THE ONE RING

expanded cultures of middle earth

by circleofnoms
and others

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Dunlendings

Only in Dunland did Men of this race hold to their old speech and manners: a secret folk, unfriendly to the Dunedain, hating the Rohirrim.

The wild folk dwelling in the misty fells of Dunland and to the south of the river Isen have many enemies. Since centuries uncounted they have been hunted, betrayed and despoiled, until the coming of the accursed Strawheads, horsemen from the North who drove them forth from their homes on the plains of Calenardhon some five hundred years ago.

Now they live without memory of their former status, but have held to their hatreds for the men of Rohan. They are not, however, poor folk that herd and hunt. They are many clans with ancient bonds of kinship, and they hold traditions more ancient than many kingdoms of men. The youth and adventurous of Dunland become restless in their lifestyles, and seek fortune and fame in other lands; others are driven out due to leadership conflicts between tribes. These travelers wander Middle Earth as proficient hunters, trackers, and mercenaries, ever holding to their ancient traditions and people.

Characteristics

The Riders of Rohan call the hillmen 'Dunlendings', for they are mostly swarthy, with dark hair and eyes. They live a hard life in the empty lands west of the mountains, roaming the Dunland Fells and the land between Isen and Adorn accompanying their herds and shunning other folk.

Men and women alike weave their hair in intricate braids, and wear clothes of dull colours, as the hillmen favour dyes that allow them to blend easily with their surroundings. The Dunlendings despise subtlety in speech, and they are quick to take offence and slow to give their trust to anyone outside those who speak their own tongue.

Cultural Blessing — Fierce Folk

The spirits of the hillfolk burn bright, holding back the cold of the mountains and allowing them to press on through battles with a grim resolve that others can scarcely believe.

> Once per battle, when a Dunlending receives an attack that would make them weary, reduce them to 0 Endurance, or that scores a Piercing Blow, they may choose to gain a point of Shadow (no Shadow Test) to negate that attack.

Dark Folk

The crimes against their people have left a permanent mark on the souls of every Dunlending.

> You start with a single Shadow Scar that you cannot remove by any means.

Standard of Living — Frugal

The Dunlendings are a people of herders and hunters. They constantly struggle to maintain their small flocks of sheep and horses along the sides of their foothills and cannot afford to trade, as their enmity with the Forgoil forbids it.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	4	3	7
2	5	4	5
3	5	3	6
4	5	2	7
5	6	3	5
6	7	2	5

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 6
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	2	ENHEARTEN	0	PERSUADE	0
ATHLETICS	2	TRAVEL	0	STEALTH	3
AWARENESS	2	INSIGHT	1	SCAN	1
HUNTING	2	HEALING	2	EXPLORE	1
SONG	0	COURTESY	0	RIDDLE	2
CRAFT	1	BATTLE	1	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fierce, Keen-Eyed, Patient, Rustic, Secretive, Subtle, Swift

LANGUAGES AND TYPICAL NAMES

The folk of Dunland speak the common tongue regularly, but also hold to an ancient traditional language that predates the coming of the Men of the West.

The names of Dunlendings may sound slightly similar to the names of the men of the South, but include cultural elements that are foreign to all others.

MALE NAMES

Aedin, Aurog, Banoc, Beolain, Cael, Casferoch, Cuglas, Derc, Dumnoval, Emon, Etrer, Finsel, Imhar, Iolun, Lon, Madrach, Malduin, Nynren, Osair, Soroth, Talmach, Truis, Unthas, Veroch, Vron.

FEMALE NAMES

Aeron, Ailsa, Biroth, Brina, Cleona, Coras, Dalva, Dianach, Eisa, Enith, Feidelm, Finathas, Graine, Gwya, Innas, Ivsa, Lakdar, Lewiroth, Maerbrach, Morna, Nynvia, Ralsora, Sinna, Tueren, Unna.

Cultural Virtues of the Dunlendings

The men of Dunland are a hardy people that have suffered for as long as they can remember. Despite the crimes done against their culture, they have maintained traditions older than any other nation of men in Middle Earth.

A SECRET FOLK

The other Free Folk call you savage and know little of your ways, which is precisely as your people wish it to be. You have embraced the land you have been given, becoming one with the hills and woods, and you have learnt that it is always wise to keep to your own counsel and look, ever, for betrayal from others.

- When outside and not in cave, you *gain (1d)* to all rolls made to: avoid being seen, detect an ambush, set up an ambush, find a trap, or lay a trap.
- In addition, you have the ability to give commands and communicate simple ideas to your allies using only hand-signs and symbols.

SORCERY OF THE HILLFOLK

When the world was young and the elves had yet to begin their great war on Morgoth, the great enemy taught many secrets to those men of Middle Earth that would listen. Most of these traditions have been lost over the ages, but the men of Dunland still remember a few of them and keep them dearly.

- Choose one skill in each category (Strength, Heart, Wits), and mark them. If your current Shadow total is less than your maximum Hope rating, you can choose to gain 1 Shadow to achieve a magical success on a skill roll using one of your marked skills.
- Using magic in this way does not increase the Eye Awareness score.
- In addition, at any time you may choose to gain 1 point of Shadow to become *Inspired* on any roll.

GRIM OF ASPECT

The path of your folk through history has been a bitter one, filled with many enemies and many unlikely allies. You have no love whatsoever for Orcs or Evil Men, yet your elders have taught you how to approach them on relatively good terms, as they say that when the world is in shadow help is found in the darkest places.

- You can approach Evil Men, Orcs, and Trolls without a confrontation becoming inevitable, and perhaps even negotiate with them. You cannot be accompanies by any Elves or Dwarves unless they are bound as prisoners.
- In addition, your presence reduces the starting Eye Awareness score by 1 (minimum 0).

ILL OMENS

The Forgoil say that the tongue of your folk is more akin to that of wild creatures than the speech of Men. They say so because they have forgotten what it means to be close to the earth, and how to listen to the wind, or the rain. Your folk hasn't forgot, and you can at times receive useful tidings from the sudden shift of the mountain breeze, or from the cries of birds and beasts, or from their silences.

- At nighttime, before you sleep for the night, you can perform a short and silent ritual to receive tidings for the following day. You spend 1 Hope, and gain a number of Omens equal to your **RIDDLE** skill rating.
- During the next day, you may spend 1 Omen on a roll to gain (1d) on the roll. If you roll a on a roll for which you have spent an omen, you immediately gain 1 Shadow (as your omens have led you astray).

WILD ONSET

You have started to favour the bloody ways of the warlike clans of the highlands, who like to rush their enemies headlong, without much concern for their own defence.

- When you fight in the Forward Stance, your weapons deals +1 Damage and increase their Injury Rating by +2.

CHAMPION OF THE HILLFOLK

Adventuring outside the confines of your homeland has given you a different perspective from most members of your kin. You have discovered a world that is indeed dangerous, but where warriors like you are judged by their own merits, not for the deeds of their ancestors.

- Increase your maximum Hope rating by 1.
- Your rolls made during the Introduction phase of a Council are *Inspired* when you proudly announce your deeds or your accomplishments to someone who doesn't already know about them.

BEORNINGS

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

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 on 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

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.

CHARACTERISTICS

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.

Many Beornings are naturally adventurous people who like to see things with their own eyes. Moreover, their tendency to be blunt and direct guarantees a never-ending supply of enemies.

CULTURAL BLESSING — FURIOUS

Beornings fight like cornered animals: when they see their own blood they are filled with a red wrath.

> During combat, a Wounded Beorning ignores the effects of being Weary (whether he was injured during the same fight or not).

STANDARD OF LIVING — FRUGAL

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.

ATTRIBUTES

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	6	2
2	7	5	2
3	6	4	4
4	5	5	4
5	6	5	3
6	7	4	3

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	2	ENHEARTEN	1	PERSUADE	0
ATHLETICS	3	TRAVEL	0	STEALTH	0
AWARENESS	2	INSIGHT	2	SCAN	1
HUNTING	3	HEALING	1	EXPLORE	0
SONG	0	COURTESY	0	RIDDLE	1
CRAFT	1	BATTLE	2	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Fierce, Honourable, Keen-Eyed, Patient, Rustic, Swift, Tall

LANGUAGES AND TYPICAL NAMES

The northmen of the Anduin Vale trade regularly with far off lands and speak the common tongue. They share a unique vocabulary, however, with the Wildmen of the Wood. Their given names sound very similar to men of nearby lands, but they often choose bynames and nicknames after great events or when they are recognized as having great skill or renown.

MALE NAMES

Adalard, Ageric, Agilfrid, Agiulf, Alaric, Alberic, Amalric, Amand, Andagis, , Avagis, Badegisel, Baldac, Balderic, Barald, Beorn, Beran, Beranald, Berangar, Bertefried, Beormud, Cilderic, Eberulf, Eboric, Ebregisel, Ebrimuth, Ediulf, Ermanaric, Frideger, Gararic, Garivald, Geberic, Gisalric, Gerold, Grimald, Grimbald, Grimbeorn, Grimfast, Gundovald, Hartgard, Hartmut, Hartnid, , 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.

Cultural Virtues of the Beornings

Due to the extraordinary nature of their leader, the Beornings are said to possess all sorts of queer and dangerous qualities. Some of these Virtues seem to bear a resemblance to the fabled powers of the skin-changer himself, and could be attributed to the chieftain's teachings. What is certain is that nobody questions the fierceness with which the Beornings defend their chosen territory, sparing no weapon at their disposal.

BROTHER TO THE WILDS

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.

- At nighttime, you are *Favoured* on all rolls made to perceive and listen.
- In addition, you can see and hear significantly further than a normal man at all times.

NIGHT-GOER

At night you can 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.

- At nighttime, instead of sleeping, you can choose to meditate and enter a dreamlike state. If you do this, you will not gain the benefits of resting.
- Make a **WISDOM** roll. On a success, you may pick one map hex within 3 hexes of your current location and ask the LM a single question about it. (+1 question per Success Symbol ᛉ rolled.)
- In addition, each night you may choose to become *Inspired* on a single roll.

SKIN-COAT

Tales say that a warrior's own courage will turn steel and iron better than the smith's hammer-work.

- When you suffer a Piercing Blow, you may choose to suffer damage to your Endurance in any amount you choose. You then gain an equal numerical bonus to the subsequent Protection Test.

GREAT STRENGTH

As long as you can move freely while fighting, you may profit from great strength and nimbleness.

- If your total Encumbrance is equal to or less than half of your maximum Endurance, you may choose one of the following bonuses at the beginning of each Combat scene: +1 Damage and +1 Injury Rating to all close-combat weapons; +1 Parry Rating; +2 to Protection Tests.

HONEY CAKES

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.

- You increase the starting Fellowship score by 1.
- At the end of each Journey, the entire company reduces their Fatigue by 1 extra point.

FRIEND TO ANIMALS

Your kin have been taught to speak to the wilds in a way that other men are deaf to; the animals of the world understand you and you understand them on a deep level.

- You intuitively understand the wants, desires, behavior, and fears of any wild animal you encounter.
- You also do not provoke hostile reactions from wild animals, and wild animals will never choose to attack you unless threatened or forced to do so.
- In addition, you can spend 1 point of Hope to communicate with a wild animal. They can tell you of secrets they know, things they have seen, and encounters they have had within recent memory. Not all animals will be as helpful as others, and some may speak more or less depending upon their nature. No one but you can understand your speech or that of the animal.

Riders of Rohan

They named it anew the Mark of the Riders, and they called themselves the Eorlingas; but in Gondor their land was called Rohan, and its people the Rohirrim

The great plains to the north of the realm of Gondor were once known as Calenardhon before the Steward Cirion granted them to Eorl the Young as a reward for his aid and valour. 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 Entwood where even the Riders of the Mark do not go.

Now nearly five hundred years have passed since the days of Eorl, and his House still rules over Rohan from the Golden Hall of Meduseld in Edoras. There sits Thengel King, and the Horselords are enjoying days of peace, the helms of their knights can be seen gleaming in the rising sun as they roam the land, on the arched backs of their magnificent steeds.

Characteristics

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, as they are deemed the sign of Dunlending ancestry. Both men and women grow their hair long and often tie it in long braids, especially when riding.

From the lowliest farmer to the Lord of the Mark, the Rohirrim have learnt to show no fear and expect no aid from outsiders life in the Riddermark has made them a hardy folk, warlike and proud.

Cultural Blessing — Battle Frenzy

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 a Man of Rohan rolls ᚠ or ᛟ on an attack roll or protection test in combat, they may choose to gain 1 point of Shadow and enter a battle frenzy for the rest of the combat. While in this frenzy, they *gain (1d)* on all close-combat attack tests, but cannot willingly flee or retreat from the battle unless they are knocked unconscious.

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Horse Lords

The Rohirrim are unmatched horsemen in all of Middle Earth. The men and shieldmaidens of Rohan are all capable riders, and are never long parted from their mounts

> All of your rolls made to ride, tend, tame, or interact with horses and similar mounts are *Inspired*.

Standard of Living — Common

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.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	4	4
2	5	6	3
3	7	5	2
4	5	5	4
5	7	4	3
6	6	5	3

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 18
Hope	HEART + 10
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	3	ENHEARTEN	2	PERSUADE	0
ATHLETICS	2	TRAVEL	2	STEALTH	0
AWARENESS	2	INSIGHT	2	SCAN	0
HUNTING	1	HEALING	0	EXPLORE	1
SONG	1	COURTESY	1	RIDDLE	0
CRAFT	1	BATTLE	2	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Faithful, Fierce, Honourable, Lordly, Proud, Rustic, True-Hearted

LANGUAGES AND TYPICAL NAMES

The Rohirrim speak the common tongue, and place a great deal of reverence on 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"). Most important, however, to the Rohirrim are the names of their horses. They place greater importance on the name of their horse than on the names of their children.

SHIELD MAIDENS OF ROHAN

Only men are traditionally allowed to be knights of Rohan, but young noble women may choose to win renown as shieldmaidens. A shieldmaiden of Rohan is identical to a Rider of Rohan, but carry the extra burden of defending their status and right to ride as a member of the Rohirrim.

MALE NAMES

Aldor, Brego, Brytta, Ceorl, Déor, Dúnhere, Elfhelm, Eofor, Éothain, Fastred, Folcred, Folda, Fréawine, Gamling, Gárulf, Gléowine, Guthláf, Herefara, Herubrand, Horn, Théoden, Wídfara, Wulf.

FEMALE NAMES

Alflet, Ava, Beorwyn, Berghild, Celwen, Cyneswith, Déorwyn, Elfhild, Éofled, Éowyn, Frideswyn, Godwyf, Lefwyn, Merwyn, Morwed, Neriend, Sefled, Seledryd, Sigfled, Théodhild, Théodwyn; Wigbur, Wulfgith.

HORSE NAMES

Arod, Hasufel, Felaróf, Firefoot, Shadowfax, Snowmane, Windfola.

Cultural Virtues of the Riders of Rohan

The Riders of the Riddermark are Northmen, like their kin from Wilderland. They share their nobility of blood with the Bardings, their strength with the Beornings and their fierce determination with the Woodmen of Mirkwood.

HOUSEHOLD ESQUIRE

A noble family has entrusted you with the raising and training of a young person from their household.

- You have a young person as a companion who will travel with you from now on. They will serve you without question, but you have also sworn to protect them and train them rightly to be a warrior.
- Your esquire will travel with their own horse and traveling gear, though you must provide them with food and lodgings. In addition, your esquire is ready and willing to assist you with laborious tasks or simple errands at any time.
- Your esquire will maintain your equipment, feed and take care of any mounts you have, ensure that your fine clothes are ready for any feast or council, and help you don your armor before battle. In addition, they will recover your mount should it run, bring your mount to you should you fall from the saddle, and fetch weapons or other equipment in the middle of battle should you request any. They will not, however, engage in battle and will surrender to any enemy that captures them (though they will try to escape if they can).
- Once per day, when you have your esquire at your side or they are observing you, you may choose to become *Inspired* on a roll.

HORSE MASTER

You have mastered the sue of horse-riding and mounted combat. Your presence on the battlefield is a terrifying sight, and your proficiency is unmatched.

- You have learned to fire bows from horse-back with no penalty.
- When you use a sword or spear from horseback, your weapon gains +1 to its Injury rating.
- While you are conscious, your mount will never flee from combat unless by means of magic.

SHIELD MASTER

You have learned to utilize a shield with greater efficiency and effectiveness than other warriors, making it an extension of yourself.

- Any shield you carry is considered to gain the "Reinforced" reward while you wield it. If you have a shield with this reward already, you may replace it with another reward.
- When you suffer a Piercing Blow, you may sacrifice your shield to *gain (2d)* on the Protection Test. If you do so, your shield is shattered and you must acquire a new one (this one cannot be repaired).

MASTER OF DOOM

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.

- You may spend 1 point of Hope to increase your maximum Endurance by an amount equal to your **VALOUR** + 2 for the duration of a day. You can only do this once per day when you wake.

OLD SONGS AND CHILDRENS TALES

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 songs that have come down from parent to child in the House of Eorl.

- Choose 3 skills (besides song) and mark them. You know old songs related to these skills, and recite them often.
- As long as your Song skill rating is equal to or greater than the rating of the marked skills: when you make a roll using one of the marked skills, you generate one additional ᛉ as a result.
- In addition, you immediately know a single Lay, Song of Victory, or Walking-Song.

KINGS GUARD

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.

- You are granted an exceptional horse to use as your personal steed. It has +1 vigor, and comes with armor that provides it with 3d for protection tests.
- Any rolls made during a council with members of the Rohirrim or members of the court in Edoras are *Favoured*.
- You and your company are able to find lodging, hospitality, and protection in any village or hall in Rohan at no expense to yourself.

Men of Gondor

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

The city known today as 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. Other regions in the realm of Gondor live a quaint life, but stay forever in the shadow of both their own former glory and the threat from the South and the East.

The Men of Gondor have all but forgotten their ancient heritage. Once, the Dùnedain of the South were deemed to be wiser than other Men, excelling in skill and knowledge. Today, the Men of Gondor value prowess and the craft of weapons above all else, forgetting that in the halls of Minas Tirith lies much ancient lore 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.

Yet, there is still strength in men, and courage too. The Men of Gondor fight honourably, and readily give their lives for the defense of king and country. Those who do not know this land see it as weak, but by doing so they reveal how little they understand the spirits of men.

Characteristics

The Men of Gondor are descendants of the Men of the West, the sea-kings who built this country in the time of the late second age. 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 Gondor are Men of the Twilight, tall and fair warriors with memories of ancient things.

The Men of Gondor esteem war and valour above all else, as their pursuit marks a man as one who values the protection of his kin and folk. Bold and adventurous, the inhabitants of the South can at times be encountered in distant lands, seeking allies or lost power that will aid in the defense of their country.

Cultural Blessing — Virtue of Kings

Once accounted among the High Men, the Dùnedain of the South have diminished greatly. Yet, the deeds committed by the best among them tell that the nobility of the kings of old is not yet fully spent.

> Your **WISDOM** and **VALOUR** rolls are *Inspired* at all times, and once per session you may reroll a single roll that results in a ᚢ.

Standard of Living — Prosperous

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.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	4	5
2	6	4	4
3	6	5	3
4	7	4	3
5	6	3	5
6	6	6	2

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	2	ENHEARTEN	3	PERSUADE	1
ATHLETICS	1	TRAVEL	1	STEALTH	0
AWARENESS	1	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	1	EXPLORE	1
SONG	1	COURTESY	2	RIDDLE	1
CRAFT	0	BATTLE	2	LORE	2

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Fair-Spoken, Honourable, Lordly, Patient, Proud, Tall, True-Hearted, Wilful

LANGUAGES AND TYPICAL NAMES

The Men of Gondor speak the common tongue, but many also have a passing grasp of Sindarin. The nobility in Gondor are usually trained in Sindarin but use it very little.

The Men of Gondor often name their children using the Sindarin tongue.

MALE NAMES

Adrahil, Amlaith, Arvegil, Baranor, Belecthor, Bergil, Celepharn, Cirion, Damrod, Dírhael, Duinhir, Egalmoth, Eradan, Findemir, Forlong, Golasdan, Hallas, Hirluin, Ingold, Iorlas, Malvegil, Ohtar, Orodreth, Tarannon, Targon.

FEMALE NAMES

Anwen, Arbereth, Berúthiel, Baraniel, Calanril, Celenneth, Elnîth, Eraniel, Finduilas, Gilraen, Gilraeth, Gloredhel, Idril, Ioreth, Ivorwen, Lôrwend, Lothíriel, Luindîs, Meneloth, Moriel, Morwen, Narieth, Narniel, Orothêl, Tarandîs.

Cultural Virtues of the Men of Gondor

The men of Gondor have lived their lives in the shadow of the greatest kingdom to ever exist in Middle Earth while remaining vigilant against persistent threats from all sides. But they are more than just soldiers, as their lineage is noble and their wisdom deep.

CAPTAIN OF GONDOR

The walls of Minas Tirith have endured many wars. In the face of such threats, your folk esteems a warrior's qualities above those of men of other crafts, and captains are tributed the highest of honours. For it is upon their choices that the hopes of the free world rest. You have been trained to lead other men into combat in an orderly way, so that the strength of a company is superior to that of the warriors that are part of it.

- During the Engagement phase of combat, if there are more enemies than player-heroes, you may spend 1 point of Hope to allow all player-heroes in a close-combat stance to choose an unengaged adversary to face from among those introduced by the Loremaster as eligible targets. Then the Loremaster assigns enemies to engage player-heroes or stand back to attack with a ranged weapon as normal.

GUARDIAN OF THE CITADEL

You have been sworn into the service of the Lord and Steward as a Guard of the Citadel, a position held in high regard in the land of Gondor. In addition, you have received special training as part of your service.

- Once per combat, when you fight in a Defensive Stance, you may make your attack roll *Favoured* and attempt the Protect Companion combat task as a secondary action.

STRENGTH OF WILL

You have been raised in a land beset by evil at all times, yet your spirit has not failed. Nothing in this world can dismay you from your duty.

- You *gain (1d)* on all Shadow tests made to resist the effects of Dread.
- In addition, whenever you make a Shadow Test, you may choose to become *Inspired* on another roll made within the same scene.

ONWARD INTO BATTLE

Many among the most celebrated heroes of Gondor distinguished themselves on the field of battle, and in a world of valiant warriors, the greatest among them are deemed to be those who were able to inspire other men to withstand fear and hurt when in the thick of a fight.

- Once per combat, in a close combat stance, you can take a secondary action to allow an ally also in a close combat stance to regain a number of Endurance equal to your Valour rating.

OVER DANGEROUS LEAGUES

The martial upbringing and prowess of the Men of Gondor makes them tireless travellers. From the northern bounds of the realm to its southern reaches, emissaries have trod the roads once laid by the Men of the West since the founding of the kingdom.

- Raise your maximum Endurance by 3.
- You automatically recover 1 Fatigue at the end of every Journey.

PIERCING SIGHT

It is said that few can hold fast against the searching eyes of a Man of Gondor and that under such a gaze, secrets hidden in the hearts of lesser men are often revealed.

- You *gain (1d)* on all rolls made to detect lies, treachery, or trickery.
- When you discover such a trick or a lie, you are *Favoured* on whatever roll you might make to confront the liar about their deceit.

Men of Laketown

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

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.

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. 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.

Characteristics

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. 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.

Cultural Blessing — Tenacious

The Men of Esgaroth are quick to find and exploit the positive in everything they experience, however little it seems. Every defeat is a chance to learn, every blow suffered is a lesson taken by heart.

> When a man of the Lake rolls on any roll, they may become *Favoured* on another roll within the same scene. This can only occur once per scene.

Standard of Living — Prosperous

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.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	6	3
2	4	6	4
3	6	5	3
4	5	5	4
5	4	5	5
6	5	4	5

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 10
Parry	WITS + 10

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	0	PERSUADE	2
ATHLETICS	2	TRAVEL	2	STEALTH	0
AWARENESS	1	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	2	EXPLORE	0
SONG	2	COURTESY	2	RIDDLE	2
CRAFT	2	BATTLE	1	LORE	0

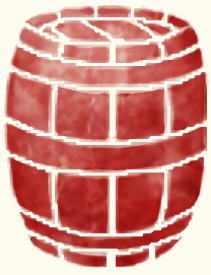
COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Eager, Fair-Spoken, Inquisitive, Keen-Eyed, Subtle, Wary, Wilful



LANGUAGES AND TYPICAL NAMES

The Northmen of Dale and Esgaroth speak the same language and share a common vocabulary of personal names

MALE NAMES

Aegir, Arn, Brandulf, Domarr, Egil, Erland, Farald, Finn, Gautarr, Hafgrim, Hjalmar, Ingolf, Jofur, Kolbeinn, Leiknir, Lomund, Munan, Nari, Nefstan, Ottarr, Ragnarr, Reinald, Sigmarr, Steinarr, Thorald, Torwald, Ulfarr, Unnarr, Vandil, Varinn.

FEMALE NAMES

Aldis, Asfrid, Bera, Bergdis, Dagmar, Eilif, Erna, Frida, Geira, Gudrun, Halla, Hild, Ingirun, Ingrith, Lif, Linhild, Kelda, Runa, Saldis, Sigga, Sigrun, Thora, Thordis, Thorhild, Ulfhild, Ulfrun, Una, Valdis, Vigdis, Walda.

Cultural Virtues of the Men of Laketown

The Men of the Lake are renowned throughout northern Wilderland as outstanding archers and boatmen, daring merchants and traders. The same firm determination that has let them safeguard their trades along the river during the dark years of the dominion of the Dragon might also see them succeed as adventurers and heroes.

DRAGON-SLAYER

The legend of Bard the Bowman has inspired many young men and women from Dale and Laketown, so much so that they long to prove their worth with the killing of a great monster. As many have before you, you have long pondered on the ways to deal with large creatures, hoping one day to gain renown defeating them.

- When you are fighting creatures with Might 2 or more, all of your attack rolls are *Favoured*.

FIERCE SHOT

The Black Arrow that brought down Smaug the Dragon may have been fated to do so, but the hand that sent it flying so fiercely was exceedingly strong. When you throw a spear or bend your bow, you make sure that your grip is steady and your aim true.

- When you score a Piercing Blow on a ranged attack, the **PROTECTION** roll of the target is *Ill-Favoured*.

CRAM

You have been taught the ancient recipe of cram, a biscuitish cake that keeps good indefinitely, made by your folk for long journeys. Albeit certainly not entertaining (and in fact, mostly a chewing exercise), it is doubtlessly sustaining and very nutritious.

- Each time you gain Fatigue from a Journey Event, you gain 1 point less.
- Additionally, when you take a Short Rest, you and all members of the Company regain an extra amount of lost Endurance equal to your **WISDOM** rating.

TRADERS SAVVY

Some say that "fair speech may hide a foul heart", but you have lived among merchants and traders long enough to know that pleasant words are always received better than harsh ones when dealing with strangers.

- During a Council, if you succeed on your Introduction roll, you increase the Tolerance of the Council by 1.
- In addition, you can usually buy or sell items with most any traveler on the road, and get people to trade items they wouldn't normally be willing to trade (They won't trade truly precious or highly valued items).

SEA LEGS

Life on the lake has taught you how to move appropriately when on board a moving boat. Now that you have taken up adventuring you can exploit your superior balance to your advantage even when you are on dry land.

- Once per combat, before an enemy makes an attack roll, you can choose to increase your Parry rating by 3 against a single attack.
- In addition, whenever you are on the water or in a boat, all of your rolls are *Inspired*.

MERCHANT PRINCE

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 endeavor.

- At the start of an Adventuring phase you may pick one servant to accompany you.
- Your servant will handle most menial tasks for you and tend to your effects while you are away from your horse or campsite.
- In addition, your servant can assist you in the performance of a single skill. Pick one skill for which you are not already *Favoured*. While your servant is assisting you, you are considered *Favoured* in the chosen skill.
- Each time you return to Esgaroth, you can switch out your servant with another.

Men of Dol Amroth

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

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

These noble people have always been governed by a Prince, a title given to the rulers of Dol Amroth by Elendil himself. Just as Gondor is perhaps the most stalwart of the kingdoms of Men in Middle-Earth, so the folk of Dol Amroth are perhaps the most stalwart of the peoples of Gondor. They are a people of both land and sea, whether they ride atop mighty steeds or sail the grey ocean in the white Swan ships. They march, sail, and ride boldly, without fear.

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

Characteristics

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

Cultural Blessing — Kings of Men

Like the Rangers of the North, the bodies of the men of Dol Amroth represent the last vestiges of the men of the west.

Add 1 point to one Attribute of your choice.

Flame of the West

The Men of Dol Amroth represent the lordliness of their heritage; they shine as a beacon against the Shadow.

Whenever you roll you increase Eye Awareness by 2 points instead of 1 point. In addition, you increase Eye Awareness by 1 every time you slay an evil creature or a servant of shadow.

Standard of Living — Prosperous

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

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	6	3
2	7	4	3
3	6	4	4
4	4	7	3
5	4	4	6
6	3	4	7

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured.*

AWE	3	ENHEARTEN	2	PERSUADE	0
ATHLETICS	2	TRAVEL	1	STEALTH	0
AWARENESS	1	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	0	EXPLORE	0
SONG	2	COURTESY	2	RIDDLE	1
CRAFT	1	BATTLE	2	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Fair, Keen-Eyed, Lordly, Proud, Stern, Swift, Tall

LANGUAGES AND TYPICAL NAMES

The Men of Dol Amroth are citizens of Gondor, and thus share their language and naming conventions.

MALE NAMES

Adrahil, Amlaith, Arvegil, Baranor, Belecthor, Bergil, Celepharn, Cirion, Damrod, Dírhael, Duinhir, Egalmoth, Eradan, Findemir, Forlong, Golasdan, Hallas, Hirluin, Ingold, Iorlas, Malvegil, Ohtar, Orodreth, Tarannon, Targon.

FEMALE NAMES

Anwen, Arbereth, Berúthiel, Baraniel, Calanril, Celenneth, Elnîth, Eraniel, Finduilas, Gilraen, Gilraeth, Gloredhel, Idril, Ioreth, Ivorwen, Lôrwend, Lothíriel, Luindîs, Meneloth, Moriel, Morwen, Narieth, Narniel, Orothêl, Tarandîs.

Cultural Virtues of the Men of Dol Amroth

The men of Dol Amroth are the greatest men of Gondor that are still alive at the end of the Third Age. Their heroism, stature, power, majesty, and courage truly make them kings among men.

The Men of Dol Amroth can choose their Virtues from among those of the Men of Gondor, adding the following to the list.

FIRST INTO THE FRAY

The silver Swan Knights of Dol Amroth will never be caught behind the front line. They are first into battle and the last to leave.

- When battle begins, after the opening volleys, you can spend 1 point of Hope to make a melee attack against an enemy immediately (this does not count as your action for the first round). You are *Favoured* on this attack roll.

IN DEFIANCE OF EVIL

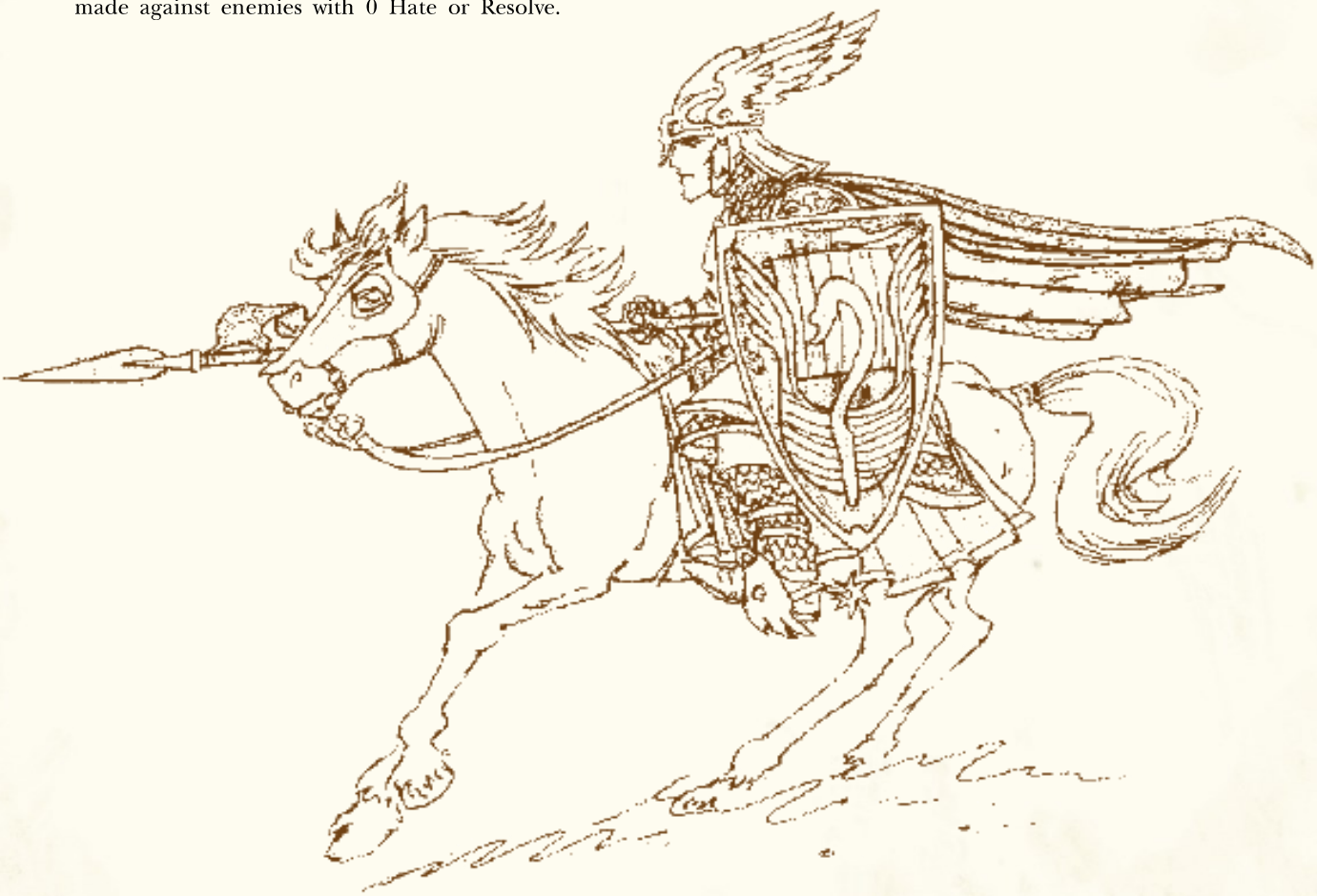
The Men of Dol Amroth have always, and will always ride openly against the Shadow. They do not fear to challenge the darkness.

- When you kill an opponent, all other enemies in the combat lose a point of Hate or Resolve.
- In addition, you are *Favoured* on all attack rolls made against enemies with 0 Hate or Resolve.

ROYALTY REVEALED

Your kin 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 allies to cast away their doubts. You reveal yourself by shouting an ancestral battle-cry, or unsheathing a weapon of high lineage, or by showing a device or coat of arms.

- Once per combat, when you fight in an Open stance you may attempt the Rally Comrades combat task as a secondary action. Additionally, all members of the company (you included) are *Inspired* on all their rolls in the following round.



Men of Mirkwood

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.

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 heritage 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.

Characteristics

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 skillful 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.

Traditionally, women fight and hunt alongside their men, or even alone if unmarried or widowed, in their struggle to survive in the hostile environment.

Cultural Blessing — Woodcrafty

The Woodmen know the woods so well that they can put a name on every shade of green found in a forest.

> When in a forest, the woodmen gain +1 to their Parry Rating, and *gain (1d)* on all Protection Tests.

Standard of Living — Frugal

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.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	3	4	7
2	3	5	6
3	4	4	6
4	4	6	4
5	7	4	3
6	6	3	5

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 10
Parry	WITS + 10

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	1	PERSUADE	0
ATHLETICS	2	TRAVEL	0	STEALTH	2
AWARENESS	2	INSIGHT	0	SCAN	0
HUNTING	2	HEALING	3	EXPLORE	3
SONG	1	COURTESY	0	RIDDLE	1
CRAFT	1	BATTLE	1	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fierce, Keen-Eyed, Patient, Secretive, Stern, Swift, Tall

LANGUAGES AND TYPICAL 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. 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, , Avagis, Badegisel, Baldac, Balderic, Barald, Beorn, Beran, Beranald, Berangar, Bertefried, Beormud, Cilderic, Eberulf, Eboric, Ebregisel, Ebrimuth, Ediulf, Ermanaric, Frideger, Gararic, Garivald, Geberic, Gisalric, Gerold, Grimald, Grimbald, Grimbeorn, Grimfast, Gundovald, Hartgard, Hartmut, Hartnid, , 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.

Cultural Virtues of the Men of Mirkwood

The qualities that let the Woodmen clans survive in one of the most dangerous corners of Wilderland are subtle and diverse, and all have been put to the test during years of constant struggle against the darkness of Dol Guldur. The Woodmen have a worthy friend in Radagast, the Brown Wizard, and the mysterious wise man has passed many small secrets to those who would listen to his counsel.

HERBAL REMEDIES

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.

- Before each Adventuring Phase, you craft one of each of the 3 following concoctions that can be used anytime during the following adventure.
- **Poison Remedy**: When one ingests this substance, it will cure any non-magical poison or toxic substance from the body within minutes.
- **Sachet of Fragrant Weeds**: When one chews these herbs, they can ignore the effects of being Weary for one day.
- **Powdered Fury**: When one ingests this bitter powder, they gain +1 Parry rating and *gain (1d)* on all attack rolls for the next combat. After that combat though, they gain 2 Fatigue.

WRATH OF THE WOODSMEN

The men of the woods are fearsome fighters, and their cruel blows can break even a might opponents guard.

- When you fight in the Forward Stance, your weapons deals +1 Damage. In addition, whenever you strike an opponent, their Parry Rating falls by 2 until their next turn.

HOUND OF MIRKWOOD

Your folk have always delighted in training great, longjawed 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 Hope score by 1.
- Your hound will assist you with menial tasks when it can.
- Your hound counts toward your company's total number of adventurers for determining if one of your company can assume a Rearward Stance.
- While you and your hound are engaged in Melee Combat, all of your attacks gain +1 damage.
- If an attack against you rolls a , the attack will instead deal an injury to your hound. You can choose to suffer the Injury for your hound, but you do not get a Protection Test against this hit. If the hound is injured, it is out of the combat. You may make a **HEALING** test after combat to heal your hound, otherwise it will recover the next time you take a prolonged rest.

NATURAL WATCHFULNESS

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 flight. You have learnt to recognise which sounds and sights reveal the approaching of enemies, and to read much from your surroundings.

- You generate an additional ᘔ on all successful **AWARENESS** and **SCAN** tests.
- All of your rolls made to navigate or track targets through the wilderness are *Favoured.*

STAUNCHING SONG

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.

- At the end of a combat, you can make a **SONG** test. Succeeding at this check allows you to recover Endurance points equal to your Wisdom rating. For every ᘔ, you can apply this effect to another ally in your company.

A HUNTERS RESOLVE

You have learnt to tap into the inner strength of the indefatigable and relentless hunter.

- Once per day, you may spend 1 point of Hope to immediately recover Endurance equal to your Heart rating.
- When you use this feature, you may choose to become *Inspired* on another roll within the same scene or the next scene.

Wilderland Hobbits

There were probably many more Outsiders scattered about in the West of the World in those days than the people of the Shire imagined

Few who dwell in Wilderland have heard of the Hobbits of the Shire. What they do not realise is that there are a few, rare Hobbits living much closer to them, hidden in the shadows of the Gladden Fields. Akin to the ancestors of the Shire-folk, they are what is left of a quiet-footed little people, who have hidden from the growing darkness in Mirkwood for much of the Third Age, scratching out an existence by remaining unnoticed by the eyes of both the great and the terrible.

The Wild Hobbits of the Anduin Vales dwell in holes dug in the river-banks, or under the eaves of Mirkwood. These are not comfortable Hobbit-holes, but rather well-hidden hollows, invisible to the eyes of even the keen-sighted Elves. For unlike their distant relatives in the peaceful West, Wild Hobbits need be ever-vigilant against the many threats of the Wild. Indeed, many travellers have passed near their refuges and never been aware of sharp eyes upon them.

Characteristics

Wild Hobbits dress in simple outfits of spun cloth or crudely cured furs. In contrast to the round, cheery faces of the Shire Hobbits, Wild Hobbits are often gaunt and serious. Wide, wild eyes are sharp and untrusting, and their bodies are rarely plump save for elders who have earned a place of admiration among their kin. They always carry simple tools of survival, most often fishing tackle and simple hand tools, and move about the watercourses of the Vales of Anduin on little boats of reeds.

As secretive and wary of strangers as they are, they yet share many values with their kin in the Shire. Wild Hobbits deeply value family bonds, and each of their communities is led by an elder matriarch, a grandmother of the folk wise in lore and craft.

Cultural Blessing — Shadow Sight

The Wild Hobbits of the Vales of Anduin who survived the coming of the Shadow over Mirkwood have been made tougher by the experience, and are more aware of its threats. They have learned to recognise the presence of its minions and the traces of his devilry.

> Your rolls made to detect, sense, or track evil creatures in the wilds are *Favoured*, and you *gain (1d)* on all Shadow Tests made to resist the effects of Dread.

Halflings

Due to their reduced size, Hobbits cannot use larger weapons effectively. The weapons available to Hobbits are:

> Axe, bow, club, cudgel, dagger, short sword, short spear, spear. Additionally, Hobbits cannot use a great shield.

Standard of Living — Frugal

Life in the Anduin Vales leaves no room for excess. While Wild Hobbits value the rare treasures that their grandmothers and family members may carry, these things are just that: rare.

Attributes

Choose one set of attributes, or roll a Success die:

Roll	Strength	Heart	Wits
1	3	5	6
2	5	4	5
3	4	5	5
4	4	4	6
5	5	5	4
6	3	6	5

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	Strength + 18
Hope	Heart + 8
Parry	Wits + 14

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

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

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Faithful, Fair-Spoken, Honourable, Inquisitive, Keen-eyed, Rustic, Subtle.

LANGUAGES AND TYPICAL NAMES

The names used by the Wild Hobbits of the Anduin Vales are similar to the more heroic and high-sounding ones used in the Shire, like Gormadoc or Odovacar, and especially to those of the Men of the Vales of the Great River the Beornings and the Woodmen of Mirkwood.

MALE NAMES

Andwise, Berilac, Doderic, Erling, Fastred, Ferumbras, Folco, Gorhendad, Halfred, Hamson, Ilberic, Isembold, Isengar, Marmadas, Marroc, Orgulas, Otho, Posco, Reginard, Robin, Rudigar, Saradas, Tobold, Tolman.

FEMALE NAMES

Adaldrida, Amaranth, Asphodel, Belba, Berylla, Camellia, Eglantine, Estella, Malva, Marigold, Melilot, Menegilda, Mentha, Mirabella, Myrtle, Pearl, Pervinca, Pimpernel, Primrose, Primula, Prisca, Rosamunda.

Cultural Virtues of the Wilderland Hobbits

The Hobbits in the Wilderlands can be considered, by those who know about the history of Hobbits, to be the direct descendants of the original hobbits that came from somewhere in the far north of the Anduin vales. They are not so different from their Shire cousins, but perhaps display a bit more dangerous qualities when compared to their domestic counterparts.

The Hobbits of the Wilderland can choose their Virtues from among those of the Hobbits of the Shire, adding the following to the list.

VEXING RIDDLER

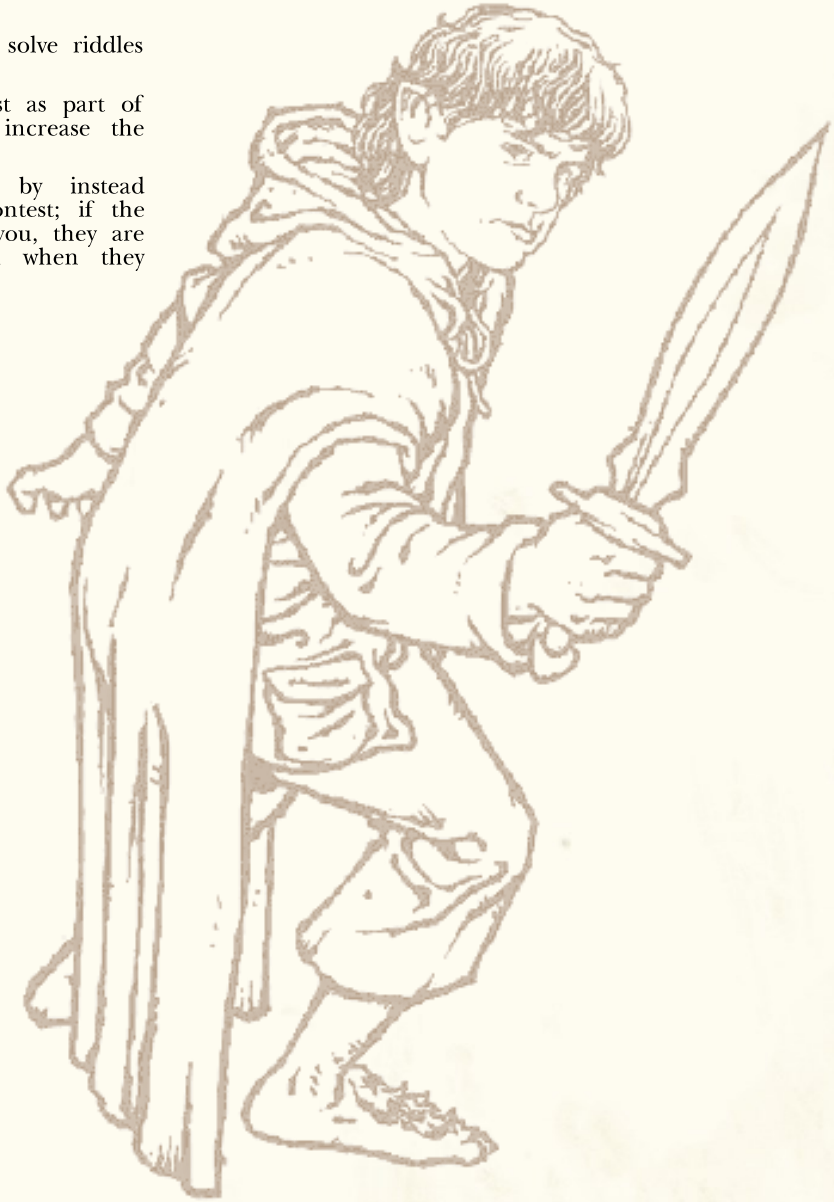
Riddle-craft is a respected tradition among your folk and is commonly used to pass the long nights in their river burrows. You know well the ancient laws that govern riddling, and you are capable of spinning riddles that can vex even the keenest listener. You twist words and conceal intent with great skill.

- Your **RIDDLE** rolls made to craft or solve riddles and puzzles are *Favoured*.
- When you succeed on a **RIDDLE** test as part of the Introduction to a Council, you increase the Tolerance of the Council by 1.
- You can sometimes avoid conflict by instead challenging an enemy to a riddle contest; if the enemy is not already resolved to kill you, they are likely to accept your challenge even when they would deny another's challenge.

RIVER PEOPLE

Living along the banks of the Anduin have made these river hobbits masters of the water.

- You can easily hold your breath underwater for up to 5 minutes.
- All of your rolls made to swim and dive are *Favoured*.
- You only suffer half as much Fatigue from Journey Events that take place within 1 hex of a body of water or along a river.



Elves of Mirkwood

...small knives, the only weapons they had, would have been of no use against the arrows of the elves that could hit a birds eye in the dark.

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.

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.

Characteristics

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.

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.

Cultural Blessing — Elven-skill

By virtue of their birthright, Elves are capable of reaching levels of finesse unattainable by mortals.

If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a skill roll.

Curse of Dol Guldur

The evil of Dol Guldur has been allowed to spread and infect the forests of Mirkwood for centuries, and the elves there have not the benefit of a ring of power to protect them.

Your Shadow Tests for Sorcery are *Ill-Favoured*.

Standard of Living — Common

The Elves of Mirkwood are a folk at a war, and dedicate much of their wealth to their defence. But they maintain an extensive trade network with the nearby wealthy men of Dale and the Dwarves of Erebor.

Attributes

Choose one set of attributes, or roll a Success die:

Roll	Strength	Heart	Wits
1	5	2	7
2	5	4	5
3	5	3	6
4	4	4	6
5	4	5	5
6	6	2	6

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	Strength + 20
Hope	Heart + 6
Parry	Wits + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	0	PERSUADE	0
ATHLETICS	3	TRAVEL	0	STEALTH	2
AWARENESS	2	INSIGHT	0	SCAN	2
HUNTING	2	HEALING	1	EXPLORE	0
SONG	2	COURTESY	0	RIDDLE	1
CRAFT	0	BATTLE	2	LORE	2

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fair, Fierce, Keen-Eyed, Patient, Secretive, Subtle, Swift

LANGUAGES AND TYPICAL NAMES

For the most part, the Wood-elves bear names fashioned in the Grey-elven language. It's likely that any elf of Mirkwood is going to be a silvan elf; most silvan elves will speak Sindarin, but it is unlikely for them to speak or read Quenya.

MALE NAMES

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

FEMALE NAMES

Finduilas, Míriel, Nimrodel.

Cultural Virtues of the Elves of Mirkwood

Elves and magic are almost synonymous to most inhabitants of Middle-earth. The word itself invokes images of their grace, the products of their craft, and their unearthly beauty. Even though the elves of Mirkwood may be considered less wise and less fair than their kindred to the west, their gifts as members of the Eldar are still wondrous to the mortals of the world.

BEAST SLAYER

Mirkwood has been long infested by the growing shadow from Dol Guldur. That black fortress spawns all manner of evil creatures that bring chaos to the rest of the forest. The Woodland Realm has taken it as their duty to push back against this growing blight, and its hunters have grown very proficient at combating these evil creatures.

- When fighting Spiders, Wargs, Wolves, and other beasts that serve evil men: Your weapons gain +2 to their Injury Rating and your attack rolls are *Inspired*.

PEOPLE OF THE WOOD

The people of the Woodland Realm are part of the forest and the forest is a part of them. They know every bow, every leaf, and every root.

- When in a forest, all of your Skill Rolls and Shadow Tests are *Inspired*.
- In addition, you can climb any tree easily, move about in the canopy as if it were flat ground, and even fight in a tree canopy without penalty.

DEADLY ARCHERY

Elves possess a natural talent for hitting the mark when using their bows.

- When using a Bow (not a Great Bow) in a Rearward Stance, you may attempt the Prepare Shot combat task as a secondary action.

ELVISH DREAMS

The spirit of Elves is so strong that their bodies recover swiftly from many ills and injuries. As your Wisdom has grown you have felt less and less the need to lie down to get better. Instead, you can recover from your exertions while awake, finding repose in the secret way of your folk.

- You don't need to sleep as long as you can engage in simple, repetitive activities. When you take a Short Rest, you are considered to have had a Prolonged Rest instead.

BATTLE DANCE

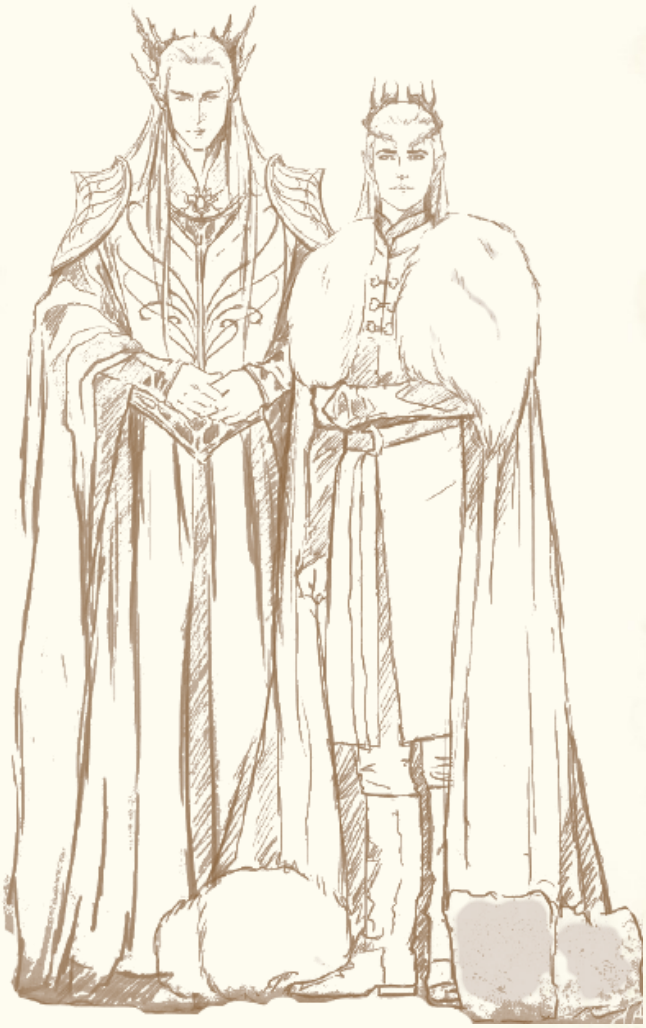
The elves of the woodland realm have become so proficient with the bow and the arrow that it almost seems like they don't need to aim. An elf can fire on the run just as well as a man who were standing still.

- When you take an Open Stance, you can use ranged weapons as if you were taking a Rearward Stance.
- You can use this ability no matter how many enemies there are.
- Your presence does not count toward the requirements for someone else to take a Rearward Stance while you do this.

AGAINST THE UNSEEN

Elves can perceive creatures that dwell in the wraith-world, be they spirits or ghosts, even when they are normally invisible to the eyes of the living and appear only as a chilling whisper of voices. You have learnt to strengthen your heart against such terrors.

- All your Shadow Tests due to Dread are *Favoured*, and you additionally *gain (1d)* on those rolls forced upon you by an evil spirit or ghost (including creatures possessed by one).



Elves of Lorien

But we hear that Lorien is not yet deserted, for there is a secret power here that holds evil from the land.

Between the Misty Mountains and the River Anduin is the woodland realm of Lothlòrien. Founded in a time before the memory of Man, the Golden Wood is a stronghold and a sanctuary still basking in the glory of the Elves of old. Yet the very existence of Lothlòrien is a reminder of all that the Firstborn have lost, for it is preserved solely by the power of the Lady of the Galadhrim, frozen as though it were a mayfly trapped in amber. While Lothlòrien endures, unchanging, all around it fades and crumbles.

The fair folk who make their home here are ruled by the Lord Celeborn and Galadriel, the Lady of Lòrien. Also known as the Galadhrim, the 'tree-people', they are kindred of the denizens of Northern Mirkwood, even though they have long been sundered from them. For they are a secretive people, now dwelling in the heart of the forest, shunning dealings with any other folk and ever vigilant against intruders. No Orc comes within leagues of their borders without falling under their watchful eyes and no one may enter their realm without the assent of its Lord and Lady.

Anyone allowed to cross the rivers protecting the land of Lòrien, they would hear their songs of celebration and lamentation echo through the forest and see sharp eyes gaze outward only for signs of intruders. Those rare few amongst them who cross the wood's borders do so only at great need, and when they do they carry with them a legacy of grace and beauty that is no longer found elsewhere in Middle-earth.

Characteristics

Very much like the Elves of Mirkwood, the Elves of Lòrien fear the encroaching darkness that is surrounding their realm. To outsiders they appear aloof and unconcerned, for their eyes are always gazing upon something only they can see: the slow darkening of all that is fair in Middle-earth outside their blessed land. For most of them the world will never again be as it was of old, and they celebrate the passing of its beauty in their speech and song. They dress in elegant simplicity, mingling raiment of silver and gold. When they are set to the task of travel and warfare, they favour light armament, garbed in pale greys or other colours that easily blend into their surroundings.

CULTURAL BLESSING — ELVEN-SKILL

By virtue of their birthright, Elves are capable of reaching levels of finesse unattainable by mortals.

If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a skill roll.

THE GIRDLE OF GALADRIEL

The elves of Lorien have lived for an age under the protection of Lady Galadriel and her ring, Nenya. Shadow and sadness cannot often enter their lands, and so they are not accustomed to encountering evil.

Whenever you would gain at least 1 point of Shadow, you gain 1 extra point of Shadow. This can only occur once per scene.

STANDARD OF LIVING — COMMON

The Elves of the Golden Wood have little value for material wealth. Instead they place a greater virtue in the lore of the ages and the gifts of the land. But they are not without comfort and appreciate that which can be crafted by their hands and made fairer still by their work.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	2	7
2	5	4	5
3	5	3	6
4	4	4	6
5	4	3	7
6	6	2	6

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	0	PERSUADE	0
ATHLETICS	2	TRAVEL	0	STEALTH	2
AWARENESS	2	INSIGHT	3	SCAN	1
HUNTING	1	HEALING	1	EXPLORE	0
SONG	3	COURTESY	1	RIDDLE	1
CRAFT	1	BATTLE	0	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Faithful, Fair, Fair-Spoken, Keen-Eyed, Patient, Secretive, Subtle, Wary

LANGUAGES AND TYPICAL NAMES

Close kin of the Elves of Mirkwood, the Elves of Lòrien also share their names and adventuring expectations. Though it is likely that more of the elves of Lorien would speak Quenya because of their proximity to the Lady of the Galadhrim.

MALE NAMES

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

FEMALE NAMES

Finduilas, Míriel, Nimrodel.

Cultural Virtues of the Elves of Lorien

The things created by the Elves of Lòrien possess the quality of their twilight land they are beautiful and enduring, for the hands that crafted them have been guided by the wisdom of the Lady of the Galadhrim.

The Elves of Lorien can choose their Virtues from among those of the Elves of Lindon, adding the following to the list.

BOWS OF THE GALADHRIM

The archers of the Galadhrim are known to be some of the greatest archers in the history of Middle Earth. Their bows are light and deadly; their arrows pierce armor and flesh as if it were paper.

- This virtue replaces the Deadly Archery virtue from the Elves of Mirkwood.
- When using a Bow or Great Bow in a Rearward Stance, you may attempt the Prepare Shot combat task as a secondary action.

FAVOUR OF THE LADY

When you left your home to go adventuring you realised for the first time how keenly you would have missed walking among the trees of your woodland realm. In Lòrien, the sun shines for days on end, save for those evenings when a soft rain falls gently, refreshing all things and making all colours vibrant and crisp. Now the Lady of the Galadhrim has bestowed her blessing upon you, to bring a little of the light with you as you travel and brighten the rest of the world just a little bit.

- Raise your Maximum Hope score by 1.
- Raise the Fellowship Pool by 1.

WAYBREAD OF THE ELVES

Lembas appears as thin wafers wrapped in leaves, and can be compared to cram, or to the honey-cakes of the Beornings, for it is a type of waybread, created to be consumed when all else fails. You have mastered the art of preparing lembas, and can bake it for the consumption of all members of your company, should they require it.

- At the beginning of a Journey, you bake a number of loaves of lembas bread equal to the number of companions.
- You may distribute these loaves as you wish. At the end of the journey, when rolling to reduce Fatigue, each loaf a companion consumed reduces their fatigue gained on the journey by 1.

Dwarves of Ered Luin

Now they had fair halls in the mountains, and store of goods, and their days did not seem so hard, though in their songs they spoke ever of the Lonely Mountain far away.

The first Dwarves of the Blue Mountains were the hardy warriors of Nogrod and Belegost, the two great mountain-cities of the First Age. Master craftsmen, and great haters of Orcs and Dragons, their power was ended when their mansions were drowned in the breaking of Beleriand.

In the twilight of the Third Age, the Dwarves of the Ered Luin are loyal subjects of the King of Durin's Folk, as their halls were founded anew when Thráin the Second led his people to these mountains after the destruction of Erebor. His son, Thorin Oakenshield, ruled here for a time and the Blue Mountains became a realm of plenty and peace, drawing wayward Dwarves from as far south as Dunland.

Though many who dwelt in the Blue Mountains have now returned to Erebor, some dwell here still. Those Dwarves who remain take special comfort and interest in restoring the relics of their past, be they ancient weapons or forgotten songs. They search the mountains for traces of their lost cities, probing deep into their roots and climbing their most remote peaks. For them, there is no greater joy than discovering runes engraved on a broken stone, or finding the entrance to a collapsed mine. And they would face any threat to wrest those jewels from the grasp of forgetfulness.

Characteristics

The Dwarves of the Blue Mountains live a secluded life in their holds, like most members of their folk. What makes them peculiar is their relative lack of interest in those activities that other Dwarves seem to obsess over - they eschew most martial practices, and do not dedicate much of their time in the furthering of their crafts, with the exception of those skills aimed to restore and preserve the work of their ancestors.

Cultural Blessing — Redoubtable

Dwarves make light of burdens, especially when it comes to wearing armour.

> You halve the Load rating of any armor you're wearing (rounding fractions up), including helms (but not shields).

Naugrim

Dwarves are shorter than Men, but their work as miners and smiths endows them with powerful arms and shoulders. Yet, they still favour shorter weapons over longer ones.

> Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

Standard of Living — Prosperous

The Dwarves of the Blue Mountains have gradually grown wealthy over the years. Much of their gold comes from trade and from the ruins of abandoned holds or the reopened mines of their ancestors, patiently rediscovered and then hoarded within their vaults.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	2	6
2	7	2	5
3	7	3	4
4	5	4	5
5	6	3	5
6	6	4	4

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	0	PERSUADE	1
ATHLETICS	0	TRAVEL	2	STEALTH	1
AWARENESS	0	INSIGHT	1	SCAN	3
HUNTING	0	HEALING	0	EXPLORE	3
SONG	1	COURTESY	2	RIDDLE	0
CRAFT	2	BATTLE	0	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fierce, Patient, Proud, Secretive, Subtle, Stern, Wary

LANGUAGES AND TYPICAL NAMES

All Dwarves speak the Common Tongue, but preserve a knowledge of a secret Dwarvish language. They receive a true name at birth that they do not reveal to members of other folks, and adopt another name in the tradition of their neighbours. 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.

MALE NAMES

Ai, Anar, Beli, Bláin, Borin, Burin, Bruni, Farin, Flói, Frár, Frerin, Frór, Ginar, Gróin, Grór, Hanar, Hepti, Iari, Lófar, Lóni, Náli, Nár, Niping, Nói, Núr, Nýrád, Ónar, Póri, Regin, Svior, Veig, Vidar.

FEMALE NAMES

Adís, Afrid, Agda, Bersa, Birna, Dagrún, Dís, Drífa, Edda, Elin, Fenja, Frida, Geira, Gísla, Hadda, Hón, Ida, Ilmr, Jóra, Kára, Kóna, Líf, Línhild, Már, Mist,Nál, Oda, Ósk, Rán, Rinda, Sefa, Syn, Tóra, Trana, Úlfrún, Vírún, Yrr.

Cultural Virtues of the Dwarves of Ered Luin

Though some may claim that the Dwarves of the Blue Mountains have lost some of their Dwarven heritage in their years of sloth, there are still many virtuous things about these hardy folk.

The Dwarves of Ered Luin can choose their Virtues from among those of the Dwarves of Durin's Folk, adding the following to the list.

DEEP SONGS

Strange as it might seem to others, music comes easily to your folk. You have practiced your instrument long enough that you now know how to bring out your innermost desires and aspirations.

- When you succeed on a **SONG** roll to sing a Lay, Song of Victory, or Walking Song, you may choose to spend ᛏ to *give (+1d)* to another companions next roll.
- In addition, once per adventure phase, you may choose to attempt a **SONG** roll to heal 1 point of Shadow to another companion (not elves) or yourself.

PRESERVERS

The Dwarves of the Blue Mountains spend much of their time preserving the cultures and artifacts of their ancestors in the ancient mountain strongholds of Nogrod and Belegost.

- With the help of the Loremaster, create a Marvellous Artefact or a Famous Weapon with a single Enchanted Reward (both of Dwarven make).

Dwarves of the Iron Hills

With cries of "Moria!" and "Dain, Dain!" the Dwarves of the Iron Hills plunged in… Panic came upon the Goblins.

Beyond the Waste, where the river Redwater runs swiftly south, rise the Iron Hills, the old kingdom of Dáin Ironfoot. Named thusly because their roots were rich in the metals of martial craftsmanship, they are the home of a hardy breed of Dwarves, survivors who left the Grey Mountains almost five hundred years ago under the leadership of Gròr. For centuries the Dwarves of the Iron Hills have toiled in deep places under the earth, in dark mines and brightly lit smithies, and the sound of their hammers striking anvils has never ceased to ring in the surrounding dales and valleys.

Today, the Iron Hills have a new ruler. Dáin Ironfoot is now King under the Mountain, and the best part of his folk followed him to Erebor when he took the throne. His young son, Thorin Stonehelm, remained behind to act as a steward to the King. He currently rules over Dáin's old abode, in the company of his most trusted warriors and retainers, and of those who chose not to leave their ancient homes to go west and rebuild the kingdom under the Lonely Mountain.

Characteristics

The remaining Dwarves of the Iron Hills are for the most part very much like their young ruler, a proud and stern folk, and among them are warriors who have seen many wars. Though they are not as rich in treasure as are their kin in Erebor, they take great pride in their smith-craft, especially in the making of weapons and armour.

The Dwarves of the Iron Hills live the simple but harsh life of miners and smiths. They are often gruff and terse when dealing with outsiders, as choosing to remain on the far eastern edge of the Wild has made them short-spoken, short-tempered and often quick to seek out a physical solution when a threat arises.

CULTURAL BLESSING — REDOUBTABLE

Dwarves make light of burdens, especially when it comes to wearing armour.

> You halve the Load rating of any armor you're wearing (rounding fractions up), including helms (but not shields).

NAUGRIM

Dwarves are shorter than Men, but their work as miners and smiths endows them with powerful arms and shoulders. Yet, they still favour shorter weapons over longer ones.

> Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

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Dwarves are shorter than Men, but their work as miners and smiths endows them with powerful arms and shoulders. Yet, they still favour shorter weapons over longer ones.

> Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

STANDARD OF LIVING — COMMON

What lies under the roots of the Iron Hills cannot compare to the wealth in precious stones and gold that rests below Erebor. The death of the Dragon has improved the trade between the Iron Hills and the lands to the west, but the eastern Dwarves remain much poorer than their western cousins.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	2	6
2	7	2	5
3	7	3	4
4	5	4	5
5	6	3	5
6	6	4	4

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	1	PERSUADE	0
ATHLETICS	0	TRAVEL	2	STEALTH	2
AWARENESS	2	INSIGHT	1	SCAN	3
HUNTING	0	HEALING	0	EXPLORE	0
SONG	0	COURTESY	0	RIDDLE	1
CRAFT	3	BATTLE	2	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Swords	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fierce, Honourable, Keen-Eyed, Proud, Stern, Wary, Wilful

LANGUAGES AND TYPICAL NAMES

All Dwarves speak the Common Tongue, but preserve a knowledge of a secret Dwarvish language. They receive a true name at birth that they do not reveal to members of other folks, and adopt another name in the tradition of their neighbours. 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.

MALE NAMES

Ai, Anar, Beli, Bláin, Borin, Burin, Bruni, Farin, Flói, Frár, Frerin, Frór, Ginar, Gróin, Grór, Hanar, Hepti, Iari, Lófar, Lóni, Náli, Nár, Niping, Nói, Núr, Nýrád, Ónar, Póri, Regin, Svior, Veig, Vidar.

FEMALE NAMES

Adís, Afrid, Agda, Bersa, Birna, Dagrún, Dís, Drífa, Edda, Elin, Fenja, Frida, Geira, Gísla, Hadda, Hón, Ida, Ilmr, Jóra, Kára, Kóna, Líf, Línhild, Már, Mist,Nál, Oda, Ósk, Rán, Rinda, Sefa, Syn, Tóra, Trana, Úlfrún, Vírún, Yrr.

Cultural Virtues of the Dwarves of the Iron Hills

The virtues of the Dwarves that chose to continue on in The Iron Hills is self-evident. They could easily have chosen to share in the riches of Erebor, but instead they do the hard work of maintaining the massive iron refineries in the East.

The Dwarves of The Iron Hills can choose their Virtues from among those of the Dwarves of Durin's Folk, adding the following to the list.

SWORN ALLEGIANCE

You do not give your trust to others easily, but when it happens, the bond that is formed is so strong that you treat your friends as kinsmen.

- You may choose a second Fellowship Focus.
- When an enemy attacks one of your Fellowship Focuses, you *gain (1d)* on attack rolls against that enemy for the remainder of the combat.
- If at least one of your Fellowship Focuses is a fellow dwarf, raise the company Fellowship Rating by 1.

ARMORY

Dwarves of the Iron Hills are stronger, tougher, and hardier it seems than their more prosperous brethren. Not only can they seemingly carry an entire armory on their back, but the weight hardly seems to bother them in battle.

- You halve the load rating of all weapons and shields you carry (fractions rounded up).
- You cannot be made Weary during combat. If you are already Weary before combat begins, then you suffer the effects as normal.

Haradrim

But the Haradrim, being now driven to the brink, turned at bay, and they were fierce in despair; and they laughed when they looked on us, for they were a great army still.

Haradrim, or Southrons as they are sometimes called, are the residents of near Harad in the lands south of Gondor. When men awoke in Hildòrien at the beginning of the First Age, they spread about the world in a wide diaspora. The ancestors of the Haradrim traveled to Middle earth and turned south to settle the deserts and plains there.

The term "Haradrim" refers to many smaller populations scattered across many villages and kingdoms in both near and far Harad. Much of their history before the coming of Numenor is lost. Scholars of the White Tower are unsure whether this is due to a lack of record keeping, constant petty warfare, or the systemic destruction of such records by the Numenoreans. When Numenor arrived, however, they found the land much enslaved to shadow. They liberated these lands and vassalized their kingdoms.

The fall of Numenor freed Harad from the yoke, but made them vulnerable again to Sauron who quickly reestablished his influence. Under the leadership of the Black Numenoreans, they have repeatedly warred with the free peoples of Middle Earth. Now at the end of the Third Age, the Southrons are gathering their strength in preparation for a great war that they believe will finally see the end of their northern enemies.

Like the shifting sands of the great deserts, the people of Harad are ever-changing. Many tribes seek freedom from Sauron's grasp, and dissidents in large cities organize to resist their dark master. These brave few are often met with harsh punishment, forcing many to flee execution or imprisonment. These refugees wander Middle Earth among the free peoples, seeking wisdom and power which they can use to free their people.

Characteristics

The Haradrim are sometimes called the "fierce dark men of the South" by the men of Gondor, but they are in reality a multitude of cultures held in alliance by a loose web of relations. They are fearsome fighters and hardy travelers, living in both desolate deserts and dense jungles in near and far Harad. Despite this outwardly fearsome countenance, the Haradrim are also a people of great knowledge, ingenuity, artistry, and culture.

Cultural Blessing — Fearsome

The men of Harad are a fearsome people that fight with a ferocity which darkens the spirits of men and orcs.

When you deal damage to any enemy, they lose 1 point of Hate or Resolve.

Standard of Living — Prosperous

Harad is a prosperous place with trade aplenty between its many cultures, and riches to rival that of the Dwarves. From their kings to their most basic soldiers, the men of Harad are adorned with bright colorful tunics, bronzed armor, and gilded finery.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	3	6
2	6	3	5
3	4	2	7
4	7	2	4
5	5	4	5
6	6	4	4

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 6
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	2	ENHEARTEN	0	PERSUADE	0
ATHLETICS	2	TRAVEL	2	STEALTH	0
AWARENESS	2	INSIGHT	0	SCAN	3
HUNTING	1	HEALING	0	EXPLORE	1
SONG	2	COURTESY	0	RIDDLE	2
CRAFT	0	BATTLE	2	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Cunning, Fierce, Keen-Eyed, Secretive, Subtle, Swift, Tall

LANGUAGES AND TYPICAL NAMES

Very little is known about the language(s) of Harad, and even less is known about their naming conventions. Travelers to Middle Earth will undoubtedly need to speak the common tongue to get by, but are unlikely to know any other languages spoken by the free peoples.

MALE NAMES

Abrakhan, Dalamyr, Fuinir, Harwan, Herumor, Incanus, Mahud, Silharrow, Suladan

FEMALE NAMES

Aida, Liya, Nuru, Nyala, Zuri

Cultural Virtues of the Haradrim

The noble and hardy men of Harad are a virtuous people with a proud heritage and a deep history. They possess many special qualities that may surprise the people of Middle Earth.

SUN WARRIORS

The people of Harad live and fight in hot desert climates. The strongest members of their society revere the sun as a powerful force, and it gives them strength.

- When you fight under the unobscured light of the sun, you *gain (1d)* on all Attack Rolls and all Protection Tests.
- In addition, each day, you may become *Inspired* on a single roll as long as you can see the sun.

DAUNTLESS

Harad is a harsh place, and it makes fearless fighters of everyone. Haradrim are known to laugh in the face of death, fighting with ferocity to the very bitter end.

- You *gain (1d)* on all Shadow Tests to resist the effects of Dread.

FIERCE SHOT

The archers of Harad are deadly, accurate, and fearsome. They are said to be able to shoot a mouse from the back of a moving Oliphaunt.

- When you score a Piercing Blow on a ranged attack, the **PROTECTION** roll of the target is *Ill Favoured*.
- Once per combat, you may attempt the Prepare Shot combat task as a secondary action.

SEA LEGS

The Corsairs of Umbar have become experts at maritime combat and boarding actions. You have learned their secrets and practiced their techniques. Now you can use your superior balance to greater effect even on dry land.

- Once per combat, before an enemy makes an attack roll, you can choose to increase your Parry rating by 3 against a single attack.
- In addition, you don't suffer any negative effects for fighting on unstable platforms or on the water.

DARK FAÇADE

You don't have any love of evil creatures, but the touch of shadow has given you insight into its ways and means. You and many of your brethren have learned to deal non-violently with evil creatures and evil men.

- You can approach Evil Men, Orcs, and Trolls without a confrontation becoming inevitable, and perhaps even negotiate with them. If you are accompanied by Elves or Dwarves, they must be bound and restrained. No elf or Dwarf may participate in a Council you attempt with such evil beings.
- In addition, your presence reduces the starting Eye Awareness score by 1 (minimum 0)

CHANTS OF THE SOUTH

The Southrons speak a language unknown to anyone in Middle Earth. The language is often described as harsh and guttural, but it can also be beautiful, melodic, exotic, and inspiring.

- During the Introduction step of a Council, you can choose to introduce yourself in your foreign tongue. Should you succeed with at least one ᘔ, you increase the Tolerance of the Council by 1. If you fail the roll, however, you reduce the Tolerance of the Council by 1 as they misinterpret your words.
- You also know a single song (you choose the type) that you can sing to your company in your native language. When you sing this song, the result of your **SONG** roll is applied to everyone in your company.

EASTERLINGS

Now the Easterlings...were short and broad, long and strong in the arm... Their houses and tribes were many, and some had greater liking for the Dwarfs of the mountains than for the Elves.

The Easterlings, or Romenildi as the Elves call them, are a race of men that live far from Middle Earth. These are the descendants of those men who refused to travel to Middle Earth. Instead, they spread outward from Hildorien into the surrounding landscape.

The Easterlings have lived apart from Middle Earth for all the ages of the world. In this time, they have suffered the manipulation of Morgoth and Sauron, who's influence has wormed its way into every facet of their society. Their people have never known freedom.

Their masters have pitted them against Middle Earth many times. The greatest threat to ever challenge Gondor was a great alliance of Easterling tribes that became known as the Wainriders.

The people of the East are utterly dependent upon the direction of their dark masters. Yet they still contain within them the spirit of men given to them by Illuvatar. Those men who break from the grip of evil find themselves strangers in their own lands. They form dissident factions who resist and disrupt the kingdoms of the east. It is said that these dissident factions are advised and connected by two wizards from the West, but none can say for sure.

War is coming; Sauron will soon call his armies in the East to battle. The actions of the free Easterlings now will greatly affect how much strength that the dark lord can draw from these lands. To bolster their efforts, the greatest among the free Easterlings have been sent into the world to discover power and wisdom that will aid in the struggle.

CHARACTERISTICS

Easterlings are a diverse people, but most share a few things in common: They are hardy, skilled, and fierce. They have mastered the use of exotic weaponry, horse archery, chariot fighting, desert survival, and the taming of large animals. Easterlings can appear short and bearded with heavy axes such as the Suhalar people, or taller with dark skin and broad shoulders such as the men of the Jangovar and Khundolar tribes.

CULTURAL BLESSING — PLAINS DWELLERS

The men of the East live and fight on the plains and deserts of the east, and have mastered that wide-open terrain.

> When under open skies and not in a forest or cave, you gain +1 Parry and all of your attack rolls are *Inspired*.

STANDARD OF LIVING — COMMON

Though the East is a prosperous place, most of its people have lived under the oppression of evil forces and rapacious rulers that steal much of that wealth to fuel an endless war machine pointed directly at the West. Still, their people live with enough comforts owing to the vast trade networks that cross their territory.

ATTRIBUTES

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	3	5
2	6	2	6
3	4	3	7
4	7	4	3
5	6	4	4
6	5	2	7

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	0	PERSUADE	0
ATHLETICS	2	TRAVEL	2	STEALTH	0
AWARENESS	3	INSIGHT	0	SCAN	3
HUNTING	1	HEALING	1	EXPLORE	2
SONG	0	COURTESY	0	RIDDLE	1
CRAFT	1	BATTLE	2	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Faithful, Fierce, Keen-Eyed, Patient, Secretive, Subtle, Swift

LANGUAGES AND TYPICAL NAMES

In the west, almost nothing is known about the Easterlings or their language. Easterling travelers never use their native tongue in the West. Peculiarly, it is not rare among the men of the east to have a passing knowledge of Khuzdul, likely due to frequent interaction with the remaining dwarven clans in the east.

MALE NAMES

Abraiz, Bharam, Brodda, Calintz, Dwar, Erennis, Jax, Khamul, Uldor, Ulfang

FEMALE NAMES

Anasa, Dendra, Ethacali, Keeta, Mira, Nafrati, Onree, Tabi, Usriev, Yurina, Zhoja

Cultural Virtues of the Easterlings

The Easterlings are a diverse collection of people that descend directly from the earliest tribes of men to awake upon the Earth.

EASTERN MYSTICISM

The cultural and magical traditions of the east are completely unknown to the men of the west. You have learned some of these magical traditions, a wondrous and useful tool to have in your travels.

- Choose one skill in each category (**Strength**, **Heart**, and **Wits**), and mark them. Whenever you use any one of the three marked skills, you can spend 1 point of Hope to achieve a Magical success.

CHARIOTEER

You know the secrets of building the feared Easterling war chariots.

- To build a chariot requires a Fellowship Phase undertaking.
- Chariots must be pulled by 2 horses, and the chariot uses all 10 Load for both horses (making them unable to carry anything else), and can seat 2 people.
- When you engage in combat using your war chariot, both occupants in the chariot are considered to be in a Rearward Stance (ignoring the regular requirements for taking a Rearward Stance). One occupant must drive the chariot by succeeding on an **ATHLETICS** test each turn while the other is free to make ranged attacks. When the driver succeeds on an **ATHLETICS** test to drive, both occupants maintain their distance and cannot be attacked using melee weapons for the next turn. If the driver fails their **ATHLETICS** test, then an enemy can approach them and make a melee attack against either occupant or the horses. Should either horse be injured or slain, the chariot becomes unusable until it can be driven by 2 horses again.

FURY

The Easterlings are known to fight with savage ferocity and furious determination.

- When you fight in the Forward Stance, your weapons deals +1 Damage and increase their Injury Rating by +2.

TRAVELERS

The Easterlings have come a long way to arrive in the west. Long and arduous journeys are routine in the East, and harsh landscapes burden you little.

- Whenever you would gain Fatigue from a Journey Event, you gain 1 point less (minimum 1).
- You *gain (1d)* on the **TRAVEL** roll at the end of each journey to reduce fatigue.

INSIDIOUS STRENGTH

The manipulation of Morgoth has left its mark on the entire population of Easterlings. Even those who resist evil can sometimes draw on its power to enhance themselves.

- When you score a Piercing Blow with a melee weapon, you may gain 1 point of Shadow to make the enemies Protection Test *Ill-Favoured*.
- In addition, while in Dark Lands, all of your Shadow Tests and Skill Rolls are *Inspired*.

SENSE EVIL

The seed of Morgoth is stuck in the heart of every Easterling. Because of this, you have particular insight into the corruption of evil and can sense it in others.

- When speaking to someone, you can make an **INSIGHT** test to detect evil within their heart.
- You automatically detect the presence of orcs, trolls, undead, wraiths, wolves, spiders, and other evil beasts within a range of 30 yards.
- Your **AWARENESS** rolls to detect ambushes by evil beings are *Favoured*.

Men of Dorwinion

The wine of Dorwinion brings deep and pleasant dreams.

Dorwinion (or Dorvinion) is a land east and south of the realm of the Bardings and known to them very sparsely. Most people in the west have never met a Dorwinion man nor learned much about their culture, knowing them only by their extremely potent wine.

Amidst the war and hardship that plagues Middle Earth, the people of Dorwinion enjoy a prosperous and vibrant life. Their lands are full of color and joy, and the people are happy, vivacious, and noble.

Dorwinion was not always like this, the peace that its people enjoy now was won through years of war and strife. Originally a colony of Gondor, it was lost to the Wainriders on their march to Middle Earth. When the Wainriders were thrown down, the people of Dorwinion rose up to take back their lands. Owing to their distance from Osgiliath, the people of Dorwinion slowly became independent from Gondor, eventually breaking away entirely.

Dorwinion is comprised of many small villages that are tied together by their loyalty to the queen. These villages each contribute warriors to the queen's guard, who seek glory and status by competing in contests of physical, mental, and martial prowess at the yearly Grand Tournament.

Yet the greatest commodity and pride of Dorwinion remains its vineyards. Every village in Dorwinion maintains a vineyard, and every villager must contribute some of their skills or labor to its maintenance and growth. The final event of every Grand Tournament is a wine contest, where each vineyard sends a single bottle to be judged by the Queen and her council of lords. This devotion to the art of winemaking is essential; the export of Dorwinion wine is the source of the realms wealth and prosperity.

Characteristics

Men of Dorwinion are similar to Bardings in their build and stock, but have many subtle facial and body characteristics that betray their Eastern influence. The spirit of these men, however, is as indomitable and noble as that of the men of Gondor in its golden years.

CULTURAL BLESSING — A PLEASANT LAND

Life in Dorwinion is a good life filled with joy, nobility, valor, and beauty. The spirit of Dorwinion's reflects their beautiful land, making them resistant to the degradation of Shadow.

> During the Spiritual Recovery step of a Fellowship Phase, if you would reduce Shadow by at least 1 point, you reduce Shadow by 1 extra point.

STANDARD OF LIVING — PROSPEROUS

Life in Dorwinion is one of plenty. The land enjoys a period of prosperity through trade with both the East and West.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	4	5	5
2	5	5	4
3	4	6	4
4	4	4	6
5	4	5	5
6	3	5	6

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 10
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	3	PERSUADE	2
ATHLETICS	1	TRAVEL	1	STEALTH	0
AWARENESS	2	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	0	EXPLORE	0
SONG	2	COURTESY	2	RIDDLE	2
CRAFT	0	BATTLE	1	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Spears OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Eager, Generous, Honourable, Merry, Proud, True-Hearted, Wilful.

LANGUAGES AND TYPICAL NAMES

All Dorwinions speak the language native to them in Dorwinion and the Common Speech. Dorwinions that travel to other lands also regularly speak Dalish and even a little bit of the Easterling tongue.

Dorwinion names, however are more complicated. Nobility often adopt names that could come from Gondor, owing to the lands history as a far province of great Gondor in millennia past. The common people's names reflect Gondorian roots with influence from Dalish, Dwarven, and Easterling cultures.

MALE NAMES

Aigur, Amar, Baranor, Bran, Califin, Coreth, Dírhael, Hallastur, Hirgul, Ingold, Maznar, Norbul, Iorlas, Tarvi, Ulduar

FEMALE NAMES

Arbelis, Berimar, Dagra, Egri, Finda, Idril, Karabella, Kelira, Lifeth, Lincali, Morwen, Noni, Taranhild, Zakeera.

Cultural Virtues of the Men of Dorwinion

The men of Dorwinion are pleasant people that combine the best of the Barding, Easterling, and Gondorian heritage.

DORWINION RED

Dorwinion wine is known across the land as a nearly magical substance that brings pleasant dreams. You are never without at least one bottle of this beloved nectar.

- At the beginning of each Adventure Phase, you are able to acquire a single bottle of Dorwinion wine.
- During a prolonged rest in each Adventure Phase, this bottle may be opened and passed around the group. When you do this, each member of the company recovers 1 point of Hope.
- Alternatively, you may open the bottle of wine and share it with a stranger to achieve a magical success on an **ENHEARTEN** or **COURTESY** roll.

TRAVELER FROM A PLEASANT LAND

Dorwinion culture and spirit can bring joy and merriment to the most dour and sullen of adventurers.

- Raise the Fellowship Pool by 1.
- Raise your maximum Hope score by 1.

SAILORS WAYS

Dorwinion relies on the trade made possible by the River Running and the Sea of Rhûn. Its people are natural mariners. They are also masters of gossip and rumor mongering.

- All of your rolls made to cross, navigate, or interact with waterways, boats, and bodies of water are *Favoured*.
- Once per adventure phase you may choose to acquire information via gossip and rumor-mongering. Ask the LM a single question, who must answer truthfully (the LM may deny your question if it would be impossible for you to find the information you seek).

PEOPLE OF MANY CULTURES

The land of Dorwinion has been a Gondorian colony, part of the kingdom of Rhovanion, conquered by the Easterlings, and maintains ties with the Dwarves of the Iron Hills and the Bardings. As such, cross-cultural communication and making friends from strangers is natural to travelers from this land.

- If you spend at least a few hours in conversation with a stranger who doesn't already dislike you, you may spend 1 point of Hope. If you do, this person is now a good friend; you may make a single request of this person who will gladly oblige if the request isn't outlandish or impossible.
- If you succeed on the Introduction roll of a Council with someone who is Reluctant, you may make an **ENHEARTEN** roll before the Interaction phase begins. If you succeed, they are now considered Open.

DORWINION VALOUR

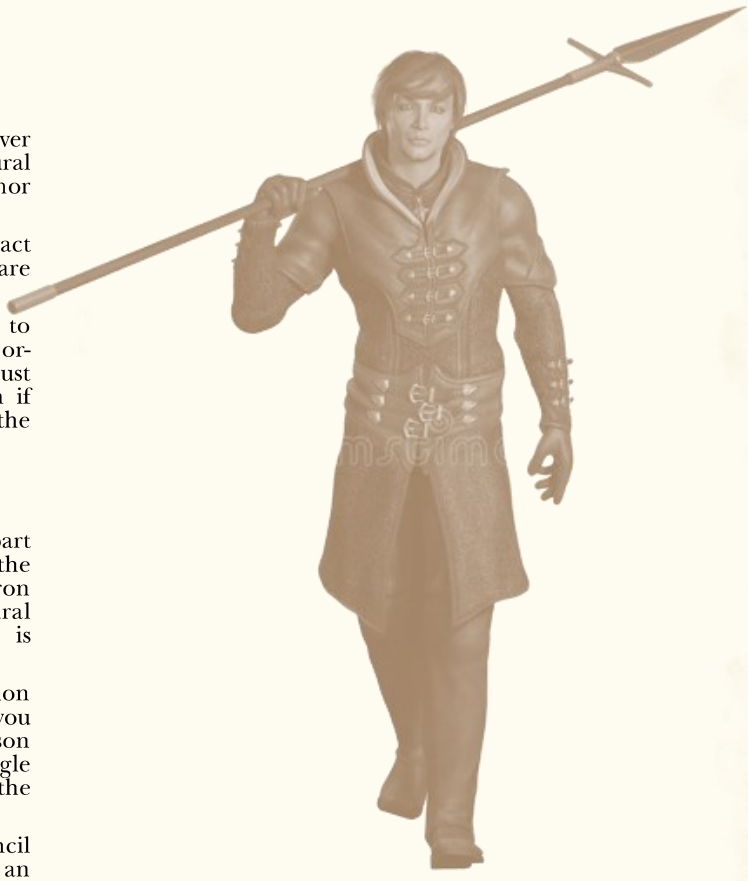
Dorwinion culture values brave and valorous pursuits. Young men who seek greatness are encouraged to face evil with a steadfast demeanor and a true heart.

- When you enter combat, you *gain (1d)* on your attack roll if you enter a Forward Stance in the first round.
- During an Adventure Phase, you may choose to become *Inspired* on a number of rolls equal to your Valour.

STRENGTH OF WILL

Your people have the willpower and strength of character that belies their heritage as men of Gondor. Despite other influences, the blood of the West can still be found within every Dorwinion.

- You *gain (1d)* on all Shadow tests made to resist the effects of Dread.



Dwarves of the East

Durin's Folk gathered all their host, and they were joined by great forces sent from the Houses of other Fathers...

When Aulë the Smith created the Seven Fathers of the Dwarves, four of these fathers were put to sleep and awoke in the peaks far to the East of the Misty Mountains. These clans of dwarves are known by the names: Ironfists, Stiffbeards, Blacklocks, and Stonefoots.

Little is known in the West about these Dwarves. Even the Dwarves of Durin's folk have seldom communicated with their far-flung brethren. The most recent meeting of East and West was the Battle of Five Armies when the fathers of these far houses sent troops to aid in the retaking of Erebor.

The Dwarves of the East have lived in the shadow of Morgoth for their entire existence. Their proximity to the Easterling tribes has forced their people into constant warfare. The Dwarves are resistant to the corruption that has bound the Easterlings, and so the dark lord has commanded the Dwarves destruction.

The kingdoms of the Dwarves have met ruin in the twilight of the Third Age. The great halls of old have all been consumed. The seven rings of the Dwarven kings have been reclaimed by Sauron, and there is little left to celebrate in the East. Because of this, the Dwarves of the East have seen an increasing number of emigrants who travel West to live in the greatness of Erebor. These travelers bring a unique experience and culture that adds to the glory of the Lonely Mountain.

Characteristics

The Dwarves of the East are broadly similar to the Dwarves of Durin's Folk. In fact, they are so similar that none but Dwarves would be able to tell the difference.

The travelers from the East have subtle differences in beard styles, crafting styles, and facial structure. Despite their differences, they are still a proud people that have a love of rock, and stone, and metal like their kin; and their bodies are strong and tough as the stone they work.

CULTURAL BLESSING — REDOUBTABLE

Dwarves make light of burdens, especially when it comes to wearing armour.

> You halve the Load rating of any armor you're wearing (rounding fractions up), including helms (but not shields).

NAUGRIM

Dwarves are shorter than Men, but their work as miners and smiths endows them with powerful arms and shoulders. Yet, they still favour shorter weapons over longer ones.

> Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

STANDARD OF LIVING — COMMON

Dwarves of the East do not benefit as of yet from the riches of Erebor and their own great kingdoms have long been lost to dragons and evil men. They do not live as beggars, but they no longer live as kings as they once did.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	3	5
2	5	4	5
3	6	4	4
4	6	5	3
5	5	3	6
6	4	5	5

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	2	PERSUADE	0
ATHLETICS	2	TRAVEL	3	STEALTH	2
AWARENESS	1	INSIGHT	0	SCAN	2
HUNTING	0	HEALING	0	EXPLORE	2
SONG	0	COURTESY	1	RIDDLE	1
CRAFT	2	BATTLE	1	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Axes	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Keen-Eyed, Patient, Proud, Rustic, Secretive, Wary, Wilful

LANGUAGES AND TYPICAL NAMES

The language of the Dwarves has changed very little in its entire history, and every dwarf is taught this ancient tongue at birth. The Dwarves of the East that have traveled this far have also gone to great lengths to learn the common tongue of the west, and many also know the Easterling language.

Their names are derived from the Dwarven tongue like all members of their race. One would find that the Dwarves of the East have names similar to that of Durin's Folk, with some subtle Easterling influence.

MALE NAMES

Abaz, Anar, Belam, Bláin, Borra, Burin, Bruni, Farin, Flói, Frár, Frergar, Frór, Ginar, Gróin, Grór, Hanar, Hepti, Iari, Lófang, Lóni, Náli, Nár, Niping, Nói, Núr, Nýrád, Ónna, Póri, Regin, Svior, Ulfar, Veig, Vidar.

FEMALE NAMES

Adía, Afrid, Agda, Bersa, Birna, Dagrún, Dís, Díndra, Edda, Elacali, Fenja, Frida, Geira, Gísla, Hadda, Hón, Ida, Ilmr, Jóra, Kára, Keif, Kóna, Líf, Línhira, Mára, Misti, Nál, Odama, Ósk, Ránee, Rinda, Sefa, Synree, Tóra, Trani, Úlfrúnev, Vírún, Yrina, Zir.

Cultural Virtues of the Dwarves of the East

Travelers from the East have claimed that the Dwarves of the East were corrupted by Shadow; this is not true. They are a virtuous people who have adopted a dour outlook on life due to their constant dire circumstances and their place amidst so many kingdoms of evil.

The Dwarves of the East can choose their Virtues from among those of the Dwarves of Durin's Folk, adding the following to the list.

OF EVIL MIND

Dwarves of the East have fought against the Shadow since they awoke in the world, with little help from Men or Elves in their struggle. When they engage the enemy, their determination and rage burns so bright as to purge sadness and misery from their hearts.

- You do not suffer the effects of being Miserable for Attack Rolls.
- When you are Miserable, all of your attacks gain +1 Damage and when you spend Success symbols (ᛉ) on Attack Rolls for Heavy Blows, you deal an extra +1 Damage per ᛉ spent.

HOUSES OF OTHER FATHERS

The Dwarves of the East are of foreign houses to the people of Durin's Folk. They bring with them skills and expertise not found in the West.

- Choose one skill you are not already *Favoured* in and mark it as *Favoured*.
- You *gain (1d)* on all **LORE**, **RIDDLE**, **COURTESY**, **PERSUASION**, **INSIGHT**, and **SCAN** rolls related to Easterlings, knowledge of the East, puzzles and riddles of the East, and objects from the East.

Men of Umbar

The fleet came at last to that place that was called Umbar, where was a mighty haven that no hand had wrought. Empty and silent under a sickle moon was the land when the King of the Sea set foot upon the shore. For seven days he journeyed with banner and trumpet. Then he sent forth heralds, and he commanded Sauron to come before him and swear to him fealty

The Black Nùmenòreans, initially named the King's Men, were a fallen group of Nùmenòreans descended from those who were loyal to the Nùmenòrean Scepter but in opposition to the Valar and relations with the Elves. After Sauron was brought as a captive to Nùmenor in fair form, these Nùmenòreans listened to his words, and were soon corrupted by him. They worshipped the Darkness and its lords (Melkor and later Sauron) and oppressed the Men left in Middle-earth. Ever since, they were the servants of the Enemy and bitter adversaries of the Men of Gondor.

For many centuries after the Downfall of Nùmenòr, descendants of the 'King's Men' held onto colonies in Middle-earth, what became the most northerly and famous of their settlements in exile, Umbar.

Most of those few Nùmenòreans who had never disavowed the Eldar, and had always remained true to their belief in Ilùvatar, also survived the destruction of their homeland, and they established their own Realms in Exile north of Umbar. The Faithful Nùmenòreans saw their southern counterparts as renegades and as being responsible for the Downfall of Nùmenor. The Black Nùmenòreans held a similarly low opinion of 'The Faithful' and their descendants.

Characteristics

The Black Nùmenòreans were "enamored of evil knowledge" and worshipped Sauron. They hated the followers of Elendil and their realm Gondor. After the fall of Sauron in the War of the Last Alliance their race dwindled swiftly or became merged with the Men of Middle-earth. It is not known, whether this dwindling meant that their lifespan and knowledge dwindled like that of the Dùnedain of Gondor or that their numbers dwindled.

CULTURAL BLESSING — MEN OF SHADOW

The men of Umbar have long dwelt in the lands of the shadow and such a life has shaped them and made them endure more then others.

> When you make a Shadow Test against Sorcery, Dread, or Greed your roll is *Favoured*.

STANDARD OF LIVING — COMMON

Long the days of splendor and riches have passed for the men of Umbar. To live in the dark lands is to strive ever onwards as such Umbarim men and women do not flaunt riches. Often the richest Umbarim are the most brutal or warriors aboard the Black ships.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	6	3	5
2	6	4	4
3	5	4	5
4	5	5	4
5	4	4	6
6	5	3	6

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	3	ENHEARTEN	0	PERSUADE	2
ATHLETICS	2	TRAVEL	0	STEALTH	0
AWARENESS	2	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	1	EXPLORE	0
SONG	1	COURTESY	2	RIDDLE	0
CRAFT	0	BATTLE	2	LORE	2

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Lordly, Fierce, Honorable, Proud, Tall, Stern, Cunning.

LANGUAGES AND TYPICAL NAMES

The men of Umbar are descendants of ancient Nùmenòr and as such are known to speak old Adùnaic as well as Westron to speak to those traders daring to travel the coastal paths to the lands of Umbar. The names are typically of Adùnaic origin.

MALE NAMES

Abrazân, Abrazîr, Arnubalkân, Azgarzîr, Balkazîr, Gimilzagar, Nimruzîr, Tarîkmagân, Zimrathôn.

FEMALE NAMES

Adûnaphêl, Gimlîth, Narûphêl, Nilûphêl, Sapthêth, Ûrîphêl, Zôrzimril

Cultural Virtues of the Men of Umbar

The men of Umbar have a legacy that runs deep within those descendants of ancient Nùmenor. This legacy brings strength and pride to Nùmenoreans and they are always willing to show that.

CORSAIR BLOOD

The men of Umbar are infamous for their corsair raids on the coasts of Gondor. To triumph in such raids you need to be fast, strong, and brutal.

- When on a boat, a floating platform, or in the water, your **ATHLETICS** rolls are *Favoured*. In addition, you suffer no penalty to attacks or skill rolls caused by waves or unsteady platforms.
- On the first attack you make in each combat scene, you may choose to make your attack roll *Inspired* or make your attack strike 2 targets.

MEMORIES OF NÚMENOR

Nùmenor was once a beacon of civilization and knowledge. But it has long since sunk beyond the ocean tides. There are those however that still remember the glory of old.

- During a Council you may invoke the ancient tales and speeches of your old homeland. When you use this feature, you *gain (1d)* to a single **RIDDLE**, **AWE**, **LORE**, or **COURTESY** roll. You may invoke this feature an amount of times equal to your WISDOM in a single Adventure phase.

WAR CRY OF THE KINGS MEN

The armies of Nùmenor could shatter the wills of their foes with only the power of their thunderous battle calls. The Dark Nùmenoreans of Umbar can still produce these terrifying calls, though they now ring in a dark key.

- At the start of a combat scene, you may spend 1 point of Hope and make an **AWE** roll. On a success, you reduce the Hate or Resolve score of all adversaries with Might 1 by 1 point. For each Success Icon (ᘐ) generated on the roll, increase the Might score affected and the Hate points removed from all adversaries by +1.

THE PLIGHT OF OUR KIN

Although the history of our peoples may be stained with blood, the Faithful of Gondor are valiant fighters against the shadow. We must learn to forgive and understand that their plight and the plight of all free folk is ours.

- Raise you maximum Hope by 1.
- Once per combat scene, when you spend Hope on an attack, you may attempt the Protect Companion combat task as a secondary action.

A PEOPLE WITHOUT A HOME

While Umbar may be our current home our home was always Nùmenor. Our people are used to traveling vast lands to find a place we can truly call home.

- When you reduce your Fatigue score at the end of a journey, you always reduce your Fatigue by 1 more.
- At the end of a Journey, your **TRAVEL** roll made to reduce Fatigue is *Inspired*.

GRIT AND FURY

The men and women of Umbar have endured much and the future seems to bring even more hardships. When faced with such hardships the people of Umbar either endure or lash out.

- When you must make a Protection Test against an adversaries attack, you may gain 1 point of Shadow to either become *Favoured* on the roll or make your roll *Ill-Favoured* but immediately make an Attack against the attacking adversary. You may use this virtue a number of times equal to your Valour in a single Adventure phase.

Lumi-väki

Yet the counsel of the Lossoth was good, by chance or by foresight; for the ship had not reached the open sea when a great storm of wind arose, and came with blinding snow out of the North

In ages long forgotten even by the most scholarly of Men, there were a hardy people dwelling in the far northern lands of Middle-earth; the people and the region they lived in were both called Forodwaith. But wars, disasters, the pillaging of Numenorean mariners, and plagues killed most of them, just as it did their distant southern cousins, the Enedwaith. In the latter years of the Third Age, only a few hundred of the Forodwaith still live, all but forgotten by the rest of the world, in settlements around the Ice Bay of Forochel.

Those few who know of them call them by the crude and insulting name Lossoth, meaning 'ice horde', and describe them as uncouth barbarians living in a harsh snow-locked land, remembering them mostly because of one visit by the ill-fortuned Arvedui (whose fate came in large part from underestimating them and thus ignoring their advice), and the later visit by the Dunedain to reclaim the Ring of Barahir. In the waning years of the Third Age, some hardy merchants come as far as the southern edges of their lands to trade for salt, furs, bead-work, carvings in bone and antler, and other rare goods. The Lumi-vaki, as they call themselves, welcome this trade, but are just as eager to see when the etela-vieras ('southern guests') leave them to their cherished isolation from the troubles and woes of Middle-earth.

Characteristics

The Lumi-vaki are a people made to survive, and their bodies show both the harshness of their environment and the determination of their people.

CULTURAL BLESSING — SISU

No matter how harsh their living conditions are, the Lumi-vaki face their challenges with quiet determination and endurance.

> Whenever a lumi-vaki suffers a Wound, or rolls a on the Feat Die on a Skill Test outside of combat, they recover a point of Hope.

STANDARD OF LIVING — FRUGAL

Life in the cold north is harsh, and the Lumi-vaki are accustomed to making do with what can be scrounged, wasting nothing. Even their chieftains live a humble life by the standards of any other people. They excel in putting to use things that other peoples treat as waste, but they rarely have anything to spare.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	4	7	3
2	5	5	4
3	5	6	3
4	5	7	2
5	6	5	3
6	7	5	2

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 6
Parry	WITS + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	1	PERSUADE	0
ATHLETICS	2	TRAVEL	2	STEALTH	1
AWARENESS	2	INSIGHT	1	SCAN	1
HUNTING	2	HEALING	1	EXPLORE	3
SONG	2	COURTESY	0	RIDDLE	1
CRAFT	1	BATTLE	1	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Axes	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Faithful, Generous, Patient, Proud, Rustic, Stern, Truehearted, Wary.

LANGUAGES AND TYPICAL NAMES

The native language of all Lumi-vaki is their own language, called the Lumi-kieli (snow-language), as well as Westron (called the etela-kieli, or southern-language) at least passably (in some cases with heavy accents or poor grammar, but those who engage in trade or travel may know it very well). Most Lumi-vaki are at least somewhat literate due to the need to send written messages between their settlements when personal travel is challenging. Their names are traditionally passed down, with many Lumi-vaki named for ancestors (possibly with some small variation).

MALE NAMES

Ailu, Abrran, Ahkemiella, Andaras, Anselbme, Aron, Asllat, Bavlos, Biejas, Biera, Davvet, Edo, Fretterat, Guhtur, Gunnar, Hansa, Heaika, Heiki, Ivvar, J ohanas, Jovnna, Jovsset, J uhan, Juvven, Klemma, Lasse, Mihkkal, Mihkku, Nikko, Nilas, Ovila, Piera, Rasstos, Savlos, Simmon, Tuomma, Ulmma, Valter, Vuolla.

FEMALE NAMES

Aile, Anna, Bikka, Biret, Cuvje, Dina, Eivor, Elissa, Ella, Gaddja, Garen, Gutnel, Helga, Hilda, Inga, Jaska, Juhanna, Kare, Kirste, Leandu, Leja, Luvissa, Magga, Maret, Margget, Marja, Marta, Mimmi, Nanni, Nienna, Olga, Pija, Ravdna, Risten, Ristinna, Sara, Sarahkka, Seara, Sofe, Sunna, Susanna, Ulla, Varbu, Vuohkku.

Cultural Virtues of the Lumi-vaki

The men and women of the Lumi-vaki are used to routinely enduring hardships of everyday life that would daunt even the hardiest of the folk of the south. More than being simply enduring, they are unshaken and undaunted. They cling fast to traditions that have kept them alive, living in much the same way, through uncounted years while other people rise and fall, come and go.

MATKAAIA

While most of your tribe keep to the ghoati, the ancient traditions of the hirvi-heimo still sing in the breath of your ancestors, and you have spent enough time journeying to be comfortable with the ways of the road. You remember where food, fresh water, fuel, shelter, and other necessities can be found, and have a talent for memorizing and recognizing landmarks.

- You never gain Fatigue when traveling on any route you have previously traveled, save only as the result of catastrophic outcomes; and during such a Journey, any tests you are called upon to make are *Inspired*.

NOAIDI

The voices of the spirits hear you, and you can slip into their world and learn what they have to say. Using your gievrie, you beat out sacred rhythms that reflect the movements of wind, ice, water, and sky, that others cannot sense, and follow those rhythms to slip between the places of the world into what lies beyond.

- Given sufficient time and concentration to slip into a trance, you can ask a question of the spirits. Make a **WISDOM** roll to enter the trance; this roll is *Favoured* when you are in Lumi-ma, or in any Safe Haven where you have spent more than a season and learned of the spirits of that land. In most cases, the answers given will be truthful, but often hard to understand, as the thinking of spirits is not like that of Men. But beware! In some lands, the spirits themselves are corrupted or twisted, or have their own motivations, and they may lie, mislead, or trick you.
- If you have opportunity to use a **SONG** roll outside of combat to enter a trance without being disturbed, you can then spend one Hope to achieve a Magical Success on a subsequent **SCAN**, **HEALING**, or **TRAVEL** roll.

KOIRA-HEIMO

Those of the tribe of koira-heimo are not solely the caretakers of the huskies that hunt, pull sleds, guard, and share warmth with the Lumi-vaki; they are, in some cases, bonded to the spirits of these noble, stoic beasts. Through some direct descent from the Lumi-vaki who Peivalken first brought the wolves to, you have such a bond with one of the huskies.

- Your husky is a steadfast protector whose keen senses are always ready to identify danger. Any **AWARENESS** roll meant to detect ambush, unseen foes, or similar danger is *Favoured* if your husky is with you.
- Should your route allow for the use of a small sled or wagon, your husky can help pull it. You may carry up to 5 Treasure, or equipment and war gear of up to 5 points of load, on such a wagon without suffering any penalties.
- During a battle, you may direct your husky to protect any one companion; if you do not specify, she will protect you. If the person protected is struck by a Piercing Blow, you may choose to cancel it by having the husky instead take the Wound. The wounded husky can do no more for you until she receives a successful **HEALING** roll and gets five days to recover. If it proves impossible to heal the husky, you will be able to bond with another during the next Fellowship Phase spent in Lumi-ma.

OIVALTAVA

The southerners are so loud and brash, keeping so little to themselves. By simply being quiet and listening, you have learned how to see through their (barely) hidden thoughts, and to reveal as much or as little as you wish.

- All **INSIGHT** rolls are *Favoured* when used during Councils with any but other Lumi-vaki. Additionally, when you make a successful **INSIGHT** roll related to a Council, all your rolls during that Council *gain (Id)*, and the loremaster may choose to give you additional information about the secret intent of the person you are studying (or at least tell you if there is some secret intent).
- In addition, any **RIDDLE** roll used to try to extract information without the sivullinen realizing you have done so, or to trick them into thinking that a particular idea was one of theirs, is *Favoured*.

MIELENRAUHA

Hardships are just how life is; you have endured far worse than most, even than many of your own tribe, and they have made you confident that, so long as you maintain your tranquility and discipline, the spirits will guide you to whatever destiny awaits you.

- Twice per session, you may spend one point of Hope to achieve a Magical Success on a Protection test, a Shadow Test, or a Skill roll related to survival or calm.
- Your companions may instead use this feature to aid you in similar situations, such as a **HEALING** roll made to treat your Wound.

KYLMA-YSTAVA

Those of the south-lands speak of their winters as if they were cold, but the worst chills of the highest mountains outside Lumi-ma are, to you, refreshing and reinvigorating.

- Within Lumi-ma, or in comparably life-threatening cold (such as a mountain pass in winter), you never suffer any ill effects from cold weather and its effects, save only magical versions of such things, and even against those your rolls to resist them are *Favoured*.
- In other lands, cold weather revitalizes you. Whenever you are recovering lost Endurance or shedding Fatigue (e.g., during prolonged rests), you recover an extra point of each if you are in (what the locals consider) cold weather, or if you are able to attain cold (such as with a swim in a cold pond); or two points in snow, ice, or blizzard conditions (such as during a climb over the High Pass).

Men of Tharbad

People of Nùmenòrean origin did not live there, except at Tharbad, where a large garrison of soldiers and river-wardens was once maintained. In those days there were drainage works, and the banks of the Hoarwell and Greyflood were strengthened.

Gone are the days of Numenor, where noble kings of men in great ships came from the sea to build great cities. Gone too are the days of great Arnor, a symbol of the power of noble men in the North. Arnor is vanquished, its people are scattered, and Gondor too has weathered to almost nothingness. Yet the city of Tharbad, once a great center of trade and cultural exchange, lives on.

It has been over 1000 years since Tharbad could truly call itself a city. Since the fall of Arthedain, Gondor has abandoned the north, and the once noble families of Tharbad have abandoned it. Those that are left are long past having hope for the future, but still they stubbornly refuse to let their home truly perish.

Now the people of Tharbad live in scattered homes and farms, surrounded by the ruins of grandeur they never knew. Only the elves remember the city Tharbad once was. For the men who reside there, these are but stories and legends. The town is ruled by a band of thugs, populated more by highwaymen than tradesmen. The master of town is an aging robber-baron, wearing a crown that he does not deserve. All of this, and still nature itself regularly beats the men of Tharbad to the dirt with floods, droughts, famines, and plagues.

Despite all that they suffer, the people of Tharbad survive. Surviving is all that they have ever done. Perhaps it is stubbornness, tradition, or maybe insanity, but Tharbad refuses to go from this world. This has made the people of Tharbad a hardy people, as tough as the stones of the great walls that surround the city and as tough as the great arches of the bridge over the river Greyflood. The city endures, and until the day where every last stone of the great bridge is worn to dust, the people of Tharbad will also endure.

Characteristics

The men of Tharbad are as tough as their city, sturdy and immovable like the bridge over the Greyflood.

Cultural Blessing — Love of Hardship

The men of Tharbad can survive anything, showing a love of hardship that has no parallel in Middle Earth. The power of their spirit can carry them through even when their body cannot.

> Whenever you spend Hope on a roll, you ignore the effects of *Weary*. In addition, once per session, when you become *Weary* you regain 1 point of Hope.

Standard of Living — Frugal

Tharbad is not a wealthy city, and the people there live in meager huts surrounded by great stone ruins. The heavy taxes laid by the Master take whatever is left, leaving the citizens with very little indeed.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	4	6	4
2	5	5	4
3	6	5	3
4	6	4	4
5	5	6	3
6	5	7	2

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	3	PERSUADE	2
ATHLETICS	2	TRAVEL	0	STEALTH	1
AWARENESS	2	INSIGHT	2	SCAN	0
HUNTING	0	HEALING	0	EXPLORE	0
SONG	0	COURTESY	2	RIDDLE	2
CRAFT	1	BATTLE	1	LORE	1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Faithful, Keen-Eyed, Patient, Proud, Secretive, Stern, Willful

LANGUAGES AND TYPICAL NAMES

The inhabitants of Tharbad speak the common tongue. Some of the newer inhabitants may also speak the languages of the Dunlendings, and a select few of the older families may know a bit of Dwarvish.

The few old families that remain in Tharbad still retain their naming convention from centuries past, reflecting their heritage as men of Westernesse. Commoners and more recently arrived inhabitants will have more common names, derived from local tongues with influence from Dunlendings and the people of Rohan.

MALE NAMES

Booth, Burl, Holden, Irving, James, Kelton, Landon, Manley, Milton, Oliver, Palmer, Raplh, Read, Tom, Walton, Wilson, Wyndom

Adrahil, Arvegil, Baranor, Bergil, Celepharn, Cirion, Dírhael, Eradan, Findemir, Hallas, Ingold, Iorlas, Malvegil, Orodreth, Tarannon, Targon.

FEMALE NAMES

Agna, Amelia, Barbara, Brenda, Edda, Ethel, Holly, Isolde, Jan, Kyla, Locke, Maida, Mirth, Nara

Almarian, Anwen, Arbereth, Baraniel, Calanril, Celenneth, Elnîth, Eraniel, Finduilas, Gilraen, Gilraeth, Gwileth, Ioreth, Ivorwen, Meneloth, Morwen, Narieth, Narniel, Orothêl, Tarandîs.

Cultural Virtues of the Men of Tharbad

The men and women of Tharbad display a hardiness, cultural depth, respect for tradition, strength of will, and memory that is beyond that of men. Their city has stood for an age despite the collapse of greater cities and greater men. The people will live on, no matter what comes.

LIFE AMONG THE RUINS

Tharbad contains thousands of years of history within its walls. Your life among the ruins has made you more aware of the passage of time, and the ruin that befalls all things; this has given you a wisdom beyond your years and an appreciation for life that carries you through dark times.

- During the Spiritual Recovery step Yule Fellowship Phase, you reduce your Shadow by an additional 1.
- You are *Inspired* on all Shadow Tests.

RAGE OF THE GREYFLOOD

The Greyfloods spirit suffuses the hearts of those that live in the Swanfleet and in Tharbad. It provides life, but can sweep it away at a moments notice. Like the great fury of the river in a flood, a man of Tharbad fights like a great rush of water, washing over their foes with unrelenting force.

- Whenever you fight in Forward Stance, if you generate at least ᚭᚭ on an Attack, you may spend 1 ᚭ to make a second Attack against the same adversary. This can only occur once per turn.

A BRIDGE OVER GREAT WATER

The bridge of Tharbad stood for millennia, though it may be broken now. It has withstood many great floods and untold years of decay. Yet most of it still stands, an unmoving edifice that refuses the destruction that time would bring upon it. You seek to become unmovable and enduring, like the bridge that sits at the center of your great city. By invoking this spirit of perseverance, you can deny even death itself.

- If you are Wounded, all of your Protection Tests are *Inspired*.
- In addition, the first time you are reduced to 0 Endurance in a combat scene, instead remain at 1 Endurance.

SCUM AND WRECKAGE

If you look closely at the stones of the city, you will see lines of brown and grey, perhaps overlapped with a living green film of scum and moss. The Greyflood regularly overflows its banks, unleashing devastation upon the people, and these lines mark the greatest of these floods. One grows quite skilled at searching wreckage and ruins for valuables and provisions when they live in Tharbad.

- You *gain (1d)* on all rolls made to search piles, ruins, wreckage, or other like things.
- Whenever the company rolls for the Treasure Value of a Hoard, you personally find (1d) extra Treasure.

NO HONOR AMONG THIEVES

The people of Tharbad are few, and newcomers to the town are often of the criminal variety. Highwaymen, cutpurses, and vagabonds of all kinds make their way to this city to hide away from the world and the consequences of their actions. You know these people, how to relate to them, and how to exploit them. As a benefit of this knowledge, you have an incredible knack for subtle negotiation and misdirection.

- In a council, all of your rolls to lie, misdirect, or confuse *gain (1d)*.
- In addition, a success on a **RIDDLE** test for the Introduction of a Council will make the audience Friendly. However, if you fail the test, the audience becomes Reluctant.

TRAVELERS SAVVY

Travelers do not pass through Tharbad often, but anyone traveling south through Eriador or north from Rohan and Gondor must cross the Bridge over the Greyflood. Trading, traveling, and dealing with merchants is part and parcel of living in Tharbad.

- During Fatigue reduction at the end of a Journey, you reduce your Fatigue by an additional 2.
- Once during a Journey before the Loremaster rolls to determine a Journey Event, you may spend 1 point of Hope to ignore the roll and make the Journey Event a Chance-meeting.

Istari of Valinor

"Do not meddle in the affairs of wizards, for they are quick to anger

The Istari are Maiar spirits sent from Valinor to Middle Earth to aid in the battle against the growing Shadow. They were forbidden to dominate the Free Peoples or to match Sauron's power with power. With the exception of Elrond, Galadriel, and Cirdan, no one knows their true nature.

Characteristics

The Istari take on the appearance of old men; however, they age very slowly. Despite their old appearance, they have strong bodies and highly intelligent minds. Each Istari carries a staff, is associated with a color, and possesses a rank within their Order. They are not known to wear armour but will use weapons when necessary.

Cultural Blessing — Secret Fire

The Istari are gifted with the ability to use what most people would call magic.

> As long as you are no Weary, you are able to use Spells.

Standard of Living — Frugal

The Istari have very little need of material possessions. Most don't even have a permanent abode, instead, they travel about the land to help where they are needed.

Magic in Middle Earth

Magic in Middle Earth is unspecific and often subtle. As such, players and Loremasters have some leeway in determining the exact effects of a spell. Some examples are listed in the coming pages.

It is also important to remember that the Istari have been sent to guide, not rule, the Free Peoples. As such, any use of magic against a member of the Free Peoples might very likely be considered a Misdeed.

Lastly, beware the Eye of Mordor (pg. 169).

"I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass. The dark fire will not avail you, flame of Udun. Go back to the Shadow! You cannot pass."

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	2	5	7
2	3	4	7
3	3	5	6
4	4	6	4
5	4	4	6
6	2	6	6

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 18
Hope	HEART + 8
Parry	WITS + 14

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	2	PERSUADE	2
ATHLETICS	0	TRAVEL	1	STEALTH	0
AWARENESS	1	INSIGHT	2	SCAN	1
HUNTING	0	HEALING	2	EXPLORE	1
SONG	1	COURTESY	2	RIDDLE	1
CRAFT	1	BATTLE	0	LORE	3

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Staves (Cudgel)	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fair-Spoken, Generous, Patient, Secretive, Stern, Subtle, Swift

LANGUAGES AND TYPICAL NAMES

The Istari are familiar with most languages spoken in Middle Earth. They can speak the Common Tongue as well as Sindarin and can even understand the Black speech. Their true names are never revealed, instead, they take on whatever names the various folk give them.

THE WIZARD'S STAFF

A wizard's staff is a tool and a channel for their magic. Characters use their Combat Proficiency in Staves to cast spells using their Wits TN.

The staff can also be used to make regular melee attacks however it is subject to the penalty for Brawling weapons.

Players should take time to design their staff to fit the character they have in mind

"The staff in the hand of a wizard may be more than a prop for age."

Cultural Virtues of the Istari of Valinor

The Istari are a mystery to nearly all the peoples of Middle Earth. They are most often wanderers, appearing where they are most needed.

REVEAL TRUE SELF

The servants of the Enemy righly fear those from the Uttermost West. When all seems lost, you can choose to reveal your true identity.

- Any enemies with an Attribute level of 4 and under that are not at full Hate flee from your presence.

Gandalf stood up and strode forward, holding his staff aloft. "Listen, Hound of Sauron!" he cried. "Gandalf is here. Fly, if you value your foul skin!"

FRIEND OF BIRDS AND BEASTS

The Greyfloods spirit suffuses the hearts of those that live in the Swanfleet and in Tharbad. It provides life, but can sweep it away at a moments notice. Like the great fury of the river in a flood, a man of Tharbad fights like a great rush of water, washing over their foes with unrelenting force.

- You may converse with birds and beasts as if they were intelligent creatures. You can intuitively understand them, and they understand your speech. No one but you will understand the speech of the animal.
- While creatures may not always obey you, you are able to learn basic information by speaking with friendly animals.
- In addition, you may choose to *gain (1d)* on a number of rolls equal to your Wits rating in each Adventuring Phase.

[...]he has much lore of herbs and beasts, and birds are especially his friends.

FORGOTTEN LORE

You know many old passwords and hidden roads that have been forgotten by most in Middle Earth.

- When making a **LORE** or **TRAVEL** roll, you may spend 1 point of Hope to achieve a Magical success.

"I once knew every spell in all the tongues of Elves or Men or Orcs that was ever used for such a purpose."

AGAINST THE SHADOW

You have been sent to Middle Earth to contend with the powers of the Shadow and you know that the Light will prevail.

- All your Shadow Tests due to Sorcery are Favoured.
- In addition, you *gain (1d)* on all Shadow Tests for Sorcery.

In rode the Lord of the Nazgul, under the archway that no enemy ever yet had passed, and all fled before his face. All save one.

GIVER OF HOPE

Your task lies not in contesting the will of Sauron with power, but guiding the Free Peoples. Your wisdom and belief there is good in the world worth fighting for inspires those around you.

- Once per Adventuring Phase, you may make an **ENHEARTEN** roll. On a Success all other members of the company gain 2 Hope plus an additional point of Hope for every Success icon (ᘓ) rolled.

"Bilbo was meant to find the Ring, and not by its maker. In which case you also were meant to have it. And that may be an encouraging thought."

POWERFUL SPELLS

You have prepared for when enemies press close around you.

- When two or more enemies are attacking you in close quarters, your spells may attack all of them using the same roll and deal the full damage to every target.

There was a terrible flash like lightning in the cave, a smell like gunpowder, and several of them fell dead.

Rules for Istari Magic

Spells and other magical effects are cast using your Combat Proficiency in Staves using your Wits TN. Spells can target any enemy in any possition.

Spells often require either words, materials, or both. Up to the Loremaster's discretion.

High in the air he tossed the blazing brand. It flared with a sudden white radiance like lightning; and his voice rolled like thunder. "Naur an edraith ammen! Naur dan i ngaurhoth!" he cried. There was a roar and a crackle, and the tree above him burst into a leaf and bloom of blinding flame.

FATIGUE

Casting a spell can cause between O and 3 points of Fatigue depending on the desired effect. For example, causing smoke rings to change color might not cause any Fatigue. However, setting a tree alight will flame or holding a door shut against a powerful foe might cause 3 points of Fatigue.

Any Fatigue points gained this way are removed after a short or long rest.

"A Balrog," muttered Gandalf. "Now I under-stand." He faltered and leaned heavily on his staff. "U‰hat an evil fortune! And I am already weary."

PREPARING SPELLS

Spells can be made stronger by taking more time. A player can choose to spend multiple rounds to cast one spell by using a number of rounds to take no action other than focusing on preparing a spell. When they finally cast the spell, they can gain a number of d6s equal to the number of rounds they prepared.

If the character takes any loss of Endurance while they are preparing their spell, they lose any gained dice up to that point.

"I could think of nothing to do but to try and put a shutting spell on the door. I know many; but to do things of that kind rightly requires time."

SUPERIOR SUCCESS

Any Success Icons rolled during a spell can be spent to reduce the Fatigue gained by one point. Or to target an extra individual if the spell is normally limited to one target.

For spells targeting multiple enemies, any Endurance loss dealt from a spell is then divided among the targets.

SPELLS

- **MASTER OF SHAPES AND HUES:** You change the color or shape of smoke. You seem to grow in size while the world darkens around you. Your voice rolls like thunder. *Gain (1d) or (2d)* to an Awe or Courtesy roll.
  - ◊ Lose 0-1 Endurance points
- **COUNTERFEIT:** You hide your true form from others, causing them to see you as someone else.
  - ◊ Lose 2 Endurance points
- **FLASH OF LIGHTNING:** There is a terrible flash of light, a crack of thunder, and a smell like gunpowder. Deals 8 points of Endurance loss. Nearby enemies also lose 1 point of Hate or Resolve.
  - ◊ Lose 3 Endurance points
- **GUARDING AND GUIDING:** You bestow a blessing on a creature or item to keep them from harm or hide them from unfriendly eyes. The target *gains [1d]* on a **STEALTH** or **TRAVEL** roll.
  - ◊ Lose 2 Endurance points
- **LIGHT:** You cause the end of your staff to glow with light. The brightness and color of the glow are up to you.
  - ◊ Lose 1 Endurance points
- **PIERCING SPARKS:** You cause a source of fire to erupt causing piercing white sparks to burn anyone close by. Anyone nearby the fire takes 3 points of Endurance loss.
  - ◊ Lose 2 Endurance points
- **POWER OF VOICE:** Your words are enthralling to those who listen. All your councils seem wise. You may even cause your voice to sound like another's if you are familiar with it. You *gain (1d)* to a **PERSUADE** or **RIDDLE** roll.
  - ◊ Lose 1 Endurance points
- **WORD OF COMMAND:** You can force the world to your will. A door can be held shut (or forced open) or you may command someone to come or banish them.
  - ◊ Lose 3 Endurance points

"For an instant the door left my control and began to open! I had to speak a word of Command. That proved too great a strain."

Men of Lond Daer

For long years these lands were their chief source of timber, not only for their ship-yards at Long Dear and elsewhere, but also for Nùmenor itself

The Knights of Lond Daer are familiar with hardship. They are a mixed group but are united by their many shared challenges. They dwell together in adversity as they carve out their existence on the southwestern shore of Eriador. Dunlending and Fisher-folk raiders frequently target the people of Lond Daer, seeking to finish off the vestige of a culture many believe should have long been washed away by the sea.

Despite the many threats to their existence, the inhabitants of Lond Daer forge life anew within the Western Haven. The people provide for those within the walls by fishing with large boats that carry them out to deep waters, ensuring the catch is adequate to feed the population. They work the ground in and around the Western Haven to provide a variety of crops needed for this growing village. Traders from Lond Daer, managed by Johan Fleet, will sometimes take a surplus of these goods to Dwarven markets in Ered Luin, where they trade for weaponry and tools. Trade routes can occasionally extend as far north as Bree and as far south as the ports of Gondor.

The people of Lond Daer know nothing of the history and cultural remnants resting beneath the waves and at the bottom of the harbor. The Nùmenòreans once roamed the shore of Lond Daer, using the Western Haven "New Haven" as they knew it as a starting place to settle Middle Earth. But that was long ago, and that kingdom has since fallen from even memory. Now a new kingdom rises from the foundations of the old, built by those imbued with purpose to be a beacon of hope for a more vital life in this dark hour.

"Queen" Nimue holds her title with no lineage or sigil. Her reputation has won for her the title, renown, and respect of her people. The skull of a giant sea-serpent hangs above her seat in the great hall, but she carries no other symbol of status. The Queen calls on those with steady resolve and devotion to freedom to stand against the shadow at work within Eriador.

Characteristics

The men and women who make up the Knights of Lond Daer are a ragged multitude of misfits from all over Eriador. No particular characteristic defines them, as they each have a unique background. They are a group built of locals from settlements along the coast, wanderers from Bree, refugees fleeing Tharbad, and beyond. Some have even roamed from the far south to seek the freedom in the Queen's halls.

Cultural Blessing — Inner Reserve

Regardless of a person's place of origin and past life circumstances, from the time they are sworn as a Knight of Lond Daer they feel a strong sense of belonging and faith that they can bring strength and hope to their cause.

> You may choose to spend 1 point of Hope to add (1d) to a skill roll after rolling instead of before. You may use this feature a number of times equal to your Valor rating in a single Adventure Phase.

Standard of Living — Common

Due to increasing trade with nearby settlements, Lond Daer is becoming an established village but certainly not a place of wealth. They primarily hold true to their roots as a fishing village. This way of life sustains them comfortably but cannot propel them toward prosperity.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	4	7	3
2	6	6	2
3	4	6	4
4	5	6	3
5	6	5	3
6	5	5	4

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	0	ENHEARTEN	1	PERSUADE	0
ATHLETICS	1	TRAVEL	2	STEALTH	1
AWARENESS	1	INSIGHT	1	SCAN	2
HUNTING	3	HEALING	1	EXPLORE	2
SONG	2	COURTESY	1	RIDDLE	2
CRAFT	1	BATTLE	0	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Swords OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Eager, Faithful, Honorable, Patient, Proud, Rustic, True-Hearted

LANGUAGES AND TYPICAL NAMES

The people of Lond Daer speak in the common tongue. Due to increasing trade opportunities with nearby settlements, and encounters with wanderers from other cultures who settle here, the population may be familiar with a little Dwarvish and the language of the Dunlendings.

Due to the unique variety of people groups influencing the population of Lond Daer, names are often taken from cultures such as Men of Bree or Men of Tharbad.

MALE NAMES

Adrahil, Alfred, Baranor, Bill, Bronson, Cirion, Eradan, Grimbold, Haldane, Hurin, Ingold, James, Johan, Karl, Landon, Odo, Oliver, Oswald, Targon, Thorric, Tom, Wilson.

FEMALE NAMES

Amelia, Avina, Calanril, Emma, Enfys, Etta, Gilraeth, Heva, Flora, Holly, Ioreth, Kyla, Lily, Morwen, Nara, Nimue, Orothêl, Primrose, Rose, Sage, Tarandîs, Violet.

Cultural Virtues of the Men of Lond Daer

FOUNDATIONS OF OLD

By virtue of your claim to this land, you tap into the same spirit of those who walked and defended these shores before you. That spirit strengthens you. You can feel the energy of the men of old, benefiting from their experiences in war against the shadow. Here also is the one place a Knight of Lond Daer can truly rest their weary soul.

- You are favoured on Shadow tests for Dread.
- In addition, during the Spiritual Recovery step of a Fellowship Phase, if you are resting within the Western Haven of Lond Daer you may remove 1 additional point of Shadow.

FISHERMAN'S FRIEND

You have picked up many encouraging melodies and shanties from working the fishing boats of Lond Daer. Whether on the road, out at sea or back in the Queen's Halls, you can strike up a resounding chorus that can uplift or bring to tears all who are around to hear.

- When you sing a song for a council, journey, or combat, you or another member of your party may regain a point of hope. That character is then favored on their next roll.

MY SHARE OF THE BURDEN

You feel compelled to help those in your company with the many burdens of life on the road. Your desire to win the Queen's favor compels you to take on their load even at the expense of your own strength and resolve. Through this, you perform your knightly duty to relieve others of the burdens of their lives. This drive comes naturally, passed down from your ancestral line of hard-working fisher-folk.

- When your company would gain Fatigue from a Travel event, you may reduce any amount of Fatigue gained by your companions and increase your Fatigue by an equal amount.
- In addtion, twice per Adventure Phase, you may spend a point of Hope to allow an ally to regain a point of Hope.

SEA SERPENT'S BANE

You will stop at nothing to prove your knightly worth. When Queen Nimue slew the sea serpent, she earned the respect of the townsfolk and gave the people hope for a brighter future. When the opportunity arises to bring down a mighty beast you feel compelled to rise to new heights, being inspired to win further renown for Lond Daer and the Queen.

- If you are not Weary, you are favored on Protection Tests against adversaries with a Might score of 2 or higher.
- Additionally, once per combat, you may choose to suffer 1 Fatigue to gain (2d) on a single attack roll.

A BRIGAN'S TOIL

Through myriad encounters with sudden challenges, you have learned to make the most of situations when life gets tough. By drawing on those countless experiences you have learned to think on your feet and your wits are sound.

- When you make a roll, you may to spend a point of Hope and gain 1 Shadow to reroll all Success dice. You may use this feature a number of times equal to your Wisdom rating in a single Adventure Phase.

SEA LEGS

Life on the open water has taught you how to move appropriately when on board a moving boat. Now that you have taken up adventuring you can exploit your superior balance to your advantage even when you are on dry land.

- Once per combat, before an enemy makes an attack roll, you can choose to increase your Parry rating by 3 against a single attack.
- In addition, whenever you are on the water or in a boat, all your rolls are Inspired.

Fisher Folk of the Shore

...many of the Children of Ilvatar hearken still unsated to the voices of the Sea, and yet know not for what they listen.

The Fisher-folk are a collection of tribes (known as Fleets) scattered along the coasts and rivers of Eriador, from the Isen in the south up to Forlindon - or even, on occasion, Forochel. They live as nomads, eating fish from the sea and sailing about in groups of small but hardy coracles. Due to the divided nature of such a society, they have various different perspectives on the issues of Middle-earth hard to encapsulate simply.

Broadly, however, their main concern at present is with the increasing settlement along the coast. Their folklore recalls how, in days of old, they were driven out of their forest lands by Numenorean settlers; they do not want history to repeat in their settlement varies: some Fleets conduct raids (often allied with newer watery home. The precise reaction to the their Dunlending kin), others maintain a cold wariness but wait and watch for the time being, and some even decide the best course of action is to join the settlers - indeed, much of the population of Lond Daer has its ancestry in the Fisherfolk.

Characteristics

The Fisher-folk are distantly related to the Men of Forochel, and are closer kin to the Dunlendings. They have fairly dark complexions, often roughened and somewhat tanned by their time at sea. They tend to be imposing, enduring figures, yet can be dexterous and swift when they need to be.

Youths of the fisher-folk often go off on their own to explore away from their Fleet, and some of them may indeed decide to go off on a true adventure. They rarely like to venture very far from water - although recently, a curious affliction from the mysterious Hungry One has caused a few of them to go far to the Misty Mountains, in search of Moria. Their clothing is usually made from animal hides or finger-woven plant fibres, and coracles are also often worn on the back for portability when going inland. In battle, they favour spears, also used for their fishing.

Cultural Blessing — Call the Winds

The Fisher-folk know strange songs to call up winds along the shore, making their travel far swifter and letting them avoid dangers.

> When making a TRAVEL roll or a roll to resolve a journey event, you can spend a point of Hope to achieve a Magical success.

The wind is blowing, and the white foam is flying.

Cultural Blessing — Simple Boats

The Fisher-folk travel in small coracle boats of hide and wood, and hide spare ones in stashes all the way up the coasts and riverbanks of Eriador.

> If your Company is able to travel upon water in Eriador, you may easily procure some coracles. This lets the whole Company travel on that body of water as if they had a horse with a Vigour rating of 2, regardless of their Standard of Living – though be left behind and recovered later or replaced. Exceptional Bree-horses actual horses must either ' or similar can follow along the river or wait patiently.

Standard of Living — Frugal

The Fisher-folk are nomadic, taking shelter in temporary structures of dried seaweed and driftwood, or in the ruins one finds along the coast. In brighter times, their living but the increased settlement has reduced their options and they are might be considered common (albeit unsettled), reduced to a frugal way of life.

Attributes

Choose one set of attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	7	2
2	4	7	3
3	5	6	3
4	4	6	4
5	5	5	4
6	6	6	2

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as *Favoured*.

AWE	1	ENHEARTEN	0	PERSUADE	0
ATHLETICS	2	TRAVEL	3	STEALTH	1
AWARENESS	2	INSIGHT	1	SCAN	2
HUNTING	2	HEALING	1	EXPLORE	1
SONG	2	COURTESY	0	RIDDLE	0
CRAFT	0	BATTLE	2	LORE	0

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Fierce, Keen-Eyed, Proud, Rustic, Swift, Tall, Wary.

LANGUAGES AND TYPICAL NAMES

The Fisher-folk speak an ancient tongue related to that of the Dunelndings. They call it Forest-speech, for it is one of their last connections to their woody home of old. They also tend to learn the Common Tongue, and a few Fisher-folk who frequent the seas around Lindon have learned a little Sindarin from the Elves there.

Their names bear some similarity to those of their Dunlending kin. They also introduce themselves with the name of their Fleet, in the form "Bedwyr of the Gull's Fleet." Fleets are named after the coastal creature or sea-spirit that the tribe most admires.

MALE NAMES

Bedwyr, Dylan, Gethin, Gwydion, Llyr, Manawydan, Mordred, Owain Rhys, Taliesin

FEMALE NAMES

Arianrhod, Betrys, Eluned, Fflur, Gladys, Gwenhwyfar, Modron, Morgan, Olwen, Rhiannon

FLEET NAMES

Cod, Crab, Eel, Gull, Hungry One, Mer-queen, Puffin, Salmon, Storm King, Whale

Cultural Virtues of the Fisher-folk of the Shore

The Fisher-folk are as wild as the waves, and as enduring as the rocks they crash against. They are also a more overtly religious folk than many in Middle-earth, worshipping the spirits of the shore and learning and wielding strange magics of the sea.

BREATH AND HUNGER

You have seen the Hungry One, and made to it an offering. For most player characters, this will be an animal sacrifice or a gift of treasure, though you know that many Fleets give far more worrying things to its dark tangles. Little frightens you after such an experience, though you may be more at risk of becoming afflicted with the strange curse of its breath.

- All your Shadow Tests due to Dread are *Favoured*, and you additionally *gain (1d)* on such tests inflicted by a Nameless Thing.

...there are other things more slimy than fish.

SECRET PATHS

Fisher-folk take advantage of the element of surprise when they attack. You know well how to plot unseen paths to approach your enemies - and through skirmishes with other Fleets, you also have a knack for recognizing when you are on the receiving end of an ambush.

- You can never be ambushed.
- You succeed in an ambush attempt even if one member of your company failed in their **STEALTH** roll.

Some suddenly loomed up right in front of him.

SIBLING TO THE SEA

The Fisher-folk have a profound knowledge of the creatures beneath the waves they call home; some even claim to be descended from fish or mermaids, or to be able to take on the form of birds or fish. You know the ways of such creatures, and can rely on mimicking their nimbleness in combat.

- When fighting near or on a body of water, you are Inspired on all of your combat rolls.
- Additionally, you can communicate with seabirds and aquatic creatures by making appropriate Skill rolls, usually **COURTESY, PERSUADE,** or **SONG**, to receive tidings, delivery messages, and so on.

Alive without breath,

As cold as death...

SHORE NOMAD

The Fisher-folk ensure their safe passage wherever they go by following shoals of fish or flocks of birds. They are also taught from a young age how to build shelter from scavenged bits and pieces.

- At the end of a Journey, you reduce your Fatigue gained by 2, and the rest of your Company reduce theirs by 1.
- When your Company enters a new Region, you may spend a point of Hope to treat a Dark Land as a Wild Land or a Wild Land as a Border Land for the purposes of Journey Events.

To the sea, to the sea! The white gulls are crying...

SONG OF THE STORM

You know more powerful wind-songs, able to summon great gusts. You can use this to your advantage when fighting, andwith other similarly knowledgeable Fisher-folk by your side, you might even be able to call a storm.

- While outdoors, you may call a gust of wind to attempt the Intimidate Foe combat task regardless of your current stance, and may use SONG instead of AWE for it.

...in storm he delights, and laughs amid the roaring of the waves.

STRONG-VOICED LAMENTS

You have seen the Singer on the Shore from afar and stayed to listen awhile, contemplating and learning his songs in all their beauty and sadness.

- Your Company adds two Laments to their song list. These songs can be sung at any of the three possible ventures (see page 123 of The One Ring), and make their associated SONG rolls Favoured, though they may not be used if it is important to maintain a happy atmosphere (such as when journeying through Dark Lands or entertaining a visitor).

... thereafter he wandered ever upon the shores, singing in pain and regret beside the waves.