced them to mostly abandon the training of horses, and to favour that of hounds.

WOODMEN NAMES

The Northmen inhabiting the Vales of the Anduin River – the Beornings and Woodmen – speak the same language and share a common vocabulary of personal names. The two folk favour different names, but are set apart by their peculiar use of bynames and nicknames.

The Woodmen do not show particular preferences, but it is a common practice among adventurers to keep their real name a secret, preferring to let themselves be known only by a nickname (the Bride, the Hound).

Male Names: Adalard, Ageric, Agilfrid, Agiulf, Alaric, Alberic, Amalric, Amand, Andagis, Atalaric, Atanagild, Ansegisel, Ansovald, Aregisel, Arnulf, Audovald, Avagis, Badegisel, Baldac, Balderic, Barald, Beorn, Beran, Beranald, Berangar, Bertefried, Beormud, Cilderic, Eberulf, Eboric, Ebregisel, Ebrimuth, Ediulf, Ermanaric, Euric, Eutaric, Evermud, Evoric, Frideger, Gararic, Garivald, Geberic, Gisalric, Gerold, Grimald, Grimbold, Grimbeorn, Grimfast, Gundovald, Hartgard, Hartmut, Hartnid, Hathus, Heriwulf, Hildebald, Imnachar, Ingelram, Ingund, Iwald, Iwgar, Leudast, Magneric, Malaric, Maracar, Merovech, Munderic, Odo, Odovacar, Otbert, Ragnacar, Ramnulf, Rathar, Reginar, Ricfried, Rigunth, Roderic, Sigeric, Sigibert, Sunnegisil, Theodard, Theodebert, Theodemir, Theodwin, Theudebald, Theuderic, Thorismund, Walcaud, Waleran, Widuven, Willicar, Wulferd.

Female Names: Adosinda, Amalfrida, Amalina, Avagisa, Avina, Beranhild, Brunihild, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Hermesind, Heva, Hilduara, Radegund.

Woodman Nicknames: The Bird-keeper, the Bowman, the Bride, the Bright one, the Eagle, the Healer, the Hound, the Hunter, the Quick, the Shepherd, the Shield-bearer, the Silent one, the Spear-shaker, the Wood-goer.

STANDARD OF LIVING

The Woodmen carve a living out of meagre hunts, burning charcoal and breeding animals. Their constant fight with the Wood and its wild things leaves them struggling to do more than simply survive. Their culture ranks as *Frugal*.

Bonus Equipment: A travelling cloak, travelling gear for the current season, a belt dagger, 2d6 silver pennies, plus choose any one: a basket of berries, a hunting trap, a hand-carved gaming set, a decorative leather armband or choker.

WOODMEN OF WILDERLAND TRAITS

Your Player-hero has certain traits deriving from your Woodman ancestry.

Ability Score Increase – Your Dexterity score increases by 1 and you may increase two additional ability scores by 1.

Adventuring Age – **16-30**. Woodmen don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family and folk.

Size – Most Woodmen stand between 5 and 6 feet tall. Your size is Medium.

Speed – Your base walking speed is 30 feet.

Woodcrafty – You have proficiency in the Survival skill.

Virtue – You gain one Woodmen of Wilderland Cultural Virtue of your choice.

Languages – You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.



CULTORES





classes

Glóin, my old friend.

Our great work proceeds apace. The walls of Dale are stronger now than they have ever been. I am once again in your debt. The masons you sent have worked tirelessly.

I wanted to tell you the latest news concerning the matter we spoke of at Dragontide. As agreed I have sent out a call across the North to those prepared to risk life and limb to help us restore all that was once lost.

Word has carried way beyond the Eastern Eaves and into the Misty Mountains, if all I hear is to be believed. And they have come! Brave souls are travelling from far and wide to aid us.

Some come simply for gold, some for the chance of a new start here in the lands hereabouts. Others seem driven by nobler purpose – leaders of Men, and those who would defend their people. I have heard tell of those, not unlike you and your kin when first we met, who seek to regain what they have lost in the dark times.

Some in their number thirst after knowledge almost as much as others seek gold. I met a second Hobbit who is writing a book about Dwarves! He claims distant kinship with Bilbo, and you must speak to him on your return.

Some of these adventurers have just followed where so ever the road has led them, now that the roads are again safe to travel. Lake-town is so busy! Trade is pouring in, and our coffers are refilling after all the rebuilding work.

Hurry back to Dale when you can. Yet more news has reached my ears from the South of Mirkwood and I would discuss it with you.

Your friend,

Bard

- classes -

“May it be a sign that though the world is now dark better days are at hand, and friendship shall be renewed between our peoples.”

The six classes in this chapter describe six ways that the Free Folk can fight back against the encroaching Shadow. The Scholar uncovers the secrets of the past, and is wise in lore. The Warden kindles the spirits of allies, and guards the hearth-fire. The Wanderer travels the wide and lonely world, bringing news from one settlement to the

next. The Slayer fights mostly alone, or in the company of fellow warriors, while the Warrior rallies allies. The Treasure Hunter, meanwhile, reclaims that which has been taken by servants of the Enemy. Each class gives mastery over certain weapons and skills, as well as other unique talents.

CLASS	DESCRIPTION	HIT DICE	PRIMARY ABILITY	SAVING THROW PROFICIENCIES	ARMOUR & WEAPON PROFICIENCIES
Scholar	A learned expert and master of the healing arts.	d8	Intelligence	Intelligence, Wisdom	Light armour, simple weapons
Slayer	A savage and doughty warrior. Slayers are more associated with barbaric or material cultures.	d12	Strength	Strength, Constitution	Light armour, medium armour, shields, simple weapons, martial weapons
Treasure Hunter	Or burglar, to less polite people.	d8	Dexterity	Dexterity, Intelligence	Light armour, Simple weapons, one-handed swords
Wanderer	An experienced traveller, the Wanderer is most at home on the Road or in the lonely wilderness.	d10	Constitution	Strength, Constitution	Light armour, medium armour, shields, simple weapons, martial weapons
Warden	Brave in spirit, the Warden helps others rise up against the Enemy.	d8	Charisma	Dexterity, Charisma	Light armour, simple weapons, one-handed swords
Warrior	A stalwart and disciplined fighter, associated with rich and civilised cultures.	d10	Strength or Dexterity	Strength, Constitution	All armour, shields, simple weapons, martial weapons

- scholar -

'Speak no secrets! Here is a scholar in the Ancient Tongue.'

For you, knowledge makes the Wild a less threatening place. Strangers become friends if addressed properly, yellowed maps in old books replace a fear of the unknown with curiosity and wonder of places you have yet to explore, songs composed in ages past strengthen the weariest of hearts. A love of learning guides your every step and illuminates the way for you and those who listen to your advice.



A Scholar is always learned, always wise, but learning takes many forms. In civilised lands and civilised times, Scholars gather books of lore and pore over rustling parchments. In Wilderland, in rustic communities or in times of war and want, a Scholar might be a master of

folk-lore and secrets passed from teacher to apprentice over long years.

Many Scholars are also healers, for a knowledge of herb-lore and the healing arts is perhaps the most useful (and, some would say, most respectable) field of study.

The most important thing to keep in mind when creating your Scholar is to think of where and how you gained your knowledge. Did you study under a master, learning as an apprentice? Is your Scholar a dabbler, flitting from one obsession to another, or do you learn all there is to know about one field of lore before moving on? Finally, why have you left your home to take on a dangerous life as an adventurer?

Play a Scholar if you want to...

- Uncover ancient secrets and use their power against the Enemy.
- Master the art of healing and restore your injured friends to full health.
- Be admitted into the councils of the Wise, and know much that is hidden.

CLASS FEATURES

As a Scholar, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Scholar level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Scholar level after 1st.

Proficiencies

Armour: Light armour

Weapons: All simple weapons

Tools: Healing kit or herbalism kit, a choice of artisan's tools or a pipe

Saving Throws: Intelligence, Wisdom

Skills: Medicine, Lore plus choose one from History, Riddle, Traditions, Insight, Investigation, Nature, Perception and Survival.

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

- A simple weapon
- A leather jerkin

Prosperous or Rich Scholars also begin with ink and parchment.

Shadow Weakness

Lure of Secrets

THE SCHOLAR

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Hands of a Healer, News from Afar, Tongues of Many Peoples
2	+2	The Path of Wisdom
3	+2	Speciality
4	+2	Character Improvement
5	+3	Webs of Deceit
6	+3	Shadow of the Past
7	+3	Speciality Feature
8	+3	Character Improvement
9	+4	Physician
10	+4	Speciality Feature
11	+4	Hidden Paths
12	+4	Character Improvement
13	+5	Hope Unlooked-For
14	+5	Speciality Feature
15	+5	Habits of the Wise
16	+5	Character Improvement
17	+6	Words Unspoken
18	+6	Speciality Feature
19	+6	Character Improvement
20	+6	Great Among The Wise

Hands of a Healer

You know how to treat wounds and illness and poison. You have a pool of healing tricks and techniques that

replenishes when you take a short rest. You have one Healing Die (1d8) per level in the Scholar class.

If you can touch a creature, you may expend one Healing Die per action, instantly granting them hit points equal to 1d8 plus your wisdom modifier, up to their maximum. If instead you tend the creature for at least 10 minutes, binding their wounds, treating them with herbs and poultices, and offering soothing words, then you may multiply the 1d8 by your proficiency modifier. Then add your Wisdom modifier.

Alternatively, you can spend a Healing Die to cure one disease, neutralize one poison, or remove one condition affecting a single target. Conditions are removed instantly, but poisons and diseases require the creature to take a long rest before they are removed.

The types of conditions you can cure are limited when you first gain this feature. You can remove the Frightened, Paralysed, Stunned, or Unconscious conditions. At higher levels you can cure other conditions, described below.

News from Afar

You know many things that are hidden from most and tidings of distant events tend to reach you with astonishing speed. The source of your knowledge is obscure and you do not explain how you know the things you do to others – it is enough that what you know is true.

At the start of each adventuring phase or after spending time in a Sanctuary, the Loremaster should inform you of one or two events of importance occurring somewhere in Wilderland.

Scholars always know a little bit about everything and the Loremaster should regularly give you rumours or information based on your appropriate Passive ability checks. For more clarity you can always make an active ability check to learn more about a person, place, or event. Once per Adventuring Phase you can add +5 to one of these active ability checks.

Tongues of Many Peoples

You know a little of many languages. You can hold a simple conversation in any of the tongues of Men or Elves, and know a few common phrases in the tongues of the other

peoples – enough to offer a greeting, shout a warning, or insult someone.

The Path of Wisdom

At 2nd level choose either Medicine and one skill proficiency, or Medicine and proficiency with a herbalism kit. Your proficiency bonus is doubled for any ability checks that use either of your choices.

Whenever you gain a new skill proficiency, you may move your doubled proficiency bonus to the new skill, to reflect your change of focus.

Speciality

At 3rd level you choose a speciality that determines the focus of your study. Choose Master Healer or Master Scholar (both are detailed at the end of the class description). The speciality you choose grants you features at 3rd level, and again at 7th, 10th, 14th and 18th level.

Character Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Webs of Deceit

At 5th level, your insight and learning is sufficient to manipulate others with well-timed words (or theatrics and cheap tricks). At the start of any interaction, you may make an Intelligence (Insight) test against a DC of 15 + the target's Wisdom modifier. If successful, then at any point in the conversation, you may gain advantage on any one skill check through your scholarship and preparation.

You might, for example, make a cryptic reference to some secret known only to a few people, or remind the person



you're talking to about the deeds of their forefathers, or raise your staff to dramatically startle a flock of crows to underline your words. You might palm a firework, or arrive in just the nick of time.

Shadow of the Past

At 6th level, you find deeper meaning in the long history of Middle-earth. If you remind another Player-hero of a relevant tale from the history of their people, then that character gains one Scholarly Inspiration die, a d6, which they may use to add to any roll. Once you have used this feature, you cannot use it again until you have taken a long rest.

Physician

At 9th level your use of the Hands of a Healer feature improves to cover a greater number of conditions. Now you can cure Blinded, Charmed or Deafened conditions. Additionally, by expending a Healing Die, you may remove the Petrified condition or a level of exhaustion.

Hidden Paths

At 11th level, your mastery of lore is such that you know of secret paths, alternative routes and hidden entrances and passageways in the most unlikely of places. You may grant advantage to an ally on any one ability check related to one of the journey roles (Guide, Scout, Hunter or Look-Out) by describing how your knowledge of obscure places and secret lore aids you. For example, you might lead the Company down a hidden valley when serving as Guide, or discover a secret dwarf-door as a Scout.

The paths you take often have their own perils or encounters; often, this ability takes you out of the frying pan and into the fire. You may only use this ability once per Adventuring phase.

Hope Unlooked-For

At 13th level, you may make preparations in advance and only reveal them when the time is right. Once per Adventuring phase, you may activate this ability and describe actions you took in the past that were unknown to the rest of the player-heroes, but that have now come to light. You must then make a suitable skill check to determine how successful these preparations were. The Loremaster is entitled to veto any unreasonable suggestions.

Example uses of this ability might include:

- "I found this ancient map on another adventure, and I reveal it now."
- "I sent word to our allies in Rohan a week ago, and they are going to arrive to bolster our defences just before the Orcs attack."
- "I guessed the King would imprison us, which is why I bribed the jailer a week ago to hide a key behind this loose brick."
- "I just happened to bring along these fireworks."

Habits of the Wise

At 15th level, your learning is such that you know there are few who can understand your concerns and worries, and so you must look to yourself for wise counsel. You may spend Inspiration to gain another use of a feature that typically requires a long rest before you can use it again, or is usable only once per Adventuring phase. Habits of the Wise is itself only usable once per Adventuring phase.

Words Unspoken

At 17th level, you may convey your thoughts without speaking aloud. When dealing with high-level Scholars, Elves, Dúnedain or other folk of power, you may hold a full conversation, speaking mind to mind. Others have a sense or intuition of your words, but cannot reply, and may misinterpret your thoughts as their own. You cannot read the minds of others with this ability.

Once per long rest, you may send brief snatches of your thought over great distances, conveying a single word or short message in dreams.

Great among the Wise

At 20th level, your knowledge on one subject approaches absolute and the Wise widely recognise you as the pre-eminent authority on matters pertaining to your chosen lore. Choose one Intelligence or Wisdom skill – you automatically succeed at all ability checks using that skill.

Additionally, you may spend Inspiration to learn something completely hidden about your chosen lore. Whether by shrewd guess or seemingly chance insight, you learn a useful secret that most could have no way of knowing. You must take a long rest in a Sanctuary before you use this feature again.

SCHOLAR SPECIALITIES

"I once knew every spell in all the tongues of Elves or Men or Orcs that was ever used for such a purpose. I can still remember ten score of them without searching in my mind."

Even the Wise cannot see all ends, or master every branch of lore. There are always more secrets to discover, and so a Scholar must choose a field of study to specialise in.

MASTER HEALER

You have studied anatomy, physiology and all manner of curative arts. You know how to use healing herbs and poultices, how to let blood to purge a wound and how to bind one, and how to fight sicknesses that assail the spirit as well as the body.



Improved Healing

When you choose this speciality at 3rd level you become an expert at treating injuries. Whenever you use the Hands of the Healer feature to restore hit points, you roll 2d8 in place of 1d8.

Healing Lore

Also at 3rd level, you make a discovery in your quest to understand the mind and body. You gain another discovery at 7th, 10th, 14th and 18th levels.

When you learn a new discovery you may also replace one discovery you already know with a different one.

Choose from the following discoveries.

Healing Herbs

You have studied herb-lore in great depth, and know secret techniques to cure illness and poison. A creature now only needs a short rest to recover from disease or poison when you use your Hands of a Healer feature.

In addition, you have learned far more than the common uses of healing herbs and are capable of using them in more potent forms, or in new ways. When using medicinal herbs, use these effects instead of the normal effects of the herb.

- **Athelas:** Burned into a powder and then boiled, this herb produces a cloud of vapour that removes a level of exhaustion from a number of creatures equal to your Scholar level.
- **Hagweed:** Ground into a paste, dried and smoked in a pipe, hagweed eases the spirit and cures 1 Shadow point. A Master Healer can only cure 1 Shadow point using hagweed per year.
- **Kingcup:** A poultice of kingcup applied to a poisoned wound draws the poison out and heals any damage the poison has caused.
- **Reedmace:** Dried, powdered and inhaled, reedmace allows a person to stay awake and aware for three days without the need for sleep or food. After that, the Player-hero gains two levels of exhaustion.
- **Shadow-thorn:** Once double brewed and strained, shadow-thorn produces a wet residue of plant matter that can be used to perfectly mask a creature's scent, giving them advantage on Dexterity (Stealth) ability checks for three days.

- **Water-lily:** If dried and ground into a fine powder, white water-lily can be baked into sweet cakes. These cakes invigorate and revivify, allowing a single person to gain the advantages of a long rest while taking a short rest, provided the Player-hero also gets a good night's sleep.

If boiled down to a syrup, red water-lily creates a potent but evil-smelling liquid. Few who know of this use readily produce this remedy, for while it does grant the Player-hero +2 to attack and damage rolls for an hour, it also generates a red anger and 1 Shadow point.

Healer's Staunching Song

The words of this song and its special tune can help wounds close and help heal injuries. Once you have learned this song, during a short rest you may perform it for a number of companions equal to your Scholar levels. Those benefiting from this song may each recover one of their Hit Dice worth of damage + their Constitution modifier without expending any of their Hit Dice.

Friend to All

A Master Healer is welcome nearly everywhere, and even bitter foes will hesitate to attack such a person. Your reputation and skill precedes you. You gain advantage on any rolls to convince a person to give you shelter or food for a night. Additionally, if you do not make an attack during combat, intelligent foes that do not serve the Shadow will not attack you. However, you have sworn to use your skills to help all who need your aid, so refusing or neglecting to treat any potential patient counts as a Misdeed for you. Additionally, if you do not have it already, gain proficiency in the Traditions skill.

Softer Underneath

Your studies of the anatomy of various creatures and beings have granted you an intimate knowledge of their weaknesses. If you spend an action studying a target, you gain a Precision die that may be applied to a single attack that hits the creature. This die is a d6 at 3rd level, and increases to a d8 at 6th, a d10 at 12th, and a d12 at 20th level.

Relief from Long Burdens

You have learned how to heal even the wounds of the heart and mind. If you spend a long rest doing nothing

but resting and talking with a willing creature, you may remove a Shadow point from that creature. The number of Shadow points healed increases to two points at 10th level and three points at 20th level. You cannot use this ability on yourself, nor can another Master Healer so assist you.

The Weapons of the Enemy

You know how to counteract the various poisons Orcs use. You can cure certain terrible wounds inflicted by the evil spells or weapons of the Enemy, such as Morgul-knives or the Black Breath of the Nazgûl. Additionally, if you do not have it already, gain proficiency in the Shadow-lore skill.

House of the Healer

At 14th level, if you reside in a place for more than a year, it becomes a Sanctuary as long as you remain there. Once you leave, this blessing persists for one month per Scholar level.

Seen and Unseen

Once you reach 18th level, even if you have never been there, the light of the Blessed Realm shines in your eyes. You have advantage on all tests against Corruption, and can see invisible creatures and spirits.

MASTER SCHOLAR

You have studied ancient books and scrolls in the treasured libraries of the great cities, or you learned rhymes of lore and secrets unwritten from some older master. You know much that is hidden or lost.

Bonus Proficiency

When you choose this speciality at 3rd level, you gain proficiency in a single Intelligence or Wisdom skill of your choice.

Secret Lore

Also at 3rd level, you learn one branch of obscure or hidden lore. You gain another secret at 7th, 10th, 14th and 18th levels.

Choose from the following secrets.

Ancient Lore

Your knowledge stretches back to the Elder Days. You know the names of the Two Trees, the Tale of the Three Jewels and the terror of the Great Enemy Morgoth. You've

heard the tales of the Elven Kingdoms of Beleriand, now lost beneath the sea, and the stolen halls of the Dwarf Lords, and you know of the rise and fall of the Dúnedain. You may make Intelligence (History) ability checks without penalty regarding ancient matters.

Additionally, if you do not have it already, gain proficiency with History.

Birds & Beasts

You have learned the secret speech of a specific breed of animal, such as the speech of eagles or foxes. You can communicate with them using skills such as Deception, Insight, Intimidation and Persuasion. Animals may be persuaded to carry messages, spy on areas or even lead a Master Scholar to food and water.



The communication is limited to the knowledge of the animal in question and animals tend to care only about the things of their world, such as food, shelter and predators, paying little attention to the goings-on of larger creatures;

however, a great deal of knowledge can be gleaned from their speech, and while a songbird might not be able to tell an Orc from a Hobbit, she will note which is despoiling the forest.

You may choose this secret a second time. If you do, your knowledge expands from a specific breed to all creatures of a similar kind and you gain Advantage on your Charisma skills regarding them. For example, when you first select this secret, you learn the hooting speech of owls; with your second, you learn the tongues of all birds and gain their favour.

Dark Knowledge

Dark and terrible is the lore of the Enemy and you, perhaps, know more of it than is safe. Upon selecting this secret, you learn the Black Speech of Mordor and can make ability checks about information regarding the Shadow and its followers without penalty. Additionally, if you do not already possess it, gain proficiency with Shadow-lore.

Finally, when you learn this Secret, you gain 4 Shadow points.

Natural World

You know the secret properties of many plants, for good and ill, readily identifying natural poisons. You can tell if a beast is natural or not just by looking at it. While you may not have met them, you know of the existence of the Shepherds of the Trees, the Ents of Fangorn Forest. With a successful DC 15 Intelligence (Nature) ability check you can correctly identify a Blighted area, and can guess roughly what caused it to become blighted. If you travel through an area whose blight you successfully deduced, you have advantage on your Wisdom saving throw against Corruption.

In addition, if you do have it already, gain proficiency with the Nature skill.

Runes

You know the secrets of reading old runes, from the ancient Tengwar to the Alphabet of Daeron – the Angerthas Moria. You are adept at finding lore hidden within cunning texts and have advantage on Intelligence (Lore) ability checks regarding all such matters.

Finally, you can automatically discern where Dwarven moon-letters have been inscribed (though you cannot read them without the correct moon!).

Works of Elder Days

You know of the wondrous creations of the Elven-smiths of Eregion and the other great smiths and craftsmen of yore, and know some of the ways their works can be employed by those with the right knowledge. You can identify the properties of wondrous artefacts by making a DC 15 Intelligence (Investigation) ability check. On a success, you can identify one Blessing and make a decent guess at other abilities that might be hidden within such an item.

In addition, gain proficiency in three artisan's tools of your choice.

Deep Knowledge

At 14th level, your accumulated knowledge over the years has given you bits and pieces about people, locations, objects and events that you are likely to encounter.



Much of this information is stored in your head, but even more is contained in scrolls and books that you have access to, as well as others among the Wise whose counsel you can ask for.

When you first encounter a person, object, location or event, you may ask the Loremaster three questions about it, for which they will provide truthful answers. If you do so, in addition to the lore you learn, you have advantage on any subsequent ability checks directly regarding that person, object, location or event for the rest of the Adventuring phase. Due to the sometimes intense nature of recalling such information, you may not use this feature again until you have taken a long rest in a Sanctuary.

Words of Command

At 18th level, your mastery of lore gives you authority over the world around you. Once per short rest you may speak a word of command. When you do so, choose a target related to one of the secrets you have mastered and make the appropriate skill check against a DC set by the Loremaster (typically at least a DC 20). If successful, you may give a short but irresistible command to your target. For example:

- **Ancient Lore:** Command a door made by the Elves of Eregion to open.
- **Birds and Beasts:** Order a fearsome wolf to fly back to its den.
- **Dark Knowledge:** Command a wraith to return to its tomb.
- **Natural World:** Order a pile of firewood to burst into flame.
- **Runes:** Command moon-letters to reveal themselves in the full light of day.
- **Works of Elder Days:** Wrench control of a palantir from the will of the Dark Lord.

- slayer -

'The day will come when they will perish and I shall go back!'

Perhaps you or your family suffered a terrible loss at another's hands, and you became a slayer to take your revenge on whoever wronged you. Perhaps a terrible rage burns in your soul, and you just had to leave behind a life that you are not able to enjoy any more. Or perhaps you are the descendant of a warrior people, born to the saddle or the sword.

Perhapses. Maybes. Enough of them. There is certainty in battle, and it is in battle that you find your true home. Slayers are fighters without peer, riders and berserkers with fire in their veins.

Play a Slayer if you wish to...

- Toss wolves and goblins from your path like straw and feathers.
- Take revenge upon the Enemy for all the many injustices inflicted on your people.
- Fight alone, or in the front line of a company of warriors.

CLASS FEATURES

As a Slayer, you gain the following class features.

Hit Points

Hit Dice: 1d12 per Slayer level

Hit Points at 1st level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Slayer level after 1st

Proficiencies

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, Survival and Travel

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

Frugal: A greataxe and hide armour.

Poor: Any martial weapon and hide armour, a spear, two hand axes.

Martial, Prosperous or Rich: Any martial weapon and a corslet of mail, a spear, two hand axes.



THE SLAYER

LEVEL	PROFICIENCY BONUS	FEATURES	FURIES	FURY DAMAGE
1	+2	Battle-fury, Unarmoured Defence	2	+2
2	+2	Reckless Attack, Vigilant Senses	2	+2
3	+2	Slayer Path	3	+2
4	+2	Character Improvement	3	+2
5	+3	Extra Attack, Fast Movement	3	+2
6	+3	Path Feature	4	+2
7	+3	Black Mist	4	+2
8	+3	Character Improvement	4	+2
9	+4	Mortal Wound (1 die)	4	+3
10	+4	Path Feature	4	+3
11	+4	Pierced by Many Arrows	4	+3
12	+4	Character Improvement	5	+3
13	+5	Mortal Wound (2 dice)	5	+3
14	+5	Path Feature	5	+3
15	+5	There Many Foes He Fought	5	+3
16	+5	Character Improvement	5	+4
17	+6	Mortal Wound (3 dice)	6	+4
18	+6	Indomitable Might	6	+4
19	+6	Character Improvement	6	+4
20	+6	Strength Greater than Any Hand	Unlimited	+4

Shadow Weakness

Curse of Vengeance

Battle-fury

In battle, you fight with white-hot rage or cold, deadly precision. Whatever the character of your anger, on your turn, you can enter a Battle-fury as a bonus action. While in a Fury, you gain the following benefits if you aren't wearing heavy armour:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a Slayer, as shown in the Fury Damage column of the Slayer table.
- You have resistance to bludgeoning, piercing and slashing damage.

Your Battle-fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

You can also end your Battle-fury on your turn as a bonus action. Once you have used this feature the number of times shown for your level in the Furies column of the Slayer table, you must finish a long rest before you can enter a Battle-fury again.

Unarmoured Defence

While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield (but not a great shield) and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defence to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.



Vigilant Senses

At 2nd level, you begin to sense when danger is near. You have advantage on Wisdom (Perception) ability checks when seeking to detect nearby enemies or ambushes. To gain this benefit, you cannot be blinded, deafened or incapacitated.

Slayer Path

At 3rd level, you choose a path that shapes the nature of your Battle-fury. Choose the path of the Rider or the path of the Foehammer (both are detailed at the end of the class description).

Your choice grants you features at 3rd level and again at 6th, 10th and 14th levels.

Character Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your Speed increases by 10 feet while you aren't wearing heavy armour.

Black Mist

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your Battle-fury before doing anything else on that turn.

Mortal Wound

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Pierced By Many Arrows

Starting at 11th level, you can keep fighting despite grievous wounds. If you drop to 0 hit points while you are in a Battle-fury (or if you have any uses of Battle-fury left) and don't die outright, you can make a DC 10 Constitution saving throw.

If you succeed, you drop to 1 hit point instead (and enter Battle-fury if you are not already). Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

There Many Foes He Fought

Beginning at 15th level, your Battle-fury is so all-consuming that it ends only if you fall unconscious or if you choose to end it.

Indomitable Might

At 18th level, if your total for a Strength check is less than your Strength score, you can use your Strength score in place of the total.

Strength Greater Than Any Warrior's Hand

At 20th level, the wrath you have embraced changes you forever. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

SLAYER PATHS

He stood a moment as a man who is pierced in the midst of a cry by an arrow through the heart; and then his face went deathly white, and a cold fury rose in him, and so that all speech failed him for a while. A fery mood took him.

"Éowyn, Éowyn!" he cried at last. "Éowyn, how come you here? What madness or devilry is this? Death, death, death! Death take us all!"

The Slayer does not consciously choose a path; it is an instinctive decision, or a fate pre-ordained outside the circles of the world.

THE RIDER

While the Rohirrim are the most famous riders among the Free People, they are not the only folk to fight from horseback. The charge of a mounted Slayer is as terrible

and glorious as the break of dawn, and the blowing of their horns resounds from the mountains to the Sea.

Mounted Combat

Beginning at 3rd level, if you are mounted, you deal an extra 1d4 damage when you hit an unmounted Medium or Small foe with a melee attack. If you take the Dash action in combat your extra damage increases to +1d6 for the first attack you make that round.

Mighty Spear-Throw

At 6th level, when you throw your spear with advantage, you automatically inflict maximum damage instead of rolling the dice. If you are mounted, you do not gain disadvantage when throwing your spear at long range.

Intimidating Presence

Beginning at 10th level, when mounted, you can use your action to frighten someone with your glowering presence. When you do so, choose one creature within 30 feet that you can see. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be Frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the Frightened creature until the end of your next turn. The effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again until you've taken a long rest.

If you Dash into combat, you may use Intimidating Presence as a bonus action.

Note that using Intimidating Presence doesn't normally count as a Misdeed – although the Loremaster might decide otherwise if the Slayer abuses their menacing influence to bully innocent folk without cause.

Horns Wildly Blowing

At 14th level, you can inspire your allies. At the start of a combat, you may blow your horn or shout a battle-cry. If you do, a number of allies equal to 1+ your Charisma modifier gain the benefits of your Reckless Attacks feature. If an ally makes a Reckless Attack, they get to add your Fury Damage bonus to their damage rolls.

FOE-HAMMER

Slayers who walk the path of the Foe-hammer wade into the very thick of battle, heedless of their enemies' paltry blows. Such Slayers are near unstoppable, their fury enhancing their might to a point where they can slay lesser warriors with nothing more than a blow of their fist.



Armoured Fury

Starting when you choose this path at 3rd level, you gain the full benefits of your Battle-fury while wearing heavy armour. In addition, if you do not already have it, you also acquire the heavy armour proficiency.

Hooped and Hasped

Beginning at the 6th level, your armour no longer impedes you in any way. You add your full Dexterity modifier as a bonus to your Armour Class, regardless of the type of armour you are wearing. You are no longer subject to stealth disadvantage when wearing medium or heavy armour.

Hammerhand

Beginning at 10th level, your anger courses through your limbs. At all times, your hands now count as martial melee weapons. When you are in a Battle-fury, they do a base 1d4 bludgeoning damage and score a critical hit on a roll of 19-20.

If you are fighting with a melee weapon other than your hands, then you immediately get a bonus unarmed attack if you miss with your regular attack. You may only make one bonus attack per round.

Splintered Spears & Shattered Shields

Starting at 14th level, you may choose to channel all of your fury into a single, devastating, blow. You can choose one of the following options:

- Automatically score a critical hit in melee combat with any melee weapon other than your fist. After determining damage, your weapon is utterly broken in the attack and cannot be used again. (Some ancient, often magical, arms cannot be broken, but can be damaged enough to require repair after being used in this fashion.) Creatures immune to critical hits still take the full damage from this attack.
- Automatically destroy an opponent's shield in place of an attack, splitting it asunder, or crumpling it under a heavy blow. Some shields, often wrought by Durin's folk long ago, cannot be broken this way, in which case the opponent suffers damage as if they had been successfully struck.

Once you have used this ability, you cannot use it again until you have had a long rest.

At 17th level, this ability may be used twice per long rest.



- TREASURE - hunter

*“Far over the misty mountains cold
To dungeons deep and caverns old
We must away ere break of day
To seek the pale enchanted gold”*

The world has seen the passing of the glory of many Dwarven kings and Elven lords, and their heritage is now buried in deep dungeons and dim caverns. Pale gold and bright jewels beckon all who dare to find them. Be it a family treasure stolen by raiding Goblins, or the golden hoard of a Dragon, you seek what is lost, even when that means you will have to brave unspeakable dangers.



Treasure Hunters are not necessarily burglars or thieves; they might equally be explorers or scouts. (At the same time, they're not necessarily thieves, if you follow me.)

Soft-footed and clever, a Treasure Hunter can be a marvellous asset to a company of adventurers, even if they cannot be entirely trusted. When creating a treasure hunter, consider if you're merely naturally stealthy, or if you're a trained burglar, spy or explorer.

Play a Treasure Hunter if you want to...

- Sneak into caverns, fortresses and noisome tombs where danger lurks.
- Spy on the movements and plans of the Enemy.
- Steal back stolen treasure from the Orcs and Goblins.

CLASS FEATURES

As a Treasure Hunter, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Treasure Hunter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Treasure Hunter level after 1st.

Proficiencies

Armour: Light Armour

Weapons: Simple weapons, broadsword, short sword

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Riddle, Sleight of Hand and Stealth

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

Poor or Frugal: A leather jerkin, a short-sword, a short bow with a quiver of 20 arrows.

Martial: A leather jerkin, a short sword or broadsword, a short bow with a quiver of 20 arrows, two daggers.

Prosperous: A leather jerkin, a short sword or broadsword, a short bow with a quiver of 20 arrows, two daggers, 2d6 silver pennies.

Rich: A leather jerkin, a short sword or broadsword, a short bow with a quiver of 20 arrows, two daggers, 5d6 silver pennies.

Shadow Weakness

Dragon-sickness



THE TREASURE HUNTER

LEVEL	PROFICIENCY BONUS	SNEAK ATTACK	FEATURES
1	+2	1d6	Expertise, Night Vision, Sneak Attack
2	+2	1d6	Cunning Action
3	+2	2d6	Treasure Hunter Archetype
4	+2	2d6	Character Improvement
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise
7	+3	4d6	Avoidance
8	+3	4d6	Character Improvement
9	+4	5d6	Treasure Hunter Archetype Feature
10	+4	5d6	Character Improvement
11	+4	6d6	Luck-Finder
12	+4	6d6	Character Improvement
13	+5	7d6	Treasure Hunter Archetype Feature
14	+5	7d6	Blindsense
15	+5	8d6	Slippery Mind
16	+5	8d6	Character Improvement
17	+6	9d6	Treasure Hunter Archetype Feature
18	+6	9d6	Elusive
19	+6	10d6	Character Improvement
20	+6	10d6	Stroke of Luck

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with

thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools, to gain this benefit.

Night Vision

Due to the clandestine nature of your activities you tend to operate in the shadows and other dimly lit or unlit places. Over time you have grown accustomed to doing so and your senses have adapted accordingly. While you don't necessarily see better in dim light or total darkness, your other senses have grown to compensate for it.

Within 60 feet, you treat dim light as if it were bright light and no light as if it were dim light. Note that while your other senses aid your sight, you cannot use this feature if you are Blinded.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of this extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Treasure Hunter table.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act swiftly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage or Hide actions.

Treasure Hunter Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your Treasure Hunting abilities. Choose Agent or Burglar (both are detailed at the end of the class description).

Your archetype choice grants you features at 3rd level, and then again at 9th, 13th and 17th level.

Character Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Avoidance

Beginning at 7th level, your sharpened senses immediately alert you to dangerous situations. Whenever the Loremaster would normally make a passive Wisdom (Perception) check to notice a trap or other peril, they instead allow you to make an ability check. You may use whichever score is higher, your passive Perception score or the result of your ability check.

Luck-winner

By 11th level, you have either learned to take advantage of every opportunity, or you are just naturally lucky to have survived this long. You may invoke this ability to have an opportunity present itself due to good fortune.

An enemy might be distracted for a moment, allowing you to use your Sneak Attack. You might fumble your way blindly through a labyrinth, or gain advantage on an Intelligence (Investigation) ability check by accidentally discovering a vital clue. You might eavesdrop on a guard just as he discloses some crucial information. You might even put your hand on a ring when groping about on the floor of a darkened tunnel. This stroke of good fortune will always be beneficial to you, but the Loremaster decides exactly what form it takes. Once you use Luck-winner, you cannot use this ability again until you have taken a long rest.

Quiet as Quiet

Starting at 14th level, you have advantage on Dexterity (sneak) checks as long as you move no more than half your speed on the same turn.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you so long as you aren't incapacitated.



Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you cannot use it again until you finish a short or long rest.



TREASURE HUNTER ARCHETYPES

Treasure Hunters all have a few things in common; they specialise in getting into difficult places and extracting valuables, whether information or something more tangible.

Some Treasure Hunters prefer to operate within the shadows of strongholds, manipulating others to get what they want, while others prefer exploring places untouched in centuries, braving traps and nesting creatures in the hopes that something valuable may be discovered.

AGENT

But it appeared he was nobody's friend, and nobody could recollect when he had joined their party.

The Agent relies on charm as much as stealth or wit. As such, while the Agent still knows a lot about getting into places normally barred to outsiders, they can often do so in the open by simply convincing people that they should be allowed to pass.

Bonus Proficiencies

You gain tool proficiencies with the disguise kit and the forgery kit, and gain proficiency with the Traditions skill if you don't possess it already.

Secrets Gleaned

You are adept at observing the plans and weapons of your enemies. Starting at 3rd level, if you spy on an enemy without being detected for at least 10 minutes, you may pick one of the following benefits:

- The Loremaster gives you a clue about the enemy's plans or destination.
- You spot a potential weakness in the enemy, giving you (or an ally you advise) advantage on the first attack you make against foes of that kind.
- You gain a +1 bonus to AC against attacks made by enemies of the kind you are observing. This benefit lasts until you next take a short rest.
- You gain advantage on Dexterity (Stealth) ability checks made against enemies of this kind. This benefit lasts until you next take a short rest.

- You closely observe the enemy and can describe their appearance, gear and tactics in sufficient detail that when you give your report, other player-heroes gain advantage on checks to obtain more information about the enemy through ability checks like Intelligence (Lore) or Intelligence (Traditions).

Riddling Words

At 9th level, you have mastered the art of gaining trust. When you spend at least 10 minutes persuading a creature of your good intentions, that creature is considered Charmed unless the creature makes a Wisdom saving throw against a DC 8 + your Charisma modifier + your proficiency bonus.

This charmed state lasts until you give the creature reason to doubt your sincerity or until a long rest. Another creature can attempt to break a Charmed creature from your influence, but has a disadvantage on their appropriate social interaction roll if you are present.

Exit Strategy

When you reach 13th level, you have mastered the art of escape. Whenever you enter a new location your mind instinctively looks for all the ways that you can most efficiently extricate yourself should you find yourself in danger. You have advantage on any ability checks that you make for the sole purpose of escaping the location.

Compelling Words

When you reach 17th level, your ability to convince others borders on the preternatural. You may issue commands to any creature that you have charmed with your Riddling Words feature and that creature must carry them out to the best of its ability.

If the command is something that the creature would question or have an aversion to following your commands, then it gets another Wisdom saving throw against the DC for your Riddling Words feature.

If you are attempting to compel the creature to do something abhorrent to its nature, then it has advantage on its saving throw. Use of Compelling Words may count as a Misdeed.

BURGLAR

Burglar wants a good job, plenty of Excitement and reasonable Reward, that is how it is usually read. You can say Expert Treasure-hunter instead of Burglar if you like. Some of them do. It is all the same to us.

You employ your dubious, if highly useful, skills to acquire things that others possess. Whether you use your prowess to plunder old forgotten ruins in search of unclaimed treasure, or the purses of honest Free Folk is up to you.



The Shadow of My Pockets

Yours may be a somewhat larcenous spirit, but you certainly don't serve the Shadow in the East. Starting when you choose this archetype at 3rd level, when you commit a Theft Misdemeanor (normally causing you to automatically acquire 3 Shadow points) you only receive 1 Shadow point.

Filch

You are adept at picking people's pockets and performing other acts of legerdemain when their guard is down. Also starting at 3rd level, when you make a Sneak Attack in

melee combat, instead of inflicting extra damage you may instead successfully perform a Dexterity (Sleight of Hand) check on your opponent (you still do regular damage as normal if you wish). In addition to normal uses of Sleight of Hand, this feature enables you to take any weapon on your opponent's person that they are not currently wielding.

Treasure Lore

When you first pick this archetype at 3rd level, you hear many tales about strongholds or ruins where great treasures may lay. Whenever you are told of a particular location or chance across it, you may ask the Loremaster for three pieces of information regarding the locale. This information is usually a mixture of particular treasures and obstacles.

Information gleaned may be taken as generally true, although details may be fuzzy and key bits omitted.

Hide in Shadows

At 9th level, you have an uncanny ability to hide, or at least use the shadows to your advantage. So long as there are shadows present, you may take a bonus action to Hide, even when other creatures are aware of your presence. Such opponents may make a Wisdom (Perception) check (DC equals the result of your Dexterity (Stealth) check) to notice you and negate your attack advantage.

Wary

At 13th level, you have become accustomed to spotting traps and ambushes before they occur. You gain +5 on any passive Perception checks to spot an ambush or a trap. If you are actively searching for traps or ambushes, then you may substitute your increased passive Perception score for your ability check result if the former is higher.

Obfuscation

At 17th level, your ability to go unseen is legendary. You have advantage whenever you make a Dexterity (Stealth) ability check to hide and you can hide nearly anywhere. If you are in a shadowy area that lends itself to hiding, others looking for you have disadvantage.

- WANDERER -

“Most of our kindred have long ago departed, and we too are only tarrying here for a while, ere we return over the Great Sea.”

You see the wonders of living in Middle-earth, even where the Shadow is deepest. Every corner of the land holds a promise of untold secrets, and this is why you have decided that any dell, cave and river vale can be your home, albeit briefly. For when morning comes, another horizon will show your new destination.



Some Wanderers have purpose in their journeying: they might be traders, hunters, Rangers or on some errand that brings them far from the lands of their birth. Others were driven from their homes by Orcs or Dragons, and must now roam Middle-earth and dream of reclaiming what was once theirs.

Still others have fallen under the spell of the Road, and will find their restless feet always itching to carry them off on another adventure.

Play a Wanderer if you want to...

- Explore the wide world of Middle-earth.
- Hunt down and destroy the servants of the Shadow, no matter where they hide.
- Guide a company of adventurers through the perils of the Wild.

CLASS FEATURES

As a Wanderer, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Wanderer level.

Hit Points at 1st level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Wanderer level after 1st.

Proficiencies

Armour: Light armour, medium armour, shields.

Weapons: Simple weapons, martial weapons.

Tools: None.

Saving Throws: Strength, Constitution.

Skills: Survival, plus choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth and Traditions.

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

Poor: A leather corslet, a simple weapon, and a short bow or a great bow with a quiver of 20 arrows.

Frugal or Martial: Hide armour, a martial weapon, a shield, and a short bow or a great bow with a quiver of 20 arrows.

Rich or Prosperous: Corslet of mail, a martial weapon, a shield, and a short bow or a great bow with a quiver of 20 arrows.

Shadow Weakness

Wandering-madness

THE WANDERER

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Known Lands, Ways of the Wild
2	+2	Fighting Style, Natural Watchfulness
3	+2	Wanderer Archetype, Rumour of the Earth
4	+2	Character Improvement
5	+3	Extra Attack
6	+3	Known Lands and Ways of the Wild improvements
7	+3	Wanderer Archetype feature
8	+3	Character Improvement, Poison Resistance
9	+4	Trackless Steps
10	+4	Hide in Plain Sight, Known Lands improvement
11	+4	Wanderer Archetype feature
12	+4	Character Improvement
13	+5	Unflagging
14	+5	Ways of the Wild improvement, Vanish
15	+5	Wanderer Archetype feature
16	+5	Character Improvement
17	+6	Blight Ward
18	+6	Secrets on the Wind
19	+6	Character Improvement
20	+6	Deadly Foe

Known Lands

Long years spent roaming over the land have given you vast amounts of knowledge about some of the regions of Middle-earth. You know the terrain of such lands like the backs of your hands and your lore can seem almost

unnatural to any companions travelling with you. At 1st level, choose 3 regions + a number of regions equal to your Wisdom modifier from the Middle-earth maps. When you make an Intelligence or Wisdom check related to a land you know, your proficiency bonus is doubled if you are using a skill you are proficient in.

When you are travelling in one of your Known Lands you gain the following benefits:

- If any part of a journey passes through a land you know, the DC of your personal Event tests are lowered by 2.
- If the entire journey passes through lands you know, and you act as Guide, you lower the Peril Rating of the Journey by 2.
- You have advantage when making Wisdom saving throws against Corruption caused by Blighted lands you know.
- You cannot become lost under normal circumstances.
- You know at least one place in each Known Land where you can safely take a long rest: a settlement where you have friends, perhaps, or a hidden cabin in the woods or simply a dry and defensible cavern or secret glade.
- You have advantage on Dexterity (Stealth) ability checks and can move stealthily at a normal pace.
- While tracking other creatures, you automatically learn their exact number, their sizes and how recently they passed through the area.

At both 6th and 10th level you choose an additional number of Known Lands equal to 1 + your Wisdom modifier, with a minimum of 1. With the Loremaster's permission, you can save these Known Lands until you start exploring new areas – once chosen, they cannot be changed.

Ways of the Wild

You have a great deal of experience from travelling through the wilderness and surviving the various dangers that the wild constantly offers.



At 1st level, you have advantage on all Wisdom (Survival) ability checks when tracking others through the wilderness.

If you act as a company's Guide on a journey, you are considered to be assuming all vacant travelling roles (you are considered to 'fill in' as the company's Hunter, Scout and Look-out at the same time, if no other companion is already covering that role).

At 6th level, your time in the Wild has taught you that only those that strike fast and hard live to fight another day. When fighting in the wilderness, your first round of attacks in every combat has advantage.

At 14th level, you can no longer be ambushed and cannot be surprised in the wilderness.

Fighting Style

Starting at 2nd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. You cannot choose a Fighting Style more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defence

While you are wearing armour, you gain a +1 bonus to AC.

Duelling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Natural Watchfulness

Also at 2nd level, whether travelling, exploring or even resting, you have learned to constantly pay attention to the sights and sounds of the world about you. When in the wilderness, your proficiency bonus for Perception is doubled, if you are proficient in Perception.

Wanderer Archetype

At 3rd level, you choose an archetype you strive to emulate. Choose from the Hunter or the Shadow-bane (both detailed at the end of the class description). Your choice grants you features at 3rd level and again at 7th, 11th and 15th level.

Rumour of the Earth

Also starting at 3rd level, when you stretch yourself upon the ground with your ear pressed against the turf you can decipher the sounds of the earth. You can hear it groan when the enemy treads upon it, or echo the distant gallop of horses, or sing in tune with the rushing of tumbling waters.

Between each long rest, you may make a DC 15 Wisdom (Survival) ability check. On a success, the Loremaster must give you a useful piece of information about a quarry you are hunting or a place you are seeking. If you get 25 or higher as a result, the information gleaned may very well seem near-miraculous to others.

Character Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Poison Resistance

At 8th level your long exposure to the poisons and venoms of the creatures of the wilderness (and the arrows of certain Orcs!) have partially inured you to them. You gain resistance to all poison damage.

Trackless Steps

Starting at 9th level, you cease leaving any signs of your passage through the Wild. You can no longer be tracked by any normal means through the wilderness. Additionally, you can cover the tracks of a number of companions equal to your Wisdom modifier, with a minimum of 1.

Hide in Plain Sight

Starting at 10th level, you can spend one minute creating camouflage for yourself. You generally need a traveller's cloak and access to mud, dirt, plants and other naturally occurring materials to assist in your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are.

You gain a +10 bonus to Dexterity (Stealth) ability checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Unflagging

Beginning at 13th level, your long journeys through the Wild have toughened you against the weariness of travel. Your exhaustion penalties are always 2 levels less than your present exhaustion level. In other words, you suffer a -1 to ability checks and attack rolls only when you've reached 3 levels of exhaustion.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn.

Blight Ward

At 17th level, your deep connection to the wilderness shields you from the Shadow's corruption. You reduce the number of Shadow points you gain from Blighted areas by 1 per day.

Secrets on the Wind

At 18th level, the natural world holds no more secrets from you and the wind whispers all it has heard in your ears. Once per long rest you may make a DC 15 Wisdom (Insight) ability check to learn news from far away of friends or foes.

On a successful roll, you learn the following about whoever you seek news of: exactly where they are, which direction they are headed (if any), and their general state of being (drinking merrily, wounded and anxious, tired, or similar).

Deadly Foe

At 20th level, your long fight against the terrors that roam the Wild have made you fell and terrible in battle. You

no longer roll damage dice for successful attacks; they automatically inflict the maximum amount on the die.

WANDERER ARCHETYPES

Suddenly the great bow of Lórien sang. Shrill went the arrow from the elven-string. Frodo looked up. Almost above him the winged shape swerved. There was a harsh croaking scream, as it fell out of the air, vanishing down in the gloom of the eastern shore. The sky was clean again.

The wanderer in Middle-earth has two expressions: the Hunter of Beasts and the Hunter of Shadows. In these dark days, only those wanderers who can defend themselves against evil foes survive in the Wild.

HUNTER OF BEASTS

You can track your quarry across many miles, and bring it down with a well-placed arrow or swift blow. Some folk in Middle-earth rely on hunters for both sustenance and protection; the Woodmen of Mirkwood, for example, are kept safe from Spiders and other horrors by the arrows of their Hunters. Others, like the Elves, hunt for sport, or for the joy of the chase – or hunt two-legged prey, trespassers and despoilers of the wood.

Tracker

Beginning at 3rd level, you double your proficiency bonus when making Wisdom (Survival) ability tests to track a creature. Furthermore, you may substitute Survival for Investigation when making deductions based on tracks, spoor and other physical traces.

Swift Shot

Beginning at 7th level, if you have a ranged weapon to hand, you may make a bonus ranged attack before initiative is rolled. This applies even if you are surprised.

Master Hunter

At 11th level, choose one of the following abilities. At 15th level, choose another. You may not choose the same ability twice.

Run to Ground

If you spend a day stalking a foe before attacking, that foe gains 1 level of exhaustion. If you spend three days,

the foe gains another level of exhaustion (+2 total). If you spend a week, the foe suffers a third additional level of exhaustion (+3 total). This is in addition to any exhaustion levels otherwise accrued by the foe.

Volley

You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see that are within your weapon's range. You must have ammunition for each target, as normal, and you must make a separate attack roll for each target. You must finish a short or long rest before you can use this ability again.

Hunter's Blessing

Regain a Hit Die (up to your maximum) when you bring down (kill or incapacitate) a creature you've been hunting. Once you've used this ability, you cannot regain a Hit Die in this manner again until you've finished a long rest.

HUNTER OF SHADOWS

The lonely souls who choose this archetype forever hunt the servants of the Enemy, wherever they may hide. There is no respite for such Wanderers and little hope of final victory, yet they fight on, regardless.

Foe of the Enemy

Beginning at 3rd level, when you choose this archetype, all of your attacks made against servants of the Enemy inflict +2 damage. Such servants are Orcs, Goblins, Spiders, Trolls, many Evil Men and any other creature that willingly serves the Lord of Mordor.

In addition, you gain proficiency in the Shadow-lore skill.

Revenge

Beginning at 7th level, whenever a servant of the Enemy successfully attacks you, you automatically get to make a single attack against them in return.

Shadow Killer

At 11th level, choose one of the following features:

Bane

Once per turn, when you hit a servant of the Enemy with an attack, you may deal an extra d8 radiant damage. Furthermore, if you use a flaming torch against undead or other evil spirits, your attacks deal 1d12 radiant damage instead of the normal damage for a torch.

Whirlwind Attack

You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Defence Against the Shadow

At 15th level, you gain one of the following features of your choice.

Stand Against the Tide

When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Unbreakable Will

You cannot be intimidated or frightened in any way and are totally immune to all supernatural sources of fear.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



- WARDEN -

Beren now, he never thought he was going to get that Silmaril from the Iron Crown in Thangorodrim, and yet he did, and that was a worse place and a blacker danger than ours. But that's a long tale, of course, and goes on past the happiness and into grief and beyond it – and the Silmaril went on and came to Eärendil. And why, sir, I never thought of that before! We've got – you've got some of the light of it in that star-glass that the Lady gave you! Why, to think of it, we're in the same tale still! It's going on. Don't the great tales never end?



In this age of the world where shadows grow deeper with every passing year, you have sworn to defend all who cannot defend themselves. Sometimes, your choice

forces you to forsake civilised areas, to better guard their inhabitants from what lurks right outside their fences. This has made you a stranger in the eyes of the common folk, a figure as threatening as those you are protecting them from.

Other Wardens fulfil their oath by kindling the spirits of the defeated and the fearful. They tell stories of past deeds and elder days, to inspire a new generation of heroes to take up arms against the Enemy. Wardens guard all that is worth fighting for in this age of the world, even if they do not know it. Many Hobbit-heroes, for example, are Wardens (when they are not Treasure Hunters!)

When creating a Warden, consider your relationship with your home culture, with your kith and kin. Do you fight to protect them in particular, or are you a friend and ally to all? Do you lift spirits with a cheery smile, or intimidate your foes with your grim stare?

Play a Warden if you want to...

- Defend the Free Peoples against the Shadow.
- Inspire your allies to yet greater deeds.
- Bring hope when all hope is lost.

CLASS FEATURES

As a Warden, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Warden level.

Hit Points at 1st level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warden level after 1st.

Proficiencies

Armour: Light armour, shields.

Weapons: Simple weapons, broadswords, long swords, short swords.

Saving Throws: Dexterity, Charisma.

Skills: Traditions, choose any other two.

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

Poor or Frugal: Any simple weapon, a short bow with a quiver of 20 arrows, a leather jerkin.



Martial or Prosperous: A broad-, long- or short sword, a short bow or a great bow with a quiver of 20 arrows, a leather corslet, a shield.

Rich: A broad-, long- or short sword, a short bow or a great bow with a quiver of 20 arrows, a leather corslet, a shield or great shield.

Shadow Weakness

Lure of Power

THE WARDEN

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Warden's Gift (d6), Ever Watchful
2	+2	Jack of All Trades, Campfire Tales (d6)
3	+2	Expertise, Warden Expression
4	+2	Character Improvement
5	+3	Warden's Gift (d8), Dauntless
6	+3	Distraction
7	+3	Expression Feature
8	+3	Character Improvement
9	+4	Campfire Tales (d8)
10	+4	Expertise, Warden's Gift (d10)
11	+4	Expression Feature
12	+4	Character Improvement
13	+5	Campfire Tales (d10)
14	+5	Vast Knowledge
15	+5	Expression Feature, Warden's Gift (d12)
16	+5	Character Improvement
17	+6	Campfire Tales (d12)
18	+6	Commanding Voice
19	+6	Character Improvement
20	+6	A Light When All Other Lights Go Out

Warden's Gift

You can inspire others through stirring words, through music or by your presence alone. To do so, use a bonus action on your turn. Choose one creature other than yourself that is within 60 feet of you and who can hear you. That creature gains one Gift die, a d6.

Once within the next 10 minutes, the creature can roll the Gift die and add the number rolled to one ability check, attack roll or saving throw it attempts. The creature can wait until after it rolls the d20 before deciding to use the Gift die, but must decide before the Loremaster says whether the roll succeeds or fails. Once the Gift die is rolled, it is lost. A creature may have only one Gift die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses after a long rest.

Your Gift die increases in size when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level and a d12 at 15th level.

Ever Watchful

Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. If you can freely travel about an area talking with locals and passing travellers for a few hours, you can make a DC 12 Intelligence (Investigation) ability check with advantage.

Success indicates that you hear all the latest useful rumours, including news of trouble. Failure means you hear all the latest rumours and news, but cannot discern the true from the false. On a success, you can also glean the names, whereabouts and general appearances of all local influential individuals, households and factions, as well as what livery, colours and heraldry they typically bear, if any.

Jack of All Trades

Wardens tend to know a little bit about everything. Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Campfire Tales

Beginning at 2nd level, you can help revitalise your wounded allies during a short rest. If you tell tales during a short rest, then you and any nearby friendly creatures listening to your tales gain an additional 1d6 hit points per Hit Die spent.

The number of extra hit points gained increases as you gain Warden levels: to 1d8 at 9th level, to 1d10 at 13th level and to 1d12 at 17th level.

Talented

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Warden Expression

Also at 3rd level, you choose the way in which your Warden talents will express themselves. Choose Counsellor, Herald or Bounder (all three are detailed at the end of the class description).

Your choice of expression grants you features at 3rd level and then again at 7th, 11th and 15th level.

Character Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Dauntless

Beginning at 5th level, you regain all of your expended uses of Warden's Gift when you finish a short or long rest.

Distraction

At 6th level, you can use your sharp wit and knowledge of the terrain to distract, confuse and otherwise sap the confidence and competence of others.

When a creature that you can see within 60 feet of you makes an attack roll, an ability check or a damage roll,

you can use your reaction to expend one of your uses of Warden's Gift, rolling a Gift die and subtracting the number rolled from the creature's roll.

You can choose to use this feature after the creature makes its roll, but before the Loremaster determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it cannot hear you or if it is immune to being charmed.

Nor Weariness, Nor Endless Barren Miles

Starting at 14th level, when you make an ability check, you can expend one use of Warden's Gift. Roll a Gift die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the Loremaster tells you whether you succeed or fail.

Spirit of Fire

At 18th level you are amongst the greatest Wardens in the world. You may replace any Charisma check you make with a 15 (before adding modifiers). You may do this a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest.

A Light When All Other Lights Go Out

At 20th level, when you roll initiative and have no uses of Warden's Gift left, you regain one use.

WARDEN EXPRESSIONS

*From the ashes a fire shall be woken
A light from the shadows shall spring.*

Wardens in Middle-earth eventually cleave to one of these three categories: Counsellor, Herald, or Bounder. These three expressions of the Warden class are each quite different, but all involve inspiring and protecting those who need your aid.

COUNSELLOR

Your voice is your weapon. You have the ear of heroes and lords, and can accomplish more with a whispered word than with a drawn sword.



Bonus Proficiency

When you choose this expression at 3rd level, you gain proficiency in a single Charisma or Wisdom skill of your choice.

Discourse

Also starting at 3rd level, through carefully chosen words and the force of your personality, you have an uncanny ability to lower the guard of potential enemies and sway them towards parley instead of violence. Choose one creature within earshot and make a Charisma check with advantage. Your opponent may make a Wisdom saving throw. If you succeed, then that creature is considered friendly towards you.

The skill you use for this Charisma check depends on the type of discourse that you wish to engage in: if you are trying to trick your opponent then you use Deception; if you are using your strength of arms to make your enemy stand down then you use Intimidation; if you are trying to convince a neutral party to join you then you use Persuasion; and if you simply wish to occupy your opponent's attention for a while then you use Performance. In short, any Charisma-based skill can be used as long as there is a reasonable basis.

A friendly creature actively tries to help you so long as it or its allies aren't threatened; any attack against a friendly creature or its allies obviously ends the discourse! If you ask a friendly creature to commit a Misdeed, do something that would force it to defy its orders, or otherwise upset someone above it, then at the Loremaster discretion it is allowed to make another Wisdom saving throw.

It takes a lot out of you to think quickly and find the best words to lower your opponent's guard. Once this feature is used, it cannot be used again until you have taken a short rest.

Worthy Counsel

By 7th level, you are particularly good at giving advice. When you grant a creature a Gift die, if they use it to make an ability check following your guidance, they also have advantage on the roll. Alternatively, you can give bad counsel, and give them disadvantage on the roll, but only if the creature already trusts you and accepts your advice at face value.

Anticipate

At 11th level, your knowledge and experience almost give you a sixth sense when it comes to anticipating things that might go wrong. Once per long rest, if you have spent at least half an hour pondering a course of action, the Loremaster gives you some insight on one or more likely problems with your contemplated course of action. This could be a particularly stubborn diplomat, an insufficient number of troops to accomplish a goal or even the lack of an ally's resolve to see a plan through.

This feature does not give you access to any information that you would not reasonably know beforehand.

For example, if your enemy secretly bolstered his troops with Black Númenórean mercenaries, then you would not have access to that knowledge; however, the Loremaster may inform you that your enemy would never make a move against you at his current strength, so the fact that he is moving against you must mean that something has changed, something that is likely to impact your own forces...

Embassy

At 15th level, you are widely respected. No matter how hostile an enemy, your summons will bring that enemy to the negotiating table to hear your pleas or proposals. This is done under a flag of truce and there will be no deception on the part of those whom you have summoned. During this period of negotiation (usually about an hour) you have advantage on any ability checks made against your enemy.

While this may not result in the enemy agreeing to your demands, you may have at least bought some time to get better prepared or learn more about your foe. Note that even the forces of the Dark Lord of Mordor will heed such a summons, though they may choose to spend the hour mocking you, you can still glean much between their threats and insults.

You can only enforce an audience with an enemy once during any particular Adventuring phase, although the Loremaster may waive this limitation for particularly complex plots or long wars.

HERALD

Heralds are warriors as well as scholars, advocating for a cause that can motivate others and fighting for their beliefs. Heralds seek to witness great deeds of valour first hand and sing of what they have seen to others, to inspire them in turn.

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in medium armour, shields and martial weapons.

Songs of Slaying

The songs of battle resound where Heralds are present. Also starting at 3rd level, you may expend one of your Warden's Gift die to give all of your allies within 30 feet an additional d4 on their next attack roll. Alternatively, any creature that has one of your Warden's Gift dice may roll the die and add the number rolled to a weapon damage roll that they just made.

Extra Attack

Starting at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Break Resolve

At 11th level, your steely gaze causes lesser foes to falter before you. As an action, you may attempt to instil fear in one creature within 30 feet of you that can see you by making a DC 15 Charisma (Intimidation) check. The affected creature must make a Wisdom saving throw (DC equals the result of your Charisma check) or gain the Frightened condition. You may use this ability only once, regaining it after a short rest.

An End Worthy of Song

At 15th level, your stirring words help your allies stand against any challenge, even if it is to be their last stand. As an action, you can speak words of hope and valour that move you and all of your allies within 30 feet, granting each of you a +2 bonus on all attack rolls, a pool of temporary hit points equal to your Warden level and immunity to being Frightened. This effect lasts a number of rounds equal to your Charisma modifier +1 (minimum of 1). When

this ability ends, all those affected lose any remaining temporary hit points they gained from this ability and suffer one level of exhaustion. You must take a long rest in a Sanctuary before you can use this ability again.

BOUNDER

Bounders protect the simple folk so they can go about their lives untroubled by the dangers of the untamed wilderness. To walk the path of the Bounders is to be forever on the edge of the Wild, patrolling where the tilled green fields meet the edge of dark forests. Bounders are resilient and near tireless guardians, who stay in the darkness, that others may thrive in the light.

Guardian

Starting at 3rd level when you choose this expression, when a creature you can see attacks a target within 5 feet of you (other than yourself), you can use your reaction to impose a disadvantage on the attack roll.

Ceaseless Guard

At 7th level, you can use your action in order to interpose yourself in front of an attack meant for another. You make a Dexterity saving throw with a DC equal to the enemy's attack roll. If you succeed, the attack is automatically directed at you. If the ally you're trying to protect has one of your Warden's Gift dice, you may roll that die and add it to your AC against this attack only.

A Creature of Stone and Steel

At 11th level, you have been pounded into unyielding iron. You gain a permanent pool of temporary hit points equal to 12 + your Constitution modifier. This pool replenishes after finishing a long rest.

Ungielding Guard

Starting at 15th level, your skill at protecting yourself and others reaches its zenith. You can use your action to utterly thwart your enemies. Choose any number of opponents within 10 feet of you whose total Hit Dice are equal to or less than your own number of Hit Dice. For the following round, these opponents do not roll their attack dice – all of their attacks automatically miss. You cannot use this ability again until you've taken a short or long rest.



- WARRIOR -

*“Stay! For you have no errand to the South.”
 “Neither have those others who go with thee.
 They go only because they would not be
 parted from thee - because they love thee.”*

The Wise know that strength is a dangerous gift, and whenever arms are taken up in anger fell deeds await. But when the world is on the brink of ruin, it is the duty of all those of worth to rise and draw swords, whatever the risk.

You have decided to put your strength to the service of others, to sally forth and join battle in this dark hour. You are a warrior abroad, one who has left their hearth and home to take the fight to the Enemy. Skilled in the arts of war you seek glory on the field of battle.

You fight with discipline and forethought; unlike the oft-barbaric and brutal fighting style of the Slayer, you are either a trained soldier or noticeably controlled and cool-headed. Even when roused to anger, you are always wise in your choice of foes.

After all, more than your own life hangs in the balance – if you die needlessly, what becomes of the cause for which you fight?

Play a Warrior if you want to:

- Defend the Free Folk with force of arms
- Wear heavy armour and fight with discipline and courage
- Command followers or master weapons to their fullest extent

CLASS FEATURES

As a Warrior, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Warrior level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Warrior level after 1st.

Proficiencies

Armour: All armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Chose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival, and Tradition

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.

Poor or Frugal: A leather corslet, a martial weapon and a shield.

Martial: A corslet of mail, a martial weapon, a shield, a short bow with a quiver of 20 arrows.

Prosperous: Ring mail, a martial weapon, a shield, a short bow or a great bow with a quiver of 20 arrows.

Rich: Heavy mail, a martial weapon, a shield or a great shield, a short bow or a great bow with a quiver of 20 arrows.

Shadow Weakness

Lure of Power

THE WARRIOR

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Fighting Style, Second Wind
2	+2	Action Surge (one use)
3	+2	Martial Archetype Feature
4	+2	Character Improvement
5	+3	Extra Attack
6	+3	Character Improvement
7	+3	Martial Archetype Feature
8	+3	Character Improvement
9	+4	Defender of the Fallen
10	+4	Martial Archetype Feature
11	+4	Extra Attack (2)
12	+4	Character Improvement
13	+5	Indomitable (one use)
14	+5	Character Improvement
15	+5	Martial Archetype Feature, Indomitable (two uses)
16	+5	Character Improvement
17	+6	Action Surge (two uses), Indomitable (three uses)
18	+6	Martial Archetype Feature,
19	+6	Character Improvement
20	+6	Extra Attack (3)

Fighting Style

You adopt a particular fighting style as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defence

While you are wearing armour, you gain a +1 bonus to AC.

Duelling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-handed or Versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Warrior level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action

and a possible bonus action. Alternatively, if you spend Inspiration, you may give your Action Surge to a nearby ally as a reaction. The ally must use the Action Surge immediately.

Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Knight or Weaponmaster (both are detailed at the end of the class description).

The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th and 18th level.

Character Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Defender of the Fallen

At 9th level, if an ally is reduced to 1/5th or less of their maximum hit points by an attack, you may Dash as a bonus action as long as your Dash brings you closer to that wounded ally.

Indomitable

Beginning at 13th level, you can re-roll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests at 15th level, and three times between long rests starting at 17th level.

WARRIOR ARCHETYPES

"War must be, while we defend our lives against a destroyer who would devour all; but I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory. I love only that which they defend."

A Warrior may choose between two archetypes – the stalwart knight and the deadly weaponmaster.

KNIGHT

Sworn to serve and defend a liege lord, the Knight places their body between those who would do violence and their charge. Steadfast and resolute, a Knight must always be alert for danger and ready to intercept it.



Sworn Defender

Upon choosing this archetype at 3rd level you gain the ability to nominate a Charge. At the end of a long rest you

can name a person or place and swear mighty oaths to protect and defend it. This Charge remains until either it is killed, or you change your Charge following a long rest. While near your Charge, you gain temporary hit points equal to your Wisdom bonus plus your Warrior levels. Alternatively, your liege lord may assign you a task, in which case the completion of that quest becomes your Charge, and you lose the temporary hit points if, in the judgement of the Loremaster, you tarry or stray from your quest.

If your Charge is a place, it becomes a Sanctuary for you as long as it remains your Charge (see the **Fellowship Phase** chapter for more information on Sanctuaries).

Marks of Honour

Also at 3rd level, your faithful service is recognised with a mark of honour. You gain another mark at 7th, 10th, 15th and 18th levels.

Choose from the following marks.

Reward: Gain a Cultural Reward from your liege-lord's culture. You may take this mark multiple times.

Inspiration: You may draw Inspiration from your Charge. Once you have gained Inspiration from your Charge, you cannot do so again until you finish a long rest.

Minstrel's Tales: After completing a task for your liege lord, you may declare that your deed has passed into song. In any social encounter, improve the starting attitude towards you by one step (see the Attitudes table on page 193).

For example, if you would normally be considered a Friend by another culture, you are now Favoured in their halls. If you would normally be looked upon Askance, they are at least now Neutral towards you. If your culture is Unknown in these parts, you at least are seen in a Neutral light.

You may take this mark multiple times; each time it improves attitudes by one step.

Of course, if your task insulted or injured another culture, then you gain no benefit from having tales sung of your deeds in those parts.

For example, if Thranduil sends one of his Knights to challenge the best archer in Lake-town to a contest of archery, and the Elf-knight wins, then takes this benefit, word of the Elf-knight's prowess with a bow would win her friends in all cultures other than Lake-town.

Officer: When you take this mark, you gain four Command dice, which are d6s. A Command die is expanded when you use it. You regain all of your Command dice when you



finish a short or long rest. As a bonus action you can give a Command die to any ally who serves your liege-lord, is within 60 feet and in line of sight. That ally can roll their Command die and add the number rolled to any ability check, attack or damage roll.

Only fellow Knights or soldiers of your liege lord can benefit from this ability. You may only give these dice to fellow player-heroes if they have been introduced to your liege and been accepted as allies of your cause.

Knights Strike: You may spend Inspiration to strike with added fury, adding 3d6 damage to your attack.

Famed Protector

At 15th level, so long as you are within 30 feet of your Charge, you are immune to the Charmed, Frightened and Stunned conditions. Furthermore, you cannot become unconscious or incapacitated unless you have failed three death saves (at which point you die).

Sacrifice

At 18th level, any time your charge takes hit point damage or suffers a condition, if you are within 30 feet of your charge you may throw yourself in harm's way, suffering the damage or condition instead. If the source of damage or condition grants a saving throw, you are assumed to have failed it; however, if it is an ongoing condition that grants saving throws, you may attempt them as normal beginning on the round after you used this feature.

WEAPONMASTER

Seeking mastery over themselves as opposed to others, the Weaponmaster specialises in a style of fighting, sometimes even a specific weapon, to a degree other warriors can only dream of.

Style Focus

When you choose this archetype at 3rd level, you become even more fearsome a foe with your chosen Fighting Style. The Fighting Style chosen at 1st level gains additional abilities.

Archery

You may spend your action aiming. If you attack with your bow next turn, you gain a +2 bonus to the attack and do not suffer disadvantage for attacking at long range.

Defence

You ignore disadvantage to Stealth checks due to your armour.

Duelling

When you are wielding a melee weapon in one hand and no other weapons, you may exchange your +2 bonus to damage from Duelling for up to a +2 bonus to attack.

Great Weapon Fighting

You have advantage while wielding a weapon with the Two-handed or Versatile traits if you are fighting against a creature your size or smaller.



Protection

As a bonus action you may attack with your shield, inflicting 1d6 + Strength modifier points of damage on a hit.

Two-Weapon Fighting

When wielding two weapons, you may forsake an attack with either one to give the next opponent to attack you disadvantage on their attack roll.

Masteries

Also at 3rd level, you have mastered a specific weapon. You gain another mastery at 7th, 10th, 15th and 18th levels.

Choose from the following masteries.

Birthright

You have acquired a weapon of fine make and long lineage. Give your weapon a name. When you first acquire this weapon, you gain advantage on any Charisma (Intimidate) or (Persuasion) ability checks while you carry it. At 3rd level, the weapon grants a +1 bonus to all attack and damage rolls. At 7th level the weapon gains one of the following qualities, and gains a further quality at 10th and 15th level.

- **Balanced:** At the start of your turn, you may transfer the weapon's bonus to attack to your AC. This bonus remains until the start of your next turn.
- **Baleful:** A baleful weapon inflicts a critical hit on a natural roll of 19 or 20.
- **Bitter:** The weapon now grants a +2 bonus to all attack and damage rolls, instead of +1.
- **Enduring:** Enduring weapons cannot be broken by mischance or the attacks of enemies.
- **Infamous:** Your enemies know the name of your weapon, and it strikes fear into their hearts. Pick a group (Dunlendings, Haradrim, Wainriders, Orcs, Trolls, Spiders, or a similar group); whenever you inflict a critical hit with your weapon, all nearby creatures of the chosen group must make a Wisdom save (at DC 8 + your proficiency bonus + either your Strength or Dexterity modifier, as you see fit) or be Frightened of your weapon for the rest of the battle.

- **Vicious:** On a natural roll of a 20, this weapon inflicts +7 damage.

Force of Will

You have truly become one with your weapon; it acts as an extension of your will and you will not be denied. Any damage dealt by this weapon is considered to deal radiant damage, enabling it to bypass resistances and immunities that normally protect against your weapon type.

Guild Member

You have gained membership in an organisation of warriors, such as the Bowman's Guild of Lake-town or the Royal Archers of Dale. That organisation's base becomes a Sanctuary for you and any companions, and the organisation will happily provide support for your endeavours in the form of food, shelter, access to training grounds and lore, and other means short of marching to war (though they might be convinced to do so).

Lethal

You know how to strike and strike hard. Your attacks add your proficiency bonus or your ability modifier; whichever is higher, to their damage.

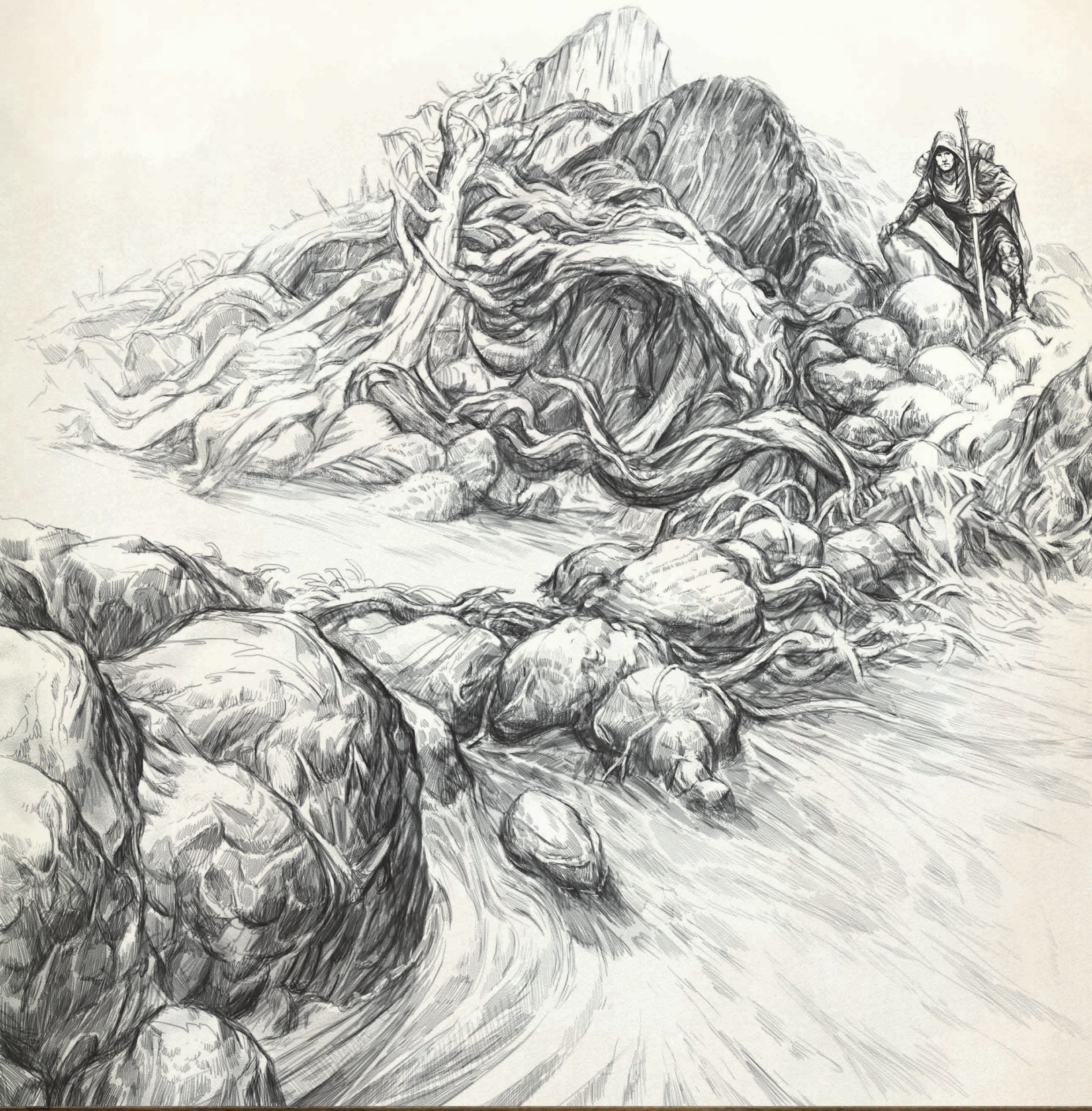
You must be 10th level or higher to take this Mastery.

Old Enemies

Choose a foe, preferably one you personally have fought or your people regularly battle against. You gain that foe's language and have advantage on Charisma (Deception) and (Intimidation), and Wisdom (Insight) ability checks involving them. When you are fighting against your chosen foe, whenever you roll for damage, you can re-roll your weapon's damage dice and use either total.

Weaponmaster's Challenge

Nominate another ally in this battle. As long as the number of enemies you have slain in this encounter remains within 3 of the number of enemies the nominated ally has slain, you both gain a +1 bonus to attacks. After you have used this ability, you cannot use it again until you have finished a long rest.







VIRTUES

We fought on the East track to old Fornost. Orcs in numbers we have not seen in many a year, fell handed and girt for war. They came upon us without warning, and we were taken by surprise. Odd that they were so bold. We were victorious, but at no small cost and the fighting was fierce. I am sorely wounded, and I fear were it not for what remains of my ancient blood I too would have joined the fallen. Somehow I stayed on my feet and kept sword in hand. Gilraen is hurt too, but we have her to thank for warning us. She still has the gifts of old, and sees things we do not.

I am tired, brother. But we won this day at least. Hurry to us, we have need of your aid and the hour is late.

- VIRTUES -

“But I say: let a ploughman plough, but choose an otter for swimming, and for running light over grass and leaf or over snow – an Elf.”

Virtues are special gifts and talents, usually associated with a particular culture. “All members of a Mannish culture start with a single virtue: choose one from the list related to your character’s Culture, or from the list of Open Virtues, which are available to every culture. Elves, Dwarves and Hobbits do not receive a starting Virtue.

All Player-heroes may choose to gain a virtue instead of improving their ability scores at 4th, 8th, 12th 16th and 19th levels.

OPEN VIRTUES

Open Virtues are virtues that can be taken by any culture.

CULTURAL HEIRLOOM

Prerequisite: 4th level or higher

Your efforts on behalf of your people have not gone unnoticed – you are gifted an item of your choice from the list of your people’s Cultural Heirlooms, (see list starting

on page 156). If lost or broken, heirlooms can be replaced at Sanctuaries. See the Loremaster’s Guide for more information on Sanctuaries.

DOUR-HANDED

Prerequisite: 8th level or higher

When you throw a weapon or bend your bow, your hand is steady and your aim is sure.

Raise the damage of all of your successful ranged attacks by half your proficiency bonus, rounded up.

EXPERTISE

You have practised a skill until it has become as natural as breathing.

Choose a skill. Double your proficiency bonus on skill checks made with the chosen skill.

FELL-HANDED

Prerequisite: 8th level or higher

You have learned to put all your strength into your blows in hand-to-hand battle.

Raise the damage of all of your successful melee attacks by half your proficiency bonus, rounded up.

STURDY

You descend from a hardy line and recover far more quickly than most others.



You may re-roll Hit Dice spent during short rests and take the higher result.

BARDING CULTURAL VIRTUES

BIRTHRIGHT

"Bard is not lost!" he cried. "He dived from Esgaroth, when the enemy was slain. I am Bard, of the line of Girion; I am the slayer of the Dragon!"

Before the coming of the Dragon, there were noble houses in Dale, with famed lords who were bold and famously hard to kill. You are a direct descendant of one of the ancient illustrious households that were powerful in the city of Dale of old. You receive a +1 bonus on all Dexterity saving throws. If you are reduced to 0 hit points, but not killed outright, you are considered to have already successfully passed 1 death saving throw.



FIERCE SHOT

The great bow twanged ... the arrow smote and vanished, barb, shaft and feather...

You have learnt to bend your bow so fiercely that you hear its string crack like a whip when it sends its arrows flying. When you use a great bow, your damage is increased by both your Dexterity modifier and half your Strength modifier, rounded down.

KING'S MEN

But there was still a company of archers that held their ground among the burning houses.

The former glory of the proud hosts of Dale has been restored by King Bard, and so the martial discipline that once made the city powerful is again imparted to all young men and women alike, lest the city be caught unprepared by assailants. You have sworn to protect the city and its king with your life, and in return you are regularly trained by the most expert swordsmen and bowmen of the realm. Choose two weapons from the following list: broadswords, long swords, spears, and great bows. You gain proficiency in your two chosen weapons and a +1 bonus to attack rolls made with them.

SWORDMASTER

...and beside them came the men of the Lake with long swords.

A skilled warrior can use their sword to deflect blows that would have otherwise hit their mark. You have learnt to fight defensively using your weapon to full advantage.

When fighting with either a broadsword or a long sword, you gain a +1 bonus to your AC.

WOEFUL FORESIGHT

"You are always foreboding gloomy things!" said the others. "Anything from floods to poisoned fish. Think of something cheerful!"

Many citizens of ancient Dale found themselves blessed – or cursed – by a sort of foresight following Smaug's destruction of the city. As a descendant of one of these bloodlines, you share this gift.

Sometimes, you feel a sense of foreboding that warns you of impending catastrophe and other gloomy events. But the future is always uncertain, and sometimes what you foresee never materialises.

Raise your Wisdom score by 1 point. Additionally, once every Adventuring phase, you may invoke your power of Woeful Foresight. When this happens, the Loremaster should give you a relevant piece of information regarding adverse events likely to occur during your current adventure.

If no such information is available – or the Loremaster prefers not to divulge it – once, before the current Adventuring phase is over, you may choose to automatically succeed at either an attack roll, a saving throw or an ability check (your foresight led to a sudden bout of insight or deeper understanding that helped you at a key moment).

Your foresight manifests in many forms: it can be a hazy vision, a recurring and enigmatic dream, or a cryptic message borne by a talking bird.

BEORNING CULTURAL VIRTUES

BROTHERS TO BEARS

"I once saw him sitting all alone on the top of the Carrook at night watching the moon sinking towards the Misty Mountains, and I heard him growl in the tongue of bears..."

Beorn has taught you to heed the call of an ancient animal heritage. When the moon is high in the sky and the world is fully revealed in an argentine glow, no sound escapes your ears, as the night speaks to you in the language of the Wild.

From now on your sight and hearing are greatly enhanced at night, and let you see or hear better than under the light of the sun, and at a greater distance. At night, you have advantage on all Wisdom (Perception) ability checks, you are considered proficient in the Perception skill and you add double your proficiency bonus to checks, instead of your normal proficiency bonus.

GREAT STRENGTH

Standing near was a huge man with a thick black beard and hair, and great bare arms and legs with knotted muscles.



Increase your Strength score by 1. As long as you can move freely while fighting, you may profit from your great strength and nimbleness.

Your lifting and carrying capacities increase as if you were one size category larger. So long as you are carrying less than half of your full capacity (or are unencumbered if using the variant Encumbrance rules) you have a +1 bonus to your AC.

NIGHT-GOER

As the light faded, Bilbo thought he saw away to the right, or to the left, the shadowy form of a great bear prowling along in the same direction.

At night you can choose to slip into a dream-like state, and leave your body in spirit form to swiftly travel along the tracks made by animals across the length and breadth of Wilderland.

In this state, you can swiftly explore an area within three days of travel, until sunrise wakes you. While this will not give you every detail, you will have a very good idea of the surrounding terrain and where danger may lurk.

Your spirit form takes the appearance of a full-grown bear. It is visible to onlookers, and leaves tracks on the ground. While you are outside your body, any action you attempt is resolved using ability checks as usual, but any strenuous activity that causes a loss of hit points wakes you up.

Any harm suffered while travelling in spirit form is transferred to your body at the moment of awakening. Once you've used this ability, it cannot be used again until you finish a long rest.

SKIN-COAT

...nothing could withstand him, and no weapon seemed to bite upon him.

Tales say that a warrior's own courage will turn steel and iron better than the smith's hammer-work.

So long as you wear no armour of any kind, you have resistance to non-magical piercing damage.

TWICE-BAKED HONEY-CAKES

The making of these was one of his secrets; but honey was in them, as in most of his foods...

The honey-cakes of the Beornings are legendary among travellers. You can march far by eating just a little of them, and they are much more pleasant than cram, the waybread that Dale-men make for journeys in the wild. You have been shown the secret of baking such cakes, and can prepare them for the consumption of all members of your company.

When you are on a journey, you and your fellow travelers may remove the first level of exhaustion you acquire.

DÚNEDAIN CULTURAL VIRTUES

DAUNTLESS GUARDIANS

"...when dark things come from houseless hills, or creep from sunless woods, they fly from us."

You have been raised in a land dotted with desolate ruins and burial mounds. You have heard the dead whisper with cold voices out of lonely barrows, while ghostly lights dance on haunted hills. There are few among mortal Men who know more about evil spirits or fear them less than you do...



When you first select this virtue you learn how to See the Unseen. You may later reinforce your spirit with Strength of Will by learning it as your undertaking during a Fellowship phase. Finally, you reach the stature of a true Wraith Bane by training as a new undertaking during a later Fellowship phase.



See the Unseen

It is said that the Elven-wise can perceive shades and wraiths that are otherwise invisible to the eyes of Mortals. You have been taught to recognise the signs that betray the haunting of a restless spirit. You are automatically aware of the presence or proximity of ghosts, shades and wraiths of any kind. A successful DC 15 Intelligence (Lore) ability check yields additional information on the nature of the haunting.

Strength of Will

In moments of fear, your will can strengthen your heart, so that you can withstand the great terror awakened in all Mortals by the denizens of the Unseen world.

When an Undead creature forces you to make a Wisdom saving throw against Corruption or any effect that may cause the Frightened condition, you may add your proficiency bonus to the check. If you roll either a 19 or 20 to pass the check, you can allow a number of companions equal to your Wisdom modifier to pass their own checks automatically.

Wraith Bane

In long centuries of secret strife, the things that hide among the ruins of Arnor have learnt to fear the fell Dúnedain. All of your attacks cause +2 damage to Undead creatures that can be affected by your weapons.

ENDURANCE OF THE DÚNEDAIN

"Hardy is the race of Elendil!"

The Dúnedain have long endured war against Mordor and the forces of the Great Enemy. They are slow to weary and endure burdens stoically. In battle they are fearsome foes, often able to fight on against overwhelming odds and in spite of grievous wounds.

When a blow reduces you to 0 hit points, but does not kill you outright, you may spend Inspiration to automatically stabilise, remain conscious and continue to take actions.

FORESIGHT OF THEIR KINRED

"And I say to you: if you pass the doors of Moria, beware!"

The Dúnedain still have in a measure the powerful foresight their ancestors possessed in full before their race

was diminished. Some Dúnedain perceive the future in dreams, others catch sudden glimpses of what is to be with their waking eyes.

Raise your Wisdom score by 1 point.

Additionally, once every Adventuring phase, you may invoke your power of Foresight by spending Inspiration. When this happens, the Loremaster should give you a relevant piece of information regarding important events likely to occur during your current adventure. You can seldom foresee exactly what is to befall, but you may gain clear images of where you should go, places to be wary of, a wanderer you can trust and so forth.

If no such information is available – or the Loremaster prefers not to divulge it – once, before the current Adventuring phase is over, you may choose to automatically succeed at either an attack roll, a saving throw or an ability check (your Foresight led to a sudden bout of insight or deeper understanding that helped you at a key moment).

ROYALTY REVEALED

Aragorn threw back his cloak. The elven-sheath glittered as he grasped it, and the bright blade of Andúril shone like a sudden flame as he swept it out. "Elendil!" he cried.

Northern Dúnedain only.

The Rangers of the North belong to a bloodline of Kings, but they have learnt to hide from their enemies in the twilight years of their kingdom. Should you choose to reveal your heritage, your noble bearing will cause your enemies to pause, and your allies to cast away their doubts.

You may take a bonus action to reveal yourself in battle, by shouting an ancestral battle-cry or unsheathing a weapon of high lineage, for example, or by showing a device or coat-of-arms during an encounter with someone.

Your allies within 10 feet immediately recover 1d6 + your Charisma modifier in hit points. Your enemies within 10 feet must make a Wisdom saving throw against a DC equal to 15+ your Charisma modifier. Failure means they are Frightened of you for 1 minute. While Frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also cannot take

reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Any enemy Frightened in this manner thereafter gains the Hatred (Dúnedain) Shadow Action and will seek to attack you and your kindred whenever given the opportunity.

In a social encounter, by revealing yourself, if the individual you are speaking with respects anything of the legacy of Númenor or the Dúnedain, you are treated as if you were Favoured by whomever you speak with. Additionally, you receive a +2 bonus to Charisma based proficiency ability checks until the end of the present encounter.

Both versions of this ability can each be used once during each Adventuring phase.

STERNER THAN STEEL

He stood up, and seemed suddenly to grow taller. In his eyes gleamed a light, keen and commanding.

You resist Shadow corruption better than most, for your spirit is resolute, and your mind is not easily overthrown. Raise your Wisdom score by 1 point. You have advantage on Wisdom saving throws against Corruption.

DWARVES OF THE LONELY MOUNTAIN CULTURAL VIRTUES

BROKEN SPELLS

*The Dwarves of yore made mighty spells,
While hammers fell like ringing bells.*

You have been taught some long-remembered fragments of old spells that retain power to this day. Some require you to cut or engrave a Runic inscription, usually in stone or metal, or sometimes carved in wood. You can learn a total of three such spells: Secrecy, Prohibition and Exclusion, and Opening and Shutting.

You learn one spell when you first select this virtue, and you may learn a new one as your undertaking during later Fellowship phases.



Spells of Opening and Shutting

This fragment must be recited in front of a door or gate, to magically lock it, or recited backwards to open it if locked. The spell has no effect on a door that has been blocked by magic and now requires a particular word to open it. Attempts to break down the door have their DC increased by 10. The spell starts working as soon as you have finished reciting it.

Spells of Prohibition and Exclusion

This Runic inscription is usually placed on gates and on doors, to protect an area from unwanted visitors. You may carve these signs on a rock or on the bark of a tree within the perimeter of your camp, and their power will wake you at the first sign of danger. Carve the runes and go to sleep. You will immediately awaken if any threatening presence approaches within 30 feet of your camp.

Spells of Secrecy

Carve these runes on a concealed door, personal hiding place or object, and it will be noticed only if someone



searches for it with great care. These signs are invisible to the untrained eye as long as the power within them is still working; they can only be seen and read when the spell is spent or broken.

The object concealed by the spell can only be found on a DC 30 Intelligence (Investigation) ability check, unless the searcher is a Dwarf, in which case the DC is 15.

DURIN'S WAY

That was the beginning of the War of the Dwarves and the Orcs, which was long and deadly, and fought for the most part in deep places beneath the earth.

You have been taught how to defend yourself while fighting under the surface of the earth. You know how to exploit corners, darkness and other natural obstacles to your advantage.

When fighting underground, you gain a +1 bonus to your Armour Class.

OLD HATRED

"Baruk Khazâd! Khazâd ai-mênu!" An axe swung and swept back. Two Orcs fell headless.

When you face your kin's most hated enemies you feel the strength of your ancestors, slain by the foul hands of Orcs, flowing impetuously in your veins.

When you are fighting Orcs, Goblins and their kind using a melee weapon, whenever you roll for damage, you can re-roll your weapon's damage dice and use either total.

RAVENS OF THE MOUNTAIN

There used to be great friendship between them and the people of Thrór...

You have befriended a raven of the ancient breed living around the Lonely Mountain. Long-lived and able to speak the Common Tongue, these birds are often wise companions, bound to your kin by ties of old friendship.

Many times in the past they have provided invaluable help by gathering news or sending messages for your folk. If you are in Wilderland, your raven friend is never far away. You can sound a call and summon him to your

presence in a matter of minutes. As soon as he joins you, you may command him.

Usually, the raven is eager to please you, but an unusual or less than reasonable request might put their faithfulness to the test and require a DC 15 Charisma (Persuasion) ability check. The raven does not ask for anything in return, but repeated requests over a short time might sooner or later lead him to feel entitled to compensation (his precise terms are up to the Loremaster, and might lead to interesting story developments).

The time needed for a raven to complete the errand depends on the request, on the distance to be covered and on the complexity of the assignment. A raven flies at an average speed of 30 miles per hour (enough to cross the whole width of Mirkwood in one day). The following list shows some of the possible errands you can assign to your winged ally, but should in no way limit your inventiveness.

Bring Tidings: A raven is always well informed about the latest events concerning the Wild, and is eager to report them.

Carry Messages: The raven can deliver messages anywhere in the region, passing its content to others of his kin.

Investigate: The raven can be sent to gather information on a specific subject. It must be something naturally accessible to one of its kind.

Carry Food: A raven might be persuaded to carry some food if able to steal or borrow it from a location within a day's flight.

THE STIFF NECK OF DWARVES

"...yet he was ever a Dwarf with a stiff neck."

Dwarves are deemed to be stubborn and unyielding. Their natural inclination to persevere against all odds is strengthened by the taint of the Shadow.

If your current Shadow score is greater than half your Wisdom score, you get a +1 bonus to all non-combat ability checks not involving Charisma.

ELVES OF MIRKWOOD CULTURAL VIRTUES

DEADLY ARCHERY

... their small knives ... would have been of no use against the arrows of the Elves that could hit a bird's eye in the dark.

Most members of your kin possess a natural talent for hitting the mark when using their bows. You seem to possess that quality yourself, as your arrows find their target with uncanny precision.

When making ranged attacks with a short bow, you do not suffer disadvantage for long range, nor for attacking within 5 feet.

DREAMS OF ELDER DAYS

"...he could sleep, if sleep it could be called by Men, resting his mind in the strange paths of elvish dreams, even as he walked open-eyed in the light of this world."



You have learnt to recover from your exertions even while engaging in a repetitive task, like walking, or rowing in a boat. When you finish a short rest, you automatically recover a number of hit points equal to your Constitution modifier without expending Hit Dice.

SHADOW BANE

The Elves were the first to charge. Their hatred for the Goblins is cold and bitter.

Your folk have suffered grievous losses during many wars against the Shadow. Even the passing of centuries cannot quell the bitter hate that your kindred harbour for the Enemy. When you are fighting in melee combat against the servants of the Shadow (including Spiders, Orcs, Trolls and Evil Men), you have a +1 bonus to your attack rolls.

THE SPEAKERS

"Only I hear the stones lament them: deep they delved us, fair they wrought us, high they builded us; but they are gone."

You have learnt how to engage in simple communication with almost everything, from any living being to grass, stone and water. This means, for example, that you can hear mutterings from the stones in a path if others trod it recently, or sing to soothe an unquiet animal.

To use this gift you must make an appropriate ability check. Which skill you use depends on what you are trying to do and is at the Loremaster's discretion. Here are a few examples: to interpret the grumblings of the stones in a path requires an Intelligence (Investigation) ability check; to sooth a scared horse requires a Charisma (Persuasion) ability check; to listen to the voice of a river requires a Wisdom (Insight) ability check.

Most objects are of limited, if any, sentience and can seldom provide exacting details, especially since they seldom pay much attention to things that don't directly concern them. Animals, likewise, have their own priorities, but will convey basic information that they know. Note that this virtue does not give the Elf an ability to speak the various tongues of animals, merely enough to understand the gist of what they would convey. After using this ability, you must take a short rest before using it again.

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 during a Fellowship phase; spending a third, and final, Fellowship phase undertaking allows you to discover the secret of *Enchanted Sleep*.

Stinging Arrow

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

Spend a Hit Die to make an automatic ranged critical hit.

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 Inspiration to light a torch, or a lamp. Any speaking creature who sees its flame must make a DC 15 Wisdom saving throw, or try to get near it by any means possible.

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. Enemies must succeed at an additional DC 15 Wisdom saving throw, or have disadvantage on all they do for the following round.

Enchanted Sleep

Having used an *Elf-light* to attract an unwary victim, you can enchant him into slumber.

You may snuff out your *Elf-light* when someone enters the area illuminated by the light. The first living creature with a number of Hit Dice equal to or lower than your number of Hit Dice to fail its Wisdom saving throw against the *Elf-light* drops immediately into an *Enchanted Sleep*.

A creature that succumbs to an *Enchanted Sleep* immediately falls unconscious and will remain that way until 10 minutes pass, they take damage, or someone uses an action to shake or slap them awake.

HOBBITS OF THE SHIRE CULTURAL VIRTUES

ART OF DISAPPEARING

There is little or no magic about them, except the ordinary everyday sort which helps them to disappear quietly and quickly when large stupid folk like you and me come blundering along...



You have learnt to choose exactly the right moment to turn away from the attention of others, sometimes unconsciously anticipating the need to disappear. At the start of an encounter where the location you are in is entered by newcomers, and if the location offers even the smallest opportunity to hide or sneak silently away, you can expend Inspiration to disappear. You could slip into a convenient shadowy corner, a thick patch of undergrowth, a crowded room, a sharp bend in a passage underground or any other potentially concealing feature – the final decision on whether there is available concealment lies with the Loremaster.

No roll is needed, and you are considered to be present in the area, but unseen to the eyes of the interlopers – all Wisdom (Perception) ability checks to find you will automatically fail.

If the newly arrived individuals knew that you were present, it is as if you actually disappeared into thin air. You can at any moment choose to reveal yourself, simply stepping into the open from your hiding place.

BRAVE AT A PINCH

Then something Tookish woke up inside him, and he wished to go and see the great mountains, and hear the pine-trees and the waterfalls, and explore the caves, and wear a sword instead of a walking-stick.

One of the Wise once said that you have to put a Hobbit in a tight place before you find out what is in them (the problem being that they try their best to avoid tight places...).

You may take an action and spend a Hit Die to martial your spirit for a fight. For the length of the following combat, you are immune to the Frightened condition, and are unaffected by the penalties derived from any exhaustion levels that you may have. You must take a long rest before you can use this ability again.

FAIR SHOT

As a boy he used to practise throwing stones at things, until rabbits and squirrels, and even birds, got out of his way as quick as lightning if they saw him stoop.

You have spent a great deal of your time practising with all sorts of throwing games, and your accuracy is exceptional.

You gain a +1 bonus to attack rolls made with simple ranged weapons.

SMALL FOLK

Pippin stabbed upwards, and the written blade of Westernesse pierced through the hide and went deep into the vitals of the Troll, and his black blood came gushing out.

You have learnt how to gain an advantage in a fight from being smaller than most of your opponents. When you are being attacked in melee combat by a creature bigger than

you (very often), you can take a bonus action to step into the same square as your opponent. You have advantage on your attack rolls against that opponent, until your opponent chooses to take a step back to attack you (which will provoke an opportunity attack).

TOUGH IN THE FIBRE

...they can move very quietly, and hide easily, and recover wonderfully from falls and bruises...

Your small stature belies your toughness. When regaining hit points, you may roll any Hit Die twice and add the results together.

MEN OF BREE CULTURAL VIRTUES

DESPERATE COURAGE

"Are you still willing to help me?" "I am," said Mr. Butterbur. "More than ever."



You lived all your life on the edge of the Wild, but the worst news that came to Bree in your time only concerned brigands or packs of hungry wolves. Now that you know something about the Shadow in the East, you are sure you will stand against it should the darkness extend this far west and threaten all that you love.

If you stand alone against an adversary with Hit Dice greater than your level +3, or are part of a group fighting against a single adversary with Hit Dice greater than your level +6, you gain a +1 bonus to your Armour Class. You may consult the Loremaster on when this bonus may be used.

FRIENDLY AND INQUISITIVE

"Drink, fire, and chance-meeting are pleasant enough, but, well – this isn't the Shire."

Since you started your adventures, you have realised that your folk's custom of trading with foreigners on a regular basis may help you in your endeavours. You have perfected your ability to inquire about the doings of strangers without letting curiosity get the better of you, providing you with many safe opportunities to learn from those you meet along the way. And the road goes ever on...

You are proficient in Traditions and whenever you make an Intelligence (Traditions) ability check, you add double your proficiency bonus to the check, instead of the normal proficiency bonus. Additionally, the starting attitude of folks from other cultures towards you is adjusted to Friendly when you first interact with them during a social encounter.

OUT OF MEMORY AND OLD TALES

"Bree memories being retentive, Frodo was asked many times if he had written his book."

Luckily, very few Bree-men have 'a memory like a lumber-room', where things wanted always end up buried. You have found that you rarely forget a face, the details of a story, the particulars of a map, or even the type of tracks that a band of Orcs you already faced leaves behind. You have learnt to exploit this insight to outguess your adversaries and those you meet, and to plan your journeys carefully. Once per Adventuring phase, you may re-roll a failed skill check.

THE BIG AND THE LITTLE

There were probably many more Outsiders scattered about in the West of the World in those days than the people of the Shire imagined.

Men and Hobbits live side by side in Bree, in a peaceful arrangement that is found nowhere else in the world. That's why you know Hobbits and their ways very well indeed, and you go along with them quite nicely. You have discovered that this friendliness and familiarity, combined with your natural cheerfulness, can be a blessing when travelling with others.

Once per journey, you may return a Hit Die (up to their maximum) to one of your travelling companions. If you are travelling with a Hobbit (or, if you are a Hobbit, with a Man of Bree), you may additionally return a Hit Die (up to their maximum) to that companion at the same time.

TRAVELLER'S BLESSING

"Good luck to your road, and good luck to your homecoming."

Your feet become more eager when you turn for home. You have advantage on ability checks made when making a journey to a Sanctuary that you are welcome even if prior events or the Embarkation Roll dictates otherwise.

MEN OF THE LAKE CULTURAL VIRTUES

BOWMAN OF THE GUILD

A hail of dark arrows leaped up...

You have demonstrated a talent worthy of admission to the Bowman's Guild of Esgaroth, a honourable association uniting the best archers of Lake-town. Now you may train and share secrets of the trade with many old friends of Bard the Bowman himself, all veterans of the Battle of Five Armies.

All of your ranged attacks with bows and great bows have a +1 damage bonus. Additionally, after you make a successful ranged attack with a bow or great bow, you may take a bonus action to re-roll the weapon's damage dice and use either total. You must take a short rest or a long rest before you can use the damage re-roll ability again.

MERCHANT PRINCE

Lake-town was refounded and was more prosperous than ever, and much wealth went up and down the Running River...

Your family's fortune is rising with the reopening of the trading routes that lead to the markets in the South and East. This increased affluence has started to positively affect your adventuring life, as you may choose a servant from those employed in your household and have him join you in your next endeavour.

At the start of an Adventuring phase you may pick one servant to accompany you. These servants are loyal to your house, and have served your family for generations, which is why they are willing to accompany you into danger.

Their courage is born out of loyalty, not greed – other servants and guards are unlikely to follow you into the wild lands for anything short of a king's ransom in gold.

Page: A page assists you in all your daily routines, like washing and dressing, and takes care of your clothes and gear. He is at your side during any encounter, making sure that you are properly introduced and providing advice and counsel on all he notices. When you enjoy the help of a page, you have advantage when making any Insight or Traditions checks.

Porter: A porter helps you in carrying your gear when you are adventuring. Travelling with a porter allows you to immediately remove the first level of exhaustion you acquire during a journey.

Scrivener: A scrivener is a personal servant who can read and write. He is well-learned and keeps a daily record of your exploits. If you are employing a scrivener you have advantage on all History and Lore rolls.

A servant in a rich trading family is usually a young person, often a minor relative of modest ambitions. Regardless of his duty, your servant is no fighting man, but is considered to be always around and eager to perform his assigned task.

SERVANT

Medium human, lawful neutral

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

Armour Class 12 (leather corslet)

Hit Points 11 (2d8+2)

Speed 30 ft.

Skills Perception +2 (Page: Insight +2, Traditions +2; Porter: Survival +2, Athletics +2; Scrivener: History +2, Lore +2)

Senses passive Perception 12

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft, *Hit:* 2 (1d4) bludgeoning damage.

SHIELD-FIGHTING

There had been fleets of boats on the waters, and some were filled with gold and some with warriors in armour...

You have learnt to wield a shield like the boatmen of Esgaroth do when they fight to repel enemies trying to board their ships.

If you are fighting in melee with a shield you can use a bonus action to make a melee combat attack with your shield. You add your Strength ability modifier to the attack roll but not to a successful damage roll. Shields cause 1d4 bludgeoning damage, great shields cause 1d8 bludgeoning damage.

TRADER'S SAVVY

They still thrive on the trade that came up the great river from the South...

Some say that "fair speech may hide a foul heart", but you have lived among merchants and traders long enough to know that while pleasant words are always received better than harsh ones, sometimes your speech must be as sharp as any blade. You have advantage on all Charisma ability checks when involved in direct negotiation against one other person.

WATER LEGS

As soon as the raft of barrels came in sight boats rowed out from the piles of the town...

Life on the Lake has taught you how to move appropriately when on board a boat. Now that you have taken up adventuring you can exploit your superior balance to your advantage even when on dry land.



You always have advantage on Dexterity (Acrobatics) ability checks and any saving throws involving keeping your footing, such as when fighting on a boat, a raft or other precarious or risky surfaces (for example, an Elven tree platform, a rope bridge or on an icy lake).

In addition, you can always choose to substitute Dexterity for Strength when making Athletics checks involving swimming.

MEN OF MINAS TIRITH

CAPTAIN OF GONDOR

"By our valour are the wild folk of the East still restrained, and the terror of Morgul kept at bay ..."

The Men of Minas Tirith have long endured war against Mordor and the forces of the Enemy. In the face of such threats, they esteem a warrior's qualities above those of men of other crafts, and their captains are tributed the highest honours. For it is upon the wisdom of their choices that the hopes of the city rest.

Once per battle, you may have a nearby ally automatically hit on what was a missed attack

ONWARD INTO BATTLE

"Gondor!" cried Boromir and leaped after him.

Your battle cries ring out loud and clear over the clamour of battle. Over the carnage and terror of war, your words inspire your companions to carry on in the face of terrible foes.

If any of your allies within 20 feet of you fails a saving throw against any effect that causes supernatural fear or the Frightened condition, you may spend a Hit Die in order to have them all considered to have succeeded at the saving throw. You cannot use this ability if you failed your own saving throws against whatever caused your allies to be Frightened.

OVER DANGEROUS LEAGUES

"...a hundred and ten days I have journeyed all alone."

The martial prowess of the Men of Minas Tirith makes them tireless wanderers. From the northern bounds of the realm to its southern reaches, emissaries have trod the roads once laid by the Men of the West.

You may ignore the first level of exhaustion you gain. Afterwards, this ability cannot be used again until you have taken a long rest.

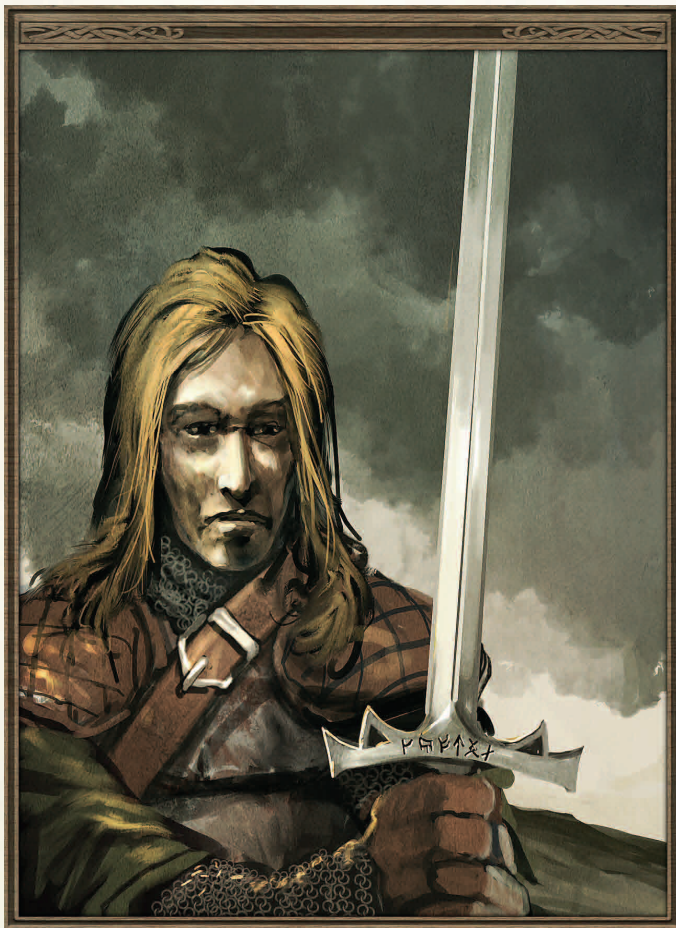
PIERCING SIGHT

...a keen wit lay behind his searching glance.

It is said that few can hold fast against the piercing eyes of a Man of Gondor and that under such a gaze, secrets hidden in the hearts of lesser men are often revealed.

The first time you are introduced to another as part of a social encounter, instead of making an ability check using a skill, you may instead fix your opponent with your steely gaze.

Your target must make a Wisdom saving throw against a DC equal to 10 + your proficiency bonus + your Wisdom modifier. If it fails, you gain insight into its reasoning (if any), its emotional state and something that looms large in its thoughts, such as whatever it worries over, loves or hates. If it succeeds, its thoughts are veiled to you.



Whether you succeed or fail, your opponent knows that something is amiss, and feels discomforted by your gaze. Further social ability checks against the target have disadvantage.

What's more, abusing knowledge gleaned from the thoughts of another may lead to a Misdeed if you use your 'ill-gotten' knowledge to hurt or influence the target unjustly.

Piercing Gaze does not work on Dwarves and Elves, for their thoughts are not readily discerned by Men.

GUARD OF THE TOWER

"Yet, Master Peregrin, to be only a man of arms of the Guard of the Tower of Gondor is held worthy in the City, and such men have honour in the Land."

You have been sworn into the service of the Lord and Steward of Minas Tirith, as a Guard of the Citadel. When you are in Minas Tirith you wear the black and silver livery of the Tower. This position is held in high esteem in the City, and in the whole land of Gondor.

You learn one of the listed abilities for free when you first select this virtue. You may later acquire another ability during a Year's End Fellowship phase in Minas Tirith: choose this activity as your undertaking for the phase. (You may acquire all three abilities in any order).

Shield-fence

As long as there is at least one ally fighting by your side, you may increase the AC bonus from your shield by +1.

Long Reach

As long as you are fighting with a martial melee weapon that is not light, you gain reach.

Many Foes

You are able to stand against more foes than lesser warriors. During melee combat, you may spend Inspiration as a reaction to being attacked by foes that outnumber you more than two to one. If you do so you may add your proficiency bonus to your Armour Class whenever you are outnumbered, till the end of the combat.



RIDERS OF ROHAN CULTURAL VIRTUES

BORN TO THE SADDLE

With astonishing speed and skill they checked their steeds, wheeled, and came charging round.

All Rohirrim know much about horses, but you've spent your life in the saddle, riding over the wide plains of Rohan and fighting the enemies of the Mark.

You have advantage in Wisdom (Animal Handling) ability checks whenever dealing with horses. In addition, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

HOUSEHOLD ESQUIRE

... a man came summoning him, the king's esquire, to wait at the king's board.

A noble family has entrusted you with the raising and training of a young person from their household. They will serve you as your personal esquire, assisting you in all knightly matters. They will travel on their own riding horse and wait at your table; they will make sure that your mount and belongings are ready at the start of a journey, that your weapons are sharpened and your armour mended before a battle, and that you wear your best clothes and bring your most precious drinking cup at a feast. In return, you will provide your esquire with a proper martial education and will care for and protect them at all times.

Having an esquire with you gives you advantage in Wisdom (Insight) and (Perception), and Intelligence (Traditions) ability checks. Additionally, your esquire will promptly recover your mount should you fall from the saddle or be thrown down from it by failing a Dexterity saving throw.

They will bring you a spare shield or weapon should you see it smashed or dropped (he effectively grants a bonus action to allow recovery of such items) and finally they will carry you from the field should you be knocked unconscious by the blows of an enemy, automatically stabilising you. While you won't allow your esquire to be directly engaged in combat, they are is considered to be always about and eager to perform their duties.

ESQUIRE

Medium human, lawful neutral

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	10 (+0)

Armour Class 14 (corslet of mail)

Hit Points 16 (3d8+3)

Speed 30 ft.

Skills Animal Handling +2, Insight +2, Perception +2, Tradition +2

Senses passive Perception 12

Actions

Sword. *Melee Weapon Attack* +4 to hit, reach 5 ft., *Hit:* 6 (1d8+2) slashing damage.

KING'S GUARD

But the men of the king's household they could not yet bring from the field...

The Lord of the Mark has granted you a permanent position among the Riders of the King's own House. While most young lords among the Rohirrim serve in the King's Guard for at least a few years, it is an honour to be granted to serve among them for life. Whenever you are in Edoras you train with some of the finest warriors of the Mark, and while away you are expected to enforce the King's will.

You learn one of the three listed abilities of your choice when you first select this virtue. You may later acquire another ability as an undertaking during a Fellowship phase. (You may acquire all three abilities in any order).

Horse-archery

You are allowed to use a bow from horseback without provoking opportunity attacks, regardless of how close your mount is to your foes. Additionally, you gain a +1 bonus to ranged combat attack rolls while mounted on a horse.

Shield-raising

When you are using a shield while mounted, your shield increases your Armour Class by +3.

Sword and Spear

When you are using a broadsword, long sword or a spear while mounted on a horse, you gain a +2 bonus to damage rolls.

MASTER OF DOOM

Doom hung over them, but they faced it silently.

Many among your folk believe that the destiny of every man is determined already when he comes first unto this world. But some scorn this belief, deeming that by his own strength a man may master his doom. Wise men consider this to be a thought born of vain pride, and dangerous. What you think is that if you cannot conquer your fate, you will fall while trying.

At the start of any Adventuring phase you may choose to temporarily reduce your Wisdom by a number of points up to the total of your Proficiency Bonus. For each point that you reduce your Wisdom you add a number of temporary Hit Points equal to 1d10 + your Constitution modifier to a pool that lasts, unless reduced by damage, till the end of the Adventuring phase. During the following Fellowship phase, anything left in the pool is removed and your Wisdom returns to its normal score.

Note that lowering your Wisdom changes your Wisdom modifier and lowering it beneath the number of Shadow points you presently have will instantly render you subject to the Miserable condition (see page 183) and in danger of a Bout of Madness.

OLD SONGS AND CHILDREN'S TALES

"They are... wise but unlearned, writing no books but singing many songs, after the manner of the children of Men before the Dark Years."

In these strange days you have learnt that the songs of the old days tell of many things that have been long forgotten, and what is often deemed to be the matter of legends may return to walk under the Sun. There is worth in each word of every rhyme, and wisdom in each dark stave of song that have come down from father to son in the House of Eorl.

Yours is an oral culture and you retain far more knowledge of old lore than most. By drawing on old snippets of lore

and fragments of stories you can grant yourself advantage on ability checks using the following skills: History, Insight, Investigation, Lore, Medicine, Nature, Performance, Riddle, Survival and Tradition.

You can do this a number of times during an Adventuring phase equal to your Intelligence modifier, minimum of 1.

This ability covers many strange bits of lore, you may very well know pieces of hidden knowledge about the Shadow, or other seemingly lost tales at the Loremaster's discretion. It is worth noting that using this ability does not imply that you suddenly burst into song, but rather that you run over snatches of old rhymes from your memory, murmuring a few words or maybe singing softly to yourself.

WOODMEN OF WILDERLAND CULTURAL VIRTUES

A HUNTER'S RESOLVE

On and on he led them, tireless and swift...

You have learnt to tap into the inner strength of the indefatigable and relentless hunter.

You may spend Inspiration in order to expend Hit Dice for hit point recovery immediately, including during combat. Once you've decided how many Hit Dice to expend, this ability cannot be used again until you've taken a short or long rest.

HERBAL REMEDIES

Radagast ... has much lore of herbs and beasts...

Mirkwood is shunned by many men and beasts, yet its shadowy eaves are still good for the growing of herbs. You are learning the ancient craft of concocting salves and herbal remedies from your village elders and wise-women. You learn to recognise which herbs qualify as Fragrant Weeds when you first select this virtue, and can master the secrets of Poison Remedies as your undertaking during a Fellowship phase.

Fragrant Weeds

You have developed the habit of chewing some herbs and roots that are said to bring vigour back into a man's limbs.



As long as you are in a wild area, you can collect enough herbs for their effect to be noticeable:

You ignore the effects of one level of exhaustion – the level doesn't go away, but you don't suffer the penalty. For example, if you have three levels of exhaustion, you are only penalised as if you had two.

Poison Remedies

You can find the necessary ingredients to concoct a drink that, when ingested, will help a victim shake off the effects of Spider-poison, or to prepare a salve that when applied to a wound or a bruise will neutralise the action of Orc-poison.

Spend Inspiration and make a DC 15 Wisdom (Medicine) ability check to neutralise the effects of a single poison type on all members of your company. The same concoction will grant advantage on all saving throws against poison for the next hour after imbibing.

HOUND OF MIRKWOOD

"...in trotted... several large, long-bodied grey dogs."

Your folk have always delighted in training great, long-jawed hounds, stronger than wolves. You have chosen a wolfhound of Wilderland to accompany you in your wanderings and the faithfulness of your hound reinforces your spirit.

Raise your maximum Wisdom score by 1 point.

Add your proficiency bonus to the Hound's AC, attack rolls, damage rolls, saving throws and skills. Its hit points are equal to four times your level. The Hound heals using your Hit Dice. The Hound obeys your commands and stays by your side. On your turn, you may use your action to command the Hound to take an Attack, Dash, Dodge, Disengage or Help action. If you have the Extra Attack feature, you can make one weapon attack yourself while commanding your hound to Attack.

The training of a Hound of Mirkwood is an endeavour in itself; the teachings of Radagast have turned this craft into an art. When you first choose this virtue, your Hound learns to assist you with one skill as described under Support below. You can train him to Support additional

skills, as well as to Fight in combat, as a separate undertaking during later Fellowship phases, as follows:

Support

You can train your Hound to assist you in one activity. A dog can be trained to support you when making any one of the following ability checks: Charisma (Intimidation), Intelligence (Investigation) or Wisdom (Perception). It takes a Fellowship phase worth of training to teach your dog to complete an additional task.

When you make ability checks using one of your Hound's trained skills, you gain advantage, and count as proficient in the skill even if you are not – if you are proficient, you get to double your proficiency bonus.

Fight

As a Fellowship phase undertaking, you may train your Hound to Attack, Dash, Disengage, Dodge or Help without requiring a command from you. Each action takes a separate Fellowship phase to train your Hound.

HOUND OF MIRKWOOD

Medium beast

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Armour Class 12 (natural armour)

Hit Points Level x 4

Speed 40 ft.

Skills Perception +3

Senses passive Perception 13

Keen Hearing and Smell: The Hound has advantage on Wisdom (Perception) ability checks that rely on hearing and smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft, *Hit:* 4 (1d6 + 1) piercing damage. If the target is a Small or Medium creature, it must succeed at a DC 11 Strength saving throw or have disadvantage on its next attack.



NATURAL WATCHFULNESS

The wood was full of the rumour of him, dreadful tales even among beasts and birds.



Whether travelling, exploring or even resting, the behaviour of animals can communicate much to those who know how to interpret the signs. It could be the sudden silence of a bird, or the distant rustling of a beast in head-long flight.

While in or near (within a few miles) a forest, you have advantage on all Wisdom (Perception) ability checks. You also gain a +5 bonus to initiative rolls.

STAUNCHING SONG OF THE WOODMEN

"They are ... singing many songs, after the manner of the children of Men before the Dark Years."

This song has been taught to the worthiest members of your clan since your people first descended along the banks of the Great River. Its tune echoes Elven songs from a time of war and weapons, and its precious knowledge has been passed with great care from one generation to the next. Singing its words can reduce the loss of a warrior's life-blood to a trickle, letting it flow back to the heart.

After you finish a short rest, you may sing this song to recover a Hit Die + your Constitution modifier's worth of damage without expending one of your Hit Dice. By spending Inspiration, you may do the same for all the other members of your company. Your allies roll to recover hit points based on their Hit Dice and Constitution modifier, not yours.







BACKGROUNDS

My dearest friend,

I have reached Lake-town in good spirits. The city on the Lake is not nearly as far from our halls as some would tell you, and the rafters make such a fuss of how long and difficult the journey is!

I have not forgotten my promise – I will find what was lost on the battlefield that fell day and return it, whether it was stolen by some avaricious Dwarf, or a Man too short of years to know what it is he gleaned on that field of woe.

I will find it, and I will return it.

Now it comes to it, I must confess, it troubles me deeply what it will mean for your family when that ring is found. Our line is old, and some pots are better left unstirred would you not say?

It feels strange to be so far from the Greenwood, but I find the calls of the white gulls here strangely comforting. With good fortune, I will return soon.

Eredan

- BACKGROUNDS -

“Drowned?” said several voices. They had heard this and other darker rumours before, of course, but hobbits have a passion for family history and they were ready to hear it again.”

Your character’s class determines how they answer the call to adventure; your culture determines where you come from. Your background, though, is the real beginning of your story, determining where you find the courage to fight against the Shadow – or why you might succumb to despair.

Each background has the following entries:

Skill Proficiencies

Each background grants two bonus skill proficiencies.

Feature

A special ability or gift stemming from your background.

Suggested Characteristics

As the name implies, these are suggestions for each background. You can either pick the ones that most appeal to you, let a random roll inspire you, mix-and-match characteristics from several backgrounds, or even come up with your own Distinctive Qualities, Specialities, reasons to Hope and sources of Despair. If you do leave the path set out for you, though, remember to consult with your Loremaster to ensure that any Characteristics you create are suitable for both Middle-earth and the game.

Distinctive Quality

Distinctive qualities define a Player-hero’s personality traits and physical peculiarities, whether inborn or developed during their upbringing. Highlighting one’s most distinctive quality is generally worth the awarding of Inspiration.





It's worth noting that any distinctive quality can be found amongst members of any background; those listed in each background description are merely those most commonly associated with those backgrounds. You are free to select any distinctive quality for your character regardless of what background you belong.

Specialities

Specialities represent the knacks, insights, and 'craft secrets' that are handed down to a character over the years. Like tool proficiencies, a speciality represents a body of knowledge that the Player-hero may occasionally call upon throughout the course of his adventures. As with distinctive features, you may take a speciality not offered on your particular background table; those listed are simply those most commonly found amongst Player-heroes of that background.

If you use a speciality in a creative way you are awarded with Inspiration. Generally, use of a speciality doesn't require an ability check; it is after all your opportunity to shine with experiences from their past.

However, specialities shouldn't automatically succeed if another ability check would normally be necessary. In such cases, you still need to succeed at an ability check, but you are considered to be proficient for the purposes of that check. If you are already proficient in the skill being used, then you gain advantage.

For example, the company are pursuing a fleeing Orc and a Hobbit Wanderer invokes her Gardener speciality to look for crushed plants to track his progress.

The Loremaster gives her inspiration and allows her to make a Wisdom (Survival) check with her proficiency bonus. If the character is already proficient in the Survival skill, then she gains advantage instead.

Hope

While all Player-heroes have hope, each has a particular trait that bolsters them more than others. This could be a particular bond with someone, an act of friendship, an inspiring event, or simply something that the Player-hero believes in that drives them forward when everything seems lost. Using one's hope trait to strengthen them grants Inspiration.

Despair

If Hope drives Player-heroes to do great things, then despair is what tears them down. Despair creeps in whenever a Player-hero feels vulnerable, often when isolated or when the forces of Shadow just seem too overwhelming.

It's also worth noting that Player-heroes could have a hope trait and a despair trait that seemingly contradict each other – it's simply part of an internal conflict. Falling victim to despair grants Inspiration.

LOYAL SERVANT

"I can't carry it for you, but I can carry you and it as well. So up you get! Come on, Mr. Frodo dear. Sam will give you a ride. Just tell him where to go, and he'll go."

You have dedicated your life to the service of another. You might be a member of a retinue of followers, or a knight in the king's house, or just a humble gardener in the employ of a gentle-hobbit. You always put your master's needs above your own, even when your master ignores or overlooks yours.

Skill Proficiencies: Insight, Tradition

FEATURE: INSEPARABLE

You are always close at hand when your master is concerned, though your presence is often ignored. Unless the Loremaster rules otherwise, you are always considered to be nearby your master, even in situations where you would not normally be expected to be.

For example, if your master is summoned to a secret council, you are assumed to tag along and eavesdrop. If your master tries to sneak off alone, you are assumed to have followed after him like a loyal hound.

SUGGESTED CHARACTERISTICS

Loyal servants usually keep quiet and are overlooked, but when they speak up, it's often with great insight or surprising knowledge. While they never expect to be heroes or receive accolades for their actions, the disregarded tend to do the right thing anyway, simply because it's right. As for the rest...well, it's just their lot in life.



D8 DISTINCTIVE QUALITY

- | | |
|---|---|
| 1 | Cautious. You are careful not to make any mistakes, lest your master be angry with you. |
| 2 | Determined. You always follow through with any commands given to you. |
| 3 | Eager. You are always eager for an opportunity to prove your worth, even when unrewarded. |
| 4 | Honourable. You treat even your enemies with respect. Your master sometimes considers that a failing in you. |
| 5 | Just. You have a strong sense of right and wrong; you merely accept that your master is flawed. |
| 6 | Patient. You've learned to control your temper and accept hardships without complaint. |
| 7 | True-hearted. You are sincere and honest; you make no excuses for your master's treatment of you. |
| 8 | Trusty. You are someone people know they can trust. |

D6 SPECIALITY

- | | |
|---|---|
| 1 | Beast-lore. You enjoy being out of your master's watchful eye and spend a great deal of time riding and hunting. |
| 2 | Enemy-lore (choose one). You focus much of your efforts against a single enemy, typically one that vexes your master. |
| 3 | Gardener. You enjoy your quiet times tending the gardens, although your master believes it to be indicative of your gentle nature. |
| 4 | Minstrelsy. You've found a conduit for your frustrations in music and song. |
| 5 | Region-lore (choose one). You have great knowledge of a particular region, typically one important to your master. |
| 6 | Smoking. After a day of thankless chores from your master, you enjoy relaxing with your favourite pipe. |

D6 HOPE

- | | |
|---|---|
| 1 | I always act to the best of my ability even when unappreciated. |
| 2 | I strive to be loyal to my master no matter how they treat me. |
| 3 | There is nothing stronger than one's traditions; I honour them. |
| 4 | I act in accordance with what my 'better' rival for attention would do. |
| 5 | I would place myself in danger for a friend. |
| 6 | My master is dead, but I still strive to be his ideal. |

D6 DESPAIR

- | | |
|---|--|
| 1 | I deserve my superior's disdain as I do have many faults. |
| 2 | I was born into the life that I was expected to lead, nothing more, nothing less. |
| 3 | I lack confidence in myself. |
| 4 | No matter what I do, nothing will change. |
| 5 | My better rival really is better than me; I pale in their shadow. |
| 6 | I know that when the agents of the Shadow come, I will be amongst the first to fall. |

DOOMED TO DIE

"So it ends as I guessed it would", his thought said, even as it fluttered away, and it laughed a little within him as it fled.

Things are not going to end well for you. You've known this for most of your life, although you don't quite understand why. It may just be a gut feeling or perhaps you took some prophetic dream to heart and assume that you're going to be denied a happy ending in life. You just soldier on as best you can before the inevitable happens, hoping that your actions will at least make you worth remembering in the songs and tales now being written.



Skill Proficiencies: Athletics, Intimidation

FEATURE: DARK FOREBODING

While they know not the hour or manner of their death, those Doomed to Die often have a sixth sense of sorts when in the presence of Shadow. They may not know exactly what is behind this feeling, but they can sense its presence grow stronger or weaker. The Doomed to Die can usually tell, for example, whether an Orc band is an isolated raiding party or part of a larger force being driven by something more sinister, or whether a nearby ruin is steeped in Shadow.



SUGGESTED CHARACTERISTICS

Those Doomed to Die seem to have a grim acceptance of their fates. While they tend to make the best of things while they can, there's always a hint of sadness behind their smiles and a dullness in their eyes.

While not necessarily pessimistic, the Doomed to Die often doubt whether they'll live to see any plan through to

completion, as they know that they are fated to die. They do, however, plan to make their mark a spectacular one, making the Doomed to Die one of the strongest and most prepared members of their companies.

D8	DISTINCTIVE QUALITY
1	Bold. If you are already doomed, then there is no sense in being cautious. You meet every challenge head-on.
2	Determined. Your fate is coming soon and you don't want to leave anything unfinished. You relentlessly pursue your goals.
3	Grim. You no longer have time for the niceties of life; even when you do nothing, you have a threatening appearance.
4	Hardened. Part of the reason that you have accepted your fate is that you have seen too much death and misfortune already. It's your turn.
5	Hardy. Fate will not find you resting on your laurels; you will trudge through storms and long roads to meet it.
6	Patient. While you know that you will die soon you aren't eager to hasten it. You live your life as normal, knowing that the appointed hour will come when it will.
7	Reckless. You are doomed to die; you have no time to dally and overthink your actions. You move forward and damn the consequences!
8	Swift. Your foreboding of your fate has made you more alert. Even when danger sneaks up on you, it rarely finds you unprepared.



D6

SPECIALITY

1	Enemy-lore (choose one). Not only are you doomed to die, but you are sure by whose hands it will be. You won't make it easy for them.
2	Fire-making . The roads towards your fate can be long. You are adept at making fires and preparing camps.
3	Dark Secrets . You have recognised the influence of Shadow and you are certain that its advance is what has sealed your fate.
4	Smith-craft . If you're going to meet your doom, you shall do so while wearing good armour and wielding strong steel.
5	Story-telling . You may be doomed but you won't be forgotten. You tell your stories in a way that draws your audience in.
6	Woodwright . Broken wagons, axe-shafts and great bows won't hinder you, and you've found whittling a good way to pass the time on your travels.

D6

DESPAIR

1	My death is for naught, for when I die, the Shadow will win.
2	I feel no kinship towards my company; they will lose me soon enough.
3	I fear that I will die alone and unremembered.
4	I know that those who stand beside me are only fated to die beside me.
5	I am fated to die because no one listens to my counsel.
6	I know that when things are at their bleakest, I shall be standing alone.

DRIVEN FROM HOME

"They seem to have made a last stand by both doors," he said, "but there were not many left by that time. So ended the attempt to retake Moria! It was valiant but foolish. The time is not come yet."

You have no place to call home. This may be because it no longer exists, your people cast you out for some real or imagined reason, or you have done something that would prove troublesome should you ever return. For whatever reason, those who you meet know that you are no longer welcome home even if they do not know the full details. You know that you are on your own as others are intimidated by you and prefer to keep you at arm's reach, placating you only for as long as they must tolerate your presence.

Skill Proficiencies: Intimidation, Survival

FEATURE: INFAMOUS

Those who know of your past speak in half-hushed whispers of what drove you from your home. For some this is reason enough to give you a wide berth, for others it hints at a person desperate enough to take any job, no matter how menial or lowly. You can always find some sort of upkeep, at least enough to match your Standard of Living, whenever you are in a settlement of some sort.

D6

HOPE

1	Even when things seem hopeless, I know that this is not the death I see.
2	I live for today, for tomorrow I will die.
3	I shall make sure that my friends live to see my sacrifice.
4	The Shadow must be rid of me because I am strong.
5	Though it shall end with my death, I shall push forward because I am the only one who can.
6	I wish to inspire my company by my selfless example.



SUGGESTED CHARACTERISTICS

Those Driven from Home are often seen as lone wolves who trust no one and who can't be trusted themselves. This is not necessarily the case as many of those Driven from Home find camaraderie amongst fellow travellers, whether their travels are imposed or voluntary. When trust is earned, the Driven from Home are often among the most loyal and dedicated members of a company.

D8	DISTINCTIVE QUALITY
1	Adventurous. You've accepted that your old life is gone and you revel in the new experiences that the world has to offer.
2	Cautious. With few friends to rely on for support, you try to do things right – and on your own – the first time.
3	Hardened. You've seen a lot of tragedy and misfortune in your life; it happens.
4	Proud. No matter your circumstances, you speak proudly of your people and your former life. You will let no one forget them.
5	Quick of Hearing. You have learned to hear dangers before they can get close enough to harm you.
6	Robust. Your life in exile has done wonders for your health. Your body is quite tough; you rarely get sick.
7	Wary. Your early days in exile were rough and you've learned hard lessons. You keep strangers at arm's length, no matter how broadly they smile.
8	Wilful. You have learned to rely only on yourself and your own judgement.

D6	SPECIALITY
1	Enemy-lore (choose one). You know a lot about a particular enemy who is responsible for your current circumstances.
2	Smith-craft. Your skill at working metal has helped you earn a living in exile.
3	Story-telling. You have a talent for sharing the stories of your people and your travels in an entertaining way.
4	Stone-craft. Your skill at masonry and the new techniques you bring enable you to both earn a living and leave a mark on the community you inhabit. Each building is a monument to your former home.
5	Trading. Being an outsider has given you valuable insight while making you a bit harder to read in business transactions.
6	Woodwright. Your skill at carving wood has enabled you to make a comfortable living.

D6	HOPE
1	There is always something better beyond the next horizon.
2	My company is my new family and I shall protect them as I would my own blood.
3	I will reclaim my home.
4	As long as I draw breath, my homeland lives on in me.
5	I have faith in my companions. I trust them.
6	The past is the past. I can do better.

D6

DESPAIR

- | | |
|---|--|
| 1 | If I were a better person, my home would still be safe. |
| 2 | I can trust no one; everyone will ultimately betray me. |
| 3 | I can't escape what destroyed my home. |
| 4 | There isn't much left of me to save. |
| 5 | I've seen the worst and I am doomed to see it happen again to someone else's home. |
| 6 | I shall never find comfort in a new home. |

EMISSARY OF YOUR PEOPLE

"Give me leave," said he, "first to say more of Gondor, for verily from the land of Gondor I am come. And it would be well for all to know what passes there. For few, I deem, know of our deeds, and therefore guess little of their peril, if we should fail at last."

The Free People of the West are beginning to again make connections with each other. Trade is improving, alliances are forming and folk who have had nothing to do with each other for centuries are finding reasons to communicate. You have been sent by your people to go out and meet other cultures, see strange lands and report back on what is out there in the grand world. The Shadow is lifting, and not just in Wilderland, and you are a beacon of hope for a new age.

Skill Proficiencies: Persuasion, Tradition

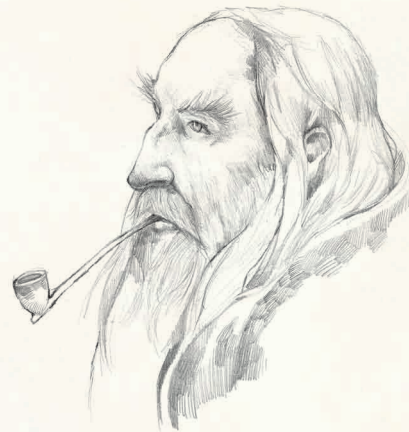
FEATURE: SIGIL OF YOUR MASTER

As an emissary you are entitled to a certain consideration amongst foreign peoples. While you cannot speak with the authority of your lord and master, you do receive some official respect. You can expect to pass through the lands of other Free Peoples unmolested, be able to call upon other kings and chieftains for lodging, and be received into the halls of power.

SUGGESTED CHARACTERISTICS

Emissaries are usually friendly negotiators; it is a rare Emissary that is dour and standoffish – such Emissaries

were generally chosen for reasons other than their people skills. Emissaries are adaptable and accepting of foreign ways and understand that practicality and alliances must sometimes take precedence over tradition and old grievances. Unfortunately, an Emissary's accommodating nature also makes them difficult to trust as many fear that deception often hides behind a toothy smile.



D8

DISTINCTIVE QUALITY

- | | |
|---|---|
| 1 | Cunning. Your sharp wit has served you well in foreign courts. |
| 2 | Fair-spoken. You have a pleasant speaking voice that puts your listeners at ease. |
| 3 | Honourable. You are the consummate diplomat and have garnered a reputation for being respectful with your foreign peers. |
| 4 | Merry. Your smile never dims, even when negotiations and secure borders are collapsing around you. |
| 5 | Patient. You've long learned the art of patience; good negotiations take time. |
| 6 | Secretive. Your thoughts are your own and you are very difficult to read. |
| 7 | Suspicious. You buy in to the old proverb that says "he who trusts not is not deceived" and you live by those words. |
| 8 | Trusty. You have a strong reputation for keeping your word, even when it harms you. |



D6	SPECIALITY
1	Enemy-lore (choose one). You've gathered particular knowledge of an enemy common to you and those with whom you often negotiate.
2	Region-lore (choose one). You have vast knowledge of a particular region, either your land or an area in which you now spend a lot of time.
3	Rhymes of Lore. Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.
4	Smoking. You are well aware that the best negotiations often take place in informal settings when your fellow negotiators are at ease.
5	Story-telling. Your gift at relaying stories makes you quite the entertainer when you speak.
6	Trading. You are as much a merchant as you are a diplomat and consider both to be two sides of the same coin.

D6	DESPAIR
1	The Shadow's influence is too strong; my entreaties often fall on deaf ears.
2	I did not receive my position for being a talented diplomat.
3	I've compromised so many of my ideals that I'm not sure who I am any more.
4	We are too late; even if we marshal our forces, the Shadow's army will annihilate us.
5	I've lost a loved one to the Shadow and I fear I cannot get them back.
6	I rely far too much on deception when I negotiate and I know that I will face the consequences of it soon.

FALLEN SCION

"The King under the Mountain is dead, and where are his kin that dare seek revenge? Girion Lord of Dale is dead, and I have eaten his people like a wolf among sheep, and where are his sons' sons that dare approach me?"

You are the last of a powerful bloodline, or at least that's what your parents and those closest to them keep telling you. Your aristocratic line was highly influential, perhaps even royal, before some calamity befell them. Perhaps the lands they once ruled were overrun or a coup drove them from power. Perhaps it's as simple as your forebears disappearing while travelling through treacherous terrain. Whatever the case, you have a powerful destiny ahead of you should you choose to seize it.

Skill Proficiencies: History, Tradition

FEATURE: NOBLE BEARING

Your family's wealth, power and holdings may be gone, but your title remains. In social gatherings you are still a lord amongst lords and you are treated accordingly as such. You may call upon the rights of hospitality in any noble home and your words and advice often carry great weight; you aren't easily dismissed. You are also expected

D6	HOPE
1	Only by joining forces can we hope to push back the Shadow.
2	What unites us should be more important than what divides us.
3	Tradition offers wisdom, but we shouldn't be afraid to change it.
4	Our personal desires must sometimes give way for the good of all.
5	I will not betray my liege's faith and trust in me.
6	In order to stop the spread of Shadow, we need to cure poisoned ears.

to live up to your expectations and obligations, whatever they may be, and several nobles curry favour from you in the hopes that you reward them when your power is restored.

SUGGESTED CHARACTERISTICS

Fallen Scions tend to be aristocratic no matter what their current situation. They often 'hold court' amongst their friends and they do their best to act honourably, as they understand both the noble and common worlds. This makes them great diplomats and negotiators and they are often called upon to lead armies into battle.

D8	DISTINCTIVE QUALITY
1	Bold. Powerful blood still courses through your veins and strengthens your resolve; you are not easily daunted.
2	Determined. If you have pledged yourself to a goal, then you shall see it through; you let nothing get in your way.
3	Fair-spoken. One of the reasons why you are treated well regardless of your circumstances is because of your pleasant manner and way of speaking.
4	Lordly. You carry yourself with an air of nobility no matter how meagre your actual circumstance.
5	Merciful. You know what it is like to be the object of misfortune and this prompts you to treat others with kindness and understanding.
6	Proud. You hold the past accomplishments of your family in high esteem. You hope to add to their legacy.
7	Steadfast. Your family lost everything because they were too trusting of their 'allies.' You won't make the same mistake.
8	Wilful. Your pedigree reinforces your confidence in your own judgement. It is difficult for others to sway you.

D6	SPECIALITY
1	Enemy-lore (choose one). You are well-versed in the enemy that devastated your family.
2	Old Lore. You are learned in the history and traditions of the world in which your family was prominent. Your perception of the present is flavoured by your knowledge of the past.
3	Rhymes of Lore. You find comfort in the old songs about your family's heyday as well as the prophecies contained therein.
4	Dark Secrets. You are certain that the Shadow played a role in your family's downfall and will learn all that you can about the Enemy.
5	Story-telling. There's nothing you like better than to share the tales of your lordly past with an audience.
6	Trading. Knowing that one day you shall be making such transactions in court, you hone your deal-making skills in any way you can.

D6	HOPE
1	I am a paragon of my bloodline; I shall bring no shame to my ancestry.
2	One day my place will be rightfully restored.
3	I have learned that true nobility is not a birthright.
4	Only by replacing lesser leaders can we hope to defeat the Shadow.
5	Trust in my company will get me through the greatest dangers.
6	My restoration will turn the Shadow back on its heels in due course.



THE HARROWED

"For on the eve of the sudden assault a dream came to my brother in a troubled sleep, and afterwards a like dream came oft to him again, and once to me."

You are plagued by a persistent dream. It beckons you to complete some task, although you are currently unsure of its particulars and whether fulfilling the dream will lead to good or ill. All that you do know is that the dream is strong and its intensity increases whenever you neglect its demands of you. It is simply impossible for you to get a good night's sleep otherwise.

Skill Proficiencies: Lore, Investigation

FEATURE: FOREKNOWLEDGE

Your dream often grants you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. Whenever you enter a new community or meet a person of note, you may have a flash of insight about their relationship to your dream. For example, if you are meeting a lord for the first time you may recall that a dream-verse indicates that he acts honourably, which likely means that you can trust him. Similarly, you may walk into a community with a vision of their friendly faces turning to abandonment and even betrayal when they stand with others in the face of Shadow.

D6

DESPAIR

1	If my family were still alive they would be disappointed in me.
2	There is nothing left to restore; my title would be an empty one.
3	Restoring my title requires sacrifices that I'm unwilling to make.
4	My friends would no longer accept me if they discovered who I truly was.
5	Restoring my name would mean only a death sentence.
6	My allies humour me; they have no interest in seeing my position restored.

OPTIONAL LOST SCION: BLACK SHIELD

Not all Fallen Scions wish to draw attention to themselves; some prefer to remain in the darkness. Such individuals often create alternate identities for themselves, pretending to be roving rangers or wandering merchants rather than a fallen noble.

Such characters take the Deception proficiency in place of History or Tradition (you may select which) and only reveal their true nature to local lords when safely behind closed doors.





Be forewarned, however, that such knowledge may be incomplete. The lord may have acted honourably over guilt about his past duplicity, and the community may only have broken and run due to the influence of the agents of Shadow.

SUGGESTED CHARACTERISTICS

The Harrowed carry the burden – or curse – of knowing what lies ahead without completely understanding it or even their own role in bringing it about. They are driven by their dream to recognise the omens and see the prophecy through no matter what effect it has on them or their company. Many Harrowed find comfort in games of chance, as their inherent unpredictability is soothing to them.

D8	DISTINCTIVE QUALITY
1	Cunning. Your sharp wit is a way in which you cope with the gravity of your burden.
2	Determined. You will let nothing get in the way between you and the fulfilment of your dream, whatever it may be.
3	Eager. You can barely contain your glee when an opportunity to pursue your dream presents itself.
4	Forthright. You have enough trouble interpreting the symbols of your dreams; you prefer to be direct in manner and speech so as to leave no room for misinterpretation.
5	Grim. You are so troubled by the portents of your dream that you cannot help but display it.
6	Hardened. You have already seen some of the portents of your dreams come true and, good or ill, they've steeled you for what is to come.
7	Secretive. You have previously regretted sharing things about your dreams that you had misinterpreted. Now you prefer to keep things to yourself unless you know for certain that they are true.
8	Wilful. The dreams were given to you and no one else. What matters is what you believe the portents to mean; no one else gets to decide that for you or tell you what you must do.

D6	SPECIALITY
1	Elven-lore. You are certain that some elements of your dream are better understood through ancient Elven eyes and you've collected much about them.
2	Minstrelsy. You know that many facts are preserved through song and that the emotional responses to music are similar to your own responses to your dream images. You observe through playing.
3	Old Lore. You are delving deep into the past in order to learn what you need to resolve your dreams in the future.
4	Rhymes of Lore. You have been collecting various verses in the hopes that you can stitch together the meaning of your dreams.
5	Dark Secrets. You are certain that your dreams touch the Shadow. You are learning all that you can about it.
6	Smoking. Sometimes the best way to interpret dreams is to light a pipe and reflect on them.

D6	HOPE
1	When I resolve what my dreams are telling me I shall finally be at peace.
2	I am destined to strike a mortal blow against the Shadow.
3	I have chosen my company wisely; they will stand with me through it all.
4	Not everything is pre-ordained; I revel in such moments of uncertainty.
5	My dream does not dictate who I can love.
6	The more I understand my dream, the less I fear what I need to do.



D6	DESPAIR
1	My dream is too abstract and incomplete; I'll never understand it.
2	I believe my dreams are being fed by the Shadow; they are leading me to my doom.
3	No one believes my dreams.
4	I am not strong enough to see my dream through; the dream should have been given to someone else.
5	I've badly misinterpreted my dreams and it is too late to change course.
6	Following my dream will ultimately place my friends in mortal danger; they are to be sacrificed.

troubling to local notables. Most will still extend you the common courtesies due your station, but you are often encouraged to move quickly onward before the Shadow finds you.

Skill Proficiencies: Stealth, Survival



OPTIONAL HARROWED: STORYTELLER

Not all Harrowed are forlorn; some revel in their enigmatic knowledge and are eager to share it with others in the hopes that it attracts those with even better knowledge of the events of which the Harrowed dreams. These story-tellers hide behind cheerful façades and merriment, claiming to live for today without worrying about tomorrow.

If you chose this option, replace the gaming set and related tool proficiency with a musical instrument of your choice. You may also replace your Investigation skill proficiency with Performance.

HUNTED BY THE SHADOW

"I do not know for what reason the Enemy is pursuing you," answered Gildor, "but I perceive he is – strange though that seems to me. And I warn you that peril is now both before you and behind you, and upon either side."

You or your family have struck a blow against the Shadow and it hit back hard. The Shadow's agents are tracking you everywhere, making it dangerous for you to stay in one place for too long. If that wasn't enough, your reputation precedes you and your mere presence is disturbing and

FEATURE: TROUBLING TO THE WISE

You or your family's deeds are well-known amongst the notables of Middle-earth and you have come to know many lords, Elves and even Wizards. Some of these you count as friends and others are merely names you can mention to be accorded food and shelter for the night.

Even your friends know that trouble follows you and they will do everything they can to help you on your way while keeping you as safe as possible. This means that you often have knowledge of the lesser-known hiding places and catacombs in the castles and cities that you visit.

SUGGESTED CHARACTERISTICS

Those Hunted by the Shadow tend to have thick skins, for they understand that the worried looks and desires for them to move on isn't personal. The Hunted tend to keep themselves disguised while travelling, drawing little attention to themselves so as not to alert the agents of the Shadow. This sometimes means that they must turn to thievery to survive, reasoning that it's safer for their victims to lose items of value than be associated with aiding them.

D8	DISTINCTIVE QUALITY
1	Cautious. You are considered in your actions, lest your carelessness give Shadow agents an opportunity.
2	Clever. Your sharp mind helps keep you one step ahead of your pursuers.
3	Cunning. Your sharp wit disguises your worry over your circumstances.
4	Elusive. The game is not over simply because you've been spotted. You have an uncanny knack for getting out of sticky situations.
5	Hardened. You've lost so much to the Shadow already. You know that your continued existence plagues the Shadow as much as the damage they cause plagues you. You won't let them win.
6	Keen-eyed. You always keep an eye out for the agents of Shadow.
7	Nimble. You have survived numerous attempts on your life through sheer agility.
8	Quick of Hearing. You have learned that hearing your enemy before you can see them can be the difference between life and death.

D6	SPECIALITY
1	Burglary. Sometimes you don't have the luxury to ask for permission to enter while fleeing from the Shadow. You've learned criminal methods in order to survive; whether you've put them to professional use is another matter.
2	Fire-making. You are adept at making do with what you have when you settle in for the night, wherever that may be to keep the eyes of Shadow off you.
3	Region-lore (choose one). You've spent so much time eluding the agents of Shadow in a particular place that you have acquired a lot of information about its geography.
4	Dark Secrets. The best way to elude and defeat your hunters is to learn more about them. You study all you can about the Shadow.
5	Swimming. Your skill at swimming has saved you many times against less-adept pursuers.
6	Woodwright. Sometimes you don't have the convenience of your arms and armour. When that happens nature provides if you have the skills to shape it.

D6	HOPE
1	I grow stronger every day; eventually I shall overcome my pursuers.
2	There is strength in numbers; so long as I remain with my company I shall be shielded from the Shadow.
3	I give comfort to my allies – it is possible to strike a blow against the Shadow.
4	The Shadow has strengthened me in ways that I'm certain it didn't anticipate or desire.
5	My example inspires others to do the same.
6	If I could strike such a blow unaided, then an army of warriors like me could push back and destroy the Shadow.



D6	DESPAIR
1	It is only a matter of time before the Shadow destroys me.
2	I have found that more people would rather ignore me than stand with me.
3	No place is safe. The Shadow has eyes everywhere.
4	I put my friends in danger just by being with them.
5	I keep my emotions to myself; it is too dangerous to forge bonds.
6	I've yet to find anyone who can stop the Shadow – is it a lost cause?

LURE OF THE ROAD

"I want to see the wild country again before I die, and the Mountains."

You are a rover; the road calls to you and you must answer. Sometimes, rare years, you return home to friends and family, but it does not take long before you start longing for the next adventure, to explore a new land, or meet unusual people.

You aren't limited to roads or the towns that dot them. No, you'd just as happily camp within a cave in the Misty Mountains or make a lonely camp in a deep wood than settle down in a roadside inn for the evening. Not even the Shadow will deter you from traversing every nook and cranny in this part of the world, no matter how dark and dangerous.

Skill Proficiencies: Animal Handling, Survival

FEATURE: WEATHER-LORE

As a seasoned traveller you have an uncanny ability to predict the weather; you can 'smell' rain or snow earlier than others or sense when a fog is about to roll in. You also know the best places to shelter from sudden storms and which areas to avoid. You have well-established habits and the ability to quickly forage what you need before

settling in to wait out a storm. You also have a good grasp of creature habits in various types of weather conditions; you know where bears hibernate and where a Goblin band is likely to camp when a storm hits.

SUGGESTED CHARACTERISTICS

Those afflicted with the Lure of the Road, sometimes called rovers, tend to be adventuresome souls, always looking to explore a new land or return to an old haunt just to see what's changed since they've last visited.

Rovers are self-reliant and used to travelling alone, although they do enjoy the company of other travellers. Rovers also enjoy collecting stories from far-off lands, motivating them to visit the places they mention.

D8	DISTINCTIVE QUALITY
1	Adventurous. You enjoy new challenges and experiences.
2	Curious. You have a natural curiosity of things you haven't experienced before; you want to understand them.
3	Energetic. Your enthusiasm for the road is infectious.
4	Hardy. Your body is used to long hours on the road. You are rarely tired and you weather extreme conditions well.
5	Keen-eyed. You are adept at spotting stormy weather and other dangers before they can affect you.
6	Quick of Hearing. You understand that one must listen to nature as well as see it; you've learned a lot from hearing and interpreting those sounds.
7	Reckless. You enjoy the road so much that sometimes your wanderlust carries you into dangerous situations unprepared.
8	Swift. You can move at a moment's notice and keep ahead of dangers pursuing you.



D6	SPECIALITY
1	Fire-making. You can make camp anywhere.
2	Herb-lore. Long stretches of wilderness have taught you much about the plants that grow in them.
3	Leechcraft. Sometimes you can only rely on yourself and your travelling companions when illness or injury strikes on the road.
4	Minstrelsy. You are skilled at entertaining your travelling companions. This also serves you well when you stop at an inn or tavern for an evening.
5	Story-telling. You've heard many stories while on the road and you have a gift for imparting them to others.
6	Trading. You have met many different types of people in your journeys; you've gained considerable skill in diplomacy and negotiation.

D6	HOPE
1	Only by exploring new places can we forge new bonds.
2	I've learned so much by being out in the world; I'd never have learned so much staying at home.
3	We are all equal on the road – we need to rely on each other's common decency.
4	Absence makes the heart grow fonder; only by leaving the familiar can we better appreciate it.
5	My travels only enrich my home; they benefit from the goods and knowledge that I bring back with me.
6	If you only live at home, then you have never truly lived.

D6	DESPAIR
1	My travels are simply my excuse for getting away from problems at home.
2	My experiences against the Shadow may come back to haunt me – I don't want to be home when that happens. It would put my kin in grave danger!
3	I've seen nothing in my travels that suggests that we'll be all right when the Shadow descends upon us.
4	If I've learned anything on the road it's that friendships are fleeting and only strong when convenient; in the end we are all alone.
5	I haven't been a trusty travelling companion. It is only a matter of time before someone I've wronged finds me again and wishes to exact vengeance.
6	I can never forge strong bonds; I'm always on the move.



THE MAGICIAN

"Not the fellow who used to tell such wonderful tales at parties, about dragons and goblins and giants and the rescue of princesses and the unexpected luck of widow's sons? Not the man who used to make such particularly excellent fireworks!"



When your wagon rolls into a village you are immediately beset by happy children who can't wait to watch you perform magic under the sceptical eyes of their parents. You are only too happy to oblige – that is how you make your coin, after all – but you are careful to guard your illusions as real magic. Amongst your company, of course, you are free to operate as you truly are, a companion whose skills at deception, legerdemain and other such arts are useful assets to have on an adventure.

Skill Proficiencies: Performance, Sleight of Hand

FEATURE: AIR OF MAGIC

While you rely on your theatrics and prestidigitation to provide you with room and board in your travels, there is another benefit to holding yourself as a magician: people tend to give you the benefit of the doubt. They may not believe that you can do everything that you say and most are savvy enough to know that at least some of your tricks are simple legerdemain, but that doesn't mean that you don't have some true magic inside you. No one wants to fall victim to a spiteful curse or be accused of being an agent of Shadow. As a result, people tend to give you a wide

berth and accede to reasonable requests, so long as you don't take undue advantage. A barn is always available to you even if the inn is full, food and wine are produced on request, and even minor conveniences like freshly washed clothes or grooming can be had with a simple ask. You can also sway opinions by noting that you prefer a particular course of action and insinuate that things may go badly if another course is taken, but be wary – there are always those who'll gladly take a few coins to rid a community of a troublesome 'Wizard.'

SUGGESTED CHARACTERISTICS

Magicians are first and foremost entertainers and as such tend to have friendly and outgoing personalities, at least outwardly. They are intensely curious about 'real magic' and spend a lot of time learning what they can about these arcane arts and whether they are simply stage illusions or something else. A magician would like nothing more than to learn true magic, but many come to the conclusion that none exists.

D8	DISTINCTIVE QUALITY
1	Clever. Your performances rely on quick thinking and the ability to make others see what isn't there.
2	Cunning. You use your wit to disarm your opponents and put them off-guard.
3	Energetic. Your almost frenzied manner is infectious. Those who observe you wonder when you have time to take a breath.
4	Keen-eyed. You are extremely perceptive, especially when spying someone trying to figure out your tricks.
5	Nimble. You have learned to move without others seeing you.
6	Secretive. You keep the truth of your illusions to yourself and don't share your secrets easily.
7	Swift. A fast set of hands is crucial in your profession.
8	Wilful. The belief that you have magical powers by others gives you an edge. You use that to your advantage when pressuring others to agree with you.

D6

SPECIALITY

1	Burglary. The skills you have honed for the stage work equally as well for other pursuits.
2	Cooking. In your research you have come across many 'spells' that require boiling cauldrons. While you have yet to create any magical potions, you certainly know your way around a kitchen.
3	Herb-lore. Your research into the arcane arts has given you a strong knowledge of herbs.
4	Minstrelsy. You heighten your performance with song; happy singing people are more likely to believe your tricks.
5	Old Lore. Your scouring through old books and scrolls has taught you much about the world of ages past.
6	Story-telling. You have discovered that good stories and perfect timing do much to enhance your performances.

D6

HOPE

1	Perception is reality; if we believe something can happen then it will.
2	I firmly believe that much of the Shadow's 'power' is simply illusory. Once we penetrate that we can defeat it.
3	Laughter and amusement forges stronger bonds than any treaty.
4	I will become a real Wizard one day so long as I never stop searching for the truth.
5	There is still magic in the world if we only open our eyes and recognise it.
6	My friends fill me with hope; I did not have to pay for their friendship.

D6

DESPAIR

1	I am nothing but a charlatan who cheats people.
2	I have seen the old texts; the magic of which I search simply no longer exists.
3	If my friends knew me for what I really am, they'd abandon me.
4	I cannot fool the Shadow; eventually it will challenge me and find me lacking.
5	More people fear me – or grudgingly tolerate me – than will ever love me.
6	My 'mask' is more than one of wizardry; behind my assured smile I am frightened of magic and Shadow.

OPTIONAL MAGICIAN: FOLK HEALER

There are those learned in the healing arts who understand the power of positive thinking in one's recovery. Perhaps not all of the old folk remedies work, but the patient's belief in them help them get better.

Such folk healers effectively become magicians, sprinkling their remedies with a healthy dose of folklore and theatrics to convince their patients that they are on the mend. The more unscrupulous amongst them hawk their 'remedies' for coin.

If you choose to be a Folk Healer, you are proficient in Medicine in place of Sleight of Hand. Gardener, Herb-lore, and Leechcraft are common specialities amongst Folk Healers.

OATHSWORN

"And when all this land is clean of the servants of Sauron, I will hold the oath fulfilled, and ye shall have peace and depart for ever."

You are a pillar of your community, whether noble-born or someone who has already accomplished great deeds, and you have publicly sworn a great oath. Due to your station no one doubts that you'll either succeed in your



oath or die trying. Towards that end you muster all of your energies to fulfilling your oath, as you know that both fate and Man do not look kindly on oath-breakers.

Skill Proficiencies: Intimidation, Tradition

FEATURE: MIGHTY OATH

You have sworn a mighty oath, one that is now indelibly associated with your name. The oath itself should be both suitably epic and possible to accomplish; “I want to kill the merchant who cheated me” fails the first test, while “I want to rid the world of Shadow” fails the second. Vowing to destroy a Dragon plaguing the land is suitably epic, as is overthrowing an evil kingdom.

A mighty oath carries its own legend and you often find yourself receiving aid from those who want to help the legend or even become embroiled in it. When you enter Lake-town, for example, you may find a merchant or two willing to donate a priceless weapon to your cause or re-provision you, while an eager young would-be adventurer may ask to join you on your quest.

The downside is that the subject of any such oath obviously wants to do away with you and if you enter a town or countryside that is beholden to the subject you may quickly find yourself in very difficult circumstances!

Fate also frowns on oath-breakers. If you ever abandon or break your oath, then fate conspires against you. Your reputation suffers and you become a magnet of ill-fortune. Such troubles tend to be minor at first, coaxing you back towards fulfilling your oath, but eventually the weight of them becomes so much that it destroys you in spirit if not of body as well (death is often too merciful for an oath-breaker).

SUGGESTED CHARACTERISTICS

It takes a strong person to swear an oath as such things aren’t taken lightly. Thus, the Oathsworn tend to be bold and prideful, firmly believing that they are capable of living up to the terms of their oath. They tend to steer clear of people, places and events that may cause them to waver and an Oathsworn dreads the day when some worthy cause forces them to choose between doing what is right versus keeping their word.

D8	DISTINCTIVE QUALITY
1	Bold. You have no doubts that you shall fulfil your oath and accept any challenge along the way.
2	Determined. You will not rest until your oath is fulfilled.
3	Honourable. Your code of honour does not end with your oath.
4	Lordly. Whether you were born of noble blood your deeds and actions are those of a person worthy of swearing such an oath.
5	Proud. You have accomplished many things before you swore the oath. You enjoy sharing tales of these deeds with others.
6	Tall. You tower over others, both in body and deed.
7	Vengeful. One of the reasons that you swore an oath is that you do not take insults or slights lightly. Such an act, in fact, is perhaps the reason for your oath.
8	Wrathful. You swore your oath in a fit of rage; you are quick to anger.

D6	SPECIALITY
1	Elven-lore. Your oath is tied to the Elves; you have learned all that you can about them.
2	Enemy-lore (choose one). Your oath is against a particular culture or someone within that culture. In the course of carrying out your oath you have learned much about this foe.
3	Dark Secrets. You have sworn an oath against an agent of the Shadow and have pieced together what you could to defeat it.
4	Smoking. While you are steadfast in your oath, you enjoy quiet moments of reflection.
5	Story-telling. You enjoy imparting your story to others.
6	Trading. Fulfilling your oath often means that you need others’ aid; you are a skilled negotiator.

D6

HOPE

- | | |
|---|---|
| 1 | My oath is a worthy one; it inspires others to join me. |
| 2 | I am strong enough to see my oath through. |
| 3 | My enemies respect me even if they do not fear me. |
| 4 | I know that I can rely on my friends to help me fulfil my oath. |
| 5 | My reputation forges bonds and prompts others to act. |
| 6 | I know that I shall not fall until I have an opportunity to fulfil my oath. |

D6

DESPAIR

- | | |
|---|---|
| 1 | My oath was made hastily and not in the proper frame of mind; my quarry is not evil yet I am sworn to destroy them. |
| 2 | Being an Oathsworn is intimidating; no one truly understands me enough to get close to me. |
| 3 | My friends fear that my path is not theirs and that I would betray them in furtherance of my oath; I am not sure that they are wrong. |
| 4 | One day I am sure that my fealty towards my oath will bring great pain to another. |
| 5 | Furthering my oath has already taken so much from me. Will there be anything left when I fulfil it? |
| 6 | If I succeed in my oath I shall only create an opportunity for something far worse. |

OPTIONAL OATHSWORN: THE DEVOTED FRIEND

Some Player-heroes don't need to make a formal oath to cement their bond with another, their love is enough to create a bond that is unbreakable. No matter what trouble the object of their devotion finds themselves in, the Devoted Friend will always have their back and help them to see

any difficulties and obstacles through. While such Player-heroes don't have a 'great oath,' their devotion is apparent to those around them and devoted friends always find aid from those who are genuinely touched by such devotion. If you take this option, you are proficient in Insight and Persuasion instead of Intimidation and Traditions.

RELUCTANT ADVENTURER

To the end of his days Bilbo could never remember how he found himself outside, without a hat, a walking-stick or any money, or anything that he usually took with him when he went out, leaving his second breakfast half-finished and quite un-washed-up, pushing his keys into Gandalf's hands, and running as fast as his furry feet could carry him down the lane, past the great Mill, across the Water, and then on for a mile or more.



If you had your way, you'd lead an idyllic life staying at home and tending your garden, perfectly boring and peaceful. You don't know why you keep leaving home and walking the roads and trails of the land. It is never your choice, at least never your direct choice, but circumstances conspire and there you are, a hundred miles from home, cold, wet and without your handkerchiefs. You never actually enjoy your adventures... do you?

Skill Proficiencies: Medicine, Nature

FEATURE: PATHETIC AND BEDRAGGLED

You can take on the mien of a sad, desperate and despondent figure. As long as you are not threatening, strangers will



take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. Every time this happens you promise yourself that you will just stay home, yet you always soon find yourself back out in the Wild, living off of roots and berries, without any handkerchiefs.

SUGGESTED CHARACTERISTICS

Reluctant Adventurers are always easy to spot; they are cold and miserable and they tend to let everyone around them know about it. They are only on this adventure because of some skill or talent that the rest of the company lacks. Deep down inside, however, some Reluctant Adventurers really enjoy the thrill of exploring new places and having grand adventures. Such individuals don't mind sharing one or two moments of merriment at their circumstances but they are careful to let those around them know that such moments are fleeting.

D8	DISTINCTIVE QUALITY
1	Cautious. You prefer a careful – you would say sensible – approach to all your adventures, as you know things can always go wrong.
2.	Clever. Perhaps it's because you don't think like an adventurer but you often think of ingenious solutions to company problems.
3	Cunning. Your words are dripping with sarcasm and you have a way of cutting people where it hurts the most.
4	Grim. You can't conceal your misery and it makes others uneasy around you.
5	Gruff. You're here because the company needs your skills; no more, no less.
6	Merciful. Your own failings on the road give you sympathy for the failings of others.
7	Suspicious. Your naivety got you into this mess; you won't be caught off-guard again.
8	Wary. You don't trust anyone out here in the strange wilderness; everyone is out to get you.

D6	SPECIALITY
1	Burglary. Your company values your skills at finding a way into places unnoticed.
2	Cooking. You keep your company well-fed and you're always on the look-out for new recipes and ingredients; you may as well make something out of this miserable travelling!
3	Elven-lore. Unfortunately for you, there aren't many who are well-versed in the ways of the Elves.
4	Leechcraft. The company brought you along because you are the only one who can patch them up when they invariably run into trouble.
5	Old Lore. Rather than take a library of books with them to an ancient ruin, your company chose to take you and your vast knowledge of the past.
6	Tunnelling. Few know the caves and tunnels – and the dangers contained therein – as well as you do.

D6	HOPE
1	My fond memories of home can get me through any difficulties.
2	I know that one day I shall rest by my fire again.
3	I am only out in this miserable world because I am needed. It feels good to be needed!
4	I keep my friends grounded and remind them of what they can look forward to when they return to their homes.
5	I shall have such stories to tell when I return home!
6	I revel in the camaraderie that I've never had at home, even when it's under such miserable conditions.

D6

DESPAIR

- | | |
|---|--|
| 1 | I shall never see my home again. |
| 2 | I am not the expert my company thought I was. |
| 3 | Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me! |
| 4 | I am ill-suited for adventure. One day my friends will let their guard down and I won't be able to defend myself. |
| 5 | Terrible things will happen if I don't go home soon! |
| 6 | Even if I get home, I am sure that something horrible will follow me back. |

SEEKER OF THE LOST

"Where iss it, where iss it: my Precious, my Precious? It's out, it is, and we wants it."

There is something missing from the world and you feel that it is your mission to find it, whether it be something from your own history or from those close to you. You might wish to reclaim an ancestral home, a forgotten treasure, or long faded lineage. Whatever it is, the search drives you and threatens to consume you.

Skill Proficiencies: Lore, Investigation

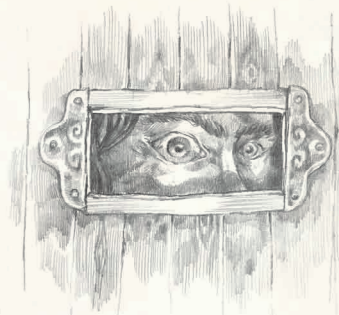
FEATURE: LORE OF THE LOST

While you have not found that which you seek, you have come across much lost lore concerning other issues. You know tidbits of lore, hints of where lost kingdoms lie, ruins lay buried and relics have been discarded.

When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information (such as a song known to minstrels of a particular region, an old book in a library in Rivendell, Goblin cave paintings in the Misty Mountains and so on).

SUGGESTED CHARACTERISTICS

While they are driven to uncover some mystery, Seekers of the Lost are not bound to it. Many Seekers are happy to take their time uncovering the past, joining companies on grand adventures that may hopefully provide an extra clue or two towards solving their mystery. A few are single-mindedly driven and will leave no stone unturned to solve the mystery that vexes them.



D8

DISTINCTIVE QUALITY

- | | |
|---|--|
| 1 | Adventurous. You enjoy seeking out new challenges and experiences. |
| 2 | Clever. One of the reasons why you know that you are going to find what you seek is because of the intuitive leaps you've made while examining the clues. |
| 3 | Curious. You have a natural curiosity, especially for things that are missing. |
| 4 | Determined. Nothing will stop you from finding what you seek; no challenge is impossible to overcome along the way. |
| 5 | Energetic. No matter how remote your chances of finding what you seek, your enthusiasm for the hunt is inspiring to others. |
| 6 | Hardy. You'll walk to the ends of the earth to find what you seek. |
| 7 | Patient. You know that you are going to find what you seek eventually. It is just a matter of time. |
| 8 | Reckless. Sometimes you let your desire to find what you seek cloud your better judgement. |



D6	SPECIALITY
1	Burglary. Finding what you seek often means finding a way into places where you aren't supposed to be .
2	Elven-lore. A good part of your quest is tied to the Elves and you have learned much about them.
3	Folk-lore. Your quest is steeped in the traditions and stories of various cultures.
4	Old Lore. In order to uncover something lost in the present you've had to do lots of research into the half-forgotten past.
5	Rhymes of Lore. Much information in your quest is hidden in verse.
6	Dark Secrets. Your quest touches the Shadow and you've been forced to learn more than is safe about the Enemy.

D6	DESPAIR
1	I am certain that someone else has already solved the mystery; I shall be disappointed when I find the resting place empty.
2	I shall never find the information that I need for my quest.
3	I don't believe that the relic, when found, will live up to its tales.
4	I feel that my quest is distracting me from something far more important.
5	My friends believe that I would put them in danger to further my quest and I'm not certain that they are wrong.
6	I'm certain that when I find what I am looking for that it will be something that was better left alone.

D6	HOPE
1	Any knowledge I gain to further my quest is worthwhile.
2	I know that the Shadow will tremble the day we recover a lost relic.
3	My friends know that my bond with them is stronger than any personal quest.
4	By recovering the past I can make things better in the present.
5	Even just the stories and verses of a lost relic bring hope to all.
6	My quest is my resolve against the machinations of Shadow.

WORLD WEARY

*West, west away, the round sun is falling.
 Grey ship, grey ship, do you hear them calling?
 The voices of my people that have gone before me?
 I will leave, I will leave the woods that bore me;
 For our days are ending and our years failing.
 I will pass the wide waters lonely sailing.*

You've had quite enough of the world; you're either very long-lived or you've just seen so much in your life that you've grown tired of it. All of the pain and misery that you have endured was for naught; you simply want to live out the rest of your days until that merciful final journey commences. Unfortunately, something always calls you back to face danger one last time...but you'll never admit that that 'something' likely comes from within.

Skill Proficiencies: History, Insight

FEATURE: SEASONED CONNECTIONS

Through the course of your long career you've met many people and made friends throughout the land; it is rare for you to enter a large town or city where you don't know





at least one person of import. Usually you can call upon these old connections for specific aid and favours based upon their professions and influence.

Your enemy amongst these connections is time. A lot could happen between the heyday of your travels and now. Old friends that owed you favours may be dead and their children uninterested in helping you, a local prince may have fallen under the influence of the Shadow, or something unresolved since the last time you left still festers. Such difficulties are even more pronounced if you are a member of a long-lived race and it has been decades since you last set out on an adventure. Whenever you call on old contacts for aid be aware that your Loremaster may twist them into something else due to the passage of time.

SUGGESTED CHARACTERISTICS

The World Weary are often cynical and tired; they have seen everything before and there is nothing new under the sun. They may appear happy and content, but there is always the hint that they are missing something from life or what there is left of it. In truth, the World Weary have simply fulfilled everything they thought they had accomplished – or given up hope of accomplishing – and they are eager, even if they don't realise it, to find a new purpose in life.

D8	DISTINCTIVE QUALITY
1	Cautious. You've seen it all before and you're not going to get caught making old mistakes again.
2	Forthright. You no longer have time for niceties. You mean what you say and say what you mean.
3	Grim. Everyone knows of your past exploits; you intimidate them with your mere presence.
4	Hardened. You retired to get away from all of the pain in life. What can this latest adventure offer but more of the same?
5	Just. You have the wisdom of the ages; just by looking into someone's eyes you can take their full measure.
6	Merciful. You've seen enough injustice and spite in this world that you can afford a little mercy.
7	Patient. There is no need to rush things; everything comes with time.
8	Steadfast. You know how wise you are; your judgements are generally the best.





D6	SPECIALITY
1	Beast-lore. You have spent most of your life hunting. There are few animals of which you aren't familiar – and learning of one is enough to goad you out of retirement.
2	Gardener. You became a gardener when you settled down; it brings you peace.
3	Leechcraft. There was much injury and suffering in your life and you were often the cause of much of it. You have decided to try healing people instead of hurting them.
4	Region-lore (choose one). You are well versed in a particular region; you either spent a good part of your life there or it is where you have settled.
5	Smith-craft. You have been forging blades for a long time; there is no one better.
6	Trading. In your long life you have learned that talk is often more useful – and more destructive – than any sword.

D6	DESPAIR
1	I've seen and experienced all there is worth seeing and experiencing.
2	We can never fully destroy the Shadow; we can only hold it at bay for a bit before the inevitable.
3	If I have learned anything in life, it's that people don't change. It's just not worth the effort to try.
4	The Shadow has already won; we are just too stubborn to realise it.
5	Most of my friends and allies are gone; this is no longer my world.
6	I've never made a friend who hasn't betrayed me at some point; you're no different.

D6	HOPE
1	My allies can use my vast experience and wisdom that I have gathered over the course of my life.
2	I know the value of true friends and wouldn't travel with someone I can't trust.
3	I've seen worse from the Shadow. It didn't destroy us before; it won't now.
4	Even at my age, there is always something new worth discovering.
5	We don't have to repeat our mistakes.
6	I have accomplished what I have set out to do before; I am certain that I can do so again.

OPTIONAL WORLD-WEARY: THE CALL OF THE SEA (ELVES ONLY)

The Elves are leaving Middle-earth. As the long years go by and the Shadow deepens, more and more of the Firstborn seek the Grey Havens and take to the ships that wait for them there. They go West, sailing the straight path to the Undying Lands beyond. If you take this background, you are leaving Middle-earth and are on your way to the Sea, although you may take a winding road to get there. Replace the Seasoned Connections feature with Sea-Dreams.

FEATURE: SEA DREAMS

You often have dreams of the shores of the Undying Lands calling you, and sometimes the voices in your dreams bring you news of distant events or things yet to come. The Loremaster will inform you if you have such a prophetic dream or warning from the Valar.







equipment

Gimli, my son,

King Bard has requested that I find equipment for a fellowship of adventurers he wishes to send North into the Waste. One of his many projects is to map that forsaken land, and he is sending a company of adventurers to make camping places there for his cartographers to work from. Clearing out Goblins and the like will doubtless be part of the task. Seems plenty fled the Battle and are living up there.

He requests I find them a selection of decent swords and axes, caps of iron and corslets of mail of Dwarf-make. I would go but my hands are full with other business. I trust this task to you, and know you won't let me down. See if you can't get some Waybread from the Elves staying on the River Road too. Maybe send someone else to ask them, if you cannot be civil?

Bring the goods to my chambers in the Palace. If you meet the company tasked with this work, you are not to go with them on their expedition. I have need of you here, no matter how much I know you wish to travel further afield

Warm regards,

Father



- equipment -

“They went down the slope, and across the stream where it dived under the road, and up the next slope, and up and down another shoulder of the hills; and by that time their cloaks, blankets, water, food and other gear already seemed a heavy burden.”

This section details a selection of equipment that Player-heroes will find in Middle-earth, and in Wilderland in particular. Loremasters should feel free to include any other equipment they feel is appropriate for their own games, but this section holds fast to things mentioned in *The Hobbit* and *The Lord of the Rings*. By fitting out your Player-heroes with things described here, your adventurers will feel more like a part of Middle-earth.

SILVER & GOLD

In the North, for many years barter was the rule. Small settlements traded their labour and the goods they produced for whatever they needed from their neighbours, with what small coins they had going to the occasional travelling pedlar for what they could not make themselves. The only coins in circulation in Wilderland came then almost entirely from the Kingdom under the Mountain before the coming of Smaug.

With the re-emergence of Dale and Erebor, along with the rebuilt Lake-town, commerce has returned in earnest and new currency has begun to circulate once more, especially along the most used trade routes. The coins most often exchanged generally fall into three (broad) categories: gold pieces, silver pennies and copper coins.

Gold pieces are very valuable and relatively rare. The majority found in the North come from the Lonely Mountain. Indeed, older coins near invariably come from the Dragon's treasure and many people have shown some propensity to hoard them and secret them away. King Dáin ordered portions of Smaug's hoard smelted and minted anew, meaning there are new gold pieces about bearing the Ironfoot's grim visage, but so vast was the wealth of Erebor

that it simply wasn't practical to try to render the entire hoard down.

Silver pennies are the most common currency of the North, in use from the streets of Dale to the inns of the Shire. Silver coins from Erebor and Dale of old were used throughout the Anduin Vales and in Esgaroth throughout the Dragon's 'reign', and new silver pennies flow from the Lonely Mountain regularly now. Indeed, most other folk say (quietly, out of the earshot of Dwarves) that Durin's folk are far more willing to part with silver, than gold.

Copper coins have the least worth. Many aren't even properly struck coins, just bits of vaguely circular copper. A decent meal and a mug of ale can be had for a few coppers.

Exchange

1 gold piece = 20 silver pennies

1 silver penny = 12 copper coins

1 gold piece = 240 copper coins

In the following equipment sections, the various coins are abbreviated so:

gold piece = (g), silver penny = (s), copper coin = (c).

While coins are how most monetary transactions take place, gem stones of various size and type are frequently used if particularly large sums are involved. The jewellery smiths of the North have long produced beautiful work and with the new wealth arising in parts of Wilderland, they are hard at work once more.

BARTER, TRADE & GIFT

Still, for most people – especially those in Poor, Frugal or Martial cultures – coins are rarely used, and barter is the order of the day. The majority of folk tend to their own farmsteads or share in the wealth of their village under the protection of a lord or chieftain, and trade only for those few things they cannot produce themselves.

Many Martial cultures operate under a gift economy, where the lord or chieftain owns all goods, and apportions gifts of goods and property to his loyal folk in line with their rank. The only merchants seen in many places are Dwarven traders and smiths, exiled wanderers who are



now making their way back to Erebor. Coin is not always easily spent where such traders cannot be found.

Player-heroes may obtain equipment through purchase, barter or as gifts (see **Audiences**, page 195), and they will also sometimes acquire new items as Cultural Heirlooms.

In Middle-earth sometimes gaining equipment is easy – under the protection and hospitality of a generous lord all your needs will be met. Out in the wild, amongst the far flung farmsteads things are no so easy, and Player-heroes may find themselves chopping wood to pay for an evening's meal when coin will not do.

STANDARDS OF LIVING

The Player-heroes in *Adventures in Middle-earth* are adventurers, individuals frequently used to finding their own sustenance in the Wild, rather than reaching for a purse. Yet each hero has a people from which they came and a lifestyle they generally lead when not out upon the road. Therefore, each character has a Standard of Living based on the relative affluence of their culture.

A character's Standard of Living represents the quality of their incidental gear as well as how they present themselves. Loremasters will take note of a character's Standard of Living under appropriate social circumstances.

For example, a Poor warrior is far less likely to be granted access to a Rich merchant's estate without a very persuasive story.

The Standard of Living rankings are Poor, Frugal, Martial, Prosperous or Rich.

Standards of Living costs for 1 year

Poor 1g
Frugal 3g
Martial 6g
Prosperous 12g
Rich 24g

These are the minimum costs, and include household costs for more affluent individuals.

ADVENTURERS & STANDARDS OF LIVING

In the end he would only take two small chests, one filled with silver, and the other with gold, such as one strong pony could carry. "That will be quite as much as I can manage" said he.

For adventurers, the main effect of Standard of Living is determining starting equipment. Once a character embarks on the curious and somewhat suspect career of adventurer, the usual customs no longer apply. While a farmer or craftsman might make a humble but honest living, adventurers tend to be either penniless or astoundingly wealthy. Adventurers rely on the treasure they win from Troll-hoards and Dragon's lairs, or the rewards of powerful patrons, instead of having a regular income.

A wealthy adventurer may have the money to live richly, or even ostentatiously well, but wild spending will not necessarily win the respect of others. Bilbo returned from his quest a wealthy Hobbit, but was viewed with suspicion for the rest of his days in the Shire.

The material comforts and relative wealth enjoyed by an average person at each Standard of Living are described in the following entries. These serve as a guide to conditions Player-heroes can expect to encounter in different cultures as they travel across Wilderland and beyond. Presented in order of increasing relative wealth, each Standard of Living rank is roughly twice as affluent as the rank preceding it.

Poor

Impoverished people are often subsistence farmers, probably suffering from a bad harvest season, a harsh winter, or the aftermath of a plague or war. Some are afflicted by bandits or worse, Orc raids, that prevent them from even having a chance at thriving. They struggle every day to find what they need to survive, and have no time or resources to look for anything beyond the bare necessities. The equipment of adventurers from such cultures generally represents the entirety of their family's wealth and may very well be all they own.

Frugal

Frugal folk usually sleep in comfortable common halls (or tents, if nomadic) and eat the produce of their own lands and pastures. They wear simple clothes at most times, although they may possess finer garments for

special gatherings like season festivals, marriages or funerals. Jewels and other superior ornaments, if any are in the keeping of members of the society, are treasured as possessions belonging to the entire community, and are passed down through generations of appointed keepers.

A frugal hall is a simple affair, shared with livestock and dogs, the floor strewn with reeds. Often lacking a smokehole, a frugal hall will be thick with smoke from the central peat fire. Several families may share the space, and a simple meal of self-grown produce is always warming in the cauldron.



Adventurers coming from a Frugal folk do not usually carry anything of unusual worth (unless as part of their war gear) and generally avoid ostentation, with the possible exception of one or two pieces of expensive clothing or common jewellery, like a rich mantle or a golden necklace or bracelet; likely a token of their status among their peers. Consequently, they can rarely afford to pay for anything out of the ordinary, and prefer to find or make what they need instead.

Examples: Woodmen of Wilderland

Martial

Individuals belonging to a Martial culture often live according to their status in the military hierarchy, with simple warriors and soldiers sleeping together in a common area; probably as part of the household of a renowned chieftain or noble.

Meals are usually consumed in large halls, with seat and tables arranged to observe rules of precedence or respect. Clothing reflects the military status of an individual as well, or that of his family.

Martial Player-heroes have enough resources to look after themselves, and to pay for things such as simple accommodation on the road and the occasional fancy meal. Ever mindful of the cost of any luxury, both to the pocketbook and their martial spirit, they often lead an austere life, or resort to haggling to lower the price of whatever they are trying to acquire.

Examples: Beornings, Dúnedain, Elves of Mirkwood, Riders of Rohan

Prosperous

Almost all families belonging to a Prosperous culture can afford to live in separate, private houses. Important individuals wear fine clothing and often have one or more servants in their service at home. Prosperous folk generally have a successful business or various investments that continually bring them a steady flow of wealth.

Player-heroes coming from a Prosperous culture can pay for many small expenses encountered along a journey and might even be able to pay for a poorer off companion, if need be. This includes, for example, paying for a

comfortable inn (as opposed to sleeping outdoors), buying rounds for everyone at the tavern, and hiring beasts of burden (such as ponies) for a journey.

Examples: Bardings, Hobbits of the Shire, Men of Bree, Men of the Lake, Men of Minas Tirith

Rich

Members of a Rich culture live amidst all sorts of luxuries, reaping the fruits of flourishing trade or vast treasure. Although those less well-off warn that affluence can easily lead to spiritual or even physical weakness, the availability of material wealth instead may set an individual free to focus on more lofty matters, like the perfection of a craft or art.

Rich adventurers are more well off than their Prosperous fellows, but not excessively so. Their life on the move does not let them take full advantage of their resources, many

of which are bound up in investments or tied to ownership of businesses or land. Their gear is frequently the best that money can secure, beautifully engraved or decorated, as well as perfectly functional.

Examples: Dwarves of Erebor

WEAPONS AND ARMOUR

On the following pages are descriptions for various types of protective gear or weapons available to Player-heroes in Wilderland. Most forms of medium or light armour and all simple weapons can be obtained in any settlement of the Free Folk; heavier metal armours or martial weapons are made in only a few places – a traveler is unlikely to find a fine broadsword or a corslet of mail in the lands of the Woodmen, for example.

Northmen Great House

A great house features a long pillared hall with three aisles, tables, benches and three central wide hearths. Woven cloths or painted shields with images of ancient tales or family devices hang from pillar to pillar. The side aisles often have raised platforms for sleeping cots and personal items. Openings in the ceiling let out the smoke produced by the fire-places. Two doors open on the shortest sides, usually placed to face north and south. Woodcarvings often grace the doorposts and the base and capitals of each pillar, with animal frets and other decorations.



ARMOUR

ARMOUR	COST	ARMOUR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
LIGHT ARMOUR					
Leather jerkin	10s	11+Dex modifier	-	-	10 lb.
Leather corslet	45s	12+Dex modifier	-	-	13 lb.
MEDIUM ARMOUR					
Hide	10s	12+Dex modifier (Max 2)	-	-	12 lb.
Corslet of Mail	50s	13+Dex modifier (Max 2)	-	-	20 lb.
Scale hauberk	60s	14+Dex modifier (Max 2)	-	Disadvantage	45 lb.
HEAVY ARMOUR					
Ring-mail	40s	14	-	Disadvantage	40 lb.
Heavy mail	75s	16	Str 13	Disadvantage	55 lb.
SHIELDS					
Shield	10s	+2	-	-	6 lb.
Great Shield	30s	+4	Str 13	Disadvantage	35 lb.



New shield

Great Shield

Huge and round or barrel-shaped, these shields are carried in battle by the sturdiest of warriors, and are considered too cumbersome and unwieldy by many. Great shields can only be used by Size Medium or larger warriors.



Other Weapons & Armour

Only weapons and armour specifically mentioned in Tolkien's works are included in these tables. Loremasters wishing to include other weapons may do so, but should take care to preserve the spirit of Middle-earth, which is evoked in the small details. Middle-earth draws on influences from Beowulf, The Kalevala and the Norse sagas, and the arms and armour described come from these sources. Unusual items could be seen as exotic and unusual in Wilderland. Consider putting them in the hands of travelers from distant cultures – for example, it would not be unreasonable to decide that the Easterlings might wield halberds or carry crossbows.

WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Club	24c	1d4 bludgeoning	2 lb.	Light
Dagger	2s	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Great Club	48c	1d8 bludgeoning	10 lb.	Two-handed
Hand-Axe	5s	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Hammer	2s	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	4s	1d6 bludgeoning	4 lb.	-
Staff	5s	1d6 bludgeoning	4 lb.	Versatile (1d8)
Spear	3s	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)

SIMPLE RANGED WEAPONS

Short Bow	25s	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	24c	1d4 bludgeoning	-	Ammunition (range 30/120)

MARTIAL MELEE WEAPONS

Axe	10s	1d8 slashing	4 lb.	Versatile (1d10)
Great Axe	30s	1d12 slashing	7 lb.	Heavy, two-handed
Great Spear	20s	1d12 piercing	9 lb.	Heavy, reach, two-handed
Heavy Scimitar	50s	2d6 slashing	6 lb.	Heavy, two-handed
Long Sword	40s	1d8 slashing	3 lb.	Versatile (1d10)
Mattock	20s	2d6 piercing	10 lb.	Heavy, two-handed
Scimitar	25s	1d6 slashing	3 lb.	Finesse, light
Short Sword	10s	1d6 piercing	2 lb.	Finesse, light
Broadsword	30s	1d8 slashing	3 lb.	Finesse
Warhammer	15s	1d8 bludgeoning	2 lb.	Versatile (1d10)

MARTIAL RANGED WEAPONS

Great Bow	50s	1d8 piercing	3 lb.	Ammunition (range 150/600), heavy, two-handed
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New Weapon

Mattock

A heavy digging implement, sporting a curved head with a point on one side and a spade-like 'blade' on the other. King Dáin's Iron Guard and a number of his folk from the Iron Hills choose to wield their mattocks in battle to fearsome effect.



DWARF-FORGED WEAPONS AND ARMOUR

While the Dwarves of Erebor may no longer be able to forge weapons and armour with the skill their forefathers possessed, what they do make are still the finest armaments and mail to be found for purchase in Middle-earth. A warrior that wishes to acquire a piece of Dwarf-forged wargear will need to go to Dale (or Lake-town, though the price will be further marked up!) and secure one.

A Dwarf-forged Weapon costs a base of 2 gold pieces + 3x the listed base cost of the desired weapon. A suit of Dwarf-forged Mail costs 5 gold pieces + 2x the listed base cost.

For example, a long sword normally costs 40 silver pennies (2 gold pieces). Thus a Dwarf-forged long sword costs 8 gold pieces.

Dwarf-smiths generally craft only the following weapons to their standards: Axe, Great Axe, Long Sword, Short Sword, and Broadsword. A Player-hero who wishes to secure a different weapon – a dagger or a spear, perhaps – will have to convince a Dwarf-smith to accept such a commission.

Since agreeing to make such a weapon could, in Dwarven social circles, reflect back on the smith, the character will have to have enough reputation to make it worth the smith's while, along with several additional gold pieces to persuade him.

Dwarf-smiths forge Corslets of mail, Scale Hauberks, Ring-mail, and Heavy Mail. No inducement will convince them to make lesser armours.

A Dwarf-forged Weapon adds a +1 bonus to all attack and damage rolls made with it.

A suit of Dwarf-forged Armour causes all critical hits against its wearer to become normal hits.

ARTISAN'S TOOLS

ITEM	COST	ITEM	COST	MUSICAL INSTRUMENT	COST
Brewer's supplies	20s	Leatherworker's tools	5s	Drum	6s
Calligrapher's supplies	10s	Mason's tools	10s	Fiddle	25s
Carpenter's tools	8s	Painter's supplies	10s	Flute	2s
Cartographer's tools	15s	Pipe Smoking supplies	5s	Lute	35s
Cobbler's tools	5s	Potter's tools	10s	Lyre	30s
Cook's utensils	1s	Smith's tools	20s	Horn	3s
Dice set	1s	Thieves' tools	25s	Viol	30s
Gaming set	1s	Tinker's tools	50s		
Glassblower's tools	30s	Weaver's tools	1s		
Herbalism kit	5s	Woodcarver's tools	1s		
Jeweller's tools	25s				



EQUIPMENT

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
Backpack	2s	5 lb.	Lantern, hooded	5s	2 lb.
Barrel	2s	70 lb.	Lock	10s	1 lb.
Basket	90c	2 lb.	Magnifying glass	5g	—
Bedroll	1s	7 lb.	Manacles	2s	6 lb.
Bell	1s	—	Mirror, steel	5s	½ lb.
Blanket	120c	3 lb.	Oil (flask)	20c	1 lb.
Block and tackle	1s	5 lb.	Parchment (one sheet)	20c	—
Book	25s	5 lb.	Pick, miner's	2s	10 lb.
Bottle, glass	2s	2 lb.	Pocket handkerchief	1s	—
Bucket	12c	2 lb.	Pot, iron	2s	10 lb.
Candle	3c	—	Pouch	10c	1 lb.
Case, map or scroll	1s	1 lb.	Quiver	1s	1 lb.
Chain (10 feet)	5s	10 lb.	Rations (1 day)	120c	2 lb.
Chalk (1 piece)	2c	—	Robes	1s	4 lb.
Chest	5s	25 lb.	Rope, hempen (50 feet)	1s	10 lb.
Clothes, common	120c	3 lb.	Sack	3cp	½ lb.
Clothes, costume	5s	4 lb.	Saddle	1g	30 lb.
Clothes, fine	15s	6 lb.	Scale, merchant's	5s	3 lb.
Clothes, spring & summer traveller's	2s	4 lb.	Sealing wax	120c	—
Clothes, fall & winter traveller's	5s	8 lb.	Shovel	2s	5 lb.
Crowbar	2s	5 lb.	Signal whistle	15c	—
Dalish Fireworks	10c	1g —	Signet ring	5s	—
Dwarven Toys	1s to 5g	1 lb.	Soap	8c	—
Fishing tackle	1s	4 lb.	Spikes, iron (10)	1s	5 lb.
Flask or tankard	5c	1 lb.	Tent, two-person	2s	20 lb.
Grappling hook	2s	4 lb.	Tinderbox	120c	1 lb.
Hammer	1s	3 lb.	Torch	3c	1 lb.
Hammer, sledge	2s	10 lb.	Travel Pots and Pans	50c	1 lb.
Healer's kit	5s	3 lb.	Vial	1s	—
Hourglass	25s	1 lb.	War Horn	10s	2 lb.
Ink (1 ounce bottle)	10s	—	Waterskin	40c	5 lb. (full)
Ink pen	6c	—	Whetstone	3c	—
Jug	5c	4 lb.			
Ladder (10 feet)	1c	25 lb.	AMMUNITION		
Lamp	120c	1 lb.	Arrows (20)	1s	1 lb.
Lantern, bullseye	10s	2 lb.	Sling bullets (20)	10c	1½ lb.

DALISH FIREWORKS

Small explosives that, soon after being lit, make a burst of sound, light or both. The fireworks produced by the fireworkers of Dale range from small whizz-bangs to teeth-rattling thunder-claps, and from small fire-flowers to full-sized burning shapes in the sky. Firework creation is a relatively young art and they are not very robust as yet.

Every time a firework is lit, roll a d20: on a 1 it's a dud; fireworks that were ever exposed to inclement weather or doused in water fail to ignite on a 1-10. Fireworks soon lose their potency and will fail to ignite a few weeks after purchase.

DWARVEN TOYS

The delightful creations of Durin's folk and their Barding apprentices come from the Toy-market of Dale. Made from intricately carved wood and metal, the greatest (and most expensive) are so cunningly wrought that they have properties that seem magical: soldiers that march in unison, metal bears with tiny roars and little instruments that play themselves have all been sold at the Toy-market.

TRAVELLING GEAR

A hero's travelling gear includes all the typical belongings that they carry when travelling, in addition to their weapons and armour. Adventurers being a somewhat rare breed in Middle-earth, there is little notion of any specialised equipment – rather, most Player-heroes carry what anyone would when traversing the dangerous reaches of the Wild.

Travelling gear varies by the time of year a company sets out. Spring and summer gear consists of lighter clothes and cloaks, blankets, water and rations. Winter and autumn gear requires warm clothing, thick jackets, fur-lined cloaks and solid boots with heavier bedrolls along with water and rations.

All classes start with one seasonal set of travelling gear of their choice, they will have to purchase other sets as needed.

Both sets of travelling gear include rations for a week of travelling. If their journey is going to last more than a week, most Player-heroes will generally have to rely on their skill as hunters.

Spring and Summer Travelling Gear includes appropriate garb, backpack, blanket, mess kit, a flask of oil, a pouch, 50' hempen rope, 5 torches, a waterskin and a whetstone. With rations, this gear weighs 49 lb. and if purchased, would cost around 9s.

Autumn and Winter Travelling Gear includes appropriate garb, backpack, bedroll, hooded lantern, mess kit, a flask of oil, a pouch, 50' hempen rope, a waterskin, and a whetstone. With rations, this gear weighs 54 lb. and if purchased, would cost around 18s.

HERBS, POTIONS AND SALVES

There are numerous plants of great worth in the Wilds of Middle-earth if you know where to look for them. A few folk know how to make various beneficial remedies from such herbs, but only skilled healers know how to bring forth their greatest virtues. The most efficacious plants are, invariably, the most difficult and dangerous to find and thus very often in very short supply. The listed prices reflect this. Player-heroes may very well have to go on an adventure to be certain of securing such plants.

Athelas

Athelas is a long leafed plant, found only in small, sparse thickets where the Men of the West once made their dwellings, for they brought it to Middle-earth long ago. Athelas has many virtues, but few know them in the twilight years of the Third Age. In the south, they refer to it as 'Kingsfoil' regarding it as a weed known only for its sweet scent – like that of pleasant orchards, or fields of heather under a summer sun. Those with the proper knowledge of Athelas' many properties can make far more use of it.

Applying a salve made from athelas allows a character to immediately regain 1d4+1 hit points.

Hagweed

Hagweed is a floating plant, found in ponds of still water in verdant carpets of minute green leaves. Deceptively harmless to look at, these plants thrive in stinking waters where bodies of animals and travellers alike have sunk to rot. Hagweed is indeed a serious threat to travellers as, at dusk or when the sky is overcast, a horse or pony might easily stumble in the deep pools they cover, thinking to find firmer terrain. Hagweed owes its name to the fact



that many stories tell how Marsh Hags and Trolls like to lurk beneath the surface of ponds covered by hagweed, as corpse candles often appear over such pools of stagnant waters and attract the unwary. If collected, the leaves of the hagweed can be brewed into a drink that strengthens the spirit.

Drinking a hagweed potion gives a character advantage on all saving throws against Corruption for 1 week.

Kingcup

These are bright, yellow flowers that appear when the winter snows start melting away. They turn dark and dreary bogs into pleasant places, and thus may trick unwary travellers into entering the dangerous terrain they grow upon. It owes its name ("king's buttons") to an old legend concerning Girion, Lord of Dale. Stories tell how he led his armies into the marshes in the dying days of winter, to trick his enemies into thinking he deserted his folk. He returned in spring, his host reinforced by Elven warriors, wearing yellow flowers in his hair and upon his breast. Farmers use Kingcup as lucky charms to protect their homes, and say that wearing its flowers protects a traveller from harm.

Wearing a necklace or bracelet of freshly woven Kingcups makes a character **lucky** for a 1d4+1 days. Whenever a lucky character rolls a 1 on a d20 for an attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.

Reedmace

Beds of these plants are found especially in the vicinity of the Long Lake. Reedmace is a tall grass with long leaves that flowers in spring. At that time, its top part develops into a mace-like head. Reedmace often grows taller than a Man. Farmers harvest reedmace for food, and cook its leaves or grind the plant into flour. Wise women learned to boil its rootstock to make a salve capable of speeding up the healing of wounds.

Applying reedmace salve to wounds allows a character to immediately recover 2 Hit Dice.

Shadow-thorn

Shadow-thorn is a dark black lichen that grows in small clumps on trees within the depths of Mirkwood and

Fangorn Forest. Despite its somewhat sinister appearance, shadow-thorn is a beneficial plant that helps draw off toxins. Once ground into a fine powder, shadow-thorn can be used to make a potion capable of neutralizing many poisons.

A character who drinks a shadow-thorn potion gains advantage on saving throws against poison for 1 hour.

Water-lily

A beautiful floating plant with oval leaves and white or yellow flowers, the water-lily is found wherever the Forest River and the River Running slow their courses in winding loops, but it is not encountered under the shade of Mirkwood at all. Its flowers open in all their beauty only by midday, to close again when evening approaches. Water-lilies are often collected as decoration, and placed in bowls filled with water or woven into garlands.

A drink prepared using flowers and petals of white water-lilies fortifies the body, while the rare red water-lily is said to reinforce the fighting spirit.

A character who drinks a potion made from white water-lilies automatically gets the full Hit Die value of any Hit Dice spent to regain hit points during their next short rest.

A character who drinks a potion made from red water-lilies adds +2 damage to all melee weapon attacks made for the next hour.

HERBS, POTIONS AND SALVES CHART

ITEM	COST	WEIGHT
Athelas	30s	-
Hagweed	40s	-
Kingcup	30s	-
Reedmace	20s	-
Shadow-thorn	25s	-
Water lily (Red)	3g	-
Water lily (White)	20s	-

TOOLS

Pipe

A pipe is made of clay or wood and used for inhaling the smoke of burning leaves of pipe-weed. Proficiency with a pipe means you practice the art of smoking and likely have some skill at blowing smoke-rings. Smoking a pipe can aid in both introspection and friendly chatting with fellow practitioners of the art.

If you spend an hour smoking your pipe while considering a problem, you may make an ability check with your proficiency bonus against a Difficulty Class 15. On a success, you make the immediate follow-on check with advantage. On a failure, you wasted an hour, but had a good smoke.

For example, Trotter is trying to decipher some strange runes he has found carved into the side of a cave. The Loremaster declares that because the runes are particularly ancient and partially obscured, it will take a DC 25 Intelligence (Lore) check to interpret them. Trotter has the time, so pulls forth his pipe, smokes and ponders for a bit, considering the runes. His player then makes a roll, adding his proficiency bonus, against a DC of 15. He succeeds, so he gets to make the ensuing Intelligence (Lore) test against the DC 25 with advantage.

Pipeweed

Pipe-weed or Leaf, as some adherents refer to it, comes mainly from the Shire and the lands surrounding the village of Bree. There are various types with slightly varied properties. Old Toby and Southern Star are well regarded, but most aficionados agree that Longbottom Leaf is the finest pipe-weed to be had.

FOOD, DRINK, AND LODGING

ITEM	COST
Ale (Tankard)	6c
Feast (per person)	10s
Pouch of Pipe-weed (10 uses)	3s
Traveller's Inn (per night)	75c
Traveller's Inn, Fancy (per night)	2s

MEALS (PER DAY)

STANDARD OF LIVING	COST
Poor	2c
Frugal	5c
Martial	8c
Prosperous	12c
Rich	1s

WINE

ITEM	COST
Glass of Wine	9c
Glass of Dorwinion Wine	2s
Wine skin	50c
Bottle of Dorwinion Wine	10s

CULTURAL HEIRLOOMS

These items are not for sale at any price – they are treasures of the respective Free Folk. Usually, they are awarded to Player-heroes who take the Cultural Heirloom virtue (see page 100), but they might also, in rare circumstances, be found as treasure or awarded as a gift to an honoured ally. If lost, they can be replaced at Sanctuaries. See the Loremaster's Guide for more information on Sanctuaries.

BARDINGS

Dalish Longbow (great bow)

The bowyers of Dale used prodigiously tall and powerful staves of fine yew wood to make bows for their King's men.

You gain a +1 bonus to attack and damage rolls made with this weapon. On a critical hit, your arrows inflict an additional 1d8 damage.

Spear of King Bladorthin (spear)

The Dwarves of the Lonely Mountain forged these spears for a king who lived before the Dragon came. Their thrice-forged heads never lose their keenness, and their shafts are inlaid with gold.

You gain advantage on ranged attacks made with one of these spears.



The Tower Shields of Dale (great shield)

The soldiers of Girion, the last Lord of Dale before the coming of Smaug, carried great shields that were so tall that it was said that a grown man could completely hide behind them.

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

BEORNINGS

Giant-slaying Spear (great spear)

A Giant-slaying Spear is an unusually long great spear made of ash wood, once used only from horseback.

You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit a Large or bigger monster with it, the target takes an extra 2d6 damage.

Noble Armour (leather corslet)

Craftsmen of old long laboured on these coats of leather, shaping and decorating them with lacquers and other fine ornaments. Those wearing this armour appear regal and easily command attention.

Wearing this armour gives you advantage on Charisma (Persuasion) ability checks.

Additionally, when wearing this armour, you gain a +1 bonus to AC in addition to the normal AC bonus for wearing a leather corslet.

Splitting Axe (axe or great axe)

A Beorning Splitting Axe has a wedge-shaped head, capable of rending armour with its strokes, a hold-over from a time when a Northman needed a weapon capable of piercing the skin of a Dragon.

You gain a +1 bonus to attack and damage rolls made with this weapon. When you roll a 20 on your attack roll with a Splitting Axe, if your opponent is wearing heavy armour or has a Natural Armour Class of 16 or better, they take an additional 2d6 damage. Individuals wearing Dwarf-forged heavy armour are immune to this extra damage.

DÚNEDAIN

Heirloom of Elder Days

Prerequisite: You must be at least 8th level to take this Cultural Reward.

You have been entrusted with the keeping of an ancient relic, an artefact going back to the ancient days of your people. You should create an interesting story and description for the object with the help of the Loremaster. It will be a *wondrous artefact* generally of Mannish craftsmanship, but might even be of Elven or Dwarven make. See the *Loremaster's Guide* for more on such wonders.

Star of the Dúnedain

The Dúnedain have opened uncounted paths in the Wild, and have created many refuges and encampments. The need for secrecy is so vital for their survival that it is a command of their captains that no one may be revealed the whereabouts of these places, nor taught to decipher the signs and runes leading to them, before they have

earned their place among their veterans. You have been recognised this honour, and you are now entitled to wear a silver brooch shaped like a rayed star upon your left shoulder.

When you are within the ancient boundaries of the realm of Arnor, you may make a DC 15 Intelligence (Investigation) ability check in order to find one of these hidden refuges. If successful, the refuge is within two day's march; on a natural 20, it is mere hours away.

The refuges of the Dúnedain are always safe places, but their nature varies wildly: a refuge may be nothing more than a dry clearing on a hilltop, a shepherd's hut, a natural cave hidden by a waterfall or the ruins of a hill-fort.

Player-heroes repairing there may find shelter, supplies of firewood, stores of dried food, medicinal herbs, and, if the place is inhabited, the possibility of exchanging tidings with other Dúnedain, or receiving or sending out messages.

Resting in a Ranger's refuge allows each companion to immediately recover hit points as if they had spent one of their Hit Dice, without expending any from their pool. Such places are deemed safe enough to allow for a long rest.

Númenórean Arrows

For many long centuries, the "Men of the Sea" sent cohorts of archers to deluge their enemies under a rain of steel. Their long, black-feathered arrows can still be discovered inside burial mounds, among the tall grass of Eriador or where long-forgotten battles were fought across Gondor.

You start each Adventuring phase (see pg. 198) with a number of Númenórean Arrows equal to half your proficiency bonus (round up). When you attack using a great bow, you may declare that you are using one of them. If you succeed on your attack roll, the arrow does additional damage equal to your Wisdom bonus; moreover, your target's next attack is made with disadvantage.

At the end of the battle you can recover your used arrows if circumstances allow it, unless you rolled a 1, in which case, that arrow is lost or broken beyond recovery.

DWARVES OF THE LONELY MOUNTAIN

Axe of Azanulbizar (great axe)

It is said that every Dwarf that survived the Battle of Azanulbizar returned from that battlefield bowed under a heavy burden, as he carried the weapons of those who died that day and whose bodies were burned in the pyre. You gain a +1 bonus to attack and damage rolls made with this weapon. Additionally, the first time you attack an Orc or Goblin in any combat, you gain advantage on the attack roll.

Dwarf-wrought Hauberk (corslet of mail)

The Dwarves of the Lonely Mountain make good coats of steel rings, but they cannot match the work of the armourers that lived before the Dragon came. These were frequently made suits in Erebor, before the coming of Smaug.

When wearing a Dwarf-wrought Hauberk, you gain a +1 bonus to AC in addition to the normal AC bonus for wearing mail – for a total of a 17 AC.

You are also immune to the bonus damage of critical hits and do not suffer disadvantage on stealth rolls.

Helm of Awe

The Dwarven heroes of old wore helms with visors crafted by the hammer of the smith in hideous shapes, to better dismay the enemy that looked upon them.

While you wear this helm you gain advantage on Charisma (Intimidation) ability checks against Orcs and Goblins. You can also take an action to call upon an ancestor's wrath to set fear in the hearts of your enemies. A number of creatures of your choice, up to your Wisdom modifier (minimum 1), within 30 foot of you must succeed at a DC 15 Wisdom saving throw or become Frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. This ability cannot be used again until you have finished a short or long rest.



ELVES OF MIRKWOOD

Bitter Spear (spear)

These spears were made with ash wood from what is now called Dol Guldur, once home to many woodland Elves, and they pierce deep into the their enemies.

You gain a +1 bonus to attack and damage rolls made with this weapon. When you roll a 20 on your attack roll with this spear, your critical hit deals an extra 2d6 damage.

Spearman's Shield (shield)

The agile Elven warriors learnt long ago to profit from the protection of a small shield when using a great spear. These leaf-shaped bucklers are smaller than most.

Bearing one of these Elven-wrought shields allows you to benefit from the full AC bonus of a standard shield, even while wielding a two-handed great spear.

Woodland Bow (short bow)

The Silvan Elves have always eschewed the great bows favoured by many folks in the North. They prefer shorter and lighter bows that can be bent as quickly as possible, as in a forest the enemy can be anywhere. You gain a +1 bonus to attack and damage rolls made with this weapon. So long as you are not surprised, you always get to make a single ranged attack with this bow before combat is joined.

HOBBITS OF THE SHIRE

Bow of the North Downs (short bow)

One of the oldest stories told in the Shire tells how a company of the best archers that the Shire could muster went north to aid the King in battle. They never returned, but a number of very strong bows are said to have been recovered from the battlefield and preserved to this day. When making a ranged attack using a Bow of the North Downs, add a bonus to your attack roll of half your proficiency bonus (rounded up).

King's Blade (short sword)

At times, country Hobbits find ancient swords inside fallen mounds, amid tilled fields or washed ashore along a watercourse. Unable to discover their precise origin, they call them simply 'King's Blades.' On a successful attack with one of these swords, you automatically maximize this weapon's damage dice against the target.

Lucky Armour (leather corslet)

Suits of armour are very prized ornaments in the houses of the greater families of the Shire. The best among them can be still put to proper use, if an adventurous Hobbit demonstrates they deserve it. When wearing this armour, you gain a +1 bonus to AC in addition to the normal AC bonus for wearing a leather corslet. You also gain a +1 bonus to all saving throws. Finally, once per day you can call upon its luck (no action required) to re-roll one attack roll, ability check, or saving throw you dislike. You must use the result of the re-roll. This ability returns when you take a long rest.

MEN OF BREE

Gatekeeper's Lantern

A number of very ancient metal lanterns are kept in working order by the gatekeepers of Bree. Shaped like some

curious shellfish, their craftsmanship is long lost, as is the cunning art that makes their light particularly bright and enduring. The nature of apparently ever-lasting liquid fuel they use is a secret that the gatekeepers guard jealously. If you wield a Gatekeeper's Lantern in combat while in the dark, all creatures that fear the sun (like many types of Orcs, Goblins and Trolls) who are exposed to the lantern's light suffer Disadvantage in the first round of combat.

Pipe of the Prancing Pony

The sign of a worthy hero of Bree-land, the black clay pipes of The Prancing Pony are deemed to be authentic relics by the Men of Bree, as their manufacture harkens back to the time when the art of smoking the genuine weed first spread out of Bree. Recognisable by their long stem and large firebox, smoking a pipe of The Prancing Pony is said to give great powers of contemplation. You have Advantage on all Riddle skill checks tests made while you are smoking. Furthermore, you may use your Charisma instead of your Intelligence when using the Riddle and Traditions skills.

Shield of the First Men (shield)

These large, brightly painted tall shields are handed down as heirlooms from one generation to the next, in a tradition that the elders of Bree-land say stretches back to the first Men to cross the Mountains and settle in these lands east of the Sea. Old tales say that a man carrying such a shield in the thick of a fight should fear nothing. When you roll a 20 on an attack roll while fighting with this shield in hand, instead of applying the critical hit effects to your foe, you may choose instead to automatically block the next attack that would've otherwise successfully struck you during this fight. No matter what your attacker rolls, treat it as though they failed to roll enough to hit your Armour Class.

MEN OF THE LAKE

Brazen Armour (scale hauberk)

Men-folk out of the East favour suits of armour made of overlapping brass plates, or composed of small scales arranged in a mesh, like the scales on a fish or the feathers of birds. Many of these elaborate coats have been hanging on the walls of the great hall of Lake-town, waiting for heroes worthy to wear them. Brazen Armour is equivalent to +1 scale hauberk. Its wearer has **resistance** to bludgeoning and slashing damage, but is **vulnerable** to piercing damage.

Keening Bog-stone

Among the most unusual and rare possessions of a Lakeman household are these unassuming whetstones, small flat pebbles never bigger than a pigeon egg, black in colour and faintly traced with green veins. They can be obtained from the oldest and most superstitious fishermen of the town, who swear they get them in exchange for iron tool offerings left in certain areas of the Long Marshes.

If you carry a Keening Bog-stone in a pouch or wear it as a necklace, it vibrates and emits a soft wailing sound when a creature possessing the Hate Sunlight or Denizen of the Dark Shadow Abilities is close (within 100 yards). Additionally, the first attack you aim at such a creature has advantage.

Serpent Scimitar (scimitar)

Exotic blades from the distant South are the most sought after collector's items among the more fashionable merchants of Lake-town. Most of those that find their way to the North are useless ceremonial blades of cheaply damasked iron, with lacquered hilts and scabbards set with coloured stones. A rare few are the work of truly superior craftsmanship, quick and deadly weapons in the hand of a skilled fighter. These scimitars give a +1 bonus to attack and damage rolls, and attacks made with these scimitars ignore Armour Class modifiers derived from shields.

MEN OF MINAS TIRITH

Banner of the House of Anáron

The banners of Minas Tirith are the symbols of all that is good and glorious, fluttering high in the western winds of Gondor. They are a sight of inspiration to all who see them and drive those who fight beneath them to acts of valour and heroism on the field of battle. Once per battle, you may unfurl this banner as a bonus action. All nearby allies may spend up to three Hit Dice to recover Hit Points.

Shield of the Citadel (shield, great shield)

The armourers of the Tower of Guard know how to make excellent shields, many-layered and overlaid with plates of metal. Emblazoned with the device of the Citadel, they are sturdy, but light and wieldy, to better deflect the blows of the enemy.



You gain a +1 bonus to AC when you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, a Shield of the Citadel cannot be destroyed by mischance or the attacks of enemies.

Horn of Minas Arnor

When Minas Tirith was still called Minas Anor, the Tower of the Sun, it was a fair City, high and full of light, deemed to be as beautiful as a queen. Horns and trumpets were sounded to signal joyous occasions, like marriages and feasts, not only to announce new forays into enemy territory. Horns that were crafted in those merrier days still hold that bright quality in their sound, and there is nothing more hateful to the ears of the Enemy. If you sound this magnificent horn as an action, a number of foes equal to your Charisma modifier must make a Wisdom saving throw (DC8 + your proficiency bonus + your Charisma modifier). Those who fail gain disadvantage on their next attack.

RIDERS OF ROHAN

Ancient Mail from Gondor (corslet of mail)

Many armouries in Rohan hold a vast array of weapons, helms and suits of armour created by smiths from the south, gifts from Gondor to the Kings of the Riddermark. A warrior wearing one of those coats of bright mail on the battlefield is sure to lift the hearts of his companions.

When wearing this armour, you gain a +1 bonus to AC in addition to the normal AC bonus for wearing mail. Wearing Ancient Mail from Gondor allows you to perform a special version of the Help action to assist your comrades in arms. You may cheer your allies on as a bonus action – all of your allies within 10 feet that can see you gain advantage on their next combat attack roll – you may still attack normally. You must take a short or long rest before you can use this ability again.

Glinting Spear (spear)

The Rohirrim wield tall spears of ash, topped with sharp heads of cold steel. Some have been brought out of the North by those riders who first followed Eorl, their hafts cut from the trees of the ancient Greenwood. Glinting spears give a +1 bonus to attack and damage rolls made with such weapons. On a successful attack in the first round of melee combat, a Glinting Spear does +3 damage.

Horsetailed Helm

The most valiant warriors of the Rohirrim wear gleaming helms crested with great plumes made from horse hair that make them stand out in the battlefield. You have been recognised with the honour to wear one in battle, and you have sworn to never retreat from the fray and lead your companions by example. Wearing this helm gives you a +1 bonus to your Armour Class. Additionally, while wearing a Horsetailed Helm, you are immune to the frightened condition.

WOODMEN OF WILDERLAND

Bearded Axe (great axe)

The most prized axes have a wide 'bearded' head, often scored with ancient runes of victory. The longer blade bites into enemies' shields, and its hooked end can be used to disarm them.

You gain a +1 bonus to attack and damage rolls made with this weapon. When you attack with this great axe and roll a 20 on the attack roll, instead of inflicting damage, you may choose to destroy your opponent's shield instead.

Feathered Armour (leather corslet or chain shirt)

Radagast the Brown has blessed these suits of armour with his cunning, and now they don't seem to make a sound when worn, whether they are made from animal skins or rings of steel. When wearing this armour, you gain a +1 bonus to AC in addition to the normal AC bonus for wearing that type of armour.

Additionally, when wearing this armour, you have advantage on Dexterity (Stealth) ability checks when moving through forested areas.

Shepherds-bow (bow or great bow)

When a bow of any type is deemed very powerful, the Woodmen of Wilderland treasure it and call it a "Shepherds-bow", as they would use it to protect their herds and cattle from the preying claws of the Eagles of the Misty Mountains. You gain a +1 bonus to attack and damage rolls made with this weapon. When you roll a 20 on the attack roll with this weapon, in addition to the standard extra damage caused by a critical hit, your arrow does extra additional damage equal to your Wisdom modifier.



JOURNEYS

Dearest Bilbo,

With your writings as my inspiration I have taken to the road. My days have been long, and my nights longer, and such hardships I have endured! But I am glad I came here to this wild country so far from The Shire. Something Cookish has awoken within me, and I feel quite sure I am in love with the travelling life.

Where once my favourite companions were the warm hearth and a mug of ale, these days I am firmer friends with my walking stick, my thick cloak and my travel kettle. I think of all the long miles behind me, and thank you yet again for having allowed me to read your notes. I am not sure what they would think of me now in the Westfarthing. And I am not sure I care.

I will write to you again when I reach Lake-town.

Yours in good spirits,

Celandine Cook





- Journeys -

There were many paths that led up into those mountains, and many passes over them. But most of the paths were cheats and deceptions and led nowhere or to bad ends...

A company will often roam across Wilderland and beyond during the course of their adventures. But travelling is not simply a means of getting to a destination, nor something to be undertaken lightly. A great part of the life of a hero is spent on the road. Often, what distinguishes an adventurer from a common villager is the skills they possess to help them survive while on a journey.

Travelling shows a hero the world outside the boundaries of their native lands, and lets them seek out and confront threats to their people. In short, a journey in *Adventures in Middle-earth* is synonymous with adventuring.

The Loremaster knows where an adventure starts and likely has an idea where it may go, but the companions have to reach that destination by crossing the Wild. Heroes make various ability checks along the way, to deal with the various perils that may occur, as well as to determine how the rigours of travel may have affected them when they face their next challenge.

Once a company decides to undertake a significant journey from one place to another, the journey rules outlined in this chapter should be used. A Loremaster may decide that a journey is either short enough, or familiar enough, that the journey rules need not be used, and they can happily be ignored to serve the pace of the game.

The journey rules break down a journey into three distinct stages, each one influencing the one that follows it in some way. The first stage represents the company embarking on the journey: plans are made, supplies gathered, maps studied and routes agreed upon. The company decides between them who will undertake which tasks on the road. But there is more to this stage than simply preparations. It also represents the company's ability to stay to the course, to keep their spirits high and may take into account the

fickle nature of weather. In broad strokes, it gives a feeling of the overall tone of the journey from its outset. It may be influenced to a greater or lesser degree by the attentions of the Enemy.

The second stage represents events arising, and the tasks carried out by members of the company during the course of the main part of the journey. Depending on the length of the journey, the company will make one or more rolls that represent the challenges or opportunities that they find placed in their way. These rolls will determine both the nature and the magnitude of the encounters they will face and may require several of the company to work together to overcome any challenges.

The third stage of the journey is representative of the company's arrival at its destination. The Guide makes a roll, often modified by the outcomes of the tasks undertaken by other members of the company during the main part of the journey.

The result of this final roll will determine whether the company arrive in high spirits, full of tales of bold deeds, beautiful sunsets and delicious meals cooked over open fires, or if they trudge the final miles, footsore and dispirited, backs bent under the weight of packs, silently brooding upon empty bellies, wrong turns and poor choices.

Journey Rules Summary

- **Players assign tasks and plan route.**
- **Loremaster determines Peril Rating of the journey.**
- **The Guide makes an Embarkation Roll: modified by the Guide's Survival proficiency bonus plus half their Wisdom bonus minus the Peril Rating.**
- **The Loremaster either relays the result, or optionally hints at it**
- **Determine the number of Journey Events.**
- **Events are created by rolling a d12, potentially modified by the Embarkation result.**
- **Events are played through, noting down the result for reference.**
- **The Arrival roll (d8) is made, and results are applied.**



STEP ONE: EMBARKATION

When the players have decided on a destination, they need to choose the best route to get there. Using the Player's Map, they indicate the general route that they intend to follow, and the Loremaster consults the hexed Loremaster's Map to determine the Peril Rating of the journey.

The difficulty and danger of the journey is based its length, on the area and terrain traversed, and on the season in which the journey is taking place (journeys in the cold months of the year are more strenuous than those in the warm ones). Middle-earth is a perilous place, so the shortest route may not always be the safest. The company must choose wisely what paths to follow.

While the Loremaster consults the Loremaster's Map, players assign their Player-heroes a task for the journey, roughly summarising what they will be doing for the length of the trip.

An experienced company differs from a novice group of adventurers in the capability of its members to collaborate effectively. When they are travelling, the companions usually divide up some of the duties according to ability.

The tasks divided between the company are as follows:

Guide - In charge of all decisions concerning route, rest, and supplies. Guides rely on Wisdom and Survival proficiency.

Scout - In charge of setting up camp, opening new trails. Scouts rely on Stealth and Investigation.

Hunter - In charge of finding food in the wild. Hunters rely on success with Survival checks.

Look-out - In charge of keeping watch. Look-outs rely on their abilities in Perception.

With the exception of the company's Guide, more than one Player-hero may be assigned the same task (in other words, there may be more than one character acting as Look-outs, or more heroes going hunting regularly), but normally no character may assume more than one role at

the same time (posing as the group's Hunter AND Scout, for example). If there's more than one person assigned to a task then nominate a lead Scout, Hunter or Look-out. That character is the one who makes the test and gains advantage from the assistance of the other Player-heroes performing the Help action on that task.

If a task goes unfilled, any relevant tests for that task which come up are taken at a disadvantage.



DETERMINING THE PERIL RATING OF A JOURNEY

The Loremaster should consult the Loremaster's Map to determine the difficulty of the terrain through which the journey passes. Whichever type of terrain forms the majority of hexes passed through by the proposed route determines the overall terrain type:

Easy Terrain: 1

Mild/familiar terrain, extensively mapped with well travelled roads and/or frequent settlements.

**Moderate Terrain:** 2

Areas that the company may have some knowledge of, that they may have travelled through once or twice. Broken terrain, scattered paths and trails.

Hard terrain: 3

Unfamiliar areas, deep forest, trackless wilderness.

Severe Terrain: 4

High Mountains and treacherous swamps.

Daunting Terrain: 5

Areas tainted by the Shadow. Angmar, Mordor, Southern Mirkwood.

Increase level of terrain by one when traveling in winter conditions, though Daunting Terrain...

Optionally, the Loremaster does not have to inform the players of the Peril Rating of their journey and thus keeps the final outcome of the Embarkation roll secret from them, instead paraphrasing to perhaps give some hints of what may lie ahead of them on their Journey.

Once the route is decided upon, and the Loremaster has determined the Peril rating of the journey, the Guide must make an Embarkation roll using a single d12. This roll is modified as follows: the Guide's Survival proficiency bonus plus half their Wisdom bonus, minus the Peril Rating of the journey, as determined by the Loremaster. The result of the roll is used on the Embarkation Table opposite. The Guide

should make a note of both the numbered result and its effects. The result may be referred to during the following parts of the journey.

Ponies and Boats

When travelling, companions may ease their toil by bringing ponies to carry their burdens, or may journey on boats when along a river, lake or sea. If the company travels aboard boats or is equipped with ponies for the greater part of their journey, ignore the first level of exhaustion incurred while on the Journey.

Companions looking for such assistance must start their journey in a settlement of the Free Peoples. Additionally, the adventurers must be able to afford the expense.

Note that there are many places in Wilderland where ponies (and horses) are unwilling to venture. This includes the Forest of Mirkwood, the Misty Mountains and the Grey Mountains. Reluctant animals can be coaxed over a mountain pass with a Wisdom (Animal Handling) test against a DC 15 in Summer and Autumn, DC 20 in Spring, and DC 25 in Winter. Nothing can get a horse or pony deep beneath the eaves of Mirkwood.





Embarkation Table

1. (or less) Dark Signs and Evil Portents

The company's path is likely to lead them through places both ancient and terrible. Modify all rolls on the Journey Event tables by +2 and the proficiency check to determine the initial outcomes of these encounters should be made with disadvantage. Additionally, each character receives 1 point of Shadow as they set out upon this journey.

2. A Fell and Foreboding Start

The company sets out under a pall of doom. A sense of foreboding and oppressive menace seems to loom at every turn and misfortune appears to dog their steps. Tasks seem harder, and will remain so until the feeling of doom can be shaken off. As a result, each character receives 1 point of Shadow and all rolls taken during Journey Events are made with disadvantage until a roll is successfully made, at which point the dark mood will lift.

3. The Keen Eyes of the Enemy

The company has the misfortune to have chosen a path upon which fell creatures and evil men are more likely to be encountered. Depending upon their stature among the Free Peoples of Middle-earth, it is possible that they have come to the attention of agents of the Enemy.

As a result, they will need to work hard to avoid encountering those who would wish to do them harm: a brooding feeling of danger seems to pervade their senses throughout the journey, as if unseen eyes watch them at every turn. Modify all results on the Journey Events tables by +1 and the first roll made during these encounters should be made with disadvantage.

4. The Wearisome Toil of Many Leagues

The company finds that the maps that they consulted were poor, inaccurate or out of date, or that the path they find themselves upon is beset with obstacles, dead ends and difficult terrain making the going harder than it should be. Throughout the journey, terrain types are classed as one grade harder to traverse.

5. Foul Weather

The rain falls constantly, the wind chills to the bone, the sun beats down unrelentingly, frost numbs toes and fingers. Rest is hard to find, sleep is elusive and every mile walked feels like three. As a result, each member of the company suffers one additional level of exhaustion.

6. Meagre Supplies and Poor Meals

Whether as a result of unfortunate mishaps during cooking, a scarcity of game, a blunder when picking mushrooms or a need for haste leading to the company simply eating what scraps they have while on the move, the meals eaten during this journey have a tendency to be, by turns, undercooked, infrequent, burned, tasteless or just foul. As a result, all members of the company receive a -1 on all skill checks made throughout the journey.

7. Feasts Fit for the Kings of Ancient Times

Perhaps game is plentiful, herbs, mushrooms and root vegetables seem to spring up out of nowhere along the company's path, or the cook brought exactly the correct amount of salt and pepper. For whatever reason, the company's meals during this journey are a thing to be anticipated with joy, and to be remembered for days after. Accordingly, all members of the company receive a +1 bonus to all skill checks made during this journey.

8. Fine Weather

Each morning brings a beautiful sunrise that raises spirits and fills all who see it with hope for the day ahead, when rain falls it is cooling and soothing to a weary traveller, the wind seems to be a no more than a light breeze and snow or frost sparkle beneath clear, bright skies, creating majestic and breath taking vistas. As a result, each member of the company may ignore the first exhaustion point that they accrue during this journey.

9. Paths Both Swift and True

Whether as a result of consulting good quality maps, referring to the knowledge of local travellers or simply due to an innate knack for finding the easiest path, the Guide has planned a route that will allow the company to travel swiftly and directly to it's destination. Throughout this journey, all terrain types are considered to be one grade easier to traverse

10. Hidden from the Shadow

Though agents of the Shadow roam far and wide, and dangers may be found anywhere in Middle-earth, the Guide has wisely chosen a path that will conceal the company from the attentions of all but the most determined and alert of foes. In addition, the company seems more aware of their own surroundings and will likely spy out both trouble and opportunities upon their path. As a result, modify all results

on the Journey Event table by +1 and the first roll during each encounter may be made with advantage.

11. With Hopeful Hearts and Clear Purpose

The company embarks with light hearts and a sense of hope. They are resolute and determined to cleave to their path, regardless of hardship or setback. Accordingly, each member of the company counts as Inspired until the first time they fail a roll during this journey.

12. (or more) From Auspicious Beginnings

The company sets out upon a path that will likely show them wonders long since forgotten or into dangers that most would quail at the thought of. But the auspices are good, and should the company be true, they will surely prevail.

As a result, add 2 to the rolls on the Journey Events Table. Additionally rolls made to determine the initial outcome of these encounters should be made with Advantage.

STEP TWO: JOURNEY EVENTS AND TASK ROLLS

'What's the matter?' asked Merry. 'Are you lying on an ant-hill?' 'No,' said Pippin, 'but I'm not comfortable. I wonder how long it is since I slept in a bed?' Merry yawned.

During the journey, members of the company may be called upon to use their wit and talents to ensure that the journey does not fall to ruin.

There are times when a single member of the company may have to overcome a challenge alone whereas at other times several companions may need to work together to be successful.

On a short journey, the company will typically be faced with 1-2 events, on a medium journey, 2-3 and on a long journey 3-5. The number of events is influenced by the Peril Rating of the journey, with more dangerous journeys leading to a higher number of challenges.

The number of challenges to be faced is determined as follows:

- **Short Journey** (1-15 hexes on the Loremaster's Map): 1d2 for number of challenges.
- **Medium Journey** (16-40 hexes on the Loremaster's Map): 1d2+1 for number of challenges.
- **Long Journey** (41+ hexes on the Loremaster's Map): 1d3+2 for number of challenges.



Note that Long Journeys are extremely hazardous to low to mid level Player-heroes, and likely to put Player-heroes in extreme danger. A wiser company will break their journey into shorter, more manageable legs, with long rests at safe places in between.

Journeys through predominantly **Easy terrain** result in a -1 modifier to this roll, to a minimum of 1.



Journeys through predominantly **Hard** or **Severe terrain** result in a +1 modifier to this roll.

Journeys through predominantly **Daunting Terrain** result in a +2 modifier to this roll.

The Loremaster should make this roll in secret and should not disclose to the players the number of challenges they will face.

The following table gives a range of possible events. The lower numbers represent minor events whilst the higher numbers indicate some important or momentous occurrence.

In all cases, the DC of checks made during a journey is determined by adding the Peril Rating of the journey to a base of 12.

Therefore, on a journey with a Peril Rating of 3 (unfamiliar areas, deep forest and so on) the DC of all checks would be (12+3) 15, whilst on a journey through Angmar in the depths of winter, all DCs would be (12+5+1) for a total of 18.

To determine what happens in each event of the journey, the Loremaster rolls a single 12 sided dice. The result may be modified by the Embarkation roll, or previous events on this or prior journeys. The Loremaster consults the following chart, and narrates the event to the company.

Journey Events Table

1. (or less) A Chance Encounter

The company meet a fellow traveller or a group of travellers. Perhaps a band of dwarves, Mannish merchants out of Laketown or Dale or Woodmen hunting their supper. The Scout may either make a Dexterity (Stealth) ability test to lead the company past the travellers undetected if the company wish to avoid them or any member of the company may attempt a Charisma (Persuade) ability test if they choose to interact with them.

If the Persuade test is successful the company may choose to gain some snippets of information concerning the path ahead of them, in which case the first roll of their next travel event is made with advantage.

If the Persuade test is unsuccessful, the company has made a poor impression on the travellers and the information they receive is inaccurate or misleading, resulting in the first roll of the next event being made with disadvantage.

2. Of Herbs and Stewed Rabbit

The company finds signs of easily foraged food or useful herbs at a fortuitous moment, perhaps as their own supplies are running low. The Hunter must make a Wisdom (Survival) check in an attempt to take advantage of this.

If successful, they may choose to either gather food (in which case they may prepare a meal which will restore 1 exhaustion level or 1 Hit Die to each member of the company) or they may collect herbs (Selected by the LM). If they fail this roll, the Guide's Arrival roll will incur a -1 penalty.

The roll made during this task is subject to disadvantage/ advantage if the Guide's Embarkation roll was either 6 (Meagre Supplies and Poor Meals) or 7 (Feasts fit for the Kings of ancient times).

3. An Obstacle

Fallen trees, a fast flowing river, a rockslide, or a fallen bridge block the path ahead. The company must work together to clear their path. The Guide must make a Survival (Intelligence) ability check and each of the other company members must test against their choice of Survival or Athletics.

If the company has horses or pack ponies, one of the company must instead test against Animal Handling. All these tests are subject to disadvantage/advantage if the Guide's Embarkation roll was either 4 or 9.

If all of the tests are successful, the company has worked well together, clearing the route and feeling a sense of satisfaction from their unity. As a result, the Guide's Arrival roll will benefit from a +1 modifier.

If half or more of the tests are successful, the route is cleared with some difficulty and no bonus or penalty is incurred.

If less than half of the rolls are successful, but not all fail, the company has struggled to overcome the obstacle and each of them gains a point of exhaustion.



If all the rolls fail, the company is forced to backtrack to bypass the obstacle. Each of them suffers a level of exhaustion and the Guide's Arrival roll is subject to a -1 penalty.

4. In Need of Help

The company discover a band of travellers who have suffered some misfortune, or a small settlement beset by woes. The company may choose to help them, or not.

If they choose not to, they must make a Wisdom Save to avoid gaining a point of Shadow.

If, instead, they choose to help, the company must make three tests, chosen by the Loremaster, to reflect them aiding the innocent souls.

Each test must be made by a different character (unless there are fewer than 3 Player-heroes in the company) and will typically be selected from: Survival, Traditions, Insight, Persuade, Animal Handling, Medicine or Nature.

It is possible that the same skill may be called upon more than once, in which case it must be attempted by two different Player-heroes.

If all of the tests are successful, each member of the company gains Inspiration. Additionally, the company will receive a +1 bonus to the Guide's roll upon arrival at their destination.

If half or more of the rolls are successful, the company may select one of its number to become Inspired and the company receives a +1 bonus to the Guide's Arrival roll.

If 1 of the rolls is successful, the company receives a +1 bonus to the Guide's Arrival roll.

If all the rolls fail, the company is slightly despondent and receives a -1 modifier to the Guide's Arrival roll.

5. Agents of the Enemy

Hostile scouts or hunters cross the company's path, this may even be a sharp eyed Crebain, gathering news for the Enemy.

The Look-out must make a Wisdom (Perception) check to spot the enemy before they become aware of the company.

If successful, the company has seized the initiative and may decide how to proceed. They may either sneak past the hostile

force or ambush them, in which case they benefit from a round of surprise.

If the Look-out's Perception roll fails, the hostile scouts set an ambush and they benefit from a round of surprise.

If combat ensues, the Loremaster may resolve it as normal, setting out the combat abilities of the small enemy party to give a small to moderate challenge to the company.

All rolls made outside of combat during this task are subject to disadvantage/advantage if the Guide's Embarkation roll was either 3 or 10.

6. The Wonders of Middle-earth

The company finds itself presented with a spectacular vista. A sunset, a forest glade, a mountain range. Each member of the company must make a Wisdom check or Investigation (Intelligence) check (their choice).

If successful, they see the beauty of the scene and feel invigorated, recovering from 1 level of exhaustion.

If unsuccessful, they instead see brooding clouds, hard paths yet to be walked or steep and daunting hills to be climbed and suffer a level of exhaustion.

If all members of the company are successful, they receive a +1 bonus to the Guide's Arrival roll.

If all fail, the Guide's Arrival roll incurs a -1 penalty.

Rolls made for this task are subject to disadvantage/advantage if the Guide's Embarkation roll was either 5 or 8.

7. A Hunt

The Hunter sees signs or tracks left by some Game that would likely prove a far better meal than their travelling rations, perhaps at a point in the journey where the company's supplies are running low, or when their spirits seem to be flagging.

The Hunter must make a Wisdom (Survival) ability check to hunt down this game.

If the roll is successfully made by 5 or more, the prey is brought down and a great feast is had, restoring 1 level of exhaustion and giving a +1 bonus to the Guide's Arrival roll.



If the roll is successful, the company enjoy a hearty meal and each may remove 1 level of exhaustion.

If the roll fails, the hunt was unsuccessful and the company spend a hungry night, resulting in each gaining a level of exhaustion.

If the Hunter fails their roll by 5 or more, the hunt was a disaster, pulling the company off course and leaving them with nothing to show for their efforts but sore feet and growling bellies. As a result, each gains a point of exhaustion and the Guide's arrival roll becomes subject to a -1 penalty.

The roll made during this task is subject to disadvantage/ advantage if the Guide's Embarkation roll was either 6 or 7.

8. A Fine Spot for a Camp

The Scout has spotted a location that has the potential to be a safe and comfortable place to make camp. Perhaps it is a sheltered glade, close to a fresh water stream, or it may be an existing campsite, used by travellers, already stocked with firewood and canvas to fashion shelters from the elements. It may even be an ancient building, easily defensible, allowing the company to rest a little easier on their journey. The Scout must make an Investigation check as the company draw close to the site.

If the roll succeeds by 5 or more the camp site is all the company could have hoped for, and they may benefit from a long rest in addition to recovering a level of exhaustion. As an added bonus, the Guide will receive a +1 modifier to their Arrival roll.

If the roll is simply successful, the company has an undisturbed night, and if needed each may recover a level of exhaustion.

If the roll fails, the campsite proves to be less than it might have been. The company spend a restless night, beset by feelings that they are being watched perhaps, or discovering that the spot they have chosen is rocky and uncomfortable or prone to flooding. They awake weary and dispirited and suffering from a level of exhaustion.

If the roll failed by 5 or more, the camp is already occupied by something hostile and dangerous; a Troll, sheltering from the sun, an Orcish war party, a band of Evil Men, intent on dark

deeds, perhaps even a bear, seeking only to rest up for winter, becoming enraged upon being disturbed. Whatever the nature of the threat, the company have blundered into its midst and combat will surely ensue.

Regardless of the result of the combat, assuming the company survives, the night is a poor one at best and the only memories they carry with them of the camp are those of hard knocks and a final, unfulfilling rest. In addition to any damage sustained the Guide's Arrival roll is subject to a -1 modifier.

9. A Lingering Memory of Times Long Past

The company discovers a relic of past ages. A statue, a building, the remains of an ancient settlement, perhaps even some finely wrought trinket half-buried in the earth. It is even possible that they witness a travelling company of Elves, making their way towards the Grey Havens.

With good fortune and a light heart, the company will be uplifted by this sight, sensing something hopeful for the future in this glimpse into the past. With poor fortune, the company will be filled with a sense of doom, seeing the decay of lost glory and the end of hope.

Each member of the company should make a Wisdom test. If successful, they are filled with Hope regarding their journey and their struggles against the Shadow and become Inspired.

If they make the roll by 5 or more they are so positively affected by the sight that they may also remove a level of exhaustion. Additionally, if at least half of the company is successful, a +1 modifier may be applied to the Guide's arrival roll.

With a failed roll, they see only the fleeting nature of life and the fall of all that is good, and must make a Corruption test to avoid gaining 2 points of Shadow.

If they fail the roll by 5 or more, they feel morose and wearied by the scene and suffer a level of exhaustion in addition to the Shadow points. Additionally, if more than half of the company fail (since we're talking about individual rolls) their roll, a -1 modifier must be applied to the Guide's Arrival roll.

10. A Place Touched by the Shadow

The essence of something dark and terrible lingers here. It may be the site of some ancient battle, haunted still by the shades of the fallen, it may be a place where the Necromancer



worked foul magics, long ago, or a ruin that was once home to some great servant of the Enemy. In Middle-earth, places have memories, and not all the memories are pleasant. That said, even the darkest of Shadows may hide something bright and good.

The Scout must make an Intelligence (Investigation) check to become aware of the darkness surrounding this area before the company blunders too deeply into it.

If the roll is a success by 5 or more, the company witness some sign that reaffirms their hope in the struggle against the Enemy. Perhaps they see evidence of the downfall of whatever evil thing once lived here, perhaps bright sunlight bursts through brooding clouds to bathe the darkened place in bright light, lifting the spirits of all who witness it.

Whatever the reason, each member of the company may remove one point of Shadow and is considered inspired. Additionally, the Guide will receive a +1 bonus to their Arrival roll.

On a successful roll, they manage to avoid the pervasive sense of corruption that lingers here and may count themselves lucky. Accordingly, the Guide receives a +1 bonus to their Arrival roll.

If the Scout fails their roll, the company has wandered into the heart of the area and feels the dark nature of the place touch their hearts. Each hero must make a Corruption test to avoid gaining a point of Shadow.

If the Scout's roll fails by 5 or more, some dark thing still lurks here, ancient and evil, and the company have disturbed its slumber...

II. The Enemy is Abroad

Evil men, Orcs, Goblins or other servants of the Enemy are moving through the area. Avoiding them will be challenging. If the Guide's result on the Embarkation roll was a 3, a confrontation is unavoidable.

In spite of this, a successful Wisdom (Perception) ability check roll from the Look-out will allow the company time to prepare and will grant them a round of surprise in the combat.

A failed Perception roll in this instance will indicate that the company has little time to prepare and receives no such bonus.

If the Guide received a 10 on the Embarkation roll, the Look-out may make a Wisdom (Perception) or Dexterity (Stealth) ability check (player's choice) to allow the company to find a path that will bypass the enemy force unnoticed.





Should this roll fail, the company will still have time to establish an ambush, and as such will benefit from a round of surprise.

Should the Embarkation roll have been neither 3 or 10, the company may attempt to sneak past the hostile force. This will require a successful Dexterity (Stealth) check from each of them, with a single successful Animal Handling roll from one of the company should they have horses or pack ponies.

If any of these rolls fails, they have been spotted and battle will swiftly follow, with no advantage to either side. The Loremaster should make the combat reasonably challenging, without allowing it to dominate the entire session.

12. (or more) Many Meetings? Fly you Fools!

The company has encountered a traveller upon the road, but all may not be as it at first appears. This is no ordinary wanderer, but rather is one of the great and good (or fell) of Middle-earth. This will be a significant encounter not soon forgotten. Whether the meeting is for good or ill, for attaining this result the Loremaster may well choose to reward the company with Experience Points suited to the method they are using in their game.

The traveller may be Gandalf or Radagast, wandering the lands and appearing, at first glance, to be little more than a ragged wastrel. Or perhaps one of the sons of Elrond, Elladan or Elrohir, travelling to or from Imladris. It may be Beorn or Legolas, roaming the deep, wild forests or the rolling plains.

Alternatively it may be something more sinister. A powerful agent of the Enemy, or of other dark forces that are beginning stir once more in Middle-earth, casting a long, pervasive shadow, travelling the lands with foul and evil purpose. Player-heroes may well stumble upon a foe beyond any of them..

If the Embarkation roll was a 1, the encounter will automatically be with a servant of the Enemy. Conversely, if it was a 12 the company has encountered one of the great powers for Good. The outcome of such a meeting however, will depend on how the company approaches matters.

If neither a 1 or a 12 was rolled on the Embarkation table, the Look-out must make a Wisdom (Perception) check.

If the roll succeeds by 5 or more, the company has encountered a person of great standing, and sees them for what they are.

Each member of the company may immediately remove one point of Shadow. They may also seek an Audience (see page 192) with them and, if successful, they may gain great knowledge of their path ahead which will grant them advantage on the initial rolls on their next encounter, and will also bestow a +1 bonus to their Arrival roll. If the Audience goes particularly well, the Loremaster may decide that the company have gained a Patron.

If the Look-out's roll succeeds, they have spotted the traveller, but do not realise who they may truly be. The initial description of this encounter should then be played out as if it was a result of 1 on this table (A Chance Encounter).

Should the company choose to interact with the traveller, successful Wisdom (Insight) rolls or some demonstration that the company has true and good purpose should lead to the true identity of the person they have met. Should this happen, the encounter should then play out in much the same way as detailed above.

If the Look-out's roll fails, the company have encountered a dark and powerful foe way beyond any of them. For low-level companies this could be a superior force of Orcs, a pack of Wargs, or perhaps a particularly large and fierce Troll. At higher levels it could be something much darker and more powerful – a warband of Uruk-hai, or even a Nazgûl about his master's dark bidding.

Companies must immediately make a Corruption Save to avoid gaining 2 points of Shadow and they must seek to avoid further confrontation by each making a Dexterity (Stealth) check (with a single additional Animal Handling check if the company has horses or pack ponies) to slip away unnoticed. Should more than half fail, they will need to flee in haste for fear of their very lives. All gain an additional level of exhaustion, additionally the arrival roll will be subject to a -1 modifier.

If the Look-out's roll fails by 5 or more they are automatically spotted, with no chance to sneak away. They must flee in haste for fear of their very lives. They automatically gain 2 points of Shadow, and an additional level of exhaustion, additionally the arrival roll will be subject to a -1 modifier.

The Loremaster can optionally require additional checks to see if the company gain Shadow Points in areas of Middle-earth that are deemed "Blighted Places". See Sources of Corruption on page 180 for more details.

STEP THREE: THE ARRIVAL PHASE

As the company completes its journey they make a roll to determine their overall mood and demeanour. Dependent upon the exhortations of the Guide, the difficulty of the terrain they have travelled and the company's successes or failures upon the road, they may be in high spirits or

despondent; full of vigour or footsore and weary. They may have fine tales to tell, or they may be gritting their teeth and silently scowling at any folk with whom they must interact.

This roll is additionally modified depending on the difficulty of the majority of the terrain that the company crossed, as follows:

- **Easy Terrain:** +1 to the Arrival roll
- **Moderate Terrain:** No modifier to the Arrival roll
- **Hard or Severe Terrain:** -1 to the Arrival roll
- **Daunting Terrain:** -2 to the Arrival roll

The Guide rolls a d8, applies any modifiers from the Embarkation roll and the terrain of the journey, and then compares the result with the table on the opposite page:





Arrival Table

1. (or less) **Weary to Their Bones**

The journey has taken a heavy toll on the spirits of the company. The paths they have followed have shown them little that is good and have left them feeling tired and without hope. The memories of any good fortune they may have experienced along the way now seem distant and intangible.

Each member of the company must make a Wisdom saving throw, (DC: 12 + Peril Rating of the Journey) to avoid receiving 2 points of Shadow. If their path has led them through a place touched by the Shadow (10 on the Events table), the DC increases by an additional 2 points.

2. **Empty Bellies**

Regardless of whether the company has enjoyed fine food throughout the journey, or has subsisted on cold, hard trail rations, during the final leg of their journey their supplies dwindle rapidly and they arrive at their destination feeling the pangs of hunger gnawing relentlessly at them. This hunger will be a distraction to them and everyone in the company gains a level of exhaustion.

3. **Arrival in Poor Spirits**

They are beset by foul moods and short tempers that they must work hard to throw off. They are considered disadvantaged on all rolls pertaining to social interaction, until such time as they succeed in one of these rolls. This penalty will apply if they seek an Audience at the destination. If there is a single upside to this dark mood, it is that they are so spoiling for a fight that each member of the company receives advantage to their Initiative rolls should they find themselves in combat at the destination.

4. **An Uncertain Arrival**

The company's arrival is poorly timed or it may be that they are unsure if they have even arrived at the correct destination. They may arrive at a settlement late in the night, after the gates have been barred, and may need to work hard to convince a watchman to allow them to enter, or they may have been certain that the Orc encampment that they were planning to scout before attacking it was still several miles away, only to find themselves almost in its midst. The mechanics for this result will vary greatly, depending on the nature of the destination.

The Loremaster may require the company to play out an impromptu Audience to simply gain access. A short but desperate fight may be played out as the company struggles to overcome enemy guards before an alarm is raised. The Loremaster may ask for a Wisdom (Survival) check from the Guide to successfully navigate to the correct destination, with a failed roll resulting in all members of the company receiving a level of exhaustion, as they are faced with additional long miles to reach their true destination.

5. **A Long But Worthy Journey**

As the company nears the end of their journey they feel every mile they have walked in the aches and pains that beset their bodies. But the aches are good ones, the legacy of a path well walked to a worthy goal. As they arrive, their fatigue seems to slip away like mist on a summer morning, leaving them feeling refreshed and invigorated. As a result, each member of the company may immediately remove a level of exhaustion.

6. **Grimly Determined**

The many leagues that the company has travelled have filled them with a sense of clear purpose regarding their goals, dark though the path ahead may be. As a result, the Guide will receive a +1 bonus to their next Embarkation roll.

7. **Tall Tales and Great Deeds**

The company arrives with the tales of their journey on their lips, their spirits high and their thoughts filled with fine memories. This joyous mood is contagious to all but the most dour of folk they may encounter. Accordingly, the company receives advantage on all rolls pertaining to social interaction. This bonus will also apply if they should seek an Audience at their destination. The bonus will remain until they fail at one of these rolls.

8. (or more) **Inspired and filled with Hope**

The Journey has served to reaffirm the company's dedication to their struggles and to their bonds with each other. Together they have weathered hardships, faced dangers and persevered and their faith in themselves and each other seems unshakeable. As a result, each member of the company may remove 2 points of Shadow and is considered to be inspired.



Optional: Tracking Time

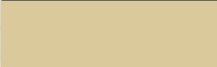




"Well, I can remember three nights there for certain, and I seem to remember several more, but I would take my oath that it was never a whole month. Anyone would think that time did not count in there!"

Usually, knowing the exact duration of a journey is not very important. The company travel for days or weeks, and pay little heed to the exact date or how many days precisely the journey took. However, there may come situations where knowing the exact count of days

is important – say, the company are trying to get to a particular dwarf-door before the last day of autumn, or need to reach a fortress before enemies besiege it in seven days' time. In such cases, the first step is to work out the effective length of the journey.

Each hex on the Adventurer's Map is 10 miles across, but a mile of thick forest takes longer to cross than a mile of open ground. The Terrain Difficulty table below gives multipliers for the various terrain types.

TERRAIN DIFFICULTY

MAP KEY	DIFFICULTY	THE TRAVERSED TERRAIN IS MOSTLY...	MODIFIER
-	very easy	good road*	x0.5
	easy	open terrain, well-trodden track or path, plains, meadows, on a boat along a navigable river	x1
	moderate	pathless wilderness, hills, sparse woods, bogs	x1,5
	hard	marshes, wastes, fells, woods with good tracks**	x2
	severe	dense woods, very rough ground, any road or path in Mirkwood**	x3
	daunting	densest wood, desert, blighted or ruined land, mountain passes	x5

*Travelling across a distance on a good road gives a modifier of x0.5, halving the time needed to cover the entire route, regardless of the terrain the road traverses.

**A company cannot advance through woods or dense woods riding horses. The travelling Player-heroes must dismount and proceed by leading their horses on foot.

Divide the distance covered by the travel speed of the company, rounding all fractions to the nearest whole number. The result is equal to the expected length of the journey in days. The table below shows the distance covered in miles by a company in an average day of travel.

TRAVEL SPEED

COMPANY TRAVELLING...	MILES PER DAY
On foot	20
Riding horses	40
Using boats on a river	20 downstream 5-10 against the current

the shadow

*A stout helm and round shield have I.
A sharp spear and a shimmering sword.
Battle brave and hauberk-harnessed,
Beard woven in battle knots
And yet my heart feels as heavy as heaped and hammered stones.
Long-hauling 'neath the layered leaves of this wearisome wood,
All joy is gone.
Send help father, for I do not know where we went wrong.*





- the shadow -

"I have seen three ages in the West of the world, and many defeats, and many fruitless victories."

Middle-earth has been under attack by the forces of darkness since its creation. Through each Age, the world has been threatened by the designs of a Dark Lord, a powerful Enemy relentless in the desire to dominate all. Sauron the Great, an evil spirit of immense power, might already be far closer to victory than any dare dread.

The presence of the Enemy weighs upon the hearts of most inhabitants of Middle-earth, with the exception of a fortunate few living in the havens of the north-west. Multitudes living to the East and South worship him as the only god they have ever known.

The Free Peoples of the North are among those few who have cherished a glimmer of hope: the knowledge that, as powerful as he appears to be, Sauron can be resisted and even defeated by steadfast opposition. Countless battles have been won or lost by alliances of the peoples of Middle-earth, and though the Shadow has never failed

to return in a new shape, even after the most resounding defeats, neither has hope ever fully deserted the hearts of those who fight against it.

But the Shadow does not solely rely upon instruments of war and the devious deeds of its servants to breed fear and doubt in its enemies. The temptations that dwell even in the hearts of the brave have ever been the ally of the Shadow. Valiant warriors, adventurers and kings can all stray from their path willingly, given the right circumstances. No matter how pure they believe their motives to be, or how just the ends, giving in to their darkest desires will eventually lead them to exert their power for personal gain or the domination of others.

SOURCES OF CORRUPTION

Adventurers accumulate Shadow points to represent the growing burden of grief, doubt, weariness and self-interest that comes to rest on the hearts and minds of those who oppose the Shadow. While much corruption can be attributed to the anguish caused by the Dark Lord's deeds, the Shadow works best when exaggerating and nurturing weaknesses that are already present. As the Twilight of the Third Age approaches, the sources of corruption multiply and increase in severity. Heroes mainly risk gaining Shadow points in four ways:





- Experiencing distressing events (see **Anguish**).
- Crossing or dwelling in an area tainted by manifestations of the Shadow (see **Blighted Places**).
- Committing despicable or dishonourable deeds, regardless of the end they sought to achieve (see **Misdeeds**).
- Taking possession of a cursed or tainted item or treasure (see **Tainted Treasure**).

ANGUISH

... suddenly he knew that he was imprisoned, caught hopelessly; he was in a barrow.

Living the life of adventurers in a world where the light is fading, heroes will often be reminded of their own fragility, and that of the world they know and love. When a Player-hero witnesses a distressing event or directly experiences a disturbing situation, they must make a Wisdom saving throw against Corruption, which is typically at Difficulty Class 15.

The table below provides a number of examples to help the Loremaster decide if a situation requires a Wisdom

saving throw. The column to the right indicates how many Shadow points a Player-hero gains if the saving throw is failed.

BLIGHTED PLACES

There was no movement of air down under the forest-roof, and it was everlastingly still and dark and stuffy.

Darkness seems thicker in the lair of a wicked beast, and the air itself hangs gloomily where black treachery was once committed. Grief and suffering never abandon the pits once inhabited by servants of the Dark Lord or the plains where bloody battles were fought.

When a Player-hero enters or lingers in an area that has been infused with malice by the darkness and has become Blighted, they must make a DC 15 Wisdom saving throw. If the saving throw is failed, the Player-hero gains 1 point of Shadow.

Adventurers will usually only enter a Blighted place when they really need to, but they could also stumble inadvertently into one in the course of a journey. The Loremaster can optionally represent this by asking the players to make a Wisdom saving throw against Corruption when travelling through regions where the Shadow falls more strongly. The

ANGUISH

SOURCES OF ANGUISH	EXAMPLE	SHADOW GAIN
Natural but unexpected tragic event, or very grievous occurrence.	Serious or mortal accident, death in the family, natural catastrophe.	The Player-hero gains 1 Shadow point only if they fail the Wisdom saving throw with a 1 or a 2.
Gruesome killing, dreadful experience, Orc-work (senseless destruction), display of the power of the Enemy.	Awakening in a haunted tomb, discover a traitor among friends, discovering villagers savagely mutilated, seeing the mustering of a Shadow army.	1 Shadow point if Wisdom saving throw is failed.
Harrowing experience, physical and spiritual torment, Sorcery.	Slavery, torture, the Black Breath, haunted by a Wight, seeing the Eye.	2 Shadow points if Wisdom saving throw is failed.
Experience directly the power of the Enemy.	Interrogated by the Eye, captured by the Nazgûl.	Gain 1 Shadow point regardless of the outcome of the Wisdom saving throw. Then, gain two additional points if the saving throw is failed.



Blighted Lands table below shows the frequency of tests needed should the Loremaster deem a test required when travelling through a Blighted place found in the different types of regions.

It is left to the discretion of the Loremaster to determine whether a given place is considered Blighted or not. It is possible for an area found within a region classified as Wild, Shadow or even Dark not to require any Wisdom saving throws to traverse. As far as the accumulation of Shadow is concerned, the various region types as classified on the Loremaster's Map serve as guidelines for the Loremaster to decide whether the region currently traversed by company is Blighted or not, with Free Lands being rarely Blighted, and Dark Lands being mostly so.

When is an area Blighted?

If the Loremaster isn't sure and needs a hard and fast rule to determine if an area currently traversed by the company is Blighted, they can roll a d20 and check the results against the **Blighted Lands** table below. If the area is Blighted, Player-heroes travelling through it are required to make DC 15 Wisdom saving throws against Corruption per the table. The Blighted test could be repeated if there are other reasons to consider the place to be unwholesome. For example, an area that has been inhabited for centuries by minions of the Dark Lord, or is currently infested by them; the soul of a village has been tainted by a terrible murder or act of treason, or the spirit of a place is being poisoned by dark sorcery, or similar.

MISDEEDS

"You can say that I was too strong and took it by force. For I am too strong for you, halfling," he cried; and suddenly he sprang over the stone and leaped at Frodo.

Even the most virtuous heroes can find themselves in circumstances that tempt them to do something that would call their integrity into question. Such misdeeds can be the result of an accident or misunderstanding, but could also result from the temptation to achieve a noble goal by nefarious means. In a time when the Darkness is growing ever stronger, those who fight it must master and overcome the darker impulses within themselves.

The Loremaster should usually warn the players when they are about to carry out a Misdeed. This can sometimes be a judgement call, but the Misdeed table below can be used as the basis of the Loremaster's decision.

If the Loremaster determines that a Misdeed has been committed, the guilty character automatically gains a number of Shadow points (see table below). Player-heroes do not make a Wisdom saving throw when committing a Misdeed, as they are not being tempted by the Shadow: they are willingly embracing its ways.

BLIGHTED LANDS		
TRAVERSED REGION	AREA IS BLIGHTED ON A...	WISDOM SAVING THROW FREQUENCY
Free Lands, Border Lands	1	Only when required by current adventure.
Wild Lands	1-3	Once every fourteen hexes crossed
Shadow Lands	1-5	Once per two hexes crossed
Dark Lands	1-7	Once per hex crossed

MISDEEDS	
ACTION	SHADOW GAIN
Accidental misdeed	-
Violent threats	1 point
Lying purposefully, subtly manipulating the will of others	2 points
Cowardice, theft and plunder	3 points
Unprovoked aggression, abusing own authority to influence or dominate	4 points
Torment and torture, murder	5 points

It is important to note that merely attempting to do something despicable is a Misdeed, regardless of whether the action achieves its intended objective or not. If the action is classed as a Misdeed due to circumstances that

the players are unaware of, for example if they ambush someone they completely believe to be guilty of a heinous crime (unprovoked aggression), but who later turns out to be innocent, they should not immediately gain the Shadow points. Instead, their behaviour when the mistake comes to light determines if they take the points or not. If their reaction is one of contrition and an earnest attempt to put the situation right, then the points can be waived at the Loremaster's discretion. This shouldn't be too easy an option, and could result in a side-quest for the Player-heroes.

TAINTED TREASURE

There for ages his huge bones could be seen in calm weather amid the ruined piles of the old town. But few dared to cross the cursed spot, and none dared to dive into the shivering water or recover the precious stones that fell from his rotting carcass...

It may not tarnish like silver or rust like iron, but gold can corrupt faster than both, as it is often sought after with a fierce desire. The treasure found within the lair of some dead monster or buried in a long-sealed tomb may be tainted, its sheen able to drive men to distraction and fill their hearts with greed.

TAINTED TREASURE		
TREASURE PROVENANCE (EXAMPLES)	DC	SHADOW GAIN
From the hoard of a Troll	12	1 point
From the hoard of a Dragon	15	1 point
Stolen from an ancient barrow	12	2 points
From a stronghold of the Dark Lord	15	1 automatic point. Then gain 3 additional points if test fails.

Player-heroes must pass a Wisdom saving throw against Corruption upon finding tainted treasure, or suffer the Shadow points indicated on the table opposite.

CONSEQUENCES OF CORRUPTION

He did not go much further, but sat down on the cold floor and gave himself up to complete miserableness, for a long while.

Adventurers who dare to challenge the encroaching darkness face the risk of being overcome with grief or worse. In gaming terms, a Player-hero must be careful not to accumulate more Shadow points than he is able to get rid of.

When a Player-hero's Shadow point total exceeds their Wisdom score, they have been made **Miserable**, as their spirit is weakened by too much grief, sorrow and dark experiences.

New Condition: Miserable

- A Miserable creature has disadvantage on attack rolls.
- The creature automatically fails Charisma ability checks.

A Miserable character can temporarily counter the effects of the Miserable condition by spending inspiration. Using inspiration removes the disadvantage on one attack roll, or enables the player-hero to make a Charisma ability check at disadvantage.

BOUTS OF MADNESS

"What have I said?" he cried, "what have I done?"

When a Player-hero who is Miserable rolls equal or less than difference between their Shadow point total and their Wisdom while making an ability check, attack roll or saving throw, they experience a bout of madness.

For example, a Player-hero with Wisdom 10 and 15 Shadow points, suffers a bout of madness when they roll five or below while making an ability check, attack roll or saving throw. If they gain another point of Shadow then the bout is triggered on a roll of 1 – 6, and so on.

When this happens, the player relinquishes control of their character to the Loremaster for a short period of time. The Loremaster plays out the crisis, making the character do something they will later regret. Here are some examples of the consequences of a bout of madness:



- **Rage** – the character broods over real or imaginary wrongs until they react aggressively to a perceived threat or source of opposition.
- **Wretchedness** – the hero descends in a deep state of depression. They cannot propose any task for the length of the crisis.
- **Desperation** – the hero cannot find a trace of hope in his spirit, and thus cannot use inspiration until their heart is again lifted.
- **Lust** – the character feels an irresistible desire for an object not belonging to them, and tries to secretly take it.

If at all possible, the Loremaster should ground the consequences of a bout of madness either on the reason required the roll that triggered the crisis, on the player-hero's Shadow Weakness, or on one of their Shadow Weakness Flaws (see Degeneration below).

More often than not, the crisis provokes an aggression of some type, verbal or physical, upon the most likely and available target. The Loremaster should pick the most appropriate pretext and build the episode upon it.

Usually, a bout of madness is resolved right after the Player-hero got the 1 result, but the Loremaster can choose to postpone the reaction, letting the player keep control of their character, only to snatch it from them at a later, more appropriate moment. (The Loremaster might choose to do so especially when the roll that provoked the bout of madness wasn't dramatically relevant.)

A Miserable Lifstan has entered a ruined tomb in Mirkwood with Trotter and failed a Wisdom (Perception) ability check by rolling a 1. The young Barding has been feeling uneasy since he descended the rotting steps leading to the underground chambers, and he secretly blames his friend Trotter for leading him into such a place. When a Spider suddenly emerges from the inky darkness, the Loremaster decides that Lifstan flees the place immediately, leaving Trotter to face the critter alone.

When a bout of madness finally passes, the character regains control and sees their mind finally cleared of the tangle of fear and doubt he fell into before facing the crisis. In gaming terms, a player who suffered a bout of madness cancels all the Shadow points they have accumulated since their last bout of madness, and replaces them with a single **'permanent'** Shadow point.

Permanent Shadow points may not be removed in any way – they are permanent corruption of the spirit and there is no magic that can undo them; however, they are considered as normal Shadow points for all other purposes.

DEGENERATION

In addition to 'resetting' their Shadow points, every time a Player-hero suffers a bout of madness they develop a new Shadow Weakness Flaw. Their Shadow Weakness determines the precise nature of their degeneration, as the various Shadow Weakness Flaws are taken from a list directly corresponding to their chosen Shadow Weakness.

A Shadow Weakness represents an individual's main inner fault; their susceptibility to a certain kind of temptation

DEGENERATION

SHADOW WEAKNESS	1	2	3	4
<i>Curse of Vengeance</i>	Spiteful	Brutal	Cruel	Murderous
<i>Dragon-sickness</i>	Grasping	Mistrustful	Deceitful	Thieving
<i>Lure of Power</i>	Resentful	Arrogant	Overconfident	Tyrannical
<i>Lure of Secrets</i>	Haughty	Scornful	Scheming	Treacherous
<i>Wandering-madness</i>	Idle	Forgetful	Uncaring	Cowardly



or behavioural flaw. This vulnerability is exploited by the corrupting power of the Shadow, gradually twisting the Player-hero's behaviour. Each list presents its four Shadow Weakness Flaws in order of increasing seriousness: the first time a Player-hero fails and is taken by madness they develop the first Shadow Weakness Flaw on the list, then the second, and so on.

A flawed adventurer has not lost the possibility of being a hero. Many of the characters described in the books display the influence of the Shadow to some measure. In most cases, they were able to keep their weaknesses in check, avoiding corruption's direst consequences.

Degeneration Consequences

The first entry on each list serves as a 'warning' of sorts for a player: their character is beginning to slip into Shadow. A player can actually choose to use this to their advantage, by properly roleplaying their new Shadow Weakness Flaw, they can gain inspiration, just as they do when portraying their hero's characteristics derived from their background.

Reaching the second entry means a character has continued on their ever-darkening path. In addition to their new Flaw, any skill or feature that their Shadow Weakness Flaws would impair automatically loses advantage. For example, the Rohirrim love their horses as kin and may have advantage on Animal Handling checks. A Rohirrim with the Curse of Vengeance who becomes Brutal no longer treats horses as kindly as he once did and loses his advantage on Animal Handling checks.

The third tier is a precarious one and reaching it signals that a character is likely destined for retirement, tragedy or villainy. In addition to their third Shadow Weakness Flaw, Player-heroes that have fallen to this point suffer disadvantage on **all** social ability checks, unless their Flaw would directly suggest otherwise.

For example, a Deceitful hero does not suffer disadvantage on Charisma (Deception) ability checks, a Cruel hero has no problem making Charisma (Intimidation) checks and so on.

Note that the behaviour implied by the third tier Shadow Weakness Flaws is, in many cases, the sort of conduct that

leads to Misdeeds; the Player-hero's descent into darkness is thus hastened.

The fourth and final tier places a Player-hero on the cusp of becoming an NPC. In addition to their final Shadow Weakness Flaw, **all** Charisma checks suffer disadvantage, as do Wisdom (Insight) ability checks. Worse by far, whenever presented with a situation where their fourth Shadow Weakness Flaw is relevant, the Player-hero must make a DC 15 Wisdom saving throw to remain in control of themselves. Failure means they act as their fourth tier Shadow Weakness Flaw indicates. At this point, their friends may very well insist that they leave the company, and the Player-hero is forced into retirement.

Failure Aggravation

When a Player-hero fails at an ability check, a Shadow Weakness Flaw may dramatically worsen its already negative outcome.

If the consequences of a failed roll may be affected by a Shadow Weakness Flaw possessed by a Player-hero, the Loremaster can severely aggravate the outcome of the action, turning it into a truly catastrophic effort.

For example, a Brutal hero attempts to impress a crowd using Charisma (Intimidation). The player fails the roll, and the Loremaster determines that the adventurer actually drew his sword and harmed someone in his overzealous attempt to intimidate.

SHADOW WEAKNESS DESCRIPTIONS

Every time a Player-hero develops a Shadow Weakness Flaw, they are taking a step towards their complete defeat at the hands of the Shadow. They are renouncing their higher ambitions and embracing simpler, more primitive emotions. They are trading respect for arrogance, love for lust, trust for suspicion.

This section describes each Shadow Weakness and Flaws connected to it. The Loremaster can use the definitions listed here to determine the effects of a bout of madness, or to decide whether or not a Shadow Weakness Flaw should affect a Player-hero's abilities.

Curse of Vengeance

"I wish I had Gandalf here! Curse him for his choice of you! ... As for you, I will throw you to the rocks!" he cried and lifted Bilbo in his arms.



Individuals who live by the sword are ever tempted to draw it, either literally or figuratively, when their will is thwarted or when they deem their honour to have been impugned by an insult.

As corruption spreads in the hero's spirit, their behaviour worsens, leading to more extreme violent reactions.

Brutal

A Brutal hero reacts violently to provocations and shows little restraint under most circumstances.

Cruel

A Cruel adventurer doesn't care if their actions cause pain and suffering to others, and is needlessly savage with their enemies.

Murderous

A hero becomes Murderous when they start to consider killing as a perfectly natural way to achieve a goal or simply to make things go their way.

Spiteful

The hero often repays real or imagined wrongs with vicious rudeness. Depending on the provocation, the hero may be simply very impolite, or downright insulting.

Dragon-sickness

...he fell under the Dragon-sickness, and took most of the gold and fled with it, and died of starvation in the Waste, deserted by his companions.

Adventurers who find themselves on the road to seek lost riches run the risk of catching the age-old disease capable of turning a pile of enchanted gold into bitter ashes. As the Shadow tightens its grip on their hearts, the world shrinks around them and their closely guarded possessions.

Deceitful

A Deceitful adventurer feels no shame in misleading others with lies and stratagems, as long as their machinations further their ends and needs.

Grasping

Grasping describes the desire to accumulate gold and precious items above all else, just for the sake of possessing them.

Mistrustful

When your prized possessions start to weigh you down and become a treasure to be guarded, even the good advice of friends appears to mask dubious intentions.

Thieving

A Thieving adventurer has discovered that anything they desire can be theirs – they just have to take it. They earned the right to take all they want when they sacrificed the love of their peers and their own self-respect.

Lure of Power

"It is by our own folly that the Enemy will defeat us," cried Boromir. "How it angers me! Fool! Obstinate fool! Running wilfully to death and ruining our cause."

When a man is given a position of authority, either by rank, lineage or stature, he may end up mistaking his own wishes for those of the people he should be guiding or keeping safe. Power is the quintessential temptation, and provides the Shadow with an easy way to win the hearts of those who desire it.

Arrogant

An Arrogant hero doesn't miss an opportunity to underline their own importance, often belittling their peers and companions.

Overconfident

Overconfidence denotes overweening pride, a sentiment that blinds a hero to their own limits and weaknesses. They will set out to do anything they set their mind upon, regardless of the consequences that might befall others.

Resentful

A Resentful adventurer is often bitter and angry with the people they ought to protect, as they feel that they risk their life for individuals that fail to recognise their actions on their behalf.

Tyrannical

A Tyrannical hero escalates their actions and desires to the level of a just cause. Their disregard for the lives of others is so profound that they will go to any length to achieve their ends, regardless of the cost or methods employed to accomplish them. Any dissenting opinion is considered to be utter betrayal.

Lure of Secrets

"The roots of those mountains must be roots indeed; there must be great secrets buried there which have not been discovered since the beginning."

Inquisitiveness and curiosity are desirable virtues in an individual, but knowledge can be put to malicious use and learned individuals can look down on others as ignorant fools. Secrets are dangerous, as the very desire of uncovering them may corrupt the heart.



Haughty

A Haughty character doesn't recognise easily the wisdom found in the words and actions of others, and tends to turn aside all advice and offers of help.

Scornful

A Scornful hero treats the propositions of others with disdain, making use of every opportunity to mock them for their presumed inadequacy.

Scheming

A Scheming adventurer keeps their thoughts and intentions to themselves at all times, never giving advice and heeding only their own judgement. They might sometimes agree with the propositions of others, but only to be free to follow their own choices later.

Treacherous

When an adventurer becomes Treacherous they cannot be trusted to keep their word. They are ready to betray their own friends and allies if it would be to their advantage.

Wandering-madness

"I feel I need a holiday, a very long holiday, as I have told you before. Probably a permanent holiday: I don't expect I shall return."

Wandering without ever really settling down might be the destiny of most adventurers, but it carries the risk of never finding something to live for. The road goes ever on and on, it's true, but whither then?

Cowardly

A Cowardly hero cares only for their own safety under any circumstances, and will go to any length to save themselves when a threat arises.

Forgetful

Forgetful indicates that a hero is often daydreaming and absentminded, and finds it difficult to remember even important things.

Idle

It takes a lot to stir an Idle adventurer into action. He is easily distracted, and must be cajoled to fully participate in endeavours.

Uncaring

An Uncaring adventurer is losing touch with the world outside of themselves. They can't bring themselves to feel compassion and quickly loses interest in matters that do not concern them directly.

SUCCUMBING TO THE SHADOW

When a Player-hero has developed the full complement of four Shadow Weakness Flaws related to their Shadow Weakness, they are in risk of totally succumbing to the Shadow.

A Player-hero already displaying all four Shadow Weakness Flaws who suffers yet another bout of madness is hopelessly lost and is taken out of play.

What happens to a Player-hero that falls under the Shadow is up to the Loremaster, who might find a way to incorporate the fallen hero's destiny into the plot of the ongoing story. Generally speaking, a Player-hero that succumbs is likely to disappear quickly from the game, probably as a consequence of one of the following events:

- **Return to Valinor.** When the burden of the Shadow overpowers an Elf, they will seek to leave Middle-earth as soon as possible, to sail for the Uttermost West and be healed of the sadness and misery of this world.
- **Madness.** When a Man, a Hobbit or a Dwarf falls under the Shadow, they succumb to madness. More often than not, this will result sooner or later in the death of the hero as the madman kills themselves, threatens others to the extent that they must be killed or starves to death in some solitary place, forsaken by men and beasts.







audiences

I mean to travel all the way there, mother. To Erebor!

I will lay eyes upon our ancestral home restored, and oh how I long to see it. I know that the road is long, but I am unafraid. I have fallen in with a stout bunch of fellow travellers, and we all mean to go to Dale and speak with King Bard first. He has sent out a call for adventurers, and that's what I am now! I will put your sword to good use in the service of this king of Men, as he clears all the land of Orcs and Goblins.

I know that I am not the best with spoken words, but one of my companions is. She could charm the birds from the trees, such honeyed words she speaks. I am certain that on her recommendation King Bard will welcome us into his service, and if with hard work I can win favour there who knows where I might end up? In Erebor itself! A guard to King Dáin himself!



- audiences -

Who are you and what do you want?" they shouted, leaping to their feet and groping for weapons. "Thorin son of Thráin son of Thrór King under the Mountain!" said the Dwarf in a loud voice, and he looked it, in spite of his torn clothes and dragged hood.

Adventurers meet many travellers and wanderers along the road, and may visit foreign courts and realms if their adventuring takes them far enough from their homelands. Whenever they deal with strangers, they should exercise some caution, as theirs is a trade considered peculiar or even dangerous by the common folk, and their arrival is often met with fear and suspicion. Even when meeting other enemies of the Enemy, heroes should watch their tongues and be mindful of their manners, as even trusty friends can be quick to anger in days of doubt.

The success or failure of a company's quest can often depend on the people the adventurers meet along the way. There are many powerful individuals who at first appear to be simple denizens of the Wild, whose help or counsel could prove invaluable, and many cunning foes who are

best avoided can at first appear friendly. Adventurers must soon learn that not all that glitters is gold, and all that is gold does not glitter...

CULTURAL ATTITUDES

"Indeed in nothing is the power of the Dark Lord more clearly shown than in the estrangement that divides all those who still oppose him. Yet so little faith and trust do we find now in the world beyond... that we dare not by our own trust endanger our land. We live now upon in an island amid many perils, and our hands are more often upon the bowstring than upon the harp."

Travellers and adventurers are the exception and not the rule in Middle-earth. Few folk ever travel far from their place of birth, and know of other lands and other peoples by distant rumour and nothing more – assuming they've heard of them at all. The Shire-Hobbits, for example, have no dealings with Men other than the Bree-Folk, while in Rohan, the peoples of Wilderland are little trusted and Hobbits are figures out of legend.

The chart opposite represents the general way the cultures of the various Free Folk regard one another in the year 2946 of the Third Age.

For example, the Beornings are none too fond of the Dwarves of Erebor and the feeling is mutual. While the



STARTING ATTITUDES OF...

Toward:	BARDINGS	BEORNINGS	BREE-FOLK	DÚNEDAIN	DWARVES OF THE LONELY MOUNTAIN	ELVES OF MIRKWOOD	MEN OF MINAS TIRITH	HOBBITS OF THE SHIRE	MEN OF THE LAKE	RIDERS OF ROHAN	WOODMEN
BARDINGS	Favoured	Friendly	Neutral	Unknown	Favoured	Neutral	Unknown	Unknown	Friendly	Unknown	Neutral
BEORNINGS	Friendly	Favoured	Unknown	Unknown	Askance	Neutral	Unknown	Unknown	Neutral	Unknown	Friendly
MEN OF BREE	Neutral	Unknown	Favoured	Neutral	Friendly	Unknown	Unknown	Friendly	Unknown	Unknown	Unknown
DÚNEDAIN	Unknown	Unknown	Askance	Favoured	Neutral	Unknown	Askance	Askance	Unknown	Unknown	Unknown
DWARVES OF THE LONELY MOUNTAIN	Favoured	Askance	Friendly	Neutral	Favoured	Mistrust	Unknown	Neutral	Friendly	Unknown	Neutral
ELVES OF MIRKWOOD	Friendly	Neutral	Unknown	Unknown	Mistrust	Favoured	Unknown	Unknown	Friendly	Askance	Friendly
MEN OF MINAS TIRITH	Neutral	Unknown	Unknown	Neutral	Unknown	Unknown	Favoured	Neutral	Neutral	Favoured	Unknown
HOBBITS OF THE SHIRE	Friendly	Unknown	Friendly	Friendly	Friendly	Unknown	Unknown	Favoured	Unknown	Unknown	Unknown
MEN OF THE LAKE	Friendly	Neutral	Unknown	Unknown	Friendly	Friendly	Neutral	Unknown	Favoured	Unknown	Neutral
RIDERS OF ROHAN	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	Favoured	Unknown	Unknown	Favoured	Unknown
WOODMEN	Neutral	Friendly	Unknown	Unknown	Neutral	Friendly	Unknown	Unknown	Neutral	Unknown	Favoured

Dwarves certainly respect all that Beorn did for their kind, they find his followers a bit uncouth and a little too greedy for their tastes. The Beornings, in turn, think the Dwarves value stone and metal more than people, charging them extra accordingly for safe passage through their lands. If a company of heroes with one or two prominent Dwarven members helped clear the Old Forest Road through Mirkwood and started helping the Beornings with their troubles occasionally, that “Askance” will soon slide to “Neutral” and perhaps even “Friendly” with a few years of hard work. On the other hand, while the folk of the Woodland Realm appreciate King Bard’s heroism, the logging of various groups of Barding outlaws along their borders, has made them eye their eastern neighbours somewhat warily. If the Bowman does nothing, the Elves of Mirkwood may begin to regard Bardings in a very poor light.

The listed attitudes are the default starting points for any social interactions that heroes may engage in with NPCs at the start of a campaign, but the actions of heroes can (and should!) change these entries.

Favoured – Members of this culture are viewed in the best possible light. Simple requests are readily granted, and even more complex appeals will be strongly considered.

Friendly – Members of this culture are openly welcomed and treated fairly. Simple requests are positively considered and more difficult favours are quite possible.

Neutral – Members of this culture are viewed impartially. Simple requests may be granted, difficult ones are, more often than not, dismissed.

Askance – Members of this culture are considered somewhat suspect. Simple requests may be, reluctantly, granted, but without exceedingly compelling reasons, anything else will be rejected out of hand.

Mistrust – Members of this culture are actively doubted or the cultures in question have a long or troubled history. All but the simplest or most desperate requests are seen as attempt to trick or insult, or the words of a beggar.

Unknown – Members of this culture are simply unknown or never heard of.

Changes that have occurred recently in Middle-earth are already reflected on the table. For example, the Bardings regard Hobbits of the Shire in a Friendly way, whereas in general, Hobbits of the Shire know nothing about Bardings. This is due to the actions of the remarkable Mr. Bilbo Baggins, who pitted wits against the Dragon Smaug, and gave King Bard the Arkenstone of Thráin, with which to bargain for peace with Thorin Oakenshield.

Songs about Mr. Baggins’ deeds are sung throughout Wilderland and Bardings, at present, regard Hobbits in a very positive light. Most Hobbits, for their part, have no idea what a “Barding” is, or where such a creature may be found.

The attitude of an individual being intimidated generally drops off the chart from “Mistrust” to “Hostile”. Note that use of the Intimidation skill can be a Misdeed (violent threat – see page 182) causing whoever attempts it to gain one automatic Shadow point, whether successful or not.

Even when you’re trying to intimidate a villain “for the greater good”, you are still embracing the ways of Mordor...

SEEKING AN AUDIENCE

When meeting someone for the first time, especially one of the great, powerful or wise, it is well to go about it in the proper way.

One member of the company must make an Intelligence (Traditions) check at DC15 to introduce the group. Depending on circumstances, a hero’s culture, Standard of Living and reputation can all influence how they are received.

For example, a wealthy lord is unlikely to have much time for a penniless bowman, and a Dwarven master-smith may not be willing to meet with a company containing several Wood-elf warriors at all.

The result of this check determines the other person’s initial reaction. If the check succeeds, use the table matching the non-player character’s attitude towards that culture. If the check fails, then in this social encounter only, treat the non-player character’s attitude as being one step lower. Treat Unknown and Askance as occupying

the same 'rung' – in either case, the attitude caused by a failed check is Mistrustful.

For example, a Woodman visits King Bard in Lake-town. Cross-referencing 'Barding' and 'Woodmen' on the table gives a starting attitude of Neutral. However, the unfortunate Woodman fails his Intelligence (traditions) check and so Bard looks Askance at this boorish barbarian from the wild forest.

Mixed Companies: If there is a mix of cultures in the company, then use the attitude of the spokesman – the Player-hero who makes the initial Intelligence (Traditions) roll.

REACTIONS

Should the Player-heroes make a request of the non-player character, use the NPCs' current attitude to determine the DC.

DC	FAVOURED ATTITUDE REACTION
0	The NPC greets the Company warmly, and will make minor sacrifices and honour small requests.
10	The NPC accepts a significant risk to aid the Company, if needed. The Company are treated as honoured guests.
20	The NPC does whatever the Company ask, as long as the requests are not outrageous or suspicious. The Company are welcomed as the NPC's close kinfolk and given every comfort and honour that can be mustered.
DC	FRIENDLY ATTITUDE REACTION
0	The NPC does as asked, as long as there is no prospect of sacrifice or peril. Shelter is freely offered.
10	The NPC greets the Company warmly, and will make minor sacrifices and honour small requests.
20	The NPC accepts a significant risk to aid the Company, if needed. The Company are treated as honoured guests.
DC	NEUTRAL ATTITUDE REACTION
0	The NPC offers no help., but does no harm.
10	The NPC grudgingly offers shelter for a few nights, and does as asked as long as no risk or sacrifice is required.
20	The NPC provides whatever minor aid or service is asked by the company, but balks at any larger requests.
DC	ASKANCE OR UNKNOWN ATTITUDE REACTION
0	The NPC offers no help, and bids the company leave immediately.
10	The NPC grudgingly offers shelter for one night, but nothing more.
20	The NPC grudgingly offers shelter for one night, and does as asked as long as no risk or sacrifice is required.
DC	MISTRUSTFUL REACTION
0	The NPC opposes the company's actions and thwarts them if possible. Shelter is refused.
10	The NPC offers no help, and bids the company leave immediately.
20	The NPC grudgingly offers shelter for one night, but nothing more.



the fellowship phase

The long year turns to its close, and I find myself once more drawn back to my people. Travel is fine in the summer, sleeping under the stars and living on whatever we find and catch. As the nights begin to draw in, both my heart and my belly yearn for the comfort of hearth and kin.

Much have we accomplished these last seasons. The Forest Road is more passable now than ever before. We have all worked hard and earned our rest. Our little company have need of time spent in gentler pursuits than the slaying of Spiders and the hewing of Goblins. But we have done well, and it feels good to be returning to you all with our heads held high, knowing that we are doing good in the world. Perhaps one day they will sing songs of our renewed road, and perhaps we will warrant a verse or two?

I need a new axe, this one is quite blunted and chipped, and will stand sharpening no more. Could you ask Borri to begin forging me a new one? I have coin from King Bard with which to pay him.





the - fellowship - phase

*"When winter first begins to bite and stones
crack in the frosty night,
when pools are black and trees are bare,
'tis evil in the Wild to fare."*

Heroes are not always busy navigating deep caverns, fighting back the Shadow, or fleeing from dangers beyond their ability to face. Even the most eager of adventurers need some time to rest and enjoy what life has to offer, spending days practising a craft, reading a good book, or even writing one.

Whether it is spent in the pursuit of a noble goal, or simply resting comfortably to recover energy before setting out on the road once again, the time Player-heroes pass when not adventuring is called the Fellowship phase. (The time they spend out travelling, fighting foes and adventuring is called, simply, the Adventuring phase.)

HOW A FELLOWSHIP PHASE WORKS

A Fellowship phase is a session of play driven by the players' choices. While during the Adventuring phase, players usually react to the Loremaster's storytelling, during a Fellowship phase they get to elaborate upon their Player-heroes' stories and ambitions. The Loremaster is the final judge regarding the interpretation of the rules, but is invited to sit back and follow what the players have to say about their characters.

A Fellowship phase marks the conclusion of the current Adventuring phase, and as such ideally takes place at the end of a gaming session.

THE PASSING OF YEARS

The default pacing of gameplay for *Adventures in Middle-earth* sees a group of Player-heroes take part in one adventure per year of game time. If this pace is kept, then a

Fellowship phase can also be used as a milestone to mark the end of one year of game time and the beginning of the following one.

On average, a Fellowship phase marking the passing of a year should represent a pause from adventuring lasting for approximately an entire season.

Three months are enough for any Player-hero to return home from any location in Wilderland and leave them some time to be among his family and folk. Moreover, spending the colder months of a year as a Fellowship phase is a natural choice, as it will leave the warmer seasons open for the following Adventuring phase: a life in the Wild is an unforgiving one, and adventurers prefer to have a roof over their heads when the wind is howling and the land is buried in snow...

Lengthy Quests: If the company are on some epic quest that takes them from one end of Wilderland to another, then gameplay may not break down neatly into distinct individual adventures. In that case, consider running a Fellowship phase whenever any Player-hero gains a level.

STRUCTURE & LOCATION

A Fellowship phase lasts from a few days to one full season of game time, depending on the Loremaster's structuring of the game. At the beginning of a Fellowship phase, the players must choose whether the company retires somewhere to spend the phase as a group or if they temporarily disband and each character returns home alone.

Once they are set upon a decision, they start taking individual turns to tell the Loremaster and the other players what they are going to do and where they are going to do it.

The players are free to spend the phase at any place they have already visited during the game. The Adventurer's Map comes in useful here, especially if the players have updated the information on it and kept track of their journeys.

The route bringing the company or each individual player-hero to their chosen destination is considered to take place 'off stage' without Travel checks and Journey Events,

unless the Loremaster or the players have a mind to play out the details. For the sake of veracity, Players should generally choose a place within a reasonable distance from the area where they were adventuring during the recent sessions of play, also taking into consideration how long the Fellowship phase is going to last and where and when they have agreed to meet up afterwards.

Sanctuaries

A number of locations in Middle-earth are considered Sanctuaries; special safe places particularly suited to rest, recovery, and training, usually overseen by a host willing to welcome travellers. At the beginning of a game, the only place the Player-heroes may consider a Sanctuary is the town of Esgaroth on the Long Lake.

Other locations may be opened as Sanctuaries by visiting them and choosing the Open New Sanctuary undertaking (see page 201) during the Fellowship Phase.

Sanctuaries make ideal starting and ending points for journeys, as places where heroes may be assured of rest, food and shelter and are a place to regain or replace lost heirlooms. A successful company of adventurers would do well to explore and open as many sanctuaries as they can to aid in their travels. A sanctuary is often owned, or home to, a Patron. This can bring other additional benefits to a company. See the Loremaster's Guide for more information on Sanctuaries and Patrons.

Examples of Sanctuaries include: Dale, Rivendell, Erebor, Rhosgobel, Beorn's Hall

The Company Retires to a Sanctuary

After a successful (or perhaps unsuccessful!) season of adventure, a company may decide to head to the closest Sanctuary, or may even find their adventure ends in a Sanctuary, where they chose to remain.

Player-heroes in a Sanctuary dedicate their time to telling tales, listening to stories, eating good food and resting well.

They may make new friends, and learn more about the world around them.

The Company Disbands Temporarily

When a company disbands temporarily, each player chooses the location where their character repairs to. Usually, heroes return home, as the player has decided that maybe the character needs to spend some time among their own folk, to refocus or meditate, or that they intend to develop their personal relationships at home.

REST AND RECOVERY

At the beginning of the Fellowship phase, all player-heroes normally recover all their expended Hit Dice, all of their hit points, and remove all exhaustion. However, if a character is suffering from an unusual condition (poisoned, wounded by a dreadful weapon, under a curse, five levels of exhaustion), then that character recovers only half their expended Hit Dice, half their lost hit points, and removes only two levels of exhaustion. Further healing can be obtained with the Recovery undertaking.

UNDERTAKINGS

Players are invited to exercise their creativity and find new and exciting ways to spend a Fellowship phase. Often, players need look no further than the recently concluded Adventuring phase, as the story that was just completed might have provided several leads worth following, like a new friendship to consolidate or a new sanctuary to be granted access to. Any activity that could have a lasting impact on the character can be considered an undertaking.

Normally, a player is allowed to choose one single activity for their character to undertake. A longer Fellowship phase might allow for up to two undertakings instead. If the Loremaster agrees, in the case of a longer pause a player can choose up to two different Fellowship phase undertakings (the player cannot choose to repeat the same activity twice).

RECOVERY

"Good," said Gandalf, "it is mending fast. You will soon be sound again. Elrond has cured you; he has tended you for days, ever since you were brought in."

Seriously worn heroes may need more rest and recovery than others. Heroes with high levels of exhaustion, or some conditions, such as Blinded or Deafened, can take time to heal from, as can some types of lingering injury and damage caused by certain poisons. A character so afflicted can take a Fellowship phase to recover by seeking care and advice from learned healers, visiting certain mystical places or perhaps even by simply lying in a cosy bed while someone brings soup.

At the end of such a Fellowship phase, all exhaustion levels are removed, all Hit Dice and hit points are recovered, and one condition is healed.

TRAINING

"Go to the armouries of the Citadel", he said, "and get you there the livery and gear of the Tower."

Some Cultural Virtues offer a chance to change, improve or expand on how they work if a character spends an undertaking learning how to further utilise them. See the description of the Cultural Virtue for more about how this works.

GAIN NEW TRAIT

Indeed, within a week, they were quite recovered, fitted out in fine cloth of their proper colours, with beards combed and trimmed, and proud steps.

A Player-hero might choose to change something fundamental about them and alter their distinctive feature, speciality, hope or source of despair. Such changes can arise from events during the Adventuring phase or a player-hero deciding the time has come to alter their perception of the world. This is a major undertaking requiring much soul searching, seeking the advice of the wise and making a concerted effort to make a lasting change to who they are.

No check needed to complete this undertaking; the player announces this is how they are spending the Fellowship phase, and at the end the change has occurred. The Loremaster should judge whether or not the change is

viable, but should be lenient in allowing the player to direct their character's evolution.

It should be noted that even if Una the Unforgiving has chosen to change her Vengeful nature to embrace a more Honourable way of life, not everyone in Middle-earth will know, or even believe, that a change has occurred.

HEAL CORRUPTION

Merely to be there was a cure for weariness, fear and sadness.



Heroes feel the burden of the Shadow weigh heavily upon their shoulders long after their adventures are over. Their minds remain bent on dark thoughts, and visions haunt them in their dreams, if not even during their waking hours.

Those who fight the encroaching darkness can work on removing the taint of corruption within themselves. Player-heroes belonging to different cultures resort to different methods to get rid of corruption: Dwarves usually turn

to the forge to burn their frustration smiting the red iron on the anvil; Hobbits dedicate themselves to a beloved activity, like gardening, painting or writing a diary; and Elves and Men generally create, play or recite poems and songs.

A Player-hero wishing to remove their corruption must make a DC 13 Wisdom (Insight) ability check. If successful, they remove 2 Shadow points. If their ability check results in a total of 25 or more, they remove 4 Shadow points. Permanent Shadow points gained when suffering from a bout of madness can never be healed. Player-heroes attempting to heal corruption in a Sanctuary make their ability check with advantage.

If it suits a Player-hero's personality, the Loremaster may allow the substitution of another ability, like a Charisma check with a musical instrument or a Strength test with blacksmithing tools.

MEET PATRON

"I am looking for someone to share in an adventure that I am arranging, and it's very difficult to find one."

A patron is usually a renowned or powerful personality, who may from time to time offer a company a purpose to go adventuring, often providing support of various kinds and counsel. Player-heroes may choose to meet a patron when they are spending their Fellowship phase in the location where the individual is to be found, if the patron is available for a meeting, in order to request their support or advice.

Figures worthy of being called patrons are often major characters in Middle-earth; the Loremaster has more details about how to go about gaining them as patrons.

OPEN SANCTUARY

"Hidden somewhere ahead of us is the fair valley of Rivendell, where Elrond lives in the Last Homely House."

In order to open a settlement as a Sanctuary, the company must already have established friendly relations with the residents and any leaders there during the Adventuring phase. Having done so, the whole party can spend a Fellowship phase at the settlement together meeting the residents and firming establishing their welcome. From

that point on, Player-heroes may treat the settlement as a Sanctuary, allowing them to take especially effective long rests there (see page 199), as well as restoring certain special abilities. The Loremaster's Guide has more information on Sanctuaries.

RECEIVE TITLE

"I name you Elf-Friend; and may the stars shine upon the end of your road."

Most cultures grant a title to heroes, giving somewhat unkempt adventurers a bit more respectability in exchange for expectations of aid as needed. A Player-hero who has performed appropriately valiant deeds during the Adventuring phase may, with the Loremaster's permission, choose the Receive Title undertaking.

Generally, a Player-hero will be granted a title by their own culture based on deeds performed and in recognition of a native child rising in the world. However, a foreign culture might also grant a title to a Player-hero who has performed grand heroics on their behalf. Over time, a character may eventually receive various titles from several different cultures.

There are benefits as well as costs to having a title. First, Player-heroes with a title are regarded better by individuals from the culture that gave them the title than others of their people by two steps along the **Cultural Attitudes Chart** on page 193.

For example, the Men of the Lake don't know their "cousins" across Mirkwood well and regard the Woodmen in a Neutral way. If a Woodman was named a Burgess – he, specifically (and unsurprisingly) is regarded as a Favoured individual in social settings by the folk of Esgaroth.

Second, the Player-hero is granted either land or a dwelling in the community. The size and features of the land or house are proportionate to the character's Standard of Living. Such a tract of land serves as a Sanctuary and also generates a modest 50 silver pennies a year in pocketable profits. This money is often in the form of crops or trade goods and the like, and the character must spend their Fellowship phase or pass by during the Adventuring phase to collect it. Uncollected money remains at the holding until retrieved.

TITLES OF THE WILDERLAND CULTURES

CULTURE	TITLE	SETTLEMENT	BENEFIT
Bardings	Thegn	Dale	A tract of land either in the Northern Dalelands or in the Upper or Nether Marches.
Beornings	Thane	Old Ford	A farmstead anywhere inside the land of the Beornings.
Dúnedain	The Dúnedain do not honour adventurers themselves. Trusted allies are brought to the House of Elrond, and there may be given the blessing of Elf-friend.		
Dwarves of the Lonely Mountains	The Dwarves, very secretive about everything that concerns their native customs, do not grant titles to adventurers not belonging to their culture. Thus, a non-Dwarven Player-hero may not choose the Receive Title undertaking for the Dwarven culture.		
Elves of Mirkwood	Elf-Friend	Thranduil's Hall	The 'Elf-friend' title is not a title, but a rather a blessing, bestowed upon a hero who gained the trust of the Elves. Nevertheless, an Elf-friend would indeed be welcomed by the Elvenking, and given a comfortable room at Thranduil's Halls.
Hobbits of the Shire	Hobbits do not like nor do they welcome adventurers. Should they ever be forced by circumstances to actually recognise the valour of a non-Hobbit Player-hero they might bestow upon him the honorary title of 'Boulder', and tolerate him to dwell east of the river, in a house of wood, brick or stone.		
Men of Bree	Worthy	Bree	A house or small farm in Bree-land.
Men of the Lake	Burgess	Lake-town	A house owned by the town council.
Men of Minas Tirith	Guard	Minas Tirith	A house in the lowest circle of the city.
Riders of Rohan	Esquire	Edoras	Land in the Riddermark
Woodmen	Hero of the Woodmen	Among the Woodmen	A guest-house in Woodmen-town, a cottage in Rhosgobel or a tree-house in Woodland Hall.

RESEARCH LORE

...they pondered the storied and figured maps and books of lore that were in the House of Elrond

There is much history and ancient lore in Middle-earth. The Player-hero may consult mouldy manuscripts, private libraries or the minds of the Wise to search for an answer to a specific question. After completing this undertaking,

the Player-hero may make a DC 15 Intelligence (History), (Nature) or (Lore) or (Riddle) ability check with advantage.

If the check succeeds, the Loremaster will answer three of the player's questions concerning a topic related to the skill used. If the check fails, the Player-hero will still learn three things, but one or two will prove false, cryptic or misleading.



PRE-GENERATED CHARACTER SHEETS



- BARDINGS -

LIFSTAN, SON OF LEIKNIR

Your father was a smith. When you were a child, the sound of the hammer ringing in his forge was as music to your ears. One day, when the city of Dale was finally rebuilt and the entrance to the Lonely Mountain opened once again, your father brought you to see the forges of the Mountain-folk. There, you have seen the work of the Dwarf-smiths of old, a treasure beyond what your imagination could dream up.

From that day you haven't stopped thinking about the vast hoards that lie unmolested in deep places beneath the mountains...



ADVENTURES IN MIDDLE-EARTH™

class & level	Warrior 1	back-ground	Seeker of the Lost	player name	
culture	Barding	shadow weakness	Lure of Power	experience points	0

character name Lifstan son of Leiknir

Strength
15
+2

Dexterity
12
+1

Constitution
13
+1

Intelligence
11
+0

Wisdom
8
-1

Charisma
16
+3

Shadow
Permanent

Inspiration

+2 Proficiency Bonus

saving throws

- +3 Strength
- +1 Dexterity
- +3 Constitution
- +0 Intelligence
- 1 Wisdom
- Corruption
- +3 Charisma

skills

- +1 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +4 Athletics (Str)
- +3 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Lore (Int)
- 1 Medicine (Wis)
- +0 Nature (Int)
- 1 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- 1 Survival (Wis)
- +0 Traditions (Int)

Armour Class
15
(17 with shield; 18 with shield and broadsword)

Initiative
+1

Speed
30 feet

current hit points
11

Hit Point Maximum 11

temporary hit points

miserable

hit dice
1d10 per Warrior level
Total

death saves
Successes
Failures

attacks

Name	Atk Bonus	Damage/Type
Broadsword	+4	1d8+2 slashing
Short Bow*	+3	1d6+1 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This benefit is included in your ranged weapon bonus.

character traits

Distinctive Quality
Adventurous. You enjoy seeking out new challenges and experiences.

Specialty
Burglary. Finding what you seek often means finding a way into places where you're not supposed to be.

Hope
I know that the Shadow will tremble the day we recover a lost relic.

Despair
I'm certain that when I find what I am looking for that it will be something that was better left alone.

features, traits, and virtues

Second Wind. On your turn, use a bonus action to regain hit points equal to 1d10 + your Warrior level. You must finish a short or long rest before you can use it again. (See page 92)

Lore of the Lost. When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information. (See page 140)

Cultural Virtue: Swordmaster. You have learnt to fight defensively using your weapon to full advantage. When fighting with either a broadsword or a long sword, you gain a +1 bonus to your AC.

9 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: All armour, shields, simple weapons, martial weapons.

Languages: You can speak, read, and write Dalish – an archaic version of the Common Speech.

Clear Eyed: You have proficiency in the Insight skill. (See page 33)

equipment

G Ring mail, shield, broadsword, short bow with a quiver of 20 arrows,

S 32 fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, rope and amulet of a raven's feather.

C

Standard of Living Prosperous



- BEORNINGS -

BERAN OF THE MOUNTAINS

You were born into a family of shepherds and hunters near the eastern edge of the Misty Mountains. Since you were a child you felt a great fascination for the high and snowy peaks, and spent most of your time climbing and looking for new paths over the mountains. After you met Beorn and embraced his cause, you chose to protect any friendly traveller that finds himself journeying through the mountain passes in these times of growing peril.



ADVENTURES IN MIDDLE-EARTH™

class & level	Warden 1	back-ground	Loyal Servant	player name	
culture	Beorning	shadow weakness	Lure of Power	experience points	0

CHARACTER NAME Beran of the Mountains

Strength
16
+3

Dexterity
14
+2

Constitution
12
+1

Intelligence
10
+0

Wisdom
9
-1

Charisma
14
+2

Shadow
Permanent

Inspiration

+2 Proficiency Bonus

saving throws

- +3 Strength
- +4 Dexterity
- +1 Constitution
- +0 Intelligence
- 1 Wisdom
- Corruption
- +4 Charisma

skills

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +0 Lore (Int)
- 1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)
- +2 Traditions (Int)

Armour Class 14 (16 with Shield)	Initiative +2	Speed 30 feet
current hit points 9		
Hit Point Maximum 9		
temporary hit points	miserable	
hit dice 1 d8 per Warden level Total	death saves Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Name	Att Bonus	Damage/Type
Short Sword	+5	1d6+3 piercing
Dagger*	+5	1d4+3 piercing
Great Bow**	+2	1d8+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

**You can shoot your great bow 150 feet, or up to 600 feet with disadvantage on the attack roll.

CHARACTER TRAITS

Distinctive Quality
Trusty. You are someone people know they can trust

Speciality
Enemy-lore. You focus much of your efforts against a single enemy, the one that vexes your master.

Hope
I would place myself in danger for a friend.

Despair
I know that when the agents of the Shadow come, I will be amongst the first to fall.

FEATURES, TRAITS, AND VIRTUES

Warden's Gift. You can inspire others through stirring words, through music or by your presence alone. (See page 87)

Ever Watchful. Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. (See page 87)

Inseparable. You are always close at hand when your master is concerned, though your presence is often ignored. (See page 121)

Cultural Virtue: Night-goer. At night you can choose to slip into a dream-like state, and leave your body in spirit form to swiftly travel along the tracks made by animals across the length and breadth of Wilderland. (See pages 102-103)

11 Passive Perception (wisdom)

OTHER PROFICIENCIES & LANGUAGES

Proficiencies: Light armour, shields, simple weapons, broadswords, long swords, and short swords.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

Angry: You have proficiency in the Intimidation skill. (See page 35)

EQUIPMENT

G Brightly coloured travelling cloak, travelling gear for the current season, backpack, belt, dagger, boots,

S 14 necklace of orc-teeth, short sword, great bow with a quiver of 20 arrows, leather corslet and shield.

C

Standard of Living Martial



- DWARVES - of the lonely mountain

BELI

When you were a child, your father went north to find the hoard of an ancient Dragon and never returned. In his absence, you honed your skills preparing to follow him on the road to adventure and now you think the day has arrived to take up the challenge: you are clever, well-equipped and without fear - you are ready to go and seek what secret treasures are still hidden in the remote corners of the world.



ADVENTURES IN MIDDLE-EARTH™

class & level	Treasure Hunter 1	back-ground	The Harrowed	origin	Erebor
culture	Dwarves of the Lonely Mountain	shadow weakness	Dragon-sickness	experience points	0

character name Beli

Strength
12
+1

Dexterity
14
+2

Constitution
17
+3

Intelligence
13
+1

Wisdom
10
+0

Charisma
8
-1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

- saving throws**
- +1 Strength
 - +4 Dexterity
 - +3 Constitution
 - +3 Intelligence
 - +0 Wisdom
 - Corruption
 - 1 Charisma

- skills**
- +2 Acrobatics (Dex)
 - +0 Animal Handling (Wis)
 - +3 Athletics (Str)
 - 1 Deception (Cha)
 - +1 History (Int)
 - +0 Insight (Wis)
 - +3 Intimidation (Cha)
 - +3 Investigation (Int)
 - +3 Lore (Int)
 - +0 Medicine (Wis)
 - +1 Nature (Int)
 - +0 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - +5 Riddle (Int)
 - +1 Shadow-lore (Int)
 - +4 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +0 Survival (Wis)
 - +1 Traditions (Int)

Armour Class 15	Initiative +2	Speed 25 feet* <small>*speed is not reduced by heavy armour.</small>
current hit points 11		
Hit Point Maximum 11		
temporary hit points	miserable	
hit dice 1d8 per Treasure Hunter level Total	death saves Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

attacks

Name	Att. Bonus	Damage/Type
Short Sword	+4	1d6+2 piercing
Dagger*	+4	1d4+2 piercing
Short Bow**	+4	1d6+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.
**You can shoot your bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. (See page 77)

10 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, simple weapons, broadsword, short sword, and thieves' tools.

Languages: You can speak, read, and write Dalish, which is the tongue of the Bardings, who speak an older version of the Common Tongue. You can also speak, read and write the secret language of your people, which has never been shared with any others.

Night Vision, Dwarven Resilience, Dwarven Combat Training, Tool Proficiency, Stonecunning and Road Wisdom. (See page 40)

equipment

G Leather jerkin, short sword, short bow with a quiver of 20 arrows, two daggers, fur-lined travelling cloak,

S 68 travelling gear for the current season, bedroll, ornamented walking stick,

C backpack, comfortable boots, a gold coin from the hoard of Smaug the Magnificent, a fine beard comb and mirror.

Standard of Living Rich

character traits

Distinctive Quality

Cunning. Your sharp wit is a way in which you cope with the gravity of your burden.

Specialty

Dark Secrets. You are certain that your dreams touch the Shadow. You are learning all that you can about it.

Hope

I am destined to strike a mortal blow against the Shadow.

Despair

I believe my dreams are being fed by the Shadow; they are leading me to my doom.

features, traits, and virtues

Expertise. Your proficiency bonus is doubled whenever you make an ability check using Intimidation or Riddle. These benefits are included in your Intimidation skill and Riddle skill bonuses. (See page 77)

Foreknowledge. Your dreams often grant you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. (See page 129)

Cultural Virtue: None.



- elves - of MIRKWOOD

CARANTHIEL

Many decades have passed since the last time you left the halls of your King to once again breathe the air of what used to be Greenwood the Great. In the hallowed silence of your underground dwelling you studied the lives of those who fought the darkness before your time, secretly hoping that you would return to see the Moon wane on a world already free from the Shadow. But your dreams were obviously just that, dreams.

What was waiting for you was a place much darker than your King's dusky palace, and it will take more than the red torch-light of your folk to cleanse Mirkwood once and for all. But you have resolved that you can be the light that chases away the shadows, and you will teach others how to do the same.



ADVENTURES IN MIDDLE-EARTH™

class & level	Scholar 1	back-ground	Emissary of Your People	player name	
culture	Elves of Mirkwood	shadow weakness	Lure of Secrets	experience points	0

character name Caranthiel

Strength
10
+0

Dexterity
15
+2

Constitution
14
+2

Intelligence
15
+2

Wisdom
13
+1

Charisma
8
-1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

- saving throws**
- +0 Strength
 - +2 Dexterity
 - +2 Constitution
 - +4 Intelligence
 - +3 Wisdom
 - Corruption
 - 1 Charisma

- skills**
- +2 Acrobatics (Dex)
 - +1 Animal Handling (Wis)
 - +0 Athletics (Str)
 - 1 Deception (Cha)
 - +4 History (Int)
 - +1 Insight (Wis)
 - 1 Intimidation (Cha)
 - +2 Investigation (Int)
 - +4 Lore (Int)
 - +3 Medicine (Wis)
 - +2 Nature (Int)
 - +3 Perception (Wis)
 - 1 Performance (Cha)
 - +1 Persuasion (Cha)
 - +2 Riddle (Int)
 - +2 Shadow-lore (Int)
 - +2 Sleight of Hand (Dex)
 - +4 Stealth (Dex)
 - +1 Survival (Wis)
 - +4 Traditions (Int)

Armour Class 13	Initiative +2	Speed 30 feet
current hit points 10		
Hit Point Maximum 10		
temporary hit points	miserable	
hit dice 1d8 per Scholar level Total	death saves Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

attacks

Name	Att Bonus	Damage/Type
Spear*	+2	1d6+2 piercing†
Dagger**	+4	1d4+2 piercing
Short Bow***	+4	1d6+2 piercing

† (versatile 1d8+2)
* You can throw your spear 20 feet, or up to 60 feet with disadvantage on the attack roll.
** You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.
*** You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

character traits

Distinctive Quality
Secretive. Your thoughts are your own and you are very difficult to read.

Speciality
Rhymes of Lore. Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.

Hope
Only by joining forces can we hope to push back the Shadow.

Despair
The Shadow's influence is too strong; my entreaties often fall on deaf ears.

features, traits, and virtues

Night Vision. Accustomed to the twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see in complete darkness.

Dreams of Elder Days. You have learnt to recover from your exertions even while engaging in a repetitive task, like walking, or rowing in a boat. When you finish a short rest, you automatically recover a number of hit points equal to your constitution modifier without expending Hit Dice.

Hands of the Healer. You know how to treat wounds and cure illness and poison. You have a pool of healing tricks and techniques that replenishes when you take a short rest. (See page 64)

News from Afar. You know many things that are hidden from most and tidings of distant events tend to reach you with astonishing speed. (See page 64)

Tongues of Many Peoples. You know a little of many languages. You can hold a simple conversation in any of the tongues of Men or Elves, and know a few common phrases in the tongues of the other peoples – enough to offer a greeting, shout a warning, or insult someone (See page 64)

Sigil of Your Master. As an emissary you are entitled to a certain consideration amongst foreign peoples. (See page 126)

Cultural Virtue: None.

13 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, simple weapons, broadswords, short swords.

Languages: You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

The Eyes of Elves, A Whisper Through the Leaves. (See page 43)

equipment

G Leather jerkin, spear, short bow and quiver of 20 arrows, grey traveling cloak, traveling gear for the current season, backpack, belt dagger, boots, a white jewel on a chain of silver, healing kit and smith's tools.

S 10

C

Standard of Living Martial



- hobbits - of the shire

TROTTER

You left your peaceful life in the Shire when you ran away to find Gandalf, the Conjuror, after he paid a visit to your family at your coming of age party. He tried to convince you to turn back, but as you stubbornly refused, he caught something in your eyes that convinced him to let you have your way. You spent many weeks with him, until he deemed you ready to find your own path.

The dreams you had in the Shire are now your plans for the future: you want to light your broken-stemmed pipe in the halls of Beorn the Shapeshifter and walk side by side with the Wizard Radagast in the fenced garth of Rhosgobel, you want to visit the royal palace of Dale and see the throne of the King under the Mountain.



ADVENTURES IN MIDDLE-EARTH™

class & level	Wanderer 1	back-ground	Lure of the Road	family ties	Harfoot
culture	Hobbits of the Shire	shadow weakness	Wandering-madness	experience points	0

CHARACTER NAME Trotter

Strength
8
-1

Dexterity
16
+3

Constitution
15
+2

Intelligence
10
+0

Wisdom
13
+1

Charisma
13
+1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

- saving throws**
- +1 Strength
 - +3 Dexterity
 - +2 Constitution
 - +0 Intelligence
 - +1 Wisdom
 - Corruption
 - +1 Charisma

- skills**
- +3 Acrobatics (Dex)
 - +3 Animal Handling (Wis)
 - -1 Athletics (Str)
 - +1 Deception (Cha)
 - +0 History (Int)
 - +1 Insight (Wis)
 - +1 Intimidation (Cha)
 - +0 Investigation (Int)
 - +0 Lore (Int)
 - +1 Medicine (Wis)
 - +0 Nature (Int)
 - +3 Perception (Wis)
 - +1 Performance (Cha)
 - +1 Persuasion (Cha)
 - +0 Riddle (Int)
 - +0 Shadow-lore (Int)
 - +3 Sleight of Hand (Dex)
 - +5 Stealth (Dex)
 - +3 Survival (Wis)
 - +2 Traditions (Int)

Armour Class 15 (17 with Shield)	Initiative +3	Speed 25 feet
current hit points 12		
Hit Point Maximum 12		
temporary hit points	miserable	
hit dice 1d10 per Wanderer level Total	death saves Successes ○ ○ ○ Failures ○ ○ ○	

CHARACTER TRAITS

Distinctive Quality

Keen-eyed. You are adept at spotting stormy weather and other dangers before they can affect you.

Speciality

Story-telling. You've heard many stories while on the road and you have a gift for imparting them to others.

Hope

If you only live at home, then you have never truly lived.

Despair

I can never forge strong bonds; I'm always on the move.

attacks

Name	Att. Bonus	Damage/Type
Short sword	+5	1d6-1 slashing
Short Bow*	+5	1d6+3 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

FEATURES, TRAITS, AND VIRTUES

Resilient. You have advantage on saving throws against Corruption.

Hobbit Nimbleness. You can move through the space of any creature who is at least one size larger than yours.

Unobtrusive. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Known Lands. Long years spent roaming over the land have given you vast amounts of knowledge about some of the regions of Middle-earth. You know the terrain of such lands like the backs of your hands and your lore can seem almost unnatural to any companions travelling with you. (See page 82)

Ways of the Wild. You have a great deal of experience from travelling through the wilderness and surviving the various dangers that the wild constantly offers. (See page 82)

Weather Lore. As a seasoned traveller you have an uncanny ability to predict the weather; (See page 133)

Cultural Virtue: None.

13 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons, pipes, cartographer's tools

Languages: You can speak, read, and write the Common Tongue. Whatever native tongue the Hobbits once had is all but gone, save for a few unique words such as "mathom" – an object one has no immediate use for, but for whatever reason, is unwilling to throw away.

Noble Pursuits, The Art of Disappearing. (See page 47)

equipment

G Corset of mail, short sword, shield, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, a fine walking stick, pipe and pipeweed.

S 23

C

Standard of Living Prosperous



- Woodmen - of Wilderland

THE BRIDE

You were born west of the Great River, in one of the villages nearest the mountains. You were scarcely fifteen when you first saw him who would become your groom, at a folk-moot held at Mountain hall, in a time when the Orcs were sorely threatening your people. Only a few months later you moved across the river to be near him, as he was from the folk dwelling in the forest. As you waited for your wedding, you learned how to seek a prey among the trees, and your love for the hunt rivalled that for your future husband.

One night, only a handful of days before your wedding-day, he left with a company of men from the village, refusing to bring you with him and giving no explanations. Only his faithful hound returned, grievously wounded.

When the elders of the village saw the claw marks on the hound they shook their heads, speaking of the dreaded Beast of Mirkwood...



ADVENTURES IN MIDDLE-EARTH™

class & level	Slayer 1	back-ground	Reluctant Adventurer	player name	
culture	Woodmen of Wilderland	shadow weakness	Curse of Vengeance	experience points	0

character name The Bride

Strength
15
+2

Dexterity
15
+2

Constitution
13
+1

Intelligence
9
-1

Wisdom
11
+0

Charisma
12
+1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

- saving throws**
- +2 Strength
 - +2 Dexterity
 - +3 Constitution
 - 1 Intelligence
 - +2 Wisdom
 - Corruption
 - +1 Charisma

- skills**
- +2 Acrobatics (Dex)
 - +2 Animal Handling (Wis)
 - +2 Athletics (Str)
 - +1 Deception (Cha)
 - 1 History (Int)
 - +0 Insight (Wis)
 - +3 Intimidation (Cha)
 - 1 Investigation (Int)
 - 1 Lore (Int)
 - +2 Medicine (Wis)
 - +1 Nature (Int)
 - +0 Perception (Wis)
 - +1 Performance (Cha)
 - +1 Persuasion (Cha)
 - 1 Riddle (Int)
 - 1 Shadow-lore (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +2 Survival (Wis)
 - 1 Traditions (Int)

Armour Class 14 (13 unarmoured)	Initiative +2	Speed 30 feet
current hit points 13		
Hit Point Maximum 13		
temporary hit points	miserable	
hit dice 1d12 per Slayer level Total	death saves Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

character traits

Distinctive Quality
Grim. You can't conceal your misery and it makes others uneasy around you.

Speciality
Leech-craft. The company brought you along because you are the only one who can patch them up when they invariably run into trouble.

Hope
I know that one day I shall rest by my fire again.

Despair
Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

attacks

Name	Atk Bonus	Damage/Type
Great Axe	+4	1d12+2 slashing
Dagger*	+4	1d4+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

features, traits, and virtues

Battle-fury. On your turn, you can enter a Battle-fury as a bonus action. (See page 72)

Unarmored Defence. While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield (but not a great shield) and still gain this benefit. (See page 73)

Pathetic and Bedraggled. You can take on the mien of a sad, desperate and despondent figure. As long as you are not threatening, strangers will take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. (See page 138)

Cultural Virtue: Hound of Mirkwood.

10 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

equipment

G Hide armour, great axe, traveling cloak, travelling gear for the current season, belt dagger and a hunting trap.

S 8

C

Standard of Living Frugal

ADVENTURES IN MIDDLE-EARTH™

class & level	back-ground	player name
culture	shadow weakness	experience points

character name

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Shadow

Permanent

Inspiration

Proficiency Bonus

saving throws

Strength

Dexterity

Constitution

Intelligence

Wisdom

Corruption

Charisma

skills

Acrobatics (Dex)

Animal Handling (Wis)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Lore (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Riddle (Int)

Shadow-lore (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Traditions (Int)

Armour Class	Initiative	Speed
current hit points		
Hit Point Maximum		
temporary hit points	miserable	
hit dice	death saves	
Total	Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CHARACTER TRAITS

Distinctive Quality

Speciality

Hope

Despair

attacks

Name	Atk Bonus	Damage/Type

features, traits, and virtues

Passive Perception (wisdom)

other proficiencies & languages

equipment

G

S

C

Standard of Living

ADVENTURES IN MIDDLE-EARTH™

age	height	weight
eyes	skin	hair

character name

character appearance

allies and patrons

symbol

Name

character backstory

additional features and traits

treasure

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RULES SUMMARIES

JOURNEYS (PAGE 162)

- Players assign tasks and plan route. (page 165)
- Loremaster determines Peril Rating of the journey (pages 165 – 166)
- The Guide makes an Embarkation Roll: the Guide's Survival proficiency bonus + half their Wisdom bonus - the Peril Rating (page 165).
- The Loremaster either relays the result of table on page 167, or optionally hints at it.
- Determine the number of Journey Events:
 - **Short Journey** (1-15 hexes on the Loremaster's Map): 1d2 for number of challenges.
 - **Medium Journey** (16-40 hexes on the Loremaster's Map): 1d2+1 for number of challenges.
 - **Long Journey** (41+ hexes on the Loremaster's Map): 1d3+2 for number of challenges.
- Journey events are created by rolling a d12, potentially modified by the Embarkation result (page 169).
- Events are played through, noting down any mechanical results for reference.
- Arrival roll is made, results are applied (page 175).

AUDIENCES (PAGE 190)

- Check starting attitude of the Audience subject using the table on page 193
- One member of the company must make an Intelligence (Traditions) check at DC15 to introduce the group. A hero's culture, Standard of Living and reputation can all influence how they are received
- Consult the table on page 195 – if the check is successful use the indicated DC. If it is failed use one step lower

CORRUPTION (PAGE 178)

- Player-heroes gain Shadow points based on exposure to Anguish (page 181), Blighted Lands (page 181), Misdeeds (page 183) or Tainted Treasure (page 184)
 - In some circumstances, Player-heroes may make a Wisdom saving throw to avoid a Shadow point. In others there is no save. (noted on the tables from page 181 onwards)
 - When a Player-hero's Shadow point total exceeds their Wisdom score, they have been made Miserable (page 182)
 - When a Player-hero whose Shadow point total exceeds their Wisdom rolls equal or less than the difference between their Shadow point total and their Wisdom while making an ability check, attack roll or saving throw, they experience a bout of madness. (page 182)
- For example, a Player-hero with Wisdom 10, and 15 Shadow points, suffers a bout of madness when they roll 1 – 5 while making an ability check, attack roll or saving throw. If they gain another point of Shadow the bout is triggered on a roll of 1 – 6, and so on (See page 183).*
- During about of madness the Loremaster controls the Player-hero (See page 184).
 - After a bout of madness, Shadow points are reset and one point of permanent Shadow is gained. (See page 184)
 - The Player-hero gains a Shadow Weakness flaw (See page 184).

UNDERTAKINGS DURING THE FELLOWSHIP PHASE (PAGE 196)

In a standard Fellowship Phase players choose one activity:

- Recovery (page 200)
- Training (page 200)
- Gain New Trait (page 200)
- Heal Corruption (page 200)
- Meet Patron (page 201)
- Open Sanctuary (page 201)
- Receive Title (page 201)
- Research Lore (page 202)

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