FAN SUPPLEMENT FOR ADVENTURES IN MIDDLE-EARTH



(a compilation from contributions to the

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cubicle 7 forum, edited by tom davie)

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~CONTENTS~

~OVERVIEW~

Converting tor to aime by throrll & majestic

A very rough, and homemade conversion would be as follows: TOR™ TN's are 14 base. 5e DC's are 15 base. Any TN14 is considered a DC15. If the TN is 18 or 20, then the DC is 20. If the TN is 10 or 12, then the DC is 10.

Don't worry about converting stats directly (BODY, HEART, WITS). Look at how the stats are arranged (high, mod, low) and use the 5e 'Standard Array': (15,14,13,12,10,8). Arrange the 5e standard array stats accordingly (BODY = Strength/Dex, HEART = Con/Charisma, and WITS = Int/Wis).

TOR skills break down fairly nicely for most of the 5e Proficiencies.

Don't forget Cultural bonuses to 5e culture stats, as well as level bonuses.

Finally, the Attribute Level of TOR NPC's (or the combined Wisdom/Valour rating of PC's) equals twice the Proficiency bonus range for AIME characters. Therefore, an Attribute Level 4 NPC is a +2 Proficiency bonus AIME character (level 1-4). An Attribute Level 6 NPC is a Proficiency bonus +3 NPC (Hit Dice 5-8). Round up for 1/2 Proficiency bonuses. A TOR PC with a Wisdom of 4 and Valour of 1 (5 total levels) would be a +3 Proficiency Bonus character in AIME (level 5-8) [1/2 of 5 = 2.5, round up to +3]. Obviously, an Attribute Level 5 NPC is only levels 5-6, while an Attribute Level 6 NPC is level 7-8 (but both having a +3 Proficiency bonus).

Converting The One Ring to Adventures in Middle-earth

Valour, Wisdom, Skills	TOR Attributes	Description	D&D Ability Scores
1	1-2	Poor	6-9
2	3-4	Average	10-11
3	5-6	Good	12-15
4	7-8	Superior	16-17
5	9-10	Outstanding	18-20
6	11-12	Prodigious	21+

~Cultures~

~New stuff for existing Cultures~

House Rules by Broche et al for Character generation

Athelas can only be used by Dunedain.

Men of Rohan do not automatically speak Sindarin.

All Elves should have these changes:
ABILITY SCORE INCREASE: Dexterity +2, Wisdom +1, any +1.
GRIEVOUS WOUNDS: Elves are immune to disease, and they have advantage and proficiency on all saving throws to resist poison. When reduced to zero wound points, they automatically succeed at their first saving throw to avoid death.

HIGH ELVES OF RIVENDELL by Michebugio

Ability Score Increase – Your Dexterity, Intelligence, Wisdom and Charisma scores increase by 1.

Against the Unseen - High Elves can perceive creatures that dwell in the wraithworld, be they spirits or ghosts, even when they are normally invisible to the eyes of the living (including Unclad and Invisible Ringwraiths). Additionally, High Elves have advantage on saving throws against being frightened, and are considered to succeed automatically at any saving throw against being frightened by an undead creature.

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

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

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

Skill of the Eldar - You have proficiency in the Lore skill. You also gain proficiency with an artisan's tools of your choice: calligrapher's supplies, cartographer's tools, jeweller's tools, smith's tools, or

woodcarver's tools. You also gain proficiency in one musical instrument of your choice.

Languages – You can speak the Ancient Tongue of the elves Quenya, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

~New Cultures~

Optional Heroic Culture Template by Otaku-sempai

Introductory Text

DESCRIPTION
Text

[CULTURE] NAMES
Text
Male Names: List names.
Female Names: List names.

STANDARD OF LIVING
Text.
Bonus Equipment: Text.

[CULTURE] TRAITS
Ability Score Increase -- Text.

Adventuring Age -- oo-oo. Text.

Size -- Your size is [xxxx].

Speed -- Your base walking speed is oo feet.

[Cultural Trait(s)] -- Description of each.

Languages -- Text.

Starting Virtue -- You gain one [Heroic Culture] Cultural Virtue of your choice.

[HEROIC CULTURE] CULTURAL VIRTUES
Text.

VIRTUE 1
Quote.
Description.

VIRTUE 2
Quote.
Description.

VIRTUE 3
Quote
Description.

[HEROIC CULTURE] CULTURAL HEIRLOOMS
Heirloom 1
Description.
Heirloom 2
Description.
Heirloom 3
Description.

Elves of Lórien by otaku-sempai

"But we hear that Lórien is not yet deserted, for there is a secret power here that holds evil from the land. Nevertheless, its folk are seldom seen, and maybe they dwell now deep in the woods and far from the northern border."

DESCRIPTION

Very much like the Elves of Mirkwood, the Elves of Lórien 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.

ELVES OF LÓRIEN NAMES

Close kin of the Elves of Mirkwood, the Elves of Lórien also share their names and adventuring expectations. (See ***Adventures in Middle-earth Player's Guide***, page 43 for more on Elf naming conventions and Adventuring age.)

Male Names: Amras, Arednel, Beleganor, Belegon, Calanhir, Carmagor, Dagorhir, Durandir, Edrahil, Elhanir, Fincalan, Fuindor, Galdagor,

Calador, Hallas, Hirimlad, Ithildir, Lascalan, Linaith, Mablin, Malanor, Nauros, Orgalad, Pelegorn, Sargon.

Female Names: Anwen, Arbereth, Berithiel, Baraniel, Calanril, Celenneth, Elnith, Eraniel, Finduilas, Gilraen, Gilraeth, Gloredhel, Idril, Ioreth, Ivorwen, Lórwend, Lothiriel, Luindis, Meneloth, Noriel, Norwen, Nareth, Narniel, Orothêl, Tarandis.

STANDARD OF LIVING

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. As a result their culture is considered *Prosperous*.

Bonus Equipment: A grey traveling cloak, traveling gear for the current season, a backpack or saddlebags, a belt dagger, boots, 5d6 silver pennies, plus choose any two: A fine grey blanket, a wineskin, a short bow and a quiver of 20 arrows, a white jewel on a chain of silver, a hunting knife, a bundle of lembas, a musical instrument.

ELVES OF LÓRIEN TRAITS

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

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

Adventuring
Age -- 100-300. Elves are invulnerable to age, and may become adventurers at any time after they reach adulthood (at about a century of age).

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

Speed -- Your base walking speed is 30 feet.

Night Vision -- Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

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

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

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

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

Languages -- You can

speak, read, and write Sindarin. You can also speak the Common Tongue.

THE ISTARI by Michebugio

"It was resolved to send out three emissaries to Middle-earth. 'Who would go? For they must be mighty, peers of Sauron, but must forgo might, and clothe themselves in flesh so as to treat on equality and win the trust of Elves and Men. But this would imperil them, dimming their wisdom and knowledge, and confusing them with fears, cares, and weariness coming from the flesh."

Istari **(singular: *Istar*) are spirits of the order of the Maiar, the followers of the Valar, capable of self-incarnation. They are sent by the Valar to help and assist the peoples of Middle-earth against Sauron as he gathers his forces during the Third Age.**

They are clothed in the bodies of old men, restricting their powers so that they can only assist the peoples of Middle-earth and not seek domination like Sauron, who is also a Maia. They are charged by the Valar to assist the people of Middle-earth through persuasion and encouragement, not force or fear. By inhabiting the bodies of Men they're also susceptible to all of the weaknesses of a physical body: they feel hunger, pain, greed, sorrow, joy, and all other emotions and pains of Men. They age only very slowly, but despite their spirits being immortal, their bodies can be killed.

Very few of Middle-earth's inhabitants know who the Istari really are, since they do not share this information. Most believe they are Elves

or wise Men (Gandalf represents this interpretation, meaning "*wand-elf*", because the Men who gave him the nickname believed he was an Elf). They attract few questions due to their gentle nature and dislike of direct interference with other people's affairs. In spite of their specific and unambiguous goal, the Istari are nevertheless capable of mortal feelings: for example, Gandalf feels great affection for the Hobbits. On the other hand, they can feel negative mortal emotions like greed, jealousy, and lust for power.

ISTARI TRAITS

Your Istar character has the following traits:

Ability Score Increase. Your Intelligence score increases by 1, and your Wisdom score increases by 2.

Adventuring Age. Istari are sent to Middle-Earth in the bodies of old men, although as fit as in their prime. They age so slowly that they can live for thousands of years.

Size - Istari are built like humans. Your size is Medium.

Speed - Your base walking speed is 30 feet.

Valar Affinity. As a Maia you belong to a Vala with whom you have a particular affinity. Choose one Vala from the Valar Affinity list below. Your spells and damage

resistance are determined by the Valar Affinity, as shown in the list.

Seen and Unseen. The light of the Blessed Realm shines in your eyes. You can see invisible creatures and spirits.

Servant of the Secret Fire. You have resistance to radiant damage and to the damage type(s) associated with your Valar Affinity.

Magic of the Ainur. You know the *Thaumaturgy* Cant rip. You can cast additional spells determined by your Valar Affinity, as shown in the list below. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Westron, Sindarin and Quenya (the Ancient Tongue of the Elves).

VALAR AFFINITY LIST

"Erien the maiden was mightier than he, and she was chosen because she had not feared the hosts of Laurelin, and was unhurt by them, being from the beginning a spirit of fire ..."

Each of the Valar is associated with one particular Vala, that grant different powers to their servants based on their different spiritual natures. Your Vala-spirit can belong to more than one Vala, but you must still choose which one determines your abilities.

Manwë Sulimo, King of the Valar
Resistance: lightning and thunder.
Lord of the

Winds. Starting at 3rd level, you can cast Gust of Wind and Animal Messenger with this trait, but you can target only birds with the latter. You can also cast Enhance Ability once with this trait as a 2nd-level spell, but you can only choose Eagle's Splendour or Owl's Wisdom. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Varda, Queen of the Stars
Resistance: Fire.
Wielder of the Flame of Anor. You know the Light cantrip, but you can only target your spellcasting focus with it (usually, a staff). Once you reach 3rd level, you can cast Guiding Bolt once with this trait as a 2nd-level spell. Starting at 5th level, you can also cast the Daylight spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Aulë, the Smith
Resistance: Fire.
Master of Crafts. You do not cast additional spells. You instead gain proficiency with the artisan's tools of your choice: jeweller's tools, mason's tools, miner's tools, or smith's tools. In addition, whenever you make an ability check using any artisan's tools, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Yavanna Kementári, Giver of Fruits
Resistance: Poison.
Protector of Plants and Growing Things. You can cast the Entangle spell once with this trait. Once

you reach 3rd level, you can cast Locate Animals or Plants an unlimited number of times with this trait, but only as a ritual. Starting at 5th level, you can also cast the Plant Growth spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Ulmo, King of the Sea
Resistance: Cold.
Lord of the Waters. You can cast Create or Destroy Water an unlimited number of times with this trait, but you can only create water, never destroy it. Starting at 5th level, you can also cast the Water Walk spell with this trait. Once you cast it, you can't do so again until you finish a long rest.
Aquatic. In addition to the benefits above, you can breathe in the water and you have a swimming speed of 30 feet. You also ignore any of the drawbacks caused by a deep, underwater environment.

Mandos (Námo), Judge of the Dead
Resistance: Necrotic.
Master of Doom. You know the Spare the Dying cantrip. Once you reach 3rd level, you can cast Gentle Repose with this trait, but only as a ritual. Starting at 5th level, you can also cast the Speak with Dead spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Oromë Aldaron, the Great Rider
Resistance: Poison.
Huntsman of the Valar. You can cast the Hunter's Mark spell once with this trait. Starting at 5th level, you can also cast

the Phantom Steed spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Nienna, Lady of Mercy
Resistance: Psychic. **Master of Grief.** You can cast the Sanctuary spell once with this trait. Starting at 3rd level, you can also cast the Calm Emotions spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Irmo (Lórien), Master of Visions and Dreams
Resistance: Psychic. **Master of Dreams.** You can cast the Sleep spell once with this trait. Once you reach 3rd level, you can cast Detect Thoughts once with this trait, but you can target only sleeping creatures. Starting at 5th level, you can also cast the Sending spell with this trait, but you can target only sleeping creatures. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Tulkas Astaldo, Champion of Valinor
Resistance: Thunder. **Champion of Valinor.** You can cast Compelled Duel and Heroism with this trait as 1st-level spells. Once you reach 3rd level, you can cast Enhance Ability once with this trait as a 2nd-level spell, but you can only choose Bear's Endurance, Bull's Strength, or Cat's Grace. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Vairë, the Weaver
Resistance: Necrotic.
Weaver of Time. You gain proficiency in the History skill, and add double your proficiency bonus to Intelligence (History) checks, instead of your normal proficiency bonus. Starting at 3rd level, you can also cast Augury once with this trait, and you regain the ability to do so when you finish a long rest.

Vána, the Ever-young
Resistance: Poison.
Gardener of the Golden Flowers. You know the Druidcraft cantrip. Starting at 3rd level, you can cast Animal Friendship once with this trait, and you regain the ability to do so when you finish a long rest.

Estë, the Gentle
Resistance: Necrotic.
Healer of Hurt and Weariness. You can cast Cure Wounds with this trait as a 1st-level spell. Starting at 3rd level, you can also cast the Lesser Restoration spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

Nessa, the Dancer
Resistance: Poison.
Swiftness of the Deer. You can cast Longstrider once with this trait as a 1st-level spell. Starting at 3rd level, you can also cast the Pass Without Trace spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest.

The Leofrings by MrUkpyr

When the Eotheod departed the northlands and migrated onto the plains of Calenardhon, not all were content to simply leave their homes and follow their King. Several groups of riders and their kinfolk chose to remain in the north while others, struck by the sheer beauty of the Eastern Nether Vales, decided that they would travel no further. Within less than a decade of the departure of the Eotheod, these disparate groups had come to realise that the Vales were no longer the safe haven they had once been when Eorl could put thousands of riders in the field.

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

Unlike the Eorlingas, these Leofrings chose no King. Leofr realized that for him to claim Kingship would jeopardize such good will as remained towards them in the new Kingdom to the south. King Eorl still

considered the Leofrings to be his subjects and thus it was decided that riders would be sent out to each of the extended family groups (Cohorts) to invite their Thanes to sit in a tribal council, to be convened in the ruined town of Dwarrowhall.

Dwarrowhall was built by the Dwarfs of Khazad Dum many years earlier. It had been populated by members of many different Northmen tribes, all living together under the watchful eyes of the 'Longbeards' and farming the lands of the Dimrill Dale. When Durin's Bane forced the Dwarves to abandon their ancient halls, the Northmen of Dwarrowhall left in their wake, in search of new homes and new markets for their skills and produce. The newly arrived Leofrings claimed the deserted town as their own. This they would make the stronghold of their new homeland and here they would spend the cold months of winter. While most of his folk departed to begin a semi nomadic existence, Leofr and the remainder stayed to fortify the ruins.

Following the death of Eorl, his sons and their descendants showed little interest in the affairs of the Leofrings. The young men might still journey south to join the 'Muster of Rohan' or find wives but the Leofrings became, in effect, an independent people. As the power of the Shadow grew in Mirkwood, those of the Leofringas who dwelt in the Eastern Nether Vales either migrated west across the Great River or fell under its sway. A number of 'cohorts' traded openly with the servants of the Necromancer and several were rumoured to have entered his service. In the winter of 2940 TR, when the Leofringas

had gathered at the Dwarrowhall to celebrate the Feast of Yuletide, a horde of Orcs attacked and overwhelmed their defences, driving the survivors south.

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

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

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

DESCRIPTION

The Leofrings are Northmen of the same stock as the Rohirrim, which is to say that they are tall and brawny, fair of skin and light eyed. They are generally fair haired and the younger men tend to be clean shaven, but sport moustaches. Both

sexes wear their hair long. Men favour it loose although veteran warriors often plait the hair at their temples as a mark of their standing. Young girls wear their hair long and loose but older, especially married, women tie theirs in two long plaits. Both of these are customs that date back to the time of their ancestors on the plains of Rhovanion. The most distinctive feature of any warrior of the Leofrings however, is a slightly bow-legged gait. The mark of a life spent in the saddle

Leofring Names

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

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

Female Names: Barhilda, Dernwyn, Eohilda, Gleowyn, Herufrid, Theoda, Theofrid

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

Standard of Living

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

Bonus Equipment: Riding Horse, traveling cloak, traveling gear for the current season, backpack or saddlebag, belt dagger, 2d6 silver pennies, plus

Choose one from: hand carved gaming set, drinking horn, decorative cloak clasp, leather arm-band or choker.

Leofrings Traits

Ability Score Increases - Your Wisdom score increases by 1, and you may increase any two additional ability scores by 1.

Adventuring Age - 16-30 - The Leofrings don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties.

Size - The Leofrings, men and women, are generally tall. Generally, well over 5 feet and often above 6 feet. Your size is Medium.

Speed - Your base walking speed is 30ft.

Horse Mastery - You are skilled in the handling of horses (which is separate from riding them), giving you proficiency in the Animal Handling skill.

Horsemanship - You have been riding since you were a child, giving you proficiency in Athletics checks which involve Riding.

Mounted Combat - you have proficiency in the use of the Tall Spear, both when mounted and when afoot, as well as access to the Mounted Combat Fighting Style (see Virtues).

Starting Virtue - You gain one Leofrings Cultural Virtue of your choice.

Languages - Vale of Anduin Tongue and Rohirric, as well as the Common Tongue (Westron).

River-folk of the Anduin

by otaku-sempai

"The River-folk live and fish in these [middle-]marshes; they build small huts on stilts above the waters."

AT HOME ON THE RIVER

The history of the Vales of Anduin is a history of migration. The Northmen were driven up and down the river over the centuries. They fled overcrowding, famine and plague; they fled harsh winters or the drought of summers, the powers of darkness and the machinations of the Necromancer.

The ancestors of the horse-folk, for example, moved from the Vales to the East Bight, from the Bight back to the southern Vales, from the south to the sources of Anduin, and from there to the plains of Calenardhon where they became the Rohirrim. Similarly, the ancestors of the Woodmen travelled from region to region until they settled in the safety of Mirkwood and in the dales along the Misty Mountains to the east.

Some denizens of the Vales never settled at all. Called the *Eafolc* ("River-folk") by the Beornings and the Woodmen, these Men come of mixed stock: they count the forefathers of the Woodmen among their ancestors, but their blood is mingled with that of wandering wild men akin to the Dunlendings. The *Eafolc* spend most of the year on the water, living on house-barges that wallow along the Anduin. They do build houses on stilts and piles sunk into the mud of the riverbank, but these are only temporary dwellings and vanish after a few years. They do not farm, but survive by fishing, hunting, gathering and trading;

the river is their home, their road, their larder and their defence against their foes.

Description

The West Anduin Vales is where the River-folk of the Anduin are most often encountered, but they paddle as far north as the Vales of Gundabad, and as far south as Nen Hithoel above the Falls of Rauros on little boats. Their houseboats -- barges big enough for a whole family, including provisions and livestock -- are much slower and less agile, and often must be hauled with ropes from the riverbanks when going upstream, and so rarely stray beyond the safe waters between the Old Ford and the borders of the haunted Golden Wood.

River-folk traders have a reputation as untrustworthy tricksters, and certainly they try to pawn off worthless 'magic charms' and broken knick-knacks if they can. However, most of their trade goods are of good quality. They bring furs, amber and timber from the north of the Great River, and carry wine, meat and iron tools from the south.

River-folk Names

Kin of the Woodmen of Wilderland, the River-folk of the Anduin share many of their names, though River-folk nicknames are often connected to the River and its flora and fauna.

Male Names: Adalard, Agéric, Agilfrid, Alaric, Alberic, Amalric, Amand, Andagis, Ataiaric, Atanagild, Ansegisel, Ansowald, Aregisel, Arnulf, Audowald, Awagis, Badegisel, Baldac, Balderic, Barald, Beormud, Beorn, Beran, Beranald, Berangar, Bertelfried, Cilderic, Eberulf, Eboric, Ebregisel, Ebrimuth, Ediulf, Ermanaric,

Euric, Eutaric, Evermud, Everic, Frideger, Gararic, Gariwald, Geberic, Gisalric, Gerold, Grimald, Grimbald, Grimbeorn, Grimfast, Gundovald, Hartgard, Hartmut, Hartmid, Hathus, Heriwulf, Hildebald, Imnachar, Ingelram, Ingund, Iwald, Iwgar, Leudast, Magneric, Malaric, Maracar, Merovech, Munderic, Odo, Odovacar, Otbert, Ragnacar, Ramulf, Rathar, Reginar, Richred, 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, Bruninild, Gallavira, Garsendis, Geleswinta, Gelvira, Grimhild, Hermesind, Heva, Hilduara, Hab, Radegund.

River-folk Nicknames: The Birder, the Fisher, the Grim Hawk, the Nimble, the Patient, the Reckless, the Spinner, The Stork, the Swan, the Trader, the Water Lily.

STANDARD OF LIVING

River-folk survive by fishing, hunting, gathering and trading, spending most of the year on the Great River. Their culture ranks as Frugal.

Bonus Equipment: A travelling cloak, travelling gear for the current season, a belt dagger, 2d6 silver pennies, plus choose any one: a bag of preserved fish, a string net, a wood or bone flute, a pendant or decorative leather armband.

RIVER-FOLK TRAITS

Ability Score Increase -- Your Wisdom score increases by 1 and you may increase two

additional ability scores by 1.

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

Size -- Most River-folk stand between 5 and 6 feet tall. Your size is Medium.
Speed -- Your base walking speed is 30 feet.

River-born -- You have proficiency in the Perception skill.

Starting Virtue -- You gain one River-folk of the Anduin Cultural Virtue of your choice.

Languages -- You speak the Vale of Anduin Tongue.

Rivermen of Northern Eriador by otaku-sempai

(Use Men of the Lake except for below)

Bonus Equipment: A leather jerkin and breeches, sturdy

boots, travelling gear for the current season, a belt dagger, 2d6 silver pennies, plus choose any one: a hatchet, a woollen blanket or bedroll, a fishing rod and line, a dice set.

Riverlen Traits

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

Adventuring Age – 16-30. Adventuring is for the young. Even veteran Rivermen who do not take up adventuring careers often pack it in and return to more civilized lands if they haven't succeeding in making something of themselves before they've reached their fortieth year.

Size – Your size is medium.

Speed – Your base walking speed is 30 feet.

Mindful of Danger – You have proficiency in the Survival skill.

Born on Water - You have proficiency with water vehicles.

Starting Virtue – You gain one Rivermen of Northern Eriador Cultural Virtue of your choice.

Languages – Player-heroes speak, read and write the Common Tongue and might know one other local language related to their background (speak only). NPC Rivermen speak Westron and potentially one other language.

Woses of the Druadan Forest by Otaku-sempai

"They still haunt the Druadan Forest...living few and secretly, wild and wary as the beasts."

REMNANTS OF AN OLDER TIME

An ancient people who were once closely allied with the Second House of the Edain, this reclusive, secretive folk (who call themselves *Drughu*) were named Druedain by the Eldar and *drúg* by the Folk of Haleth. They are also known as Woses, Wild Men and (especially in western Gondor) Púkel-men after the mysterious stone figures that they so closely resemble. Where the Edain were tall and fair, the Druedain were (and are) short, squat and unlovely; nonetheless, they are good folk, if misunderstood.

The Druedain came West with the People of Haleth, even accompanying them to Westernesse, as the two peoples shared a close friendship. Gifted with a form of clairvoyance, the Druedain foresaw the fall of Numenor and begged to be returned to Endor where they settled on both sides of the White Mountains for many years. Their numbers were decimated time and again by incursions of Orcs and Easterlings, the Druedain have been driven deep into the forests and mountains where they maintain a primitive lifestyle.

In the Third Age of Middle-earth, the Druedain live in scattered family groups in the Druadan Forest in Andrien, and in the mountains of Andrast, the northern

point of the Bay of Belfalas. However, only the remnant in the Druadan Forest remains known to the people of Gondor and Rohan. The Rohirrim, believing the Woses to be an evil folk, sometimes hunt them as though they were beasts. The Druedain, for their part, have a deep enmity for Orc-kind, that they call *gorgûn*. They combat the poisoned arrows of the Orcs with their own poisoned darts of great potency.

Although this is unknown to the Horse-lords and probably forgotten by Gondorians, the Druedain helped to construct the original Hold of Dunharrow, or at least fashioned and set down the 'Pukel-men' that guard the winding road to the stronghold. Following the Battles of the Fords of Isen, the Druedain of Andrast emerged from their secret dwellings to attack the remnants of Saruman's forces that are driven southward. After the War of the Ring, many of these Druedain return to their former territory of old Pukel-Land south of the River Isen.

DESCRIPTION

The Druedain appear very different from other Men. They are short and thick-bodied with wide, flat noses and deep-set, black eyes that glow red then their anger is aroused. Woses seldom grow hair below the eyebrows, except for some men who grow black tufts on their chins in which they take much pride.

Druedain wear little if any clothing or jewellery. Woses

display great joy in life and their laughter is infectious. When threatened, Woses fight in silence and they are slow to release a grudge. The Drúedain are primitive but are skilled in woodcraft and in the carving of wood and stone. They have strange powers of



clairvoyance and healing, and magic relating to the control of stone. The Woses of the Druadan Forest hunt with arrows and darts that they smear with a deadly poison, when attacking Orcs. *

* Wose Poison:
Healers and Folk Healers among the Woses prepare a potent poison from rare plants found in the Druadan Forest. In addition to the normal effects of being Poisoned and the damage taken from the striking missile, the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage as well as paralysis and eventual death on a failed save, or half as much damage and a paralysis that ends after 1 day on a successful save.

Drúedain Names

The Woses speak a harsh, guttural language, unrelated to other Mannish tongues. Some of their names reflect the influence of contact with the Haladin and Elves.

Male Names: Aghan, Andor, Ghan, Ghan-buri-Ghan (buri = "son of"), Obel, Sador.

Female Names: Brethil, Elenna, Haleth.

STANDARD OF LIVING

The Woses maintain a primitive, almost stone-age culture, living in small, scattered family groups dwelling in tents or shelters built around thick trees. Caves are used as storehouses, but only serve as shelters under the most severe conditions (the Druedain of Andrast continue to dwell in caves). Woses wear little or no clothing and any clothes they do possess might range between leather breeches to a simple skirt of grass. Druedain do not forge metal. Tools and weapons are usually crafted of wood, stone, bone or beaten copper unless they are obtained from an outsider. Woses have no use for money. Their standard of living would be *Frugal*.

Bonus Equipment: Buckskin breeches and jerkin, high buskin shoes, travelling gear for the current season, a stone dagger, a pouch of herbs worth 2d6 silver pennies, plus player's choice of any one: a woven basket of berries, one week's worth of dried meat or fish, a set of stone-carving tools or a decorative armband.

Optional Weapon: Blowgun. Woses might choose proficiency in blowguns and darts instead of, or in addition to, short bows and arrows.

Blowgun
Martial Ranged Weapon
Cost 10s, Damage 1 piercing, Weight 1 lb.,

Ammunition: darts (range 25/100)

DRÚEDAIN TRAITS

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

Adventuring Age - 15-30. The Drúedain tend to die young, seldom living past 50 years of age.

Size - Drúedain average only a few inches taller in height than Dwarves. Their size is Medium.

Speed - Your base walking speed is 30 feet.

Keen Smell - You gain Advantage on Wisdom (Perception) ability checks that rely on smell.

Still Meditation - A Wose is able to sit for days on end without movement. With legs crossed, hands on laps or knees, and eyes closed or facing downward, you can remain as silent and still as a statue. This affords peace and allows for recall or meditation. When on guard, gain advantage on DEX (Stealth) ability tests.

Stone-carving - You have proficiency with the use of stone-carving tools and have the ability to sculpt lifelike figures from stone. Such 'watch-stones' are often warnings to the enemies of the Woses, such as an over-sized figure of a Drúadan squatting atop a dead gorgûn. Orcs believe these statues to contain the malice of the Woses and even enable them to hold communication with

the figures. Few dare to even touch, much less destroy such 'watch-stones' and Orcs, unless present in great numbers, often turn back rather than pass beyond them.

Wild Man - You gain Advantage on Intelligence (Nature) ability checks. You also have proficiency with the Herbalism Kit.

Woodcrafty - You have proficiency in the Survival skill. You also possess the art of reading and leaving the 'trail-signs' of your folk, warning of danger and telling of conditions ahead.

Starting Virtue - You gain one Druedain Cultural Virtue of your choice.

Languages - Most Druedain speak only their own language, Druadan, which is unrelated to the tongues of other Men. Some also know a little of the Common Speech or the Dunland tongue. In past times, some Druedain could speak at least some Sindarin. Woses do not read or write, but have developed their own system of pictographic signs for marking paths or leaving warnings of danger or signs of other conditions. Player-heroes are assumed to be able to speak the Common Speech.

~classes~

~New stuff for Existing Classes~

What Classes and Levels are the Fellowship & Thorin's company by Mykesfree

Aragorn: Dunedain, Fallen Scion, Scholar 3 (Healer) /Wanderer 13 (Hunter of Shadow)

Boromir: Men of Minas Tirith, Oathsworn, Warrior (Knight) 15

Legolas: Wood Elf, Emissary, Warrior (Weaponmaster) 14

Gimli: Dwarf, Emissary, Warrior (Weaponmaster) 12

Hobbits From the Shire to Rivendell

Frodo: Hobbit, Fallen Scion (More like just a Noble) Wanderer 1, Treasure Hunter 2
Sam: Hobbit, Loyal Servant, Warden 2
Merry: Hobbit, Lure of the Road, Warrior 2
Pippin: Hobbit, Lure of the Road, Warrior 2

Hobbits By The Scouring of the Shire
Frodo: Hobbit, Fallen Scion (More like just a Noble) Wanderer 1, Treasure Hunter 10 (Agent)
Sam: Hobbit, Loyal Servant, Warden 10 (Herald)
Merry: Hobbit, Lure of the Road, Warrior 10 (Knight)
Pippin: Hobbit, Lure of the Road, Warrior 10 (Knight)

What Classes and Levels are Thorin &Co.

Bilbo Baggins- Hobbit,

Reluctant Adventurer, Treasure Hunter 1
Bilbo Baggins (by the end of The Hobbit)- Hobbit, Reluctant Adventurer, Treasure Hunter 3 (Agent), Warden 3 (Counsellor)

Not much can be said about the 13 Dwarves, if we base our considerations exclusively on the novels.
Thorin was the leader and a dwarf of royal lineage, so you would expect the highest level and Charisma score in the company. Which class enjoys high Charismas scores? Probably a Warden, or a multiclass Warrior/Warden.

Balin was the oldest, and "always the look-out". So, he should have the at least same level as Thorin, and the highest Perception bonus in the company, which means the highest Wisdom score. Which class benefits from high Wisdom scores? Well, everybody, but most of all probably a Wanderer, Scholar or Warden, or a multiclass between them.

Fili and Kili were the youngest, and always the scouts. So, they should be of lower level than most of the others, and have high Survival and Investigation. They are probably Wanderers, or multiclass Wanderers/Treasure Hunters.

Of Dwalin we only know that he's a good warrior, and that he died very old. This could mean a fairly high level and a high Constitution score, which qualifies him either for the Slayer or the Warrior class, or a

multiclass Warrior/Slayer.

Of Bombur we only know he is the fattest, so probably a good Constitution score and a low Dexterity... but he also held his own against the three trolls, as he is said to have given "a lot of trouble and fought like mad". Sounds like a Slayer...

Of Dori, Thorin stated that he was the strongest of the Dwarves in the company. Good Strength means a good combatant, so I would say a Warrior or Wanderer. Not a Slayer, because Bilbo proclaimed Dori to be "really a decent fellow", so not exactly how I would expect a Slayer.

Oin and Glóin were noted for their ability to start fires, and nothing else. Probably low-level Wanderers.

Bifur and Bofur are only noted as Bombur's relatives, while Ori and Nori have no description whatsoever. So, we have complete freedom on them, but still they can be considered very low-level characters, without notable abilities compared to the others.

Regarding the levels of each one, well, they are practically fleeing all the time so they probably aren't so much experienced... perhaps 5th level for Thorin and Balin, 4th level for Dwalin, 3rd level for Bombur and Dori, 2nd level for Fili, Kili, Oin and Gloin, and 1st level

for the others (Bifur, Bofur, Ori and Nori).

~The scholar (revised) By michebugio ~

Level	Proficiency Bonus	Features	Scholar Tongues
1	+2	Scholarly Inspiration (d6), News from Afar	2
2	+2	The Path of Wisdom, Hands of a Healer (d6)	2
3	+2	Scholar Speciality, Expertise	3
4	+2	Character Improvement	3
5	+3	Scholarly Inspiration (d8), Shadow of the Past	4
6	+3	Words of Command, Speciality Feature	4
7	+3	Hidden Paths	5
8	+3	Character Improvement	5
9	+4	Hands of a Healer (d8)	6
10	+4	Scholarly Inspiration (d10), Expertise	6
11	+4	Ancient Tongues, Reliable Talent	7
12	+4	Character Improvement	7
13	+5	Hands of a Healer (d10), Hope Unlooked-For	8
14	+5	Speciality Feature, Habits of the Wise	8
15	+5	Scholarly Inspiration (d12)	9
16	+5	Character Improvement	9
17	+6	Hands of a Healer (d12), Words Unspoken	10
18	+6	Words of Command Improvement	10
19	+6	Character Improvement	11
20	+6	Great Among the Wise	11

Class Features

As a Scholar, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Scholar level
Hit Points at 1st level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Scholar level after 1st

Proficiencies

Armour: Light armour
Weapons: Simple weapons, broadsword, longsword, short sword
Saving Throws: Intelligence, Wisdom
Tools: Choose any one
Skills: Lore, plus choose any three from History, Insight, Investigation, Medicine, Nature, Performance, Riddle, Shadow-lore, and Traditions.

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.
Poor or Frugal: Any simple weapon, a leather jerkin.
Martial: A broad-, long-, or short sword, a short bow with a quiver of 20 arrows, a leather jerkin.
Prosperous or Rich: A broad-, long- or short sword, a short bow with a quiver of 20 arrows, a leather corslet, ink and parchment.

Shadow Weakness

Lure of Secrets

Scholar Tongues

You are a scholar in many tongues. At 1st level, you know two additional languages of your choice from

the following list:
the Dalish,
the Drûg (the language of the Woses of Drûadan Forest),
the Balchoth tongue (an Easterling dialect related to the ancient tongue of the Wainriders),
the Dunlendish (the tongue of the Dunlending),
the Hobbitish (the ancient Hobbit tongue, now all but gone save for a few unique words), the Rohirric, the Sindarin, the Vale of Anduin tongue (the language of Beornings and Woodmen),
the Woodland tongue (also known as Nandorin, the old language of the Elves of Mirkwood), or
the secret speech of a specific breed of animal (such as the speech of eagles or foxes).
You learn additional tongues of your choice at higher levels, as shown in the Scholar Tongues column of the Scholar table above.

Your insight and learning of a language are sufficient to impress others with well-timed words (or proverbs and wise sayings). Through your scholarship and preparation, you gain advantage on any one Introduction check or Audience check (your choice) with NPCs whose native language is a tongue you know. The advantage does not apply when dealing with Dwarves, high-level Scholars, High Elves, Dúnedain or other folk of power.

You may also choose one of the starting languages of your own culture as a Scholar Tongue, gaining the same bonuses: in this case, it represents an

especially in-depth knowledge of your folk's vocabulary and aphorisms. You cannot choose Westron as a Scholar Tongue.

If instead of a language you choose to learn the secret speech of a breed of animal, you can communicate with them using skills such as Deception, Insight, Intimidation and Persuasion. Animals may be persuaded to carry messages, spy on areas or even lead a Scholar to food and water. The communication is limited to the knowledge of the animal in question and animals tend to care only about the things of their world, such as food, shelter and predators, paying little attention to the goings-on of larger creatures; however, a great deal of knowledge can be gleaned from their speech, and while a songbird might not be able to tell an Orc from a Hobbit, she will note which is despoiling the forest.

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

News from Afar

You know many things that are hidden from most and tidings of distant events tend to reach you with astonishing speed. The source of your knowledge is obscure

and you do not explain how you know the things you do to others – it is enough that what you know is true.

At the start of each adventuring phase or after spending time in a Sanctuary, the Loremaster should inform you of one or two events of importance occurring somewhere in Wilderland, and regularly give you rumours or information based on your appropriate Passive ability checks. For more clarity you can always make an active ability check to learn more about a person, place, or event. Once per Adventuring Phase you can add +5 to one of these active ability checks.

Scholarly Inspiration

You can inspire others through stirring words or tales from the history of the Free People. To do so, use a bonus action on your turn. Choose one creature other than yourself that is within 60 feet of you and who can see or hear you. That creature gains one Scholarly Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the Inspiration die and add the number rolled to one ability check, attack roll or saving throw it attempts. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the Loremaster says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A

creature may have only one inspiration die at a time.

You can use this feature a number of times equal to your intelligence modifier (minimum once). You regain any expended uses after a long rest. Your inspiration die increases in size when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level and a d12 at 15th level.

Hands of a Healer

Beginning at 2nd level, you can use healing tricks and techniques to help revitalise your wounded allies during a short rest. If you tend friendly creatures during a short rest, binding their wounds, treating them with herbs and poultices, and offering soothing words, then you and each of those creatures gain an additional 1d6 hit points per Hit Die spent.
The number of extra hit points gained increases as you gain Scholar levels: to 1d8 at 9th level, to 1d10 at 13th level and to 1d12 at 17th level.

Alternatively, instead of granting these extra hit points, you can cure the target of one disease or neutralize one poison affecting it per Hit Die spent during a short rest. Poisons and diseases still require the creature to take a long rest before they are removed.

The Path of Wisdom

Scholars tend to know a little bit about everything.
Also starting at 2nd level, you can add half your proficiency

bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Scholar Speciality

Also at 3rd level, you choose a speciality that determines the focus of your study. Choose Counsellor, Healer or Herald (all three are detailed at the end of the class description). The speciality you choose grants you features at 3rd level, and again at 6th and 14th level.

Character Improvement

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

Shadow of the Past

Beginning at 5th level, you find deeper meaning in the long history of Middle-earth. You regain all of your expended uses of Scholarly Inspiration when you finish a short or long rest.

Words of

Command

At 6th level, you have learned words of command that give you authority over creatures. You can use song verses or words of power to disrupt fear and enchantments.

As an action, you can start a speech that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or ch arm ed. A creature must be able to hear you to gain this benefit. The speech ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Alternatively, once per short rest, you may speak a word of command as an action. When you do so, choose a creature you can see that can hear and understand you within 60 feet of you. The target must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom or Charisma modifier). On a failed save, you can choose to make the creature frightened or charmed for 1 minute, or force it to follow a short, non-harmful but irresistible command on its next turn and do nothing else (like "Drop!", "Flee!", or "Halt!"). If you or any of your companions damage the target before the expiration, the effect ends.

The Loremaster determines how the target behaves to a command, and if you know an appropriate tongue to influence the target. For example, to

order a fearsome wolf to fly back to its den requires knowledge of the secret speech of wolves, while to terrorize orcs or other servants of the Enemy may require an elven word or name ("*O Elbereth Gilthoniel*").

At 18th level, your mastery of lore gives you improved authority over the world around you. You may choose to impose other conditions on a creature that fails the saving throw against a word of command. The conditions can be blinded, deafened, or stunned (the target can repeat the saving throw at the end of each of its turns, ending the effect early on a success).

Additionally, you may now choose an inanimate object as the target of this feature. Choose a target related to one of the Scholar Tongues you have mastered and make an appropriate skill check against a DC set by the Loremaster (typically at least a DC 20). If successful, you may give a short but irresistible command to your target.

For example, you may command a door made by the Elves of Eregion to open, order a pile of firewood to burst into flame, command moon-letters to reveal themselves in the full light of day, or wrench control of a Palantir from the will of the Dark Lord. It is left to discretion of the Loremaster to determine what you can accomplish with this feature, but the result should be something somewhat mystical, if not clearly

magical in nature.

Hidden Paths

At 7th level your mastery of lore is such that you know of secret paths, alternative routes and hidden entrances and passageways in the most unlikely of places.

Once per Adventuring phase, if you act as a company's Guide or Scout on a journey, you may replace your Survival proficiency bonus with your Lore proficiency bonus, by describing how your knowledge of obscure places and secret lore aids you. For example, you might lead the Company down a hidden valley when serving as Guide, or discover a secret dwarf-door as a Scout.

If you possess the Lore of the Lost feature from the Seeker of the Lost background, you may also gain advantage on any one ability check related to your journey role. The paths you take often have their own perils or encounters; often, this ability takes you out of the frying pan and into the fire. When you use this feature, modify all results on the Journey Event table by +1.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your full proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Ancient Tongues

Also by 11th level, you have plundered vernacular knowledge from ancient and often

forgotten tongues. You add the following languages to the list of the Scholar Tongues you may learn: Adûnaic (the Númenórean language, spoken by the Men of Westernesse), the Black Speech of Mordor, Entish (the ancient language of the Shepherds of the Trees, the Ents of Fangorn Forest), Khuzdul (the secret language of the Dwarves), and Quenya (the Ancient Tongue of the Elves).

If you choose to learn Adûnaic or Quenya, you gain advantage on Introduction checks and Audience checks also when dealing with Dúnedain or High Elves, respectively.

In addition, your knowledge stretches back to the Elder Days. You know the names of the Two Trees, the Tale of the Three Jewels and the terror of the Great Enemy Morgoth. You've heard the tales of the Elven Kingdoms of Beleriand, now lost beneath the sea, and you know of the rise and fall of the Dúnedain. You know of the wondrous creations of the Elven-smiths of Eregion and the other great smiths and craftsmen of yore.

You may make Intelligence (History) ability checks without penalty regarding ancient matters, and you can identify the properties of wondrous artefacts by making a DC 15 Intelligence (Investigation) ability check: on a success, you can identify one Blessing and make a decent guess at other

abilities that might be hidden within such an item.
Additionally, if you do not have it already, gain Proficiency with History.

If you choose to learn the Black Speech of Mordor, you gain advantage on Introduction checks and Audience checks when dealing with servants of the Enemy. Dark and terrible is the lore of the Enemy and you, perhaps, know more of it than is safe. Upon selecting this tongue, you gain 4 Shadow points and can make ability checks about information regarding the Shadow and its followers without penalty.
Additionally, if you do not already possess it, gain Proficiency with Shadow-lore.

If you choose to learn Khuzdul, you gain advantage on Introduction checks and Audience checks when dealing with Dwarves. In addition, you know the secrets of reading old runes, from the ancient Tengwar to the Alphabet of Daeron – the Angerthas Moria. You are adept at finding lore hidden within cunning texts and have advantage on Intelligence (Lore) ability checks regarding all such matters. Finally, you can automatically discern where Dwarven moon-letters have been inscribed (though you cannot read them without the correct moon!).

If you choose to learn Entish, you gain the ability to communicate with trees using skills such as Deception, Insight,

Intimidation and Persu asion. You can question trees about events in the area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

With a successful DC 15 Intelligence (Nature) ability check you can correctly identify a Blighted area, and can guess roughly what caused it to become blighted. If you travel through an area whose blight you successfully deduced, you have advantage on your Wisdom saving throw against Corruption.
In addition, if you do not have it already, gain proficiency with the Nature skill.

Hope Unlooked For

At 13th level, you may make preparations in advance and only reveal them when the time is right.

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

Example uses of this ability might include:

- *"I found this ancient map on another adventure, and I reveal it now."*
- *"I sent word to our allies in Rohan a week ago, and they are going to arrive to bolster our defences just before the Orcs attack."*
- *"I guessed the King would imprison us,*

which is why I bribed the jailer a week ago to hide a key behind this loose brick."

- *"I just happened to bring along these fireworks."*

Habits of the Wise

Starting at 14th level, your learning is such that you know there are few who can understand your concerns and worries, and so you must look to yourself for wise counsel.

When you make an ability check, you can expend one use of Scholarly Inspiration. Roll an Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the Loremaster tells you whether you succeed or fail.

Words Unspoken

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

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

Great Among the Wise

At 20th level, when you roll initiative and have no uses of Scholarly Inspiration left, you

regain one use.

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

Scholar Specialities

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

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

Counsellor

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

Bonus Proficiencies

When you choose this speciality at 3rd level, you gain proficiency in three of the following skills of your choice: Deception, History, Insight, Intimidation, Performance, Persuasion, Riddle or Traditions.

Webs of Deceit

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an

attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Scholarly Inspiration, rolling an inspiration die and subtracting the number rolled from the creature's roll.

You can choose to use this feature after the creature makes its roll, but before the Loremaster determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.
In addition, you can use your Charisma instead of Intelligence to determine the number of uses of your Scholarly Inspiration feature.

Additional Tongues

At 6th level, you learn two additional Scholar Tongues of your choice.

Deep Knowledge

At 14th level, your accumulated knowledge over the years has given you bits and pieces about people, locations, objects and events that you are likely to encounter. Much of this information is stored in your head, but even more is contained in scrolls and books that you have access to, as well as others among the wise whose counsel you can ask for.

When you first encounter a person, object, location or event, you may ask the Loremaster three questions about it, for which they will provide truthful answers. If you do so, in addition to

the lore you learn, you have advantage on any subsequent ability checks directly regarding that person, object, location or event for the rest of the Adventuring phase. Due to the sometimes intense nature of recalling such information, you may not use this feature again until you have taken a long rest in a Sanctuary.

Master Healer

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

Bonus Proficiences

When you choose this speciality at 3rd level, you gain proficiency in Medicine, Nature and with the herbalism kit.

Healing Lores

Also at 3rd level, you have studied herb-lore in great depth, and know secret techniques to cure illness and poison. A creature now only needs a short rest to recover from disease or poison when you use your Hands of a Healer feature, and the allies you tend during a short rest regain an additional number of hit points equal to your Intelligence modifier, even if they don't spend Hit Dice.

You also know how to counteract the various poisons Orcs use, and you can cure certain terrible wounds inflicted by the evil spells or weapons of the Enemy, such as Morgul-knives or the

Black Breath of the Nazgûl.

In addition, you have a pool of Healing Dice that replenishes when you take a short rest. You have a number of Healing Dice equal to your half your Scholar level (rounded down), and the size of the dice is the same as your Hands of a Healer's die size. If you can touch a creature, you may expend one Healing Die per action, instantly granting them hit points equal to your Hands of a Healer Die plus your Intelligence modifier, up to their maximum.

Alternatively, you can spend a Healing Die to remove one condition affecting a single target. The types of conditions you can cure are limited when you first gain this feature.

At 3rd level, you can remove the Frightened, Paralysed, Stunned, or Unconscious conditions.
At 6th level you can cure Blinded, Charmed or Deafened conditions.
At 14th level, by expending an additional Healing Die, you may remove the Petrified condition or a level of exhaustion.

Additionally, you have learned far more than the common uses of healing herbs and are capable of using them in more potent forms, or in new ways. When using medicinal herbs, use these effects instead of the normal effects of the herb. (see the *Player's Guide* p.67-68)

Softer Underneath

Starting at 6th level, your studies of the

anatomy of various creatures and beings have granted you an intimate knowledge of their weaknesses. You can use your Intelligence modifier instead of Dexterity for the attack and damage rolls when attacking with a finesse or ranged weapon you are proficient with. The weapon also counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Houses of Healing

A Healer is welcome nearly everywhere. Your reputation and skill precede you, and you have learned how to heal even the wounds of the heart and mind.

At 14th level, if you reside in a place for more than a year, it becomes a Sanctuary as long as you remain there. Once you leave, this blessing persists for one year. If you spend a Fellowship Phase in such a Sanctuary, you may remove a Shadow point from any companion who spends the Fellowship Phase in the same Sanctuary. You cannot use this ability on yourself, nor can another Healer so assist you.

HERALD

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

Bonus Proficiencies

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

Songs of Battle

Also at 3rd level, you learn to inspire others in battle. A creature that has a Scholarly Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Scholarly Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

In addition, you can use your Charisma instead of Intelligence to determine the number of uses of your Scholarly Inspiration feature.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

An End Worthy of a Song

Starting at 14th level, your stirring words help your allies stand against any challenge, even if it is to be their last stand. You can use a bonus action to speak words of hope and valour that move you and all of your allies within 30 feet, granting each of you advantage on all attack rolls, a pool of temporary hit points equal to your Scholar level and immunity to being charmed or frightened.

This effect lasts for 1 minute. When this ability ends, all those affected lose any remaining temporary hit points they gained from this ability and suffer one level of exhaustion. You must take a long rest in a Sanctuary before you can use this ability again.

~THE WARDEN revised by Michebugio~

Level	Proficiency Bonus	Features
1	+2	Ever Watchful, Warden's Gift (d6)
2	+2	Campfire Tales (d6), Fighting Style
3	+2	Dauntless, Warden Expression
4	+2	Character Improvement
5	+3	Extra Attack, Warden's Gift (d8)
6	+3	By Life Or Death
7	+3	Expression Feature
8	+3	Character Improvement
9	+4	Campfire Tales (d8)
10	+4	Neither Despair, Warden's Gift (d10)
11	+4	Smite Living and Dark Undead
12	+4	Character Improvement
13	+5	Campfire Tales (d10)
14	+5	Nor Weariness
15	+5	Expression Feature, Warden's Gift (d12)
16	+5	Character Improvement
17	+6	Campfire Tales (d12)
18	+6	Nor Endless Barren Miles
19	+6	Character Improvement
20	+6	Expression Feature

Class Features

As a Warden, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Warden level.

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

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

Proficiencies

Armour: Light armour, medium armour, shields.
Weapons: Simple weapons, martial weapons.
Saving Throws: Wisdom, Charisma.
Skills: Choose any three between Athletics, Insight, Intimidation, Investigation, Persuasion, Shadow-lore, Survival and Traditions.

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.
Poor or Frugal: A leather corslet, a martial weapon, and a short bow with a quiver of 20 arrows.
Martial or Prosperous: Hide armour, a martial weapon, a shield, and a short bow or a great bow with a quiver of 20 arrows.
Rich: Corslet of mail, a martial weapon, a shield or great shield, and a short bow or a great bow with a quiver of 20 arrows.

Shadow Weakness

Lure of Power

Warden's Gift

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

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

have only one Gift die at a time.

You can use this feature a number of times equal to your Charisma modifier. You regain any expended uses after a long rest. Your Gift die increases in size when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level and a d12 at 15th level.

Ever Watchful

Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. If you can freely travel about an area talking with locals and passing travellers for a few hours, you hear all the latest useful rumours, including news of trouble.

You can also glean the names, whereabouts and general appearances of all local influential individuals, households and factions, as well as what livery, colours and heraldry they typically bear, if any.

Fighting Style

At 2nd level, you adopt a particular fighting style as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defence

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

Dueling

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

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the

new roll is a 1 or a 2. The weapon must have the Two-handed or versatile property for you to gain this benefit.

Protection

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

Campfire Tales

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

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

Dauntless

Beginning at 3rd level, you regain all of your expended uses of Warden's Gift when you finish a short or long rest.

Warden Expression

Also at 3rd level, you choose the way in which your Warden talents will express themselves. Choose Counsellor or Herald (they are detailed at the end of the class description). Your choice of expression grants you features at 3rd level and then again at 7th, 15th and 20th level.

Character Improvement

When you reach 4th level, and again at 8th,12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can take a Cultural or Open Virtue.

As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

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

By Life or Death

Starting at 6th level, whenever you or a friendly creature within 10 feet of you who can see or hear you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Neither Despair

Starting at 10th level, you and friendly creatures within 10 feet of you who can see or hear you can't be frightened while you are conscious.

Smite Living and Dark Undead

By 11th level, whenever you hit a servant of the Enemy (including Spiders, Orcs, Trolls and Evil Men) with an attack, the creature takes an extra 1d8 radiant damage. Furthermore, if you use a flaming torch against undead or other evil spirits, your attacks deal 1d12 radiant damage instead of the normal damage for a torch.

Her Weariness

Beginning at 14th level, you can use your action to reduce one level of exhaustion on yourself or on one willing creature that you touch.

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

Her Endless Barren Miles

At 18th level, the range of all your class features that affect

friendly creatures who can see or hear you is tripled (for example, the range of Warden's Gift increases to 180 feet, and the range of both If By Life or Death I Can Save You, I Will and Neither Despair increases to 30 feet).

Warden Expressions

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

Counsellor

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

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in three of the following skills of your choice: Deception, History, Insight, Intimidation, Performance, Persuasion, Riddle or Traditions.

Dangerous Gift

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Warden's Gift, rolling a Gift die and subtracting the number rolled from the creature's roll.

You can choose to use this feature after the creature makes its roll, but before the Loremaster determines whether the attack roll or ability check succeeds

or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.[1]

Worthy Counsel

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

Embassy

At 15th level, you are widely respected. When you make a Charisma check, or an Intelligence (Riddle/Traditions) check, you can expend one use of Warden's Gift. Roll a Gift die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the Loremaster tells you whether you succeed or fail.

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

While this may not result in the enemy agreeing to your demands, you may have at least bought some time to get better prepared or learn more about your foe.

[1] ***Source: D&D Player's Handbook, Bard's College of Lore's 3rd level feature Cutting Words***

Note that even the forces of the Dark Lord of Mordor will need such a summons. Though they may choose to spend the hour mocking you, you can still glean much between their threats and insults.
You can only enforce an audience with an enemy once during any particular Adventuring phase, although the Loremaster may waive this limitation for particularly complex plots or long wars.[2]

Great Tales Never End

At 20th level, when you roll initiative and have no uses of Warden's Gift left, you regain one use.[3]

HERALD[4]

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

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in heavy armour.

Songs of Battle

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[2] *Source: D&D Player's Handbook, Bard's College of Lore's 15rd level feature Peerless Skill essentially limited to checks during Audiences, compensated by the unification with the original Embassy feature.*
[3] *Source: D&D Player's Handbook, Bard's Superior Inspiration & Quote from Sam in The Two Towers.*

[4] *Herald is now essentially merged with the Bounder from the core manual: Bounder's Guardian feature is essentially the same as choosing the Protection option from Fighting Style (which you can now do as a Warden), Ceaseless Guard is almost the same but without the requirement for a Dexterity saving throw (both because my Warden isn't proficient in Dexterity saving throws, and because that's how Divine Allegiance, that was the original inspiration for the feature, works), A Creature of Stone and Steel is still there but the effect is changed (no need for increased hit points, since the Hit Die is d10), Unyielding Guard is dropped but somehow lives on in An End Worthy of a Song*

The songs of battle resound where Heralds are present. Also starting at 3rd level, you gain the following Warden's Gift options.

Song of Slaying. A creature that has a Gift die from you can roll that die and add the number rolled to a weapon damage roll it just made.

Song of Warding. When an attack roll is made against a creature that has a Gift die from you, it can use its reaction to roll the Gift die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Song of Rally. As a bonus action, you can bolster injured creatures spending one use of your Warden's Gift. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to your Gift die roll + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

Song of Fright. As an action, you may spend one use of your Warden's Gift and attempt to instill fear in one creature within 60 feet of you that can see you. That creature must make a Wisdom saving throw (DC equals to 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is frightened for 1 minute or until it takes any damage.[5]

Guardless Guard

At 7th level, you can use your reaction in order to interpose yourself in front of an attack meant for another. When a creature within 5 feet of you takes damage, you can use your reaction to substitute your own health for that of the target creature, causing that

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[5] ***Source: D&D Player's Handbook, Bard's College of Valor's 3rd level feature Combat Inspiration & Sword Coast Adventurer's Guide, Paladin's Oath of the Crown 3rd level feature Turn the Tide.***

creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.[6]

A Creature of Stone and Steel

At 15th level, you have been pounded into unyielding iron. You have advantage on saving throws to avoid becoming restrained or stunned.[7]

An End Worthy of a Song

At 20th level, your stirring words help your allies stand against any challenge, even if it is to be their last stand.

As an action, you can speak words of hope and valour to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.[8]

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[6] ***Source: Sword Coast Adventurer's Guide, Paladin's Oath of the Crown 7th level feature Divine Allegiance.***

[7] ***Source: Sword Coast Adventurer's Guide, Paladin's Oath of the Crown 15th level feature Unyielding Spirit.***

[8] ***Source: Sword Coast Adventurer's Guide, Paladin's Oath of the Crown 20th level feature Exalted Champion.***

~New Classes~

The Magician Class by Stardust

Level	Prof. Bonus	Class Features	Cantrips Known	Spells Known	Slots	Spell Slots Level	Words of Power Known
1st	+2	Air of Magic, Spellcasting	2	2	1	1st	0
2nd	+2	Tradition of Magic, Words of Power	2	3	2	1st	1
3rd	+2	Channelled Power	2	4	2	2nd	1
4th	+2	Ability Score Imp	3	5	2	2nd	1
5th	+3	-	3	6	2	3rd	2
6th	+3	Tradition of Magic	3	7	2	3rd	2
7th	+3	-	3	8	2	4th	3
8th	+3	Ability Score Imp	3	9	2	4th	3
9th	+4	-	3	10	2	5th	4
10th	+4	Tradition of Magic	4	10	2	5th	4
11th	+4	-	4	11	3	5th	4
12th	+4	Ability Score Imp	4	11	3	5th	5

13th	+5	-	4	12	3	5th	5
14th	+5	Tradition of Magic	4	12	3	5th	5
15th	+5	-	4	13	3	5th	6
16th	+5	Ability Score Imp	4	13	3	5th	6
17th	+6	-	4	14	4	5th	6
18th	+6	-	4	14	4	5th	7
19th	+6	Ability Score Imp	4	15	4	5th	7
20th	+6	Invocation of the Valar	4	15	4	5th	7

Class Features

Hit Points

Hit Dice: 1d8 per Magician level.
Hit Points at First Level: 8 + your Constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Magician level after 1st.

Proficiencies

Armour: None
Weapons: Simple weapons
Tools: None
Saving Throws: Intelligence, Wisdom
Skills: Lore (Magic) and choose three from Deception, History, Intimidation, Investigation, Medicine, Nature, Performance, Religion, Riddle, Sleight of Hand

Equipment

You start with the following extra equipment, in addition to equipment granted by your Standard of Living.
Poor or Frugal: A staff, a dagger
Martial: A mace or hand axe, two daggers, a staff, an arcane focus or book of magical lore.
Prosperous: A mace or hand axe, two daggers, a staff, an arcane focus or a book of magical lore or a holy symbol, a spell component pouch, 2d6 silver pennies.
Rich: A mace or hand axe, two daggers, a staff, an arcane focus or a book of magical lore or a holy symbol, a spell component pouch, 5d6 silver pennies.

Shadow Weakness

Lure of Power

Air of Magic

As written for the Magician background in the *Player's Guide*.

Spellcasting

Your arcane research and the magic you channel from the earth and your surroundings through your staff and body have given you the ability to use spells. Casting spells will always require that you have a staff in your hand, as this staff represents your personal connection with the spiritual and magical nature of the earth and the Maiar and Valar.

CANTRIPS

You know two cantrips of your choice from the Magician spell list. You learn additional Magician cantrips of your choice at higher levels, as shown in the Cantrips column of the Magician table above.

SPELL SLOTS

The Magician table shows how many spell slots you have. The table also shows what the level of those slots are. All of your spell slots are the same level. To cast one of your Magician spells of 1st level or higher, you must expend a spell slot.

You may regain a number of spell slots when you finish a short rest equal to half of your proficiency bonus, but because magic strains and ages your body prematurely, you take a level of exhaustion for doing so. The level of exhaustion remains until you finish a long rest.
You may choose to spend a hit die instead of taking a level of exhaustion.

SPELLS KNOWN

At 1st level, you know two 1st-level spells of your choice from the Magician spell list. The Spells Known column of the Magician table show when you learn

more Magician spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you may choose one of the Magician spells you know and replace it with another spell from the Magician spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is the ability for your Magician spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC of a Magician spell you cast, and when making an attack roll with one.

RITUAL CASTING

You can cast a Magician spell as a ritual if that spell has the ritual tag and you have a book of arcane lore recording the details and incantations of the ritual. Performing a ritual does not require any spell slots but can be dangerous and life draining. When performing a ritual, you and any participants must make a Wisdom saving throw:
-DC 8 + your proficiency bonus + your Intelligence modifier

Failure means a level of exhaustion. Any participant who fails the saving throw by more than 5 also takes 1d8 psychic damage.

SPELLCASTING FOCUS

You can use an arcane focus or holy symbol as

a spellcasting focus for your Magician spells, but in most cases your staff will be required as the spellcasting focus.

TRADITIONS OF MAGIC

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic based on the spells and rituals taught by the Istari and other great powers of Middle-earth. You should be in a Sanctuary to learn a tradition of magic. If no teacher is available for any particular tradition you wish to learn, you may be able to learn a tradition of magic from an artefact or book. You may choose from the following Traditions of Magic (see below for descriptions):

Air and Storm
Beasts and Birds
Conjurations and Tricks
Dwarven Magic
Elven Magic
Fire and Smoke
Secret Fire
Sorcery and Necromancy
Tree and Stone
True Sight
Water and Mist

WORDS OF POWER

At 2nd level, you learn a Word of Power of your choice, although this Word of Power must be one marked as Mastery Level 1. Additionally, when you gain a level in this class, you can choose one of the Words of Power you know and replace it with another Word of Power that you could learn at that level.

Using Words of Power can be a dangerous and arduous task, and may drain one's life force. Whenever you use a Word of Power, you must make a Wisdom saving throw (DC 10). Each additional time you use the same Word of Power, the DC

increases by 5. Failing this saving throw results in the loss of a hit die and gaining a level of exhaustion.

After you fail this saving throw, you may not use the Word of Power again until you complete a long rest. After this rest, the saving throw reverts to DC 10. If you are carrying a staff or an appropriate spellcasting focus, you add 1d4 to the Wisdom saving throw.

The Words of Power are divided into the Traditions of Magic and have Mastery Levels. When you learn a Word of Power, you must learn the Mastery Level I Word of Power from a tradition before you can learn a Mastery Level II Word of Power from that tradition (see below for details).

CHANNELD POWER

At 3rd level, your staff or favoured spellcasting focus is infused with permanent magic. It becomes enchanted in some way, as determined by the Loremaster. This enchantment may change over time, but for the most part this is controlled by the Loremaster. You may learn the secret powers of your spellcasting focus the more you use it.

INVOCATION OF THE VALAR

At 20th level, you can draw on your inner reserve of mystic power while entreating one of the Maiar and Valar with rituals and appropriate sacrifices to regain expended spell slots. You can spend 1 minute making this invocation to

regain all expended spell slots and to restore all hit dice spent on magical spells, abilities, or Words of Power. Once you use this feature, you must complete a long rest before you can use it again.

Magician Spell List

Cantrips
Guidance
Light
Invisibility
Minor Illusion
Prestidigitation
True Strike

1st Level
Colour Spray
Phantasmal Force
Disguise Self
Illusory Script
Silent Image
Speak with Animals

2nd Level
Augury
Beast Sense
Blur
Locate Animals & Plants
Locate Objects
Magic Mouth
Mirror Image
See Invisibility
Silence

Words of Power

Words of Power are ranked by Mastery Level. In each tradition of magic, a magician must first master Mastery Level I, then consecutively progress. So, a Magician who knows four Words of Power may either know all four Words of Power from a tradition of Magic (I, II, III, IV), or two Words of Power from two traditions of Magic (I, II) and (I, II). Or Three Words of Power from 1 tradition of Magic, and 1 Word of Power from a different tradition of Magic (I, II, III) and (I). Or 1 Word of Power from four Traditions of Magic (I),

(II), (III), (IV).

Air and Storm

I. Guardian Winds - You can cast Mage Armour on yourself, without expending a spell slot or material components.

II. Signs in the Wind - You can cast Hunter's Mark without expending a spell slot. You may take a level of exhaustion and spend a hit die as you cast this spell to maintain your concentration on the spell for up to 8 hours.

III. Release the Wind - You can cast Gust of Wind without expending a spell slot. This power counters the following words of Power: Burning Bolt, Black Smoke, Misty Vision, Fog

IV. Storm of the Valar - You can cast Lightning Bolt without expending a spell slot or any material components.

Beasts and Birds

I. Animal Speak - You can cast Speak with Animals without expending a spell slot.

II. Friend to All - By showing you mean them no harm, you can magically befriend a beast creature, and cast Animal Friendship without expending a spell slot.

III. Call Animals - You call beasts from the wild to protect you in time of need. You can cast Conjure Animals with the following changes. The Loremaster determines what animals arrive in 1d4+2 rounds. These beasts are true beasts and may not be friendly to your companions, but they will act to defend

you from hostile creatures to the best of their ability, and will obey commands issued to them if they can understand you and the commands are reasonable given the circumstances. These beasts may be charmed through the Friend to All Word of Power. If the beasts realize there is no longer any need for their assistance, they will disperse in 1d4-2 rounds and return to the wild.

IV. Charm of Shared Vision - You can see and hear through the senses of a beast you have charmed through the Friend to All Word of Power, so long as the creature is within 20 miles of your current location for a number of hours equal to your proficiency bonus. If the beast takes any damage while this power is in effect, you take the same amount as psychic damage, but you may then immediately end this effect.

Conjuration and Tricks

I. Many Faces - You can cast Disguise Self without expending a spell slot.

II. Dazzling Lights - You can cast Colour Spray without expending a spell slot, but you must have coloured sands and metallic salts (the material component of the spell).

III. Unseen - You can cast Invisibility without expending a spell slot or any material components.

IV. Dreams and Nightmares - You can cast either Phantasmal Killer or Dream without expending a

spell slot. When you use this word of power, you take a level of exhaustion and spend a hit die.

Dwarven Magic

I. Delvers' Sight - You can see normally in non-magical darkness to a distance of 120 feet. For a number of minutes equal to your proficiency bonus you can see normally in magical darkness to a distance of 60 feet.

II. Mining Lights - You can cast Faerie Fire without expending a spell slot, but this produces the lantern effect.

III. Secret Word of Metal - You can cast Heat Metal without expending a spell slot or any material components.

IV. Secret Word of Stone - You can cast Shape Stone without expending a spell slot or any material components.

Elven Magic

I. Touch of Grace - You can use your action to touch a willing humanoid and heal 1d4 + your intelligence modifier hit points. You take the same amount in psychic damage. Any humanoid touched by this ability may only benefit from this power once until he or she has completed a long rest.

II. Light of Lorien - You can use your action to create an area of soft light with a 20-foot-radius centred on you, improving the light conditions by one category. If in bright light, the air takes on a glowing or golden

quality. While within this light your companions make saving throws with advantage. Creatures corrupted by shadow take 1d4 radiant damage per round while within this area. The light remains for a number of minutes equal to your proficiency bonus.

III. Sanctuary - You can use your action to create an area of bright light with a 20-foot-radius centred on you. Any creature with harmful intentions who attempts to enter this area must make a Charisma saving throw or be forcibly expelled from the area. While within this area all healing spells and abilities restore the maximum number of hit points. The light remains for a number of minutes equal to your proficiency bonus. Note that those defending this area are not considered to have harmful intentions while attacking those who have breached the effects of this power.

IV. Undying Hope - You can cast Death Ward on a willing creature, without expending a spell slot. The first time the target would drop to 0 hit points as a result of taking damage, the creature instead drops to 1 hit point and you take the remaining damage as psychic damage.

Fire and Smoke

1. Burning Bolt - As an action, you may hurl a small ball of flame at a creature or object within 120 feet. Make a ranged spell attack against the target to inflict 1d10 fire damage. A flammable object hit by this power

ignites if it is not being worn or carried. This ability's damage increases by 1d10 when you reach 5th level, 11th level, and 17th level.

II. Flame of Arkhin - You can use your action to touch a melee weapon or a quiver of up to 20 arrows and cause them to burst into flame and inflict an additional 1d6 fire damage in combat for a number of rounds equal to your proficiency bonus.

III. Black Smoke - As an action, you create a sphere of thick, black smoke centred at a point within 90 feet with a radius of (10 x your proficiency bonus) feet. The cloud spreads around corners and its area is heavily obscured.

Any creature that is completely within the cloud at the start of its turn must make a Constitution saving throw. On a failed save, the creature spends its action coughing and gasping for air. Creatures that don't need to breathe or are immune to fire damage automatically succeed on this saving throw.

IV. Explosion - You may cast the spell Fireball without expending a spell slot or any material components.

Secret Fire

I. Gaze of the Secret Fire - You can use your action to touch a willing creature and know roughly how many Shadow points the creature has acquired. You also know the last event that caused the creature to gain Shadow points.

II. Inner Strength - As an action, make a short

inspiring speech to your companions. Up to three creatures within 30 feet are affected by this speech. Each target's hit point maximum is increased by 5 hit points over the next 6 hours. This Word of Power also heals the targets by 5 hit points.

You may take a level of exhaustion or spend a hit die when you use this power to double the effect of this ability, either by targeting up to six creatures within 30 feet, or by increasing the value from 5 to 10 hit points.

III. Ray of Light - As an action, you project a 120-foot-long ray of brilliant light from your staff. This ray of light can be maintained with concentration, up to 1 minute, and directed in a different direction at the start of each of your turns for the duration, by shifting the ray up to 90 degrees. A creature that moves through the ray of light or starts its turn within the ray of light must make a Constitution saving throw. On a failed save, the creature takes 2d10 radiant damage, or half as much on a successful save.

Any creature sustained directly by Shadow makes its saving throw with disadvantage. If it fails the saving throw it is also paralysed and cannot use any of its magical or Shadow abilities until it leaves the ray of light.

IV. Break Bond - As an action, focus and channel your life force to break the effects of a spell or Word of Power currently controlling a creature against its will, or any magic-bound artefact, or any area under the

effect of magic. This takes the effect of a Dispel Magic spell with the following modifications.

Your staff is required as an arcane focus. To break the power of a Word of Power requires an Intelligence ability check (DC 15). If successful, you break the power of the magic and dispel any enchantments or control effects on the person, object, or area. You take a level of exhaustion and spend 1 hit die. If the ability check fails, you take 2 levels of exhaustion and spend 2 hit dice.

SORCERY AND NECROMANCY

I. Eye of Sauron - You can use a reaction when you are damaged by a creature to cause that creature to make a Dexterity saving throw or take 2d10 fire damage. A successful save halves the damage. If this power inflicts more than 10 points of damage, you also receive a Shadow point.

II. Aura of Fear - You can cast Bane once as a 1st-level spell, without expending a spell slot. You cannot use this Word of Power again until you complete a long rest.

III. Darkness and Despair - You cast Darkness and Fear simultaneously, without expending any spell slots or material components. When you use this Word of Power you take a level of exhaustion and spend a hit die.

IV. Calling of Dark Spirits - You can cast Animate Dead once, without expending a spell slot. You cannot use this

Word of Power again until you complete a long rest.

Trim and Stem

I. Life from Earth - You can cast False Life on yourself as a 1st-level spell, without expending a spell slot or material components.

II. Enchant Wood - You can cast Shillelagh on your staff. While this spell is active, your staff sprouts branches, leaves, or blossoms, as though it were alive.

III. Through Gote and Copse - You can cast either Meld into Stone or Tree Stride without expending a spell slot or material components. The use of either spell counts as using this Word of Power.

IV. Protected by Earth - You cast Stoneskin on yourself, without expending a spell slot or material components.

True Sight

I. Eyes of the Scholar - You can read all currently used runes and writing for 1 minute. If you encounter a language that no one currently writes or speaks in, you may take a level of exhaustion or spend a hit die to be able to read that writing for 1 minute.

II. Vision of Power - You can cast the spell Reveal Power without expending a spell slot.

III. Sight of the Unseen - You can cast the spell See Invisibility without expending a spell slot.

IV. Knowledge of the Unknown - As an action, you can cast Locate animals or plants and Locate object simultaneously, without expending a spell slot or material components. Using this Word of Power causes you to take a level of exhaustion and spend a hit die.

WATER AND MIST

I. Misty Visions - You can cast Silent Image without expending a spell slot. Any image you conjure with this ability will have a misty, surreal quality for anyone who realizes it is an illusion.

II. Fog - As an action, you cause a mist to rise up out of the ground, or a light rain to fall, creating an area of fog with a radius of (10 x your proficiency bonus) feet. The area of mist and rain spreads around corners and is considered heavily obscured. The mist remains for a number of hours equal to your proficiency bonus.

III. Water Bond - As an action, you can cast Water Breathing and Water Walk on yourself simultaneously, without expending a spell slot or material components. You may take a level of exhaustion or spend a hit die to use this Word of Power on a willing creature. Those under the effects of this Word of Power have their swim speed doubled.

IV. River Radar - You can cast Control Water without expending a spell slot.

Traditions of Magic

Air and Storm

The Air and Storm Magician (Stormcaller) emphasizes magic over the elements of air and wind, thunder and lightning.

Expanded Air and Storm Spell List

3rd - Lightning Bolt, Sending, Wind Wall
4th - Resilient Sphere, Storm Sphere
Secret of Air
5th – Cone of Cold, Control Winds At 2nd level when you first learn this Tradition of Magic, you learn the Cantrip Gust.

Elemental Resistance

Starting at 6th level, you are resistant to lightning and thunder damage. When you reach 14th level, you become immune to lightning and thunder damage.

Thunderous Voice

Starting at 10th level, your voice may be constantly amplified to the volume of an echoing scream as if by the cantrip Minor Illusion. At will, you may take a level of exhaustion to make your voice even louder and more thunderous. When you speak, in addition to your words being very difficult to drown out by other words, you release a Thunderwave as a 1st-level spell.

Beasts and Birds

Expanded Beasts and Birds Spell List

3rd - Fly, Protection from Poison, Spider Climb
4th - Dominate Beast, Giant Insect
5th - Commune with Nature, Insect Plague

Bestial Sight

Starting at 2nd level

When you learn this Tradition of Magic, you can use your action to gain a magical sense of any beast creatures within 30 feet of you. You have a general sense of how many hit points a beast creature has remaining and whether the creature is poisoned, diseased, or has any serious injury.

Call of the Wild

Beginning at 6th level, your senses have changed slightly and you can see in light conditions as if it were one category brighter. You also have a keen sense of smell and make perception and investigation skill checks that may be augmented by that ability with advantage.

Transformation

When you reach 10th level, you can concentrate and take on the form of a small or medium beast creature, for up to 1 hour as long as you can maintain your concentration. This has the same effects as the spell Shape Change but you may only transform into a natural beast creature, and you may not change forms other than back to your original form until you complete a short rest.

Feral Nature

Once you reach 14th level, your nature is more akin to the beasts and birds you spend your time with. You have learned to communicate directly with animals as though through the spell Speak with Animals except that this is not a magical ability, and is based more on an intuitive understanding of their pheromones, movements and calls.

Your eyes take on a bestial nature that sets you visually apart from others of your culture, and your skin is harder and thicker than normal. You have resistance against slashing and piercing damage and you regenerate 3 hit points every minute. This regeneration ends if you are confined in an iron cage or manacles.

CONJURATIONS AND TRICKS

Expanded Conjuration and Tricks Spell List
3rd - Hypnotic Pattern, Major Image, Non-detection
4th - Greater Invisibility, Hallucinatory Terrain
5th - Animate Objects, Private Sanctum

Befuddlement
When you choose this tradition at 2nd level, you learn the Befuddle cantrip (see below). The cantrip doesn't count against your number of cantrips known. When you cast Befuddle, the duration is doubled to 2 rounds.

Befuddle
Enchantment cantrip
Components: V, S
Casting Time: 1 action
Duration: 1 round
Range: 30 ft.
Area of Effect: 1 creature
Saving Throw: Wisdom negates

One creature you can see must make a Wisdom saving throw. If the saving throw fails, the creature becomes confused and loses its train of thought.
Note that this spell does no real damage, doesn't affect the target's intelligence, and doesn't negate the target's next action; it simply erases the target's current thought. The thought probably will reoccur

to the creature naturally at some time in the future. For example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image. But if the person with the dagger is still visible a second later, she'll wonder about it all over again. Similarly, an opponent in combat can forget what strike he was planning but still realizes he's in combat and attack on his next action. The spell's effect ends at the start of the target's next action, so you must be quick to make certain that something forgotten isn't instantly remembered.

Malleable Illusion
Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of the illusion (using the spell's normal parameters) provided that you can see the illusion.

Illusory Self
At 10th level, you can create an illusory double of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, and the illusion dissipates. Once you use this feature, you can't use it again until you finish a short or long rest.

Illusory Reality
At 14th level, you can merge the creative magic of the Maiar with your illusion spells to

make them partially real for a time. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion to be real. The object remains real for 1 minute, but cannot deal damage or otherwise directly harm anyone.

Dwarven Magic

Expanded Dwarven Magic Spell List
3rd - Conjure Barrage, Erupting Earth, Glyph of Warding
4th - Conjure Minor Elementals (earth), Staggering Smite
5th - Conjure Elemental (earth), Conjure Volley

Secrets of the Dwarfs
When you choose this tradition at 2nd level, you are taught the secret runic language of the dwarves, and may add that language to the list of languages you know. You are also given a secret sigil that you can display magically as an action. Dwarves who see this sigil will generally honour the tradition and respect you unless you do something that shows their respect was unfounded. Once you display this sigil, you must wait until you complete a short or long rest before you can display it again.

Inspiring Courage
Starting at 6th level, you have begun to inspire many of your dwarven allies. Whenever you take an action against all odds, or perform an amazing feat in battle, your companions within 60 feet heal 1d6 hit points and gain advantage with attack rolls for a number of rounds equal to your proficiency bonus. If your allies are of a dwarven culture, they

heal 6 hit points from this ability.

Bloodbond Strengthened
At 10th level, your blood has become more dwarvish than normal from exposure to dwarven magic. You can see in light conditions as if it were one category brighter. You gain resistance to poison damage, or immunity to poison damage if you already have resistance to poison damage.
As an action, you can sense the general direction towards and distance from dwarves within 120 feet, and send a message of a few words telepathically to any dwarf within that range.

Dwarven Alliance
At 14th level you gain a special audience with one of the seven Dwarf Lords in their Halls of Stone. You can sense the general direction and distance to any Dwarf Lord within 200 miles, and may send a 15-word message by telepathy or special animal courier to that Dwarf Lord whenever you complete a long rest. If you send a telepathic message, you must spend a hit die before using any hit dice to heal hit points, but you can receive a response of 15 words or less.

Elven Magic

Expanded Elven Magic Spell List
3rd - Beacon of Hope, Daylight, Enhance Ability
4th - Aura of Life, Freedom of Movement
5th - Greater Restoration, Hallow

Lament of the Elves
At 2nd level, when you choose this tradition, you are overcome with

a sense of sad, but calm longing for the west. You dream of white sails and crystal seas, and have some inkling of the wonders of the First Age that have been lost forever, though no specific details come to mind, just a sense of the beauty that is now gone.

You learn the cantrip Song of Lament (vicious mockery). When you use this cantrip, you sing a song of such haunting and melancholy beauty that you can choose a creature you can see within 60 feet. If that creature can hear you, it must succeed at a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

You may use a musical instrument instead of your staff as an arcane focus for this spell; if the instrument is of elven make, the target's Wisdom saving throw has disadvantage.

Breath of Life
Once you reach 6th level, you learn the spell Revivify, that can be used with the following modifications. When you use this spell, you must also spend a number of hit dice equal to the hit dice of the creature you are bringing back from the brink of death, and you must roll those dice and take that amount in necrotic damage.

For example, if you cast revivify to bring a companion who has five total hit dice back to life, you would spend 5 of your hit dice and

roll 5d8 to determine how much necrotic damage you suffer. Certain herbs and other healing abilities may be able to be used in this case to reduce the amount of damage, but if you take more than 20 points of damage from this spell you will still gain a permanent injury of some type.

Song of Purity
When you reach 10th level, you learn the spell Aura of Purity. When you use this spell you may use a musical instrument instead of your staff as an arcane focus for this spell if the instrument is of elven make. Any non-hostile creature that fails its saving throw against any of the listed conditions may make an additional saving throw on their next turn to remove the condition.

Jewel of Elven Craft
When you reach 14th level, you gain the ability to craft a single jewel of such exquisite craftsmanship that it has a stunning beauty. You (or a creature you designate) can use the magic of this jewel to choose one of the following effects. Your jewel is destroyed, and you cannot craft another one until you complete a long rest during a Sanctuary phase.
- Healing Light - You (or the creature using the jewel) removes all curses, diseases, and poisons currently affecting the holder of the jewel. The holder of the jewel also completely recovers from exhaustion. Destroyed in this way, the powder from the destroyed jewel glows brightly as per the Light spell, until the next dawn.
- Renew Hope - You (or

the creature using the jewel) can make a Wisdom check to remove corruption (just as you would in a Sanctuary during the Fellowship phase). A Player-hero wishing to remove corruption with the Jewel of Elven Craft must make a DC 15 Wisdom (Insight) ability check. If successful, 4 Shadow points are removed. If the ability check total is 25 or more, 8 Shadow points are removed.

- Inspiring Light of Battle - You (or the creature using the jewel) can make a DC 15 Charisma check to inspire your allies in combat. Destroyed in this way, the powder from the destroyed jewel releases a dim light that fills a 60-foot-radius. Any of your companions within this area that can see and hear you are inspired by your presence and the knowledge that you are in the brunt of battle with them, gaining 2d6 Gift Dice, a 10-foot speed bonus, and advantage with attack rolls and saving throws. These abilities last for a number of minutes equal to the level of the jewel's crafter. At the end of this time, the powder from the destroyed jewel ceases to glow.

- Song of the Valar - A mile wide hex centred on the Jewel becomes beautiful, glowing, and magical in appearance. Valar spirits can sometimes be seen and felt empathically in this area. Until the next dawn, a calmness overcomes the area and hostile creatures must make a Charisma saving throw DC 25 to attack or use shadow magic against any other creature while within this area while the beautiful light remains.

~VIRTUES~

Additional Class Virtues by Throrll for the Master Scholar

ANCIENT LORE

In addition to the listed abilities and proficiencies, the Master Scholar gains the Piercing Sight Cultural Virtue of the Men of Minas Tirith.

BIRDS & BEASTS

Upon choosing this secret a third time, you gain the Wood-elven Cultural Virtue the Speakers.

DARK KNOWLEDGE

Upon choosing this secret, you may learn Dreadful Spells. Dreadful spells are weapons of the Enemy that involve control, deceit, domination, fear or overt force.

The Master Scholar may learn one Dreadful spell as their undertaking during a Fellowship phase. Casting a Dreadful spell earns the Scholar one Shadow point automatically, and two additional points if their DC is Corruption saving throw is failed. To avoid the Dreadful spell, the target must make a Corruption saving throw: ■ DC8 +Caster's Proficiency Bonus +Intelligence modifier.

Some examples of Dreadful Spells from D&D5e would include: Charm Person, Command, Dominate, Dominate Beast, Fear, Mass Suggestion, and Power Word Stun.

Other unnatural effects might include: causing your sword blade to be wreathed in flame or cause an enemy's weapon to shatter, or shattering a gate or door with a foul word.
Each Dreadful Spell costs a number of Hit Dice equal to the spell's level +1 to cast (thus a Cantrip costs 1HD, a 9th level spell costs 10HD).

NATURAL WORLD

Along with the listed abilities and proficiencies, you gain the Herbal Remedies Cultural Virtue of the Wood-men.

RUNES

In addition to the listed abilities and proficiencies, the Master Scholar gains the Broken Spells Cultural Virtue of the Dwarves.

WORKS OF ELDER DAYS

In addition to the listed abilities and proficiencies, the Master Scholar can now craft an object of beauty and strength by weaving the subtle magic of Middle-earth into it.

During a Fellowship phase, for your Undertaking, you may create a non-combat object and add a low powered magical effect to it, amounting to a +1 to a single skill. Note that while certainly skilful, you cannot improve the craftsmanship of old: you may only enhance an object that does not already possess Enchanted Qualities.

New OPEN CULTURAL VIRTUE by Andypalmer: MASTER SMITH

Requires proficiency in Smith Tools, Level 4. You have completed an apprenticeship to a smith of renown and may now craft quality weapons, shields, and armour.
You can learn how to smith one Quality when you first select this virtue, and may learn a new one as your undertaking during later Fellowship phases. May add no more than one quality to an item until level 8 and no more than two until level 12.

Adding the first Quality to a weapon or shield costs:
2 gold pieces + 3x the listed base cost of the item.
Adding a second Quality costs an additional 5 gold pieces + 4x the listed base cost of the item.
Adding a third Quality costs an additional 10 gold pieces + 5x the listed base cost of the item.

Adding the first Quality to a suit of armour costs 5 gold pieces + 2x the listed base cost of the armour.
Adding a second Quality costs an additional 8 gold pieces + 3x the listed base cost of the armour.
Adding a third Quality costs an additional 11 gold pieces + 4x the listed base cost of the armour.

Mounted Combat as a cultural virtue by MrUkpyr

FIGHTING STYLE: MOUNTED COMBAT
Available to Riders of Rohan and Leofrings who are Wanderers, Wardens, and Warriors, also available to Men of

Minas Tirith who take the cavalry option

The first time you take this virtue, you have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
Also, if you command your horse to dash into combat or to attack, you can still make an attack as a bonus action. You can take the later options as an Undertaking during a Fellowship Phase.

Second time: You can force an attack targeted at your mount to target you instead.
Also, when fighting from horseback you can add your Proficiency Bonus to your damage.
You know how to add your horse's size bonus to the damage on your first attack.

i. Medium Horse = +3 damage
ii. Large Horse = +4 damage
iii. Great Horse = +5 damage

DRÚEDAIN CULTURAL VIRTUES by Otaku-sempai

CLAIRVOYANT VISIONS

"The Great Lie no longer feels sure under our feet, and we wish to return to the lands whence we came."

Your folk possess the gift of foresight. When in meditation you may receive visions of future events, warnings of danger to come.
Raise your Wisdom by 1

point.
Once every adventuring phase, by spending a point of Inspiration you may seek a vision while at Still Meditation. The Loremaster should describe what you see in your vision, leaving it up to you to determine its meaning.

FAITHFUL STONE

"I have had a watch-stone...set near your house. See, I have left it with some of my powers. May it keep you from harm!"

You use Inspiration to forge a temporary connection between yourself and a 'watch-stone', a carved, stone image of yourself placed at a location you want guarded. If enemies attempt to invade or attack the place, the guardian will become animated and defend it to the best of its abilities. However, if the animated watch-stone is damaged or destroyed then you will also suffer harm. For example, if the stone guardian stomps out a blaze, you may suffer burns on your legs and/or feet. At the end of combat or upon your return, the enchantment is ended.

UNSEEN VIGILANCE

"...so intense was their unseen vigilance that it could be felt as a hostile menace by intruders..."

When you are on guard, you may sit or stand, hidden in shadow. If an intruder of evil intent approaches you, the target must succeed in a Wisdom saving throw or flee in fear. If the target succeeds then it may pass on.

ELVES OF LÓRIEN CULTURAL VIRTUES by Otaku-sempai

The Elves of Lórien are not so far removed from their kindred of Mirkwood, but in the long history of the Golden Wood many Elves of nobler lineage came to dwell within its borders. As a result, the folk of Lórien are accounted to be less wild than their northern brethren, and wiser.
Elves of Lórien may choose their virtues among those described below, as well as the following ones listed on pages 107-108 of the *Adventures in Middle-earth Player's Guide*: Deadly Archery, Dreams of Elder Days, The Speakers.
(The Waybread of the Elves and Favour of the Lady replace the Wood-elf Magic and Shadow Bane Virtues.)

WAYBREAD OF THE ELVES

'It fed the will, and it gave strength to endure, and to master sinew and limb beyond the measure of mortal kind.'

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.

During a Fellowship phase, if you choose the Heal Corruption undertaking using Wisdom and roll a success, you equip

your company with the waybread of the Elves: during the next Adventuring phase, when the company is on a journey, whenever the Guide, Scout, Hunter, or Look-out attempt a task, they receive an additional bonus equal to +1 or your Wisdom bonus (whichever is greater).

FAVOUR OF THE LADY

'As they were healed of hurt and weariness of body the grief of their loss grew more keen.'

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 Lórien, 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 assist you when you return from your journeys in the outer world.

You have advantage on saving throws against corruption.

ELVES OF LÓRIEN CULTURAL VIRTUES by Thror II

DEADLY ARCHERY

As per *Rime Player's Guide* p.107

FAVOUR OF THE LADY

When you return to Lórien for a Year's End Fellowship phase, you may remove all Shadow points at the cost of gaining 1 permanent Shadow point.

THE SPEAKERS

Per *Nine Player's Guide*, p.107

WAYBREAD OF THE ELVES

Each Adventuring phase, a number of times equal to your Proficiency bonus, one cake of Lembas may be consumed to remove 1 level of Exhaustion and restore 1d6 hit points per level of the creature consuming it.

ISTARI CULTURAL VIRTUES by Michebugio

EMISSARY OF THE WEST

"Then darkness took me, and I strayed out of thought and time, and I wandered far on roads that I will not tell. Naked I was sent back – for a brief time, until my task is done."

The purpose you were sent to Middle-Earth has an importance that surpasses even the boundaries of life, death and mortal flesh. If your task is critical and you prove worthy, you may be sent back to complete your mission. If, during play, you would normally be killed in a heroic manner (for example sacrificing yourself for your companions, or trying to defeat a great and ancient evil), your spirit may be sent back and your body brought back to life.

When this happens, your body is completely healed and cured of any condition that affected it before your death. Missing limbs regrow and any aging you suffered before is erased. You may appear slightly younger, or somehow different, but people you knew still recognize you.

You retain memories of the time before your death, but they are somehow dimmed, except for important matters. Thus, you may experience difficulty when first remembering your own name and acquaintances, but the purpose and the details of any mission you had before your death are still perfectly clear. Your personality may also change a bit.

Discuss with the Loremaster what are the changes and how they affect your character: he may look more austere or lordly, less prone to laughter, or simply more straightforward. Finally, after you've died and brought back to life, raise your Wisdom score by 1 point.

You can use this virtue only once, and never again.

Foresight of the Maiar

"How Melian had much foresight, after the manner of the Maiar ..."

The Istari still have in a measure the wisdom they possessed in full as Maiar before it was diminished by inhabiting their bodies of flesh. Some Istari perceive the future in dreams, others catch sudden glimpses of what is to be with their waking eyes.

Raise your Wisdom score by 1 point. Additionally, once every Adventuring phase, you may invoke your power of Foresight by spending Inspiration. When this happens, the Loremaster should give you a relevant

piece of information regarding important events likely to occur during your current adventure. You can seldom foresee exactly what is to befall, but you may gain clear images of where you should go, places to be wary of, a wanderer you can trust and so forth.

If no such information is available – or the Loremaster prefers not to divulge it – once, before the current Adventuring phase is over, you may choose to automatically succeed at either an attack roll, a saving throw or an ability check (your Foresight led to a sudden bout of insight or deeper understanding that helped you at a key moment).

HIDDEN STRENGTH

"Then Gandalf revealed the strength that lay hid in him, even as the light of his power was hidden under his grey mantle. He leaped up on to the faggots, and raising the sick man lightly he sprang down again, and bore him towards the door."

Your Maia-spirit may be clothed in the body of an old man, but your spiritual powers transcend the limits of the flesh.

Raise your Wisdom score by 1 point, to a maximum of 20. When you make a Strength or Constitution check, and when determining your carrying capacity, you can use your Wisdom score instead. In addition, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

WIZARD'S SPELLS

"I once knew every spell in all the tongues

of Elves or Men or Orcs, that was ever used for such a purpose. I can still remember ten score of them without searching in my mind."

As spirits sent from the uttermost West, Istari are given certain authority over the physical and spiritual substance of the world by their place in creation, in the guise of powers that mortals often call "spells".

The Istari do not study magic to learn spells: these powers are inherent to the wizards, and cannot be taught to anyone else. Upon taking this virtue, the Istar merely learns how to "untap" his powers as a Maia while cloaked in flesh.

When you first select this virtue, you learn a cantrip of your choice from the OGL. In addition, choose one 1st-level and one 2nd-level spell from the OGL. You learn these spells and can cast them at their lowest level.

Once you cast them, you must finish a long rest before you can cast them again. Alternatively, you may spend 1 Hit Die per level of the spell to cast it again without finishing a long rest. You may learn an additional 1st- or 2nd-level spell as your undertaking during later Fellowship phases, up to a maximum number of spells known equal to half your character level. Once you cast a spell, you must finish a long rest before you can cast a spell of the same level again, unless you spend Hit Dice.

For example, Alatar knows two 2nd-level spells, Alter Self and Misty Step. If he casts Alter Self, he cannot cast either Misty Step or Alter Self again until he finishes a long rest. If he spends 2 Hit Dice, he regains the ability to cast either spell without finishing a long rest.

Your spellcasting ability for these spells is Wisdom.

Note. If you possess the Habits of the Wise feature of the Scholar class, you may use it with this virtue, spending Inspiration to regain the ability to cast all of your spells, regardless of their level, without spending Hit Dice or finishing a long rest.

BLOOD OF THE WYRMSLAYER

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

A Hero with this virtue gains advantage on one attack roll per combat and may spend a HD or point of Inspiration to lower a foe's AC by the Hero's proficiency for the upcoming attack.

HORSE WHISPERER

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

LEOFRINGS CULTURAL VIRTUES by mrukpyr

foot.

You have advantage in Wisdom (Animal Handling) ability checks whenever dealing with horses. In addition, you add double your proficiency bonus to the check, instead of your normal proficiency bonus. Both also apply to Wisdom (medicine) ability checks made to heal your horse.

Old Songs and Children's Tales

As per the Riders of Rohan Virtue in the *RIME Player's Guide*, pg. 115.

Vidugavia's Honour

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

Gain proficiency in Insight. Additionally, gain an advantage on a number of Insight rolls equal to your Wisdom modifier which is recharged after a long rest. The hero also is treated as one step higher on the Cultural Attitudes Chart (*RIME PH*, pg. 193) by anyone who would start at Askance or higher.

Trusty Steed

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

Leofring's Trusty Steed is a Status 2 Travel Horse.

Raise your Wisdom score by 1 point.
Add your proficiency bonus to the steed's AC, attack rolls, damage rolls, saving throws, and skills.
Your steed's hit points are equal to 2d10 + (your level) + (your proficiency) + 3. The steed heals using its own Hit Dice pool (of 2), and can also heal using your Hit Dice pool.

The steed obeys your commands. On your turn, you may use your action to command the steed to take an Attack, Dash, Dodge, Disengage, or Help action. If you have the Mounted Combat Fighting Style OR the Extra Attack feature, you can make one weapon attack yourself as a bonus action after having your steed perform a Dash or Attack.

Support
The 'trusty steed' will always come at its master's command and can be trained to assist him in any 'one' of the following skill rolls: Intimidation, Investigation, and Perception.

When you first take this virtue, your steed learns to assist you with one of the above skills. It takes a Fellowship phase worth of training to teach your steed to complete an additional task, or to learn to fight without requiring a command from you.
When the character makes a roll for the skill that has been imparted to the mount, that roll is made with advantage. In addition, you count as proficient

in the skill even if you are not - and if you are proficient, you get to double your proficiency bonus.

Fight
As a Fellowship phase undertaking, you may train your Steed to Attack, Dash, Disengage, Dodge, or Help without requiring a command from you. Each action takes a separate Fellowship phase to train your Steed.

Horsemanship Undertakings
As an Undertaking in a Fellowship Phase, the Trusty Steed can be trained with one Horse Quality (see horses in the Equipment section).
As a different Undertaking, the Trusty Steed can have its starting Status of 2 raised to a Status 3 (but no farther). Increasing to Status 3 gives +1d10+1 to the HP.

River-folk of the Anduin Cultural Virtues by Otaku-sempai

River-folk of the Anduin may pick the new virtues described below, as well as the following ones listed on pages 111-112 of the *Adventures in Middle-earth Player's Guide*: Trader's Savvy, Water Legs.

FAR TRAVELLED

"...they paddle as far north as the Vales of Gundabad, and as far south as Nen Hithoel above the Falls of Rauros on little boats."

You are familiar with the customs and traditions of all the folk who dwell by the Great River from Gundabad to the Falls of Rauros. You have advantage on all

Intelligence (Traditions) ability checks in dealings with such folk.

TIRELESS TRAVELLER

The Eafolc spend most of the year on the water...

You are accustomed to piloting river-craft through rapids and long stretches of dangerous water. You may ignore the first level of exhaustion that you gain. This ability cannot be used again until you have taken a long rest.

VOICE OF THE RIVER

You act as a travelling minstrel, sharing the stories and songs of the Eafolc and passing along news up and down the Anduin.

You are proficient in Performance and whenever you make an Intelligence (Performance) ability check, you add double your proficiency bonus to the check, instead of the normal proficiency bonus.

RIVERMEN Cultural Virtues BY OTAKU-SEMPAI

Use those for "Men of the Lake" except "Bowman of the guild" and "Merchant prince", and also the new virtue below.

RIVER BLOODED[9].

Once per Adventuring Phase when you spend Inspiration on any test related to boating or swimming, you are considered to have rolled a success. You can't use this if the task is impossible. Also, if your journey takes you onto the Brandywine river, you

[9] *From Rhovanion Region Guide p.101*

gain inspiration the first time you visit the river in an Adventuring Phase.

~BACKGROUNDS~

New Background: Elf-blooded (Mannish heroes only) by otaku-sempai

"In these days of our tale there were still some people who had both elves and heroes of the North for ancestors..."

Though you were raised among Men, one of your parents is of the Elven race (most likely a Silvan Elf). You do not receive the choice of the Peredhil; you are mortal-born, though you might live for as much as twice the normal lifespan of your Mannish parent (this long-livedness fades within a few generations). You might be seeking revenge for a murdered parent. You might want to carry on a legacy of service to a higher cause. Or you may prefer a life on the road to the sidelong stares and whispers of your neighbours.

Skill Proficiencies: Insight, Stealth

FEATURE: CHILD OF THE DARK

You find yourself at greater ease under moonlight or starlight, or among the shadows of a forest. Your senses seem keener, your motions more sure and graceful.

SUGGESTED CHARACTERISTICS

Elf-blooded heroes tend to project an inner strength and nobility that goes beyond their physical appearance. Elves sense this inner light and recognize the dual nature that it represents. The Elf-blooded understand what it is like to be an outsider and can relate to others who feel out of place.

	speech and behaviour of others

D8	Distinctive Quality
1	Elusive. When you choose not to be seen you can be as evasive a fish in muddy water
2	Fair. You are considered beautiful by most people, even those not belonging to your folk
3	Fair-spoken. You have pleasant speaking voice that puts your listeners at ease.
4	Keen-eyed. The keenness of your eyesight surpasses that of most others
5	Lordly. You project a dignity that arouses reverence and respect in others
6	Quick of Hearing. No sound escapes your attention.
7	Robust. You are blessed with vigorous health and seldom suffer from ailments or diseases
8	Wary. You are always mindful of your surroundings, and observant of the

D6	Specialty
1	Elven-lore. The memories of three ages of the world. Elven-lore preserves recollections of deeds and places lost to the Old lore of other races. You are also versed in the High-Elven tongue of the Elves beyond the Sea
2	Minstrelsy. Song and music were always present in your home, and you were encouraged to take part

3	Old lore. You are learned in the traditions and legends of bygone days. Much of your knowledge was passed down from the stories told to you by your parents
4	Rhymes of Lore. You have learned various verses that pass on knowledge from both of your peoples
5.	Shadow-lore. You are aware that there is a shadowy thread unifying most of what is malicious, dark and terrible in Middle-earth, and that the thread is thickening year after year.
6	Woodwright. You are skilled at carving wood to create useful tools or beautiful objects

D6	Hope
1	I can set an example of strength through the unity of our peoples
2	My actions can bring pride to the legacies of my parents
3	The bonds of family and friends can see us through the darkest of times
4	I do what I must to protect both of my peoples.
5	The hardships and triumphs of my family have prepared me to face my destiny.
6	The pride and traditions of both of my parents will live on through me and my children.

D6	Despair
1	I have never been fully accepted by many of my kinsmen.
2	My failures bring shame to my family.
3	The Shadow fractures our friendship and alliances.
4	I can never do enough to stop the darkness.
5	My doom is to fight to the end, having accomplished nothing of worth.
6	I will never find acceptance. It would have been better if I had never been born.

~EQUIPMENT~

Conversion of DMG treasure to AiME by Koniu

Here's conversion of DMG treasure tables into AIME setting. It's not 100% accurate but meant to be used on the fly without a calculator.

WHEN ROLLING YOURSELF

CP ignore small amounts; otherwise roll ignoring "x100" for number of silver pennies
SP becomes copper coins
EP roll only half of the dice to get number of silver pennies
GP becomes silver pennies
PP roll only half of the dice to get number of gold pieces

Example - Treasure Hoard Challenge 5-10 in DMG: 2d6x100 cp, 2d6x1000 sp, 6d6x100 gp and 3d6x10 PP
- in AIME would be: 2d6 silver, 2d6x1000 copper, 6d6x100 silver and 3d6x5 gold.

WHEN USING ONLINE GENERATOR

CP divide by 100 to get number of silver pennies
SP equal copper coins
EP divide by 2 to get number of silver pennies
GP equal silver pennies
PP half of what have been rolled becomes gold pieces

SUPPLEMENTARY EQUIPMENT/PRICE LIST BY Otaku-sempai

Customary Weregild for the Dead under the laws of Dale

Weregild for a common man: 200s

Weregild for a landless noble: 600s

Weregild for a thane: 1200s

Market Prices for Mounts and Livestock

1 donkey or mule: 6s-7s

1 old, or half-starved pony: 3s-4s

1 healthy pony: 8s-10s

1 draught horse: 10s

1 pack-horse: 15s

1 travel horse: 2g

1 riding horse: 3g

1 fine-bred steed: 4g

1 warhorse: 6g

1 royal horse: n/a (not for sale)

1 cow: 8s

1 ox: 7s

1 pig: 2s

1 sheep: 1s

2 chickens: 1c

Notes on horses:

~ A draught horse (affer; stot in Rohan) is a small horse fit to pull carts.

~ A pack-horse (sumpter; seamhors in Rohan) is a small horse fit to carry luggage.

~ A travel horse (palfrey; radhors in Rohan) is a medium horse fit for a journey.

~ A riding horse (rouncy; hors in Rohan) is a medium horse fit to ride comfortably.

~ A fine-bred steed (courser; steda in Rohan) is a large horse fit for a nobleman.

~ A warhorse (destrier; eoh in Rohan) is a great horse fit for a hero.

~ A royal horse (mearh in Rohan) is a great horse fit for a king.

Tack, Harness, and Drawn Vehicles

Good/Service	Cost	Weight
Barding	×4	×2
Bit and bridle	2s	1 lb.
Carriage	1g	600 lbs.
Cart	15s	200 lbs.

Good/Service	Cost	Weight
Chariot	50s	100 lbs.
Feed	15c / day	10 lbs.
Saddlebags	4s	8 lb.
Sled	1g	300 lbs.
Stabling (per day)	6c / day	n/a
Wagon	35s	400 lbs.

Waterborne Vehicles

Vehicle	Cost	River Speed*	Sea Speed**
Reed boat, Raft	25s	20/5	n/a
Skiff	50s	40/10	n/a
Flat Barge	10g	20/5	n/a
Swan-ship	Not for sale	50/20	n/a
Longship	100g	40/15	60/100
Cog	100g	n/a	60/100
Galley	30og	40/15	90/150
Grey Ship	Not for Sale	n/a	90/150
Dromond	25og	30/10	60/100

* River Speed is expressed as miles per day going downstream/upstream. ** Sea Speed is expressed as miles per days for 10 hours/24 hours of navigation.

Services

Service: Pay Coach cab
~ Between towns*: 3c per mile
~ Within a city: 1c
Hireling
~ Skilled: 2s per day
~ Untrained: 2c per day
Messenger: 2c per mile
Road or gate toll: 1c
Ship's passage: 6c per mile

* In regions such as Wilderland, Eriador and Rohan, coach service is most likely non-existent or nearly so (there might be service between, say, Esgaroth and Dale, or The Shire and Bree).

Tall Spear (martial weapon) by mrukpyr

Damage 1d8 piercing
Properties: Reach, Thrown (20/60), versatile (1d10)
Weight 4lb cost 8s

Horse Qualities by mrukpyr

All Fine-bred Steeds, Warhorses, Mearas, and Elven Horses start with one horse quality, as do all Trusty Steeds.

The horse loses its "quality" if it is wounded for 30% of its hit points or more in a single combat. After a Long Rest, either the same quality is regained, or the horse can be trained with a different quality at that time.

Fearless
+ Horse Status Modifier on ST vs Fear for both Rider and Horse.
+ Horse Status Modifier on Athletics(Riding) rolls caused by Fear.

Fiery
+1 on Riding Modifiers
+1 more damage on mounted first attack bonus

Night Eyed
+2 on Perception checks when riding at night

Proud
+2 when mounted to Intimidation, Performance (song or tale), Traditions

Strong
+2 more damage on mounted first attack bonus

Sturdy
+2HP per HD
+4 on medicine checks made to heal the horse

Surefooted
When travelling over hard terrain, the horse can travel up to 40 miles instead of the normal 30.
You can also lead other travellers riding upon less able mounts for 30 miles a day over hard terrain.

Swift
Responds promptly to the rein and to its riders voice commands, making it easier for them to perform tests and manoeuvres.
+1 to horse's Riding Modifier

Tireless
Unsure how this will be applied

CULTURAL HEIRLOOMS

Drúedain Cultural Heirlooms by Otaku-sempai

Axe of the Haladin

The Drúedain do not work metal; their tools and weapons are usually made of stone, bone or horn. However, the woses do possess a few artefacts handed down from ancient times when they were closely allied with the House of Haleth. Among those hand-me-downs were exquisitely balanced axes that are sometimes given to esteemed warriors among the woses.

Such an axe grants you a +1 bonus to attack and damage rolls made with

the weapon. If thrown, you gain a circumstance bonus on a ranged attack made with this axe.

Bow of the Drughu (short bow)

The Woses live and hunt in dense forest where game and enemies are often obscured by heavy brush. Their best craftsmen produce short bows of the highest quality, granting their wielder a +1 to strike and damage their target. If loosing from concealment, you get an additional +1 to hit on your first attack.

Tortoise-shell Armour (hide)

Druedain wear little or no armour, often no more than a leather jerkin. A Wose who sees much battle may be gifted with an armour crafted from the shells of tortoises, providing greater protection than leather alone. This armour is made so as not to impede the movement or stealth of its wearer and has an armour class of 12 + Dex modifier with no maximum restriction.

Elves of Lórien Cultural Heirlooms by Otaku-sempai

The things created by the Elves of Lórien 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.

Elven Cloak

These cloaks were made by the Lady of Lórien and her maidens, using the light but warm silken

stuff of the Galadhrim. Woven with the hues of leaf and branch, water and stone, it is hard to say what colour they are, making the wearer all but invisible to unfriendly eyes.

When you are in the wilderness, you can wrap yourself in your cloak and hood to hide. If you are not observed while hiding, make a DC 15 Dexterity (Stealth) check: on a success, you may remain hidden and unseen as long as you do not move or make a sound.

Bow of the Galadhrim (great bow)

The bows of the Galadhrim are larger than the woodland bows of Mirkwood, but they are light and easy to wield. They are bent with a single string of elf-hair that will never break and can be left strung at all times without being damaged. The shafts from its quiver aim true and pierce deeply.

You gain a +1 bonus to attack and damage rolls made with this weapon. When you roll a 20 on the attack roll with this great bow, in addition to the standard extra damage caused by a critical hit, your arrow does extra additional damage equal to your Strength modifier.

Elven-brooch

The Lady of Lórien sometimes honours the deeds of an adventurer by giving a mark of special friendship or gratitude: a beautiful silver and green brooch, shaped like the newly-opened leaves of a beech-tree. More than just an ornament, the brooch is said to keep its wearer away

from evil fortune.

Once every session, you may change one 1 result you got on your twenty-sided die into a 20.

Elves of Lórien Cultural Heirlooms by Tirorn

Elven Cloak

When you are in the wilderness, you can wrap yourself in your cloak and hood to hide. You add an additional proficiency bonus to your Stealth check. If you spend Inspiration after a successful Stealth check and commit a number of Hit Dice, you achieve a 'magical result' (see page 128 of the *Loremaster's Guide*).

Bow of the Galadhrim (great bow)

Treat as a Wood-elf Woodland bow (*p.159 Player's Guide*). A Bow of the Galadhrim has the weight of a short bow.

Elven-brooch

Once per long rest, whenever you make an attack roll, an ability check, or a saving throw, you can choose to roll an additional d20. You can choose to do this after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. Alternatively, you can roll a d20, and then choose whether an attack against you uses the attacker's roll or yours.

Lothlórien Cultural Heirlooms by Mrukpyr

Glinting Spear (Tall Spear)

When Eorl the Young took the Eotheod South to aid Gondor, they wielded tall spears of ash, topped with sharp heads of cold steel. The Leofrings continue to use these tall spears, with some of their hafts cut from the trees of the ancient Greenwood.

Glinting spears give a +1 bonus to attack and damage rolls made with such weapons. On a successful attack in the first round of mounted melee combat, a Glinting Spear does +3 damage, reduced to +2 for a first round of dismounted melee combat.

Horn of Battle

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

The bearer of such a horn can sound its clarion call as a half-move action just before or during combat, a number of foes equal to your Proficiency bonus + Charisma modifies (minimum of 2) must make a Wisdom saving throw (DC 8 + your proficiency bonus + your charisma modifier). Those who fail gain disadvantage on their next attack roll. Those who roll a "1" also are struck numb with fear and automatically concede initiative and strike last.

Horsehair Plume

A mark of distinction amongst all the horsemen of Wilderland, this tradition dates back to the time when Prince Vidugavia united most

of the clans into a single kingdom of Rhovanion, where a horsehair crest was fixed to the helmet of a captain or champion as recognition of his deeds or rank.

Wearing such a plume grants a +1 bonus to your Armour Class. Additionally, you can spend a point of Inspiration to lift the spirits of those around you, removing one level of exhaustion or granting +1 to hit on their next attack (chosen by them based on need).

River-folk of the Anduin Cultural Heirlooms by Otaku-sempai

Spear of the Fisher (spear)

The River-folk acquired these spears long ago, through trade with the Wood-elves. Well balanced with barbed heads, they are ideal for spearing fish in shallow waters.

You gain a +1 bonus to attack and damage rolls made with this spear. Additionally, on your first strike you gain advantage on the attack roll.

Armband of Warding

Constructed of tough boiled leather and engraved with strange sigils, this armband is worn on the off-hand arm of its owner. You gain a +1 bonus to AC against ranged attacks while wearing this bracer.

Whistle of Birdcalls

These objects appear

to be ordinary signal whistles carved from wood, but they are actually gifts left by grateful boat-spirits. By blowing this whistle you can replicate the call of any bird that is common to the Vales of Anduin out to a range of 60 feet.

Rivermen Cultural Heirlooms by Otaku-sempai

Barbed Fishing Spear[10] If you are serving as the Hunter on a journey, or near a watercourse or lake, you may elect to automatically succeed at a Survival test from a Journey event.

Brazen Armour As per the Men of the Lake Cultural Heirloom.

Keening bog stone As per the Men of the Lake Cultural Heirloom.

[10] *From Rhovanion guide p60.*

~journeys & other rules~

Suggestions on implementing the Journey rules by Jon Hodgson

Binstar wrote: Tue Aug 01, 2017 1:29 pm
I'm trying to determine how to adjudicate the Journey rules consistently and it's just not making any sense to me. Also, I have a lot of experience DMing D&D for many years. A few questions:
1. Can you play without the journey rules, and just roll for unexpected events when the time is appropriate (without sacrificing too much)?

Yes, you can. The rules were made to be self-contained, so if you don't like them, or just don't feel they fit how you want to play, you can take them out in their entirety. IMHO you do lose some long-term thematic benefits by doing so, but they aren't all that hard to overcome. The way Journeys work means it's a good idea to open Sanctuaries so that you can start and end Journeys at a definite place of rest. And opening Sanctuaries takes Fellowship Phases, which could otherwise be spent on other Undertakings and thus is bound up with character progression. But that's fairly easily overcome by the Loremaster.

2. My biggest issue with the rules is the destination of journeys. Is it where you are ultimately going, like a sanctuary? A set piece encounter along the way? I've tried using the adventures from Wilderland Adventures and they don't seem very consistent. (and Eaves of Mirkwood)
a. In Don't Leave the

Path: The destination seems to be to the Forest Gate, but it looks like the merchant is actually going to Woodman Hall. There are 3 set encounters and you are told to roll for Journey events as well. None of these interruptions seem to end the journey. The Journey ends at the gate, but they haven't reached their destination yet???

b. In Of Leaves and Stewed Hobbit: On the Journey to the High Pass, the Journey is broken down into two legs? Why? It tells you not to roll for Arrival after the first leg? So, why not just make it one journey? Also, there's no mention of the return journey to the Inn. Is this just hand waved?

c. In Eaves of Mirkwood: They are journeying from Woodmen Town to the Forest gate. This time it's only one journey although it is longer than the previous adventure, also the journey never gets to where they initially stated. Actually, the initial intention was to journey all the way to Dale (or Lake town)? So how many journeys is this?

Do you have the Loremaster's Guide? If not, that should help you immensely with all of these concerns. If you do have it, then I'll try to help explain some of the ideas further. Apologies for the length here. I've added in some bolded headings to break this up into parts. (and I'll edit several times for spelling and clarity)

Planning Journeys is core to the rules-as-written game experience. "How do we get from A to B in good shape" is a key concern, if you want it to be. This is aimed to reflect what happens in The Hobbit and LOTR. So, the destination of a Journey is wherever the Company has agreed they want to travel to next, or where the scenario

determines they're travelling to. It's usually to do with how far they want to risk travelling in one stretch. Each such stretch is considered a Journey: A Journey is a thing that happens between Long Rests. Taking Eaves as an example, a Journey from Woodmen Town to Dale is waaaaaaaay too long in-character to undertake in one go. It's many, many miles, (300? 400?) involves crossing Kirkwood, and in-character you'd know that you'll need to stop for a rest somewhere safe several times along the way.

Sometimes this can become a little bit arbitrary - in Eaves the company are planning to first travel to the Forest Gate, when there isn't an awful lot there. But it's a smart landmark at which to break the journey before heading into Kirkwood, both in-character and in terms of the game rules.

It also serves the needs of the adventure - as an introductory experience Eaves is intended to take some unnecessary choice out of the player's hands, so they more easily can learn as they go. In a more open scenario, the Company might decide not to go that way at all. They would, however, have some idea of how far they feel they could safely travel before becoming too at risk from Exhaustion on the road.
There's a fuzzy, negotiated space where the players and the LM are working together to decide how long a Journey to make, and where it ends. The

LM and their scenario are providing some motivation and opportunities, and the party are deciding exactly how they want to go about things.

So, in an open scenario where the company wants to go from Woodmen Town to the Forest Gate, they might decide first to go to Beorn's House as a single journey, and then rest there. Or they might head straight to the Anduin and then try to sail upriver. Or they might (somewhat foolishly) just follow the edge of Mirkwood all the way there in one journey. The Journey rules allow the party to do any of those things, while making sure there are thematically appropriate encounters along the way, and that if they try to go too far things will get "interesting" for them.

A key point is, the longer the journey, the longer you'll go without a Long Rest, so the less resistant to occurrences on the road you will be. And the worse shape you'll arrive in. Travelling too far risks building up too many levels of Exhaustion.
This can be tough to assess for very new players, who might have to find out the hard way why you shouldn't travel too far in one go. They'll quickly learn to take shorter journeys, and ensure they're ok. Opening Sanctuaries across Middle-earth really helps with this, so that they can be sure of a welcome and a proper rest.

Generally speaking, it is ok for the Company

to say they'll head to place X, and then find somewhere to properly rest and resupply once they get there, and the LM to allow it, with a little bit of advice and steering so it's all credible and consistent. It's a little bit hand wavey, but we do this in real life. Likewise, as the LM you'll be offering scenarios that allow the company to travel appropriate distances. You wouldn't start them at Beorn's House, and demand they travel all the way to Esgaroth in one Journey. They'd probably die. And their characters would know this. At lower levels you might start at Beorn's House and head to a village at the edge of Western Mirkwood, for example.

Wilderland Adventures presents a much greater range of possibilities for Journeys - some don't need the Journey rules at all - either they're so short they don't need any Events, or they're meant to just be sped through to keep the pace of the adventure nice and lively. That's up to the LM to determine in their own adventures. Just like when you hit the Fellowship Phase and everyone can choose to travel home without incident. It's an abstraction.
Some of the Journeys in *Wilderland Adventures* specifically don't have a set destination - they're about heading to a place to begin a search, so they're slightly different than an average Journey. Others are varied just in the name of variation to keep things fresh - but I can see how that could be

confusing if you're not grokking it.

Breaking a Journey is discussed in the *Loremaster's Guide*. This can either happen unexpectedly for a Company due to the plot of the scenario (as it does in Eaves), or the Company may look to prematurely end their Journey and find somewhere to rest if they're too worn out. In the case of that first instance of unexpected Journey ending due to the scenario, it's up to the LM when this happens, and the Arrival Roll is pretty much thrust upon the Company. Which can go either way - they might be very glad of the break in the Journey if it's going badly, or alternatively, if it's going really well for them, they might not wish to stop at all. We've seen both occurrences.

Likewise, if one Company member is suffering more exhaustion on the road, we've seen some good instances that reflect the source material, where some Companions want to stop, but others want to press on because they've accrued some bonuses. Fun times. When a Company asks to break a Journey, it's very much up to the LM how they want to handle that, according to their game style and the context. You're well within your rights to put the Company through a very difficult time if they've travelled too far, and done badly - you can force them to deviate and end their Journey at a new safe destination closer at hand, and re-embark on a new Journey once they've rested. Or you

may take pity on them and allow a Long Rest without ending the Journey at all.

In terms of having extra, scripted encounters along the way, that's also covered in the LMG. It's entirely to be encouraged. There's nothing to stop you putting in "story" events, or plain ole battles, wherever you like, just like we see in *Wilderland Adventures*, and *Eaves*.

The Journey rules are intended as a framework to serve the game, and to prevent "empty map" syndrome. There's no reason you can't plan some events you want to happen along the way. I know a couple of LMs who just roll up Journey Events before the game and drop them in as they see fit. Indeed, we use one such example in Journeys and Maps. Which is cool if that's what works for your game?

3) Lastly, the embarkation and arrival roles also seem pretty arbitrary; it just seems difficult adjudicating it consistently and fairly. I think I'm going to scrap embarkation and arrivals and just use the Journey events as wandering monster (events) rolls and call it a day. I don't see the fellowship phase being affected or the need for sanctuaries. I can rule that in order to long rest, a sanctuary is necessary or some other such thematic reason. Is this a reasonable approach?

That's pretty much up to you! If you're finding the rolls too arbitrary, even when everything else makes sense, then just drop them. Some groups like the extra information they add in, and how they mechanically make

sense of the themes of travel. Others don't find it fits the way they want to play in Middle-earth - that's all good.

Sanctuaries are also important for gathering the company at the start of an adventure (if you use them), and for certain specific undertakings that can only be... undertaken at certain places. But again, it depends on the way you want to play. You could take all those restrictions out - they're largely there to fuel the thematic feel of opening up Middle-earth, prompting thematic choices, and expanding your company's horizons, but they could be replaced by some roleplaying, or simply saying that your company are now welcome at Rivendell (or wherever).

Naturally, we put quite a lot of effort into tying those mechanics together, to bring important themes of the books to the table, but not to such a degree that the game breaks if you tinker with it. It's your game.

But what if I'm looking for, say, a "rule as written" judgement with an eye toward trusting the module designer to balance the journey for my 1st level (probably not 2nd level) PCs. It seems to be overly ambiguous.

OK, short answer: Don't worry so much. That's a largely unnecessary concern because Journeys don't really need to be balanced by level in that way. They're not a CR style situation, due to the mix of positive and negative outcomes, most of which are temporary bonuses or setbacks.

Here's the REALLY LONG ANSWER:

Ok, there's a danger with any underlying assumption that Journey events are all negative, or equivalent to combat encounters. Bear with me as we embark on another epic reply.

When considering Journey Events I'd be wary of inadvertently applying the same logic on balance as one would to wandering monsters or combat encounters in a game. (Wherein too many, or too difficult an encounter = party death spiral and unfun times for all). Combat encounters need firm regulation because they are highly complex sets of interactions, that can kill characters, and have wider reaching consequences. The positive outcome is largely null: player survival is the aim.

Ups and Downs, not just Downs

On a Journey, the company is as likely to encounter something that mechanically helps them, as they are a battle or something that penalises them. They might find a great campsite or simply encounter an interesting NPC. They might see a mechanically inspiring sunset. Or they might run for their lives from an unbeatable foe and gain shadow. Or stumble into a place that makes them feel weird.

Most events offer a combination of possibilities, within each event itself, and most have an option for a positive outcome. That's highly significant when it comes to balance. This is quite different to random monster encounters, which offer survival as the

sole win state, mechanically speaking. (And the distant reward of XP, as do Journey Events) They might offer treasure, but in Middle-earth, that's a whole other kettle of fish to vanilla 5e games.
Anyway? Many Journey Events offer the potential for much more directly positive outcomes than survival as their win state.

This means that they need a different kind of treatment to random monster encounters when assessing how many to use. And when using a series of Journey events you're stacking up the opportunity to gain and to lose, not just the opportunity to lose. This is much more directly observable and steerable than combat with all its mechanical abstractions, instantly-inflicted, serious problems, and knock-on effects over a much wider time scale. We need a system like CR (with all its foibles, and if we're being realistic, huge need for... wait for it...LM discretion*) to manage combat challenges.

By providing the possibility of mechanical "buffs", a great deal of the direct concern on balance is mitigated with Journey Events. (It's not *quite* that simple but hey close enough) If you deploy "too many" (which is a tricky thing to define in itself, because it relies heavily on LM intention) randomly-generated events, there's a chance the built-up

swing towards positive or negative outcomes might be too great (see below). That's true. But it's not *quite* the thing that's being raised as a concern about balance.

The one part that isn't quite so happily loose is the lack of Long Rests. I hope that's really explicit in the rules as they play out at the table, and something that is very clear in play. The big challenge mechanically to Player-Heroes is that lack of a Long Rest. That's the part that's grinding on them, and it should be obvious and ever-present in play, rather than a hidden ambiguity that would be easy to miss.

This alters some of the underlying calculations you may be used to, but in our experience was never forgotten by players, so isn't too hard to work with.
All that said, you are definitely going to have to play with the Journey rules a few times to really understand how best to deploy them. Guilty as charged. But I certainly believe the outcomes are worth that learning curve.

Numbers of Journey Events and what that means

I agree that there is a definitely an ambiguity around whether scripted events count towards the total number of things that happen on the road. That isn't categorically spelled out, and falls to the LM to decide in their own game. Because ultimately that's a net gain in play.

What that actually means mechanically is

less obvious, however. If the working assumption is that the Journey rules are designed to offer a finely balanced set of predetermined challenges, something like CR, and assuming that altering the number of those occurring breaks the system, sure, that would clearly be bad. But that isn't quite how the Journey rules shake down. They're presenting a much looser framework of opportunities for potential outcomes, both positive and negative.

Given the way the tables and events themselves are balanced, the consequence of too many or two few Journey Events isn't about mechanical balance as we normally come across it in "encounters" meaning "combats". Due to those positive as well as negative potential outcomes, one or two "too many" won't mechanically unbalance a game in any critical sense. You might give your players advantage AND inspiration AND a level of exhaustion. You might give them three levels of exhaustion. But that all happens over a far slower time scale than combat, both in and out of character.

There are so many footholds for the LM (and indeed players) to steer Journey events that it would be a curious kind of game where the Journey got all that wildly out of control, mechanically speaking. That ambiguity that offers areas of Loremaster discretion is deliberately built into

the framework as a feature. In part due to the really large slice of thematic concerns that Middle-earth invokes.

Control of precisely what occurs in the most potentially negative events (i.e. combat) is left to Loremaster to decide. Which, one could argue, relies on LM ability rather than a strictly mechanical basis. Guilty as charged. Whether it's an encounter with two wounded Goblin scouts in broad daylight or 100 in a cave is up to the Loremaster. That, on balance, where we're trying to make a setting that pleases the broadest number of gamers, is a feature.

However, one could equally make the case that this loose approach and the distinct possibility of positive outcomes in events could result in Journeys actually buffing a company, especially with a combination of a fortuitous embarkation roll, some luck in the events rolled, and similar luck in the arrival roll. Non-coincidentally most of the benefits available are temporary.

Worst case scenario - wandering monsters
Looking at the other direction - Rolling really badly, in multiple events, could result in a *really* terrible time on the road. Quite deliberately. The upshot of this is potentially more serious and long lasting - death can certainly occur in a randomly generated combat. This is certainly the place

where a combination of "too many" Journey events, poorly matched to the company, with unlucky dice rolls, and insufficient LM discretion in how results are applied, could hurt a game.

A safe bet would be to stick to the number of Journey Events in the rules. Don't add any. I'm happy that's implicit in the rules. If you find yourself wanting to add more mechanical events for a reason, then you can do so. That's explicit in the rules.

However, this potential fail state of the Journey rules, when it punishes the company the most, where all the rolls have been unlucky, and when only negative outcomes come up, especially combat encounters, places it on a more or less even footing with random monster encounters: an inexperienced LM might easily randomly generate too many foes, might make a poor assessment of what to throw at the company. Dice rolls can go badly, the LM might be unresponsive or make mistakes, and as a result, characters might die or players have a bad time.

That's the worst-case scenario for Journeys - that at their absolute worst, they acquire the dangers of a wandering monster table run by an inexperienced LM. Which is (arguably and unkindly, but using the same logic) the default state for a vanilla 5e game.

What is a scripted event?

Adding in scripted

events in addition to randomly generated ones, as we see in *WR*, has another feature worthy of brief examination - scripted events referred to in the *LMC* don't necessarily contain any element of mechanics, and so don't fall under a CR style situation. They can simply be plot events that advance the story, and don't contain challenges that hinder or help player-heroes. That's significant when it comes to talking about "how many" is too many, in any definitive sense.

So:
Are the Journey rules a Swiss Army knife?
Sure.
Do they require some experience to make them absolutely shine?
Sure.
Are there some areas of ambiguity? Yes.
Do they need more regulation in case someone uses them wrongly? We don't believe so.
Are they too tricky for an inexperienced LM to run and have fun with? We've seen it done many times, so we don't believe so.

Can our scenario writers exploit/stretch bend the rules as written if they believe the challenge is about right for the scenario they're creating, and it works in context?
Absolutely. It's not a strictly mechanical thing.
Can we put down a rule that gives you that level of knowledge and authority? Maybe. But we probably won't.

So on the flipside: The Swing
Here's where I think the Journey rules have an issue to watch out for, in relation to how

many random events from the table you might choose to add.

Let's hugely simplify and say a Journey event offers this outcome:
+1, 0, or -1 (where a positive number refers to a positive outcome, and a negative a negative outcome)

So two events offer:
+2, +1, 0, -1, -2
Three events offer:
+3, +2, +1, 0, -1, -2, -3
And so on.

And those outliers get quite swingy. They aren't *likely* to occur. It's statistically unlikely that those higher outlying numbers will actually show up. Presenting the numbers this way makes it look far worse than it is.
But it is still possible. Some of those bonuses or penalties are temporary, or noncumulative. So, it's not quite this "bad". I'm using a very broad brush here.
The Embarkation Roll also moderates this a little too.
And ultimately, the big pluses are things like Inspiration, Advantage on a roll, stuff like that. Nothing that will spoil your game and the company will have earned those bonuses.
The rules were very deliberately designed that way.

The negatives are potentially more harmful. Exhaustion is cumulative. And it has wide reaching effects.
One type of negative outcome is battle, which can be lethal. Especially if you've had a very poor run of luck.

Equally, consistently offering a series of

direct os is bad. (This is different to getting +1 and then -1. I refer here the very slim possibility of no outcome, in a series of encounters) Probably the worst thing that can happen, although the company might be relieved. I don't like a lot of mechanical effort to be put in for nothing to happen. Which is why the Journey rules aim squarely to avoid that. I pondered whether to include that o result here, because it's rare to generate a null state with the rules. But it can happen, so it should be included.

So the journey rules potentially do rely on the dice throwing up a nice spread of numbers over time. It's not a deal breaker if they don't. But it's better if they do. That's a potential weakness. And if you add in a *lot* of randomly generated events, you're potentially opening up the possibility of a wider spread of randomness. I wouldn't personally recommend adding random journey events - scripted ones? Sure. Random ones, less so.

This effect is mitigated over several journeys. (One reason we mixed up how Journeys are implemented in WR is to keep it fresh, and show some different styles) It's not the end of the world by any means to have a strongly positive or negative outcome to a Journey. It can be fun, and a feature in either direction. And I don't think we should have built in any mechanical chokes on that. But it's there.

House Rules by broche et al

COMBAT

Great Weapon Fighting Roll twice the weapon damage dice and take highest result (extra dmg don't get reroll).

Versatile weapon: +1 AC when wielding 2-handed.

Fair Shot
You gain advantage on attack rolls made with simple ranged weapons.

Grappling
When a character initiates a grapple, they gain advantage on attacks made with finesse weapons with a D4 damage die.

Finesse & Polearms
Attack actions (except for Grapple) made with finesse weapons with a D4 damage die have disadvantage except when fighters are engaged in grappling. Attack actions(except for Shove) made with polearms have disadvantage when fighters are engaged in grappling.

Half-swording or Choking Up on the Haft
While using a martial weapon that doesn't have reach a character may choose to half-sword or choke up on the haft, making their weapon be like finesse weapons with a D4 damage die. Swords and poleaxes deal piercing damage, axes deal slashing damage and hammers deal bludgeoning damage (D4 damage).

Polearms- Spears, Halberds, etc.
A character wielding a

polearm may use their Reaction to force an enemy within their reach attempting to move to make an Athletics or Dexterity Save with a DC of 8 plus the weapon user's proficiency. If the enemy fails, they don't move.

Sneak Attack

Sneak attacks may be made with either finesse weapons or weapons with a D4 or D6 damage die and no reach.

Melee Critical Fail Table

DC	Result
1 to 2	You are tripped by your opponent and fall prone.
3 to 5	You are disarmed!
6	You leave yourself wide open for an attack. An enemy who has the reach to do so may make an Opportunity Attack against you.

Animals and Combat

If an animal loses all of its HP in a combat the animal flees and will not return until combat is finished. Horses will not fight in another combat until they have regained their HP. Horses will heal 1Die per long rest. Hounds of Kirkwood heal as specified in the *Player's Guide*.

Riding in Combat

Horse Lords chart lists which types of horses are or are not trained for combat

Requires an Athletics (riding) roll to calm an untrained horse.

Riders must dismount to fight. Cannot fight while mounted on an untrained horse.

Horses provide a bonus

to damage on the first attack made while mounted:
Medium Horse = +3 damage Large Horse = +4 damage
Great Horse = +5 damage

How Mounted Combat Works by Redturtle

There are up to five things we might talk about when a character is mounted on a creature. The mount's movement, the mount's action, the rider's movement, the rider's action, and (possibly) the rider's bonus action. I suppose that the mount could qualify for a bonus action as well.

But that's not going to be in my examples.
So let's take a simple example and build from there. Let's say that we have a character already mounted on a horse that has a Speed of 60 feet. The character has a movement of 30 feet. Let's also say that there's a bad guy, and let's put him at 30 feet for right now.

Let's say that we instruct the mount to Dash and the character to Attack. The mount would have 120 feet of movement. It moves 30 feet to the enemy, the character takes the Attack action, and then the mount moves 90 feet away from the enemy. Moving away from the enemy provokes an Opportunity Attack. Normally only the moving creature (i.e. the mount) could be targeted, but the mounted combat rules specifically say if an Opportunity Attack is provoked, the enemy can target the creature or the character. So, the enemy can attack you

or the mount with a normal attack roll. Note that if the character has an ability that triggered on taking a Dash action it would not trigger... the character did not Dash, the mount did.

As an alternative, let's have the mount Dodge and the character attacks still. The mount has 60 feet of movement. It moves 30 feet to the enemy, the character takes the Attack action, and then the mount moves 30 feet away from the enemy. Moving away from the enemy provokes an Opportunity Attack. The enemy can target either the mount or the rider. But if the enemy targets the mount, they have disadvantage. So, the enemy will likely attack the character.

Third example. The mount Disengages and the character once again Attacks. The mount has 60 feet of movement. It moves 30 feet to the enemy, the character takes the Attack action, and then the mount moves 30 feet away from the enemy. Moving away would provoke an Opportunity Attack, but mount Disengaged, so it does not provoke the attack. The rider does not provoke an Opportunity Attack as the character is not moving under their own power (this is the clever way 5e gets around that particular issue).

With those basic examples out of the way, let's have the character do something other than take Attack as an action. Picking randomly out of the hat, let's go with Dash. Dash, of course, adds

your Speed to your movement (effectively doubling your movement) but you can't attack with it. We hope the character has some special feature/trait/something that grants a bonus action of some kind.

The mount Dashes and the character Dashes. This could actually go several different ways... just because you have movement you don't have to spend it. So those actions could be declared, the character could use their movement first to dismount and then run up to the enemy (hopefully to do something useful with a bonus action). In that case, the mount's action becomes irrelevant (because it's no longer controlled and can do what it wants).

Or the mount could use its movement, the character doesn't spend any movement, can't make a regular attack (since they used the Dash action not the Attack action) but could use a bonus action (if qualified) and then the mount moves away from the enemy, provoking an Opportunity Attack. Or the mount could move 120 feet, the character could dismount (costing 15 feet of movement), then move 45 feet and take (if qualified) a bonus action.

Hopefully that helps a little bit, or doesn't muddy the waters at least. It's important to realize that the mount's action is distinct from the character's action and the mount taking an action doesn't qualify as the character taking that action.

Heroes Sometimes Never Die by Bullrearer

When you suffer an injury that would instantly kill you - or fail three death saves - you are not considered dead, but grievously wounded instead, unless the circumstances are particularly gruesome.

A grievously wounded character's speed is halved, and they are considered stable but incapacitated. Should they take any additional damage, they are instantly killed. They are unable to rid themselves of the condition in any way other than the one described below.
Once per day, another character can attempt a wisdom (Medicine) check. If not, the victim must make a constitution saving throw. In either case, the DC for this roll is 18 - half your proficiency bonus (rounded down), but a comfortable bed or a warm hearth can reduce the DC by 2. Use of powerful healing magic may give advantage to either roll.

A successful roll means that you are one step closer to recovery and the DC of subsequent rolls is lowered by 2.
A failed roll results in you gaining a level of exhaustion. As usual, six levels of exhaustion mean death.

Once you have managed a total of six successful rolls, you are no longer grievously wounded and regain half of your maximum hit

points. However, any levels of exhaustion you may have gained remain.

ADVENTURING

RESTS – More detailed explanation by monje29

THE CORE RULES (D&D 5E)

Short Rest: Period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. A character can spend 1 or more HD at the end of a short rest.
No consciousness needed so a character can spend HD even if unconscious and at 0 HP.

Long Rest: Period of extended downtime, at least 8 hours long, during which a character sleeps (minimum 6 hours) or performs light activity such as reading, eating, talking, standing watch (for no more than 2 hours). At the end of a long rests character regains all lost HP. The character also regains spent Hit Dice, up to half of the character's total of them (Minimum of 1). The character must have at least 1 HP at the start of the rest to gain its benefits.

Finishing a long rest reduces also a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Going without a Long rest: Whenever you end a 24-hour period without finishing a long rest, you must succeed on a DC10 CON

saving throw or suffer 1 level of exhaustion. After the first 24 hours the DC increases by 5 for each consecutive 24-hour period without a long rest. The DC resets to 10 when you finish a long rest.

Rests in *Adventures in Middle-earth*

Rests in *AiME* work as they do in the core rules with one exception: during journeys the characters may not take a long rest.

Adventuring phase
Short Rest: As in Core rules.
Long Rest: As in Core Rules + LM Requisites based on "generosity":
a) Less generous Loremaster: only a night in a bed in a "safe place".
b) More Generous Loremaster: Safety, comfort and tranquillity (Loremaster's Guide Pg.51).

Fellowship Phase: Full Long Rest allowed.

~Fellowship Phase~

On Adventuring & Fellowship Phases by Stormcrow

The idea of what an adventure is differs in some important ways from other role-playing games. This can lead to confusion.

In Dungeons & Dragons, as the representative of most RPGs, the player-characters are assumed to be professional adventurers. You roam around having adventures. Any non-adventuring is just a temporary rest period until you get back to your life.

In The One Ring, the player-characters are assumed NOT to be professional adventurers. They have lives and families at home that don't have anything to do with adventures. The adventure is, itself, the interruption of normal life. When the adventure is over, things go back to normal.

Another difference is that in D&D, when you're not adventuring you're pretty much doing nothing. Oh, you may go shopping and you may have some spell research to do and you may be training some skill, but anything you do off the adventure has to do with getting yourself ready for the next adventure.

In *TOR*, you actually determine how your character lives his

life, doing things not related to adventures. The player gets to dictate this, since there is little die-rolling to stop him. You get to interact with the important people of Middle-earth, and you get to become one of those people yourself.

The Fellowship phase should be a period when every player gets to indulge in a little Middle-earth fan-fiction of his own. Undertakings are really just a side-note in a Fellowship phase. They're like resting in D&D and getting a little training done in the meanwhile. They're not the main event in *TOR*.

The first edition of the game didn't even suggest you can perform two Undertakings during a Year's End Fellowship phase; this was added due to fan feedback. I don't think it's necessary. It presupposes that the main point of the Fellowship phase is to improve your character's abilities, which it's not. The point is to give the player narrative control of his character's life, a life beyond adventures.

The Fellowship phase can also be used when a party on a long journey takes a substantial break. These sorts of phases are how you get to have multiple Adventuring phases in a single year. But normally, player-characters don't go from one adventure straight into the next; they go home, and adventure finds them.

That's not to say that every character has to

go home at the end of every adventure. Some characters might want to make a life for themselves away from home. Make no mistake, though: it's still a non-adventuring life. If you're a hobbit who removes himself to Lake-town for years, you're building a life for yourself there; you're not sitting by the Adventurer's Phone waiting for a call.

NEW UNDERTAKINGS

DWARVEN-SMITHING by Andypalmer

(Dwarves only)

Once in their lifetime, a Dwarf with the Master Smith virtue may craft an item with an Enchantment Quality. This item may or may not have up to two normal Qualities as well. To do so, the Dwarf must, at a minimum, spend d6+6 Fellowship phases doing the Dwarf-Smithing undertaking. The Loremaster may also require quests for materials or lore to aid in the creation of the enchantment.

The cost of the enchantment will be determined by the Loremaster, but will generally be at least double the cost of placing a third quality on an item.
(See *Loremaster Guide* for a list of Enchanted Qualities)

TRAIN HORSE by mrukpyr

Determined by Horse Type + Status
(Use chart from *TOR Horse Lords of Rohan*, pg. 133)
Elven Horses start as slightly larger Fine-bred Steeds (4d10,

still Large size)

To train a Fine-bred Steed to become a Warhorse...
Make an Animal Handling roll, DC 20, three times.
The horse's current Status is added to the skill roll (i.e. the higher the Status, the easier to train).
Up to 5 rolls can be attempted. If fewer than 3 successes, the successes can be stored to be used the next attempt to train the horse.

To go from Warhorse to Nearas Stats..
Make an Animal Handling roll, DC 25, three times, horse's current Status is added to the skill roll.
Up to 5 rolls can be attempted. If fewer than 3 successes, the successes can be stored to be used for the next attempt.

Status is the overall value of a horse. A higher status horse will be easier to train, often more intelligent, and will be less likely to make things difficult for its rider. The horse's Status determines the HD of the horse along with some of the die modifier benefit for various effects (such as Riding checks).

Draught + Pack Horse HD = 1d10+2 / Modifier = +0
Travel + Riding Horse HD = 2d10+4 / Modifier = +1
Fine-bred Steed HD = 3d10+6 / Modifier = +2
Warhorse HD = 5d10+8 / Modifier = +3
Nearas HD = 6d10+10 / Modifier = +4

SECURE A SUPPLY OF HERBS by Tiperi

(Any companion – anywhere)

Herbs and curative plants may be found along the river banks and marshes of Wilderland. Companions proficient in Intelligence (Nature) or Wisdom (Medicine), and proficient in Herbalism kits may wander the countryside in search of such useful plants. The player-hero may make his own Healer's kit as well as make salves and potions...

Die Roll	Results
1 Traveller's Boon	Hagweed x3 Kingcup x1 Reedmace x1
2 Prodigious Recovery	Reedmace x2 White Water-lily x1 Kingcup x1
3 Healer's Hands	Hagweed x4 White Water-lily x3
4 Joyful Wanderer	Kingcup x1 Hagweed x3 potion
5 Warrior's Aid	Reedmace x2 White Water-lily x3 Red Water-lily x1
6 A Bountiful Harvest	Reedmace x2 Kingcup x1 Hagweed x3 potion White Water-lily x2 Red Water-lily x1

Each time the Player-hero performs this undertaking they may make a 1d6 roll on the table above

The full properties of the different herbs, salves and potions can be found on pages 67 and 154 of the Player's Guide.

~Loremaster's Guide~

~SETTING AND THE TALE OF YEARS~

SONG OF THE WOODMEN by bhuseland

Traditionally sung before the folk-moot (whenever held)

In ancient times 3 folk began:
The Elves, the Dwarves,
and the race of Man.
Beckoned by Light
alive in the West,
They came by sunset
paths to rest.

The Blessed Béma and
his steed Nahar
Were hunting our
forests by light of star.
Then darkness grew
and sought to curse
The goodness of this
Middle Earth.

Thus first division of
the Brave;
Elf-friend or
shadow-slave.

Banners of houses
noble and sure
Beor, Haleth, and Hador
they were.

Much lore is lost of the
times back then,
When our folk were
cloven once again.
Many Men to
Westernesse left,
And Middle-Earth was
long bereft

Of heroes to fight
against the Dark.
All was wild, yet ears
would hark
To hunting horns and
village halls
Where fires warmed,
and story scrawls
Its glorious deeds on
wooden walls.
Good was the day when
faithful ears
Beyond the mountains,
returned to shores
of Middle-Earth, from
Numenor.

Kingdoms arose! While
Greenwood the Great

Grew and throve with a
different fate.
Free men lived in the
Eastern Eaves
Where autumn winds
blew crimson leaves.

Their halls were built
from mighty trees
And shaped the stables
for their steeds.
We ruled the plains,
Rhovanion,
And of that land, lived
many on.

Then Gondor's foes
from bitter East
With swords and cries
they broke our peace.
Wainriders strove with
Northmen, yet
We made them pay their
own blood-debt.

But in those days a
plague befell
And slew our people, a
killing spell.
Hearths were cold,
bodies buried;
Bairns not born, maids
not married.

A tenth of our strength
remained to wander
And from those days we
lived asunder:
Men of Dale, Rohan, and
our Wood.
Yet still we served the
Light and the Good—
This third division
broke our speech
As one forest holds
oak, elm, and beech.

Our Greenwood
changed, by Sorcerer's
will
In Elvish ruins: Dol
Guldur's hill
Made it Mirkwood; in
deepest clearing
Webs were woven for
our fearing.

Orcs and wargs from
mountain lairs
Poured out to catch us
unawares.
Then mighty halls were
built to stand
Defiant in the Middle
Land:

Woodmen-Town, there
lit by Lamp
And filled with life, our
ancient camp;
Woodland Hall, with
bowmen bright,
And clever carvings
for second sight;

The Mountain Hall, a
fastness grim
To shake a goblin's
knees and shins;
And Rhosgobel, the
wizard's seat

Where wisdom lives,
and our folk meet.
May all be merry, and
the mead be sweet.

Lamp of Balthi poem by blankrubix

A huntsmans second
son was he
Many years ago
A hero of the wood to be
When the grey brought
him in tow

Balthi the brave
Balthi the bold
Ever shall your story
be told

He led the Wizard
through the Wood
To the hill of Sorcery
Until at Shadows gates
he stood
Where Evils plain to see
Cross the threshold did
the Wizard
And when he did return
A bundle gave he to
Balthi
Its safety a concern

Fly you must young
Balthi!
This relic held most
tight
For shadow gazes 'pon
this hill
And I must stay to fight

Back cross the mire
fled Balthi
With Orcs upon his trail
A jagged arrow struck
him
Though Balthi would
prevail

For Orcs were no match
for Balthi
Who found within his
hands
A light of purest blue
did shine
Of the Lantern that
guards our lands

Balthi the brave
Balthi the bold
Ever shall your story
be told

Who bore the lamp of
Woodmen town
That hangs there to
this day
The light which keeps
the shadows back
Was gifted by the Grey

~NON-PLAYER CHARACTERS~

GOLLUM by Michebugio

Small humanoid (formerly Stoor Hobbit)
Armor Class 13
Hit Points 22 (4d6+8)
Speed 25 ft., climb 10 ft.
STR 12 (+1) DEX 16 (+3) CON 15 (+2) INT 8 (-1) WIS 12 (+1) CHA 8 (-1)
Skills: Perception +3, Stealth +7, Survival +5
Senses: Darkvision 120 ft., passive Perception 13
Languages: Westron, Orkish
Challenge ¼ (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Strangle. Melee Weapon Attack: +3 to hit, reach 5 ft., one Medium or Small creature against which Gollum has advantage on the attack roll. Hit: 3 (1d4+1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target can't breathe, and Gollum has advantage on attack rolls against it

Ambusher. Gollum has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. Gollum has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pale Skin. Gollum has advantage on Dexterity (Stealth) checks made to hide in rocky or underground terrain.

Sunlight Sensitivity. While in sunlight, Gollum has Disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Surprise Attack. If Gollum surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Iarno Albrek by Stardust

Corrupted Scholar (Loremaster) of Gondor
4th Level NPC

HP 22 (4d8)
Proficiency Bonus +2
Languages: Sindarin, Westron
STR 9, DEX 14, CON 11, INT 17, WIS 12, CHA 11
Skills: Lore +7, History +5, Medicine +6
Attacks:
Staff of the Necromancer +2 (1d6+1) - versatile (1d8+1)
Harming Touch +5 (1d8+1 necrotic)

Actions
Hands of Harming (4d8) You may expend a harming die to make a melee spell attack against an enemy within 5 feet, inflicting damage equal to the harming die + Wisdom modifier and taking 1 Shadow Point or by spending 10 minutes with a torture kit, inflicting damage equal to harming die x proficiency bonus + Wisdom modifier, taking 4 + 1d4 Shadow Points.

You may also spend a harming die to cause one of the following conditions (Frightened, Paralysed, Stunned, or Unconscious) as a melee spell attack.

Lore of Sorcery and Necromancy

The Flaming Eye - As a reaction, spend a hit die to inflict 2d10 fire damage against an enemy that has just damaged you. A Dexterity saving throw will halve the damage.

Aura of Fear - You surround yourself with a cold aura of fear and terror. As an action, spend Inspiration to force 4 enemies within 60 feet to make a Charisma saving throw or be cursed for one minute, subtracting 1d4 from attack rolls and saving throws for the duration.

News from Afar - At the start of each adventuring phase, or when spending time in a Sanctuary, the Loremaster should inform you of one or two events of importance. Once per Adventuring Phase, you can add +5 to an active ability check to learn more about a person, place, or event.

Path of Wisdom - Your proficiency bonus is doubled with Medicine and Lore ability checks.

Tongues of Many Peoples - You know a little of many languages and may use a few common phrases of other people's even if you do not know the language.

Staff of the Necromancer - This blackened staff looks like it has been charred in a great fire. An oval of black agate crowns the staff but gives off a menacing heat. It has 12 charges, which can be used as Inspiration or Hit Dice for any abilities of the Lore of Sorcery and

Necromancy. The more charges of the staff that are used, however, the more attached to the evil corrupting staff you become.

If you spend more than 3 charges, the weapon has a firm connection to your soul energy, and you must make a Wisdom saving throw with disadvantage to use any other tool or weapon. The staff will also begin to drain your life force.

You take a level of exhaustion after every short rest while you carry this staff when the staff regains 1d4 charges. For each level of exhaustion you have, the staff gains a +1 enchantment to attack and damage rolls (maximum +5).

The Staff of the Necromancer comes from a stronghold of the Dark Lord, and is Tainted Treasure.

Furthermore, you cannot remove any levels of exhaustion unless within a Sanctuary as long as you carry the staff (or are bound to it).

Woses npc's by steerpike 65

Wose Warrior
Medium Human
STR 13 (+1) DEX 13 (+1) CON 14 (+2) INT 11 (+0) WIS 12 (+1) CHA 10 (+0)
Armour Class 13 (leather corslet +1)
Hit Points 21 (3d10 +6)
Speed 30 ft.
Skills Athletics +2, Perception +3, Stealth +2, Survival +3
Senses passive Perception +3

Keen Smell: The Wose has advantage on Wisdom (Perception) ability checks that rely on smell.

ACTIONS:
Great Club Melee Weapon Attack +3 to hit,

reach 5 ft., Hit 5 (1d8 +1) bludgeoning damage.

Short Bow Ranged Weapon Attack +1 to hit, range 80/320, Hit 3 (1d6) piercing damage.

DAEDHEL

Medium Fiend

Armor Class 13

Hit Points 33 (6d8+6)

Speed 0 ft., fly 50 ft.

STR 1 (-5), DEX 16 (+3), CON 13 (+1), INT 10 (+0), WIS 10 (+0), CHA 13 (+1)

Damage Resistances: acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities :fire, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 3 (700 XP)

ACTIONS

Etherealness. Twice per long rest, the daedhel can magically enter the Ethereal Plane from the Material Plane, or vice versa.

Incorporeal Movement. The daedhel can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Otherworldly Perception. If a creature within 30 feet is invisible or on the Ethereal Plane, the daedhel can sense its presence, or pinpoint it

if moving.

Demonic Spells. The daedhel's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components.
At will: *eldritch blast, light, prestidigitation, produce flame*
1/day: *hold person*

DHÂN

Medium humanoid (wose) Warrior Level 5
Armour Class 13 (hide)
Hit Points 37 (5d10 + 10)
Speed 30 ft
STR 14 (+2), DEX 12 (+1), CON 15 (+2), INT 8 (-1), WIS 14 (+2), CHA 10(+0) Skills Athletics +5, Nature +2, Perception +5, Survival +5;
Senses Passive Perception 15

Challenge 2 (450 XP)

ACTIONS

Multiattack. Dhân can make two weapon attacks on his turn.

Mattock. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6+2) piercing damage.

Short Bow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 4 (1d6+1) piercing damage

Action Surge (1/day). Dhân can take one additional action on top of a regular and bonus action.

Keen Smell. Dhân has advantage on Wisdom (Perception) checks that rely on smell.

Great Weapon Fighting. When Dhân attacks with his mattock, he gains advantage if he is

fighting a creature of Medium size or smaller. In addition, he can reroll the damage die if he gets a 1 or a 2 but must use the new roll.

Second Wind (1/day). Dhan can use a bonus action on his turn to regain 1d10 + 5 hit points.

Still Meditation. Dhan is able to sit for days on end without movement. When on guard, Dhan gains advantage on Dexterity (Stealth) ability checks to remain unseen.

Balanced Birthright. At the start of his turn, Dhan can transfer his mattock's bonus to attack to his AC. This bonus remains until the start of his next turn.

~ADVERSARIES AND BATTLE~

BALROG by Michebugio

Large fiend
Armor Class 19 (natural armour)
Hit Points 241 (21d10+126)
Speed 30 ft.
STR 26 (+8) DEX 15 (+2) CON 22 (+6) INT 20 (+5) WIS 16 (+3) CHA 22 (+6)
Saving Throws Str +13, Con +11, Wis +8, Cha +11
Damage Resistances: Cold; bludgeoning, piercing, and slashing from non-legendary weapons
Damage Immunities: Fire, poison
Condition Immunities: Poisoned
Senses: Truesight 120 ft., passive Perception 13
Languages: Black Speech, Valarin
Challenge 15 (13,000 XP)

ACTIONS
Multiattack. The Balrog makes two attacks: one with its longsword and one with its whip.
Longsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 17 (2d8+8) slashing damage plus 7 (2d6) fire damage. If the Balrog scores a critical hit, it rolls damage dice three times, instead of twice.
Whip. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 11 (1d6+8) slashing damage plus 7 (2d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 15 feet toward the Balrog

Fiery Hands. At the start of each of the Balrog's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A

creature that touches the Balrog or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, any non-legendary weapon made of metal or wood that hits the Balrog starts to melt down or burn. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal or wood that hits the Balrog is destroyed before dealing damage. The Balrog's fire may be quenched in deep, cold water as long as the Balrog is immersed and for 1 minute afterwards, during which it appears as a thing of slime.

Magic Weapons. The Balrog's weapon attacks are magical.

Shadow and Flame. The Balrog's spellcasting ability is Charisma (spell save DC 19). The Balrog can innately cast the following spells, requiring no material components:
At will: ***Burning Hands, Fear*** **3/day each:** ***Darkness, Wall of Fire***

Beasts and Birds of Forlindon by Otaku-sempai

BELEGRASÀRAS

(based on the Irish Elk)
Large beast
Herds of large elk-like deer with great, wide antlers, called *belegrasàras* (great-horn deer) by the Elves, graze off the land. These impressive beasts stand seven feet at the shoulder, weigh upwards of fifteen hundred pounds, with antlers that can measure more than twelve feet across.

CELALPH

Medium beast

Large, beautiful swans ply the lower regions of the river Vingelion that traverses most of Forlindon. These birds sport lovely white silver-tipped feathers and are appropriately called Silver Swans (*celelíph*; singular *celalph*).

TUNDORAVI

(*based on the extinct european cave lion*)

Large beast

STR 18 (+4) DEX 14 (+2) CON 15 (+2) INT 3 (-4) WIS 12 (+1) CHA 8 (-1)

Armor Class 11 (natural armour)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Unique to Forlindon are huge, maneless lions that the Elves call *tundoravi* (hill-lions). These great cats stand four feet at the

shoulder and can measure seven feet from nose to hindquarters without including the tail. These big cats were once common in Eriador until they were hunted to near extinction for their pelts by the Men of Arnor.

Beithir & Brimthrowend by Otaku-sempai

The Beithir is a large, snake-like creature, possibly related to Dragons, found on the Cape of Eryn Vorn and the estuary of the Baranduin (Brandywine) river. The serpent's tail is equipped with a poisonous stinger on its end which carries a powerful venom. Beithirs are water-dwellers inhabiting estuaries, deep pools and small lakes, usually emerging suddenly from the water to attack on land.

BEITHIR

Huge monstrosity
STR 23 (+6), DEX 16 (+3), CON 18 (+4), INT 7 (-2), WIS 14 (+2), CHA 12 (+1)
Armour Class 17 (natural armour)
Hit Points 168 (16d12 + 64)
Speed 50 ft., climb 40 ft.
Skills Perception +6, Stealth +7
Senses darkvision 90 ft., passive Perception 16
Languages Draconic
Challenge 10 (5,900 XP)

Actions

Multiattack The beithir makes three attacks: one with its bite, one to constrict, and one with its stinger.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature, **Hit:** 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the Beithir isn't already constricting a creature, and the target is restrained until this grapple ends.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Swallow. The beithir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the beithir, and it takes 21 (6d6) acid damage at the start of each of the beithir's turns.

A beithir can only have one creature swallowed at a time. If the beithir takes 30 damage or more on a single turn from the swallowed creature, the beithir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the beithir. If the beithir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BRIETHROWED

The Dwarves of the

Blue Mountains tell their children not to wander off into distant passages alone or else the Brimthrowend might catch them and eat them. They describe huge, pale segmented monsters like great scorpions or crustaceans, but no adult actually believes in them. However, what if they were based in fact?

Brimthrowend
Large beast
STR 15 (+2) DEX 13 (+1) CON 15 (+2) INT 13 (+1) WIS 14 (+2) CHA 12 (+1)
Armor Class 15 (natural armour)
Hit Points 52 (7d10 + 14)
Speed 40 ft.
Skills Perception +5, Riddle +4, Stealth +4
Senses blindsight 60 ft., passive Perception 15
Languages: Brimthrowend
Challenge 5 (1,800 XP)

Actions
Multiattack. The Brimthrowend makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The Brimthrowend has two claws, each of which can grapple only one target.
Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The Brimthrowend (Old English: 'sea scorpion') are intelligent, highly organized creatures that are kin to giant sea scorpions that thrived in the time of the Spring of Arda. A fully-grown adult is about nine feet long. Their unique characteristics and form of

communication developed during the long night of the Sleep of Yavanna. Brimthrowend came to inhabit the ruins of Nogrod and Belegost (and perhaps other, flooded Dwarf-cities and mines) as a result of the defeat of Morgoth and destruction of Thangorodrim at the end of the First Age.

Their presence was one of the reasons that the Dwarves eventually gave up their attempts to restore their old cities and migrated east to Khazad-dûm. Colonies of Brimthrowend might also be found inhabiting networks of coastal sea-caves. A colony might number in the hundreds or thousands.

The Brimthrowend are not as a species evil; however, they are carnivorous and do not particularly empathize with any of the Free Peoples. They communicate through a combination of clicks and strobing bio-luminescent panels or patches on their carapaces. Different colours represent different emotional states or basic desires:
Violet = Joy
Blue = Peace/Contentment
Green = Curiosity or Hunger
Yellow = Caution/Suspicion
Orange = Pain/Distress
Red = Anger/Hostility
More complex ideas and feelings are indicated through strobing patterns and clicks.

The Forest Dragon by Majestic

AC: 21/19; +11, 2d10+6 P (bite, 10'), 2d8+6 B + restrained (tail, 10'; escape DC 16);
Initiative: +6
Multiattack: Can use Frightful Presence, then 1x bite and 1x tail.
Speed: 40' (includes swim)
Senses: Darkvision: 60'; Passive Perception: 22
STR 22 (+6) DEX 22 (+6) CON 20 (+5) INT 18 (+4) WIS 15 (+2) CHA 16 (+3).
Saves: STR +6, DEX +6, CON +10, INT +4, WIS +7, CHA +8
Skills: Deception +8, History +9, Insight +7, Perception +12, Persuasion +8, Stealth +11

Draconic Resistance (Recharge 6): As a reaction after failing a saving throw may automatically succeed instead.
Resistance: 1/day; if it fails a saving throw, it can choose to succeed instead.

ACTIONS
Frightful Presence: Anyone aware of her within 120' must make a DC 16 WIS save or become frightened for 1 minute; this save can be repeated at the end of its turns, ending effect on a success (then immune for 24 hours).

Kirkwood Dweller: AC +2 when fighting inside Kirkwood Forest; advantage on Stealth ability checks there.
Thick Hide: When critical fumble (1) with melee attack, attacker drops their weapon and must end their turn.
Weak Spot: Lore or Nature DC 15 to know about dragon weak spots; then requires an action DC 20 Perception to spot (soft belly); critical range can be expanded (+1 for each character

participating) by intentional manoeuvres to expose; also, once known, anyone can choose to target the weak spot: -5 penalty to attack, +10 to damage.

LEGENDARY ACTIONS
3 total (regained at start of its turn); one at a time at end of another creature's turn.
Baleful Gaze: One seen creature within 120' must make a DC 15 Corruption save or gain 1 Shadow and be paralysed until the end of the dragon's next turn; save can be repeated at end of its turns; rolling a 1 on any save means the creature is frozen in place (petrified), success on save makes one immune for 24 hours.
Detect: Automatically succeeds on Wisdom (Perception) check to detect foes nearby.
Tail Strike: All within 10' reach must make DC 19 Dexterity save or take 2d6+6 Bludgeoning damage and be knocked prone.
Hit Points: 218

MARSH-DWELLER by Michebugio

Medium humanoid
Armor Class 11 (natural armor)
Hit Points 13 (2d8+4)
Speed 30 ft.
STR 14 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 6 (-2)
Skills: Stealth +2
Senses: Darkvision 60 ft., Passive Perception 10
Languages: A corrupted and very bestial form of ancient Dalish
Challenge 1/4 (50 XP)

Pale Flesh. The Marsh-Dweller has advantage on Dexterity (Stealth)

checks made to hide.
Foul Reek. Any creature other than a Marsh-Dweller that starts its turn within 5 feet of it must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Marsh-Dwellers for 1 hour.
Sunlight Sensitivity. While in sunlight, the Marsh-Dweller has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS
Multiattack. The Marsh-Dweller makes three attacks: one with its bite and two with its claws.
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.
Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage

Mûmakil by Otaku-sempai

Huge Beast
Suggest to use the Mammoth as template, adjusting the description accordingly, if only because the Mastodon is not included in the SRD-OGL document or the Basic Rules.

NAZGÛL (RINGWRAITH), Dark Undead form by Michebugio

Medium undead
Armor Class 15 (corslet of mail)
Hit Points 67 (9d8+27)
Speed 30 ft.
STR 1 (-5) DEX 16

(+3) CON 16 (+3) INT 12 (+1) WIS 14 (+2) CHA 19 (+4)

Saving Throws Wis +5

Damage Vulnerabilities: Radiant

Damage Resistances: acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: Cold, Necrotic, Poison

Condition Immunities: Charmed, exhaustion, frightened, paralysed, petrified, poisoned.

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Black Speech, Westron, any other language he spoke when alive

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The Nazgûl makes two attacks: one with its longsword and one with either its Morgul-knife or its Deadly Voice. When its Black Breath is available, it can use it in place of any of its attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) if used with two hands to make a melee attack.

Morgul-knife. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest after being cured by a Master Healer with the *Weapons of the Enemy* Healing Lore.

The target dies if this effect reduces its hit point maximum to 0, and its spirit rises as a

Fell Wraith in the space of its corpse or in the nearest unoccupied space. The Fell Wraith is under the Nazgûl's control.

Deadly Voice. Each non-undead creature within 60 feet of the Nazgûl that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute.
A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Nazgûl is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Nazgûl's Deadly Voice for the next 24 hours.

Black Breath (1/Day). The Nazgûl releases a poisonous breath, provided that it isn't in sunlight. The breath has no effect on constructs and undead. All other creatures within 30 feet of it must make a DC 15 Constitution saving throw. On a failure, a creature gains 1 Shadow point and drops to 0 hit points. On a success, a creature takes 10 (3d6) necrotic damage.

Detect Rings. The Nazgûl can magically sense the presence of any Ring of Power up to 5 miles away. It knows the general direction they're in but not their exact locations.

Dwimmerlaik. A creature that touches the Nazgûl or hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw, taking 10 (3d6) necrotic damage on a

failed save.
Magic Weapons. The Nazgûl's weapon attacks are magical.

Sunlight Sensitivity. While in sunlight, the Nazgûl has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

RINGWRAITH by Throrll

Medium undead
Armor Class 16 (Heavy mail); 13 (when uncland and invisible)
Hit Points 67 (9d8 + 27)
Speed 30 ft., fly 60 ft. (when uncland and invisible)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances: acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from non-enchanted weapons (as dark undead).
Damage Immunities: necrotic, poison; bludgeoning, piercing, and slashing from non-enchanted weapons (when uncland and invisible).
Condition Immunities: charmed, exhaustion, paralysed, petrified, poisoned; restrained, grappled, prone (uncland and invisible).
Vulnerabilities: fire (as dark undead)
Senses: darkvision 60ft., passive Perception 12
Languages: Black Speech, Orcish, Westron; either Black Numenorean, Easterling or Haradrim
Challenge 5 (1,800 XP)

Actions
Black Breath (recharge 5-6). (As Dark Undead). One target who is engaged in melee combat with

the Ringwraith is forced to make a DC14 Wisdom (Corruption) saving throw or gain 1 Shadow point and become unconscious for 1d4 rounds. If the saving throw fails by 5 or more, the target gains 3 Shadow points, their weapon shatters, and they remain unconscious for 1d6 days.

Each day, the unconscious target must make another DC14 Wisdom (Corruption) saving throw or gain 1 point of Shadow; reduce the DC to 10 if the target is treated by someone with the *Weapons of the Enemy* class ability. If the target's Shadow score exceeds their Wisdom score while they are unconscious, they die.

Deadly Voice (1/day). The Ringwraith releases a mournful wail. All creatures within 60 feet of it that can hear it must make a DC14 Wisdom saving throw, or drop to 0 hit points. On a successful save, the target takes 10 (3d6) psychic damage.

Multiattack. Nazgûl makes two attacks per round (as dark undead).

Black Númenórean Longsword. Melee Weapon Attack: +8 to hit, 5 ft. reach, one target. Hit: 9 (1d10+4), slashing damage (as dark undead).

Incorporeal Movement. When unclad and invisible, the Ringwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the

Ringwraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Frightful Presence. Each target within 60 feet of the Nazgûl must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target has disadvantage at night or in darkness. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Nazgûl is within its line of sight, ending the effect on a success. If the target's saving throw is successful the target is immune to the Ringwraith's Frightful Presence for the next 24 hours.

Terrifying in Aspect. Nazgûl presents a truly horrifying enemy to be overcome. As such, when there are 2 or more gathered, they remove any and all Inspiration from their foes. However, once half of the troupe is defeated, ALL of their opponents gain Inspiration.

Deeply Sinister. This creature exudes menace of a deeply unsettling kind. Attacks against this creature are made at with a -1 modifier.

White Wolf by Otaku-sempai

Large beast

Use the D&D Dire Wolf as the template for stats (avoiding the magical abilities and higher intelligence of the Winter Wolf), adding the ability Snow Camouflage from the Winter Wolf:

Snow Camouflage. The wolf has advantage on

Dexterity (Stealth) checks made to hide in snowy terrain.

~WONDROUS, LEGENDARY AND HEALING ITEMS~

~WONDROUS ARTIFACTS~

Annals of the Lords of Nogrod (Dwarven relic of Nogrod) by otaku-sempai

Dating to the last years of the First Age, this book is a record of the Dwarf-lords of Nogrod, going back to the Father of the Firebeards and tracing his Line to the last Lord of Nogrod before the ruin of the city in the War of Wrath. The book is comprised of thin plates of platinum measuring approximately 1 1/2 feet by 1 1/2 feet, with gold covers bound with platinum rings.

The title and text, written in Sindarin, were inscribed using a mithril stylus in the mode of the Angerthas Daeron (runes) used by the Dwarves of Belegost and Nogrod, similar to the Angerthas Moria. The original was lost in the flooding of Nogrod as a result of the War of Wrath at the end of the First Age. A reproduction is thought to still lie somewhere in Khazad-dûm, with new pages documenting the Line of the Firebeards through all of the Second Age to the awakening of Durin's Bane in the year T.A. 1980. Later entries are in a variety of hands using runes both of Nogrod and Moria, and even Elvish script.

The Dwarf Dolgthrasir Orc-bane or his son Draupnir Fork-beard would pay a high price for either volume. Dolgthrasir is descended from the Dwarves of Nogrod and believes that the Annals would confirm him as the rightful Lord of the Firebeards. Draupnir is the current Lord of the Dwarf-city of Hargrod in the southern Blue Mountains. Worth 120 gold coins.

Staff of the Seer
by Throrin

A wooden staff, wrought with engraved runes and topped with a clear multifaceted crystal, crafted by Malbeth, Seer of Annuminas in the 20th century of the Third Age, of the Men of Númenór (Blessing to Perception).

Upon a successful Perception check, spend inspiration and Hit Dice to cause a magical result. Sample magical results may include:

1-SHD Small Effect

- Cause a light to shine from the crystal, giving bright light up to 30 ft. and dim light up to another 30 ft., for one to three hours.

3-SHD Medium Effect

- Cause a flash of brilliant light, blinding a foe for 1 to 3 rounds.
- See clearly any person or place you know or have knowledge of, anywhere in the Loremaster Map region (3HD), adjacent region (4HD), or on the entire Loremaster Regional Map you are in (5HD) (i.e.: Wilderland, Eriador, etc.). You must be on a hill, tower, or other raised area that theoretically grants a clear view. You cannot see inside a structure

or hear what is occurring.

7-10th Large Effect
• Cause a brilliant beam of light to shine forth from the crystal, up to 60 ft., causing 31 (7d8) to 45 (10d8) points of radiant damage to one target, and illuminating an area of 20 ft. around you as sunlight for 1 to 3 rounds. Creatures with sunlight sensitivity have disadvantage on Wisdom (Perception) checks to see, as well as on attack rolls those rounds.

~LEGENDARY WEAPONS AND ARMOR~

Andúril etc. by Michebuglo, threr 11

Andúril

Dwarven-craftsmanship +3 magic longsword
Qualities (in order of discovery):
1. Runes of Victory
2. Flame of Hope
3. Gleam of Terror

Andúril Version 2
Andúril is the sword of Aragorn, reforged from the shards of Narsil. Created by the great Dwarf-smith Telchar, the blade was reforged by Elven-smiths in Rivendell.
Type: Longsword
Craftsmanship: Dwarven
Qualities:
1. Runes of Victory
2. Gleam of Terror
3. Flame of Hope

Glamdring
"Glamdring" means Foe-hammer (and it was called Beater by the orcs), and it belonged to the Elven King Turgon of Gondolin.

It is then of Elven Craftsmanship, very likely with the Orc Bane. It's an artifact of the First Age, but its smith is never mentioned so it shouldn't have been much famous: I'd say that a +2 bonus to all attack and damage rolls would be most appropriate.
It's also covered in runes (again, Runes of Victory) and, along with Orcrist, it would glow blue in the presence of Orcs (Luminescence). Only speculation can be made about the third Quality, but since Gandalf used it to slay a Balrog (and to destroy its flaming sword), I'd say that it should be a very powerful, universal (not Bane-only) Quality: Superior Grievous is suggested.

Glamdring
Elven-craftsmanship
+2 magic longsword
Bane: Orcs
Qualities (in order of discovery)
1. Runes of Victory
2. Luminescence
3. Superior Grievous

Glamdring Version 2
Forged by the High Elves of Gondolin, Glamdring was the sword of the Elven King Turgon. It has a white, jewelled scabbard.
Type: Longsword
Craftsmanship: Elven
Bane: Orcs
Qualities:
1. Luminescence
2. Raging
3. Superior Grievous

Sting
Elven Craftsmanship
+1 short sword
Bane: Orcs
Qualities (in order of discovery):
1. Luminescence
2. Superior Keen (Sting is described as being particularly sharp)

3) Runes of Victory[11]

Small Mithril-Coat
Dwarven
Craftsmanship
Corslet of mail
Qualities (in order of discovery):
1. Ancient Cunning Make
2. Mithril Armour
3 Close-Fitting or Ancient Close-Fitting[12]
Note that this armour's stats, beginning from 5th level, are AC 16 + Dex (max 2), it weighs only 5 pounds (half the weight of a leather jerkin! so that's how it can be concealed under clothes), negates critical hits and offers resistance to piercing and slashing! Now we understand why the mithril-coat was considered to be worth more than the entire worth of the Shire.

Modified Qualities by Andypalmer

Close-fitting
Item: Armour
This quality adds +2 AC bonus to this armour's standard Armor Class.

Cunning Make
Item: Armour or Shield
This quality enhances the AC rating of this armour or shield by +1. Halve this armour's weight. Strength Requirements are lowered by 3, and its user no longer suffers Disadvantage on Stealth checks.

Dwarf-Forged
Only Dwarves
Item: Armour or Weapon
A Dwarf-forged weapon adds a +1 bonus to all attack and damage

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[11] *Optional, since probably neither Bilbo nor Frodo reached the level to discover the third quality, runes were later added by Bilbo: "Naegnas nen estar nin dagnir in yngyl im". Translated into English, it reads, "Sting is my name; I am the spider's bane."*

[12] *Optional, since probably neither Bilbo nor Frodo reached the level to discover the third quality*

rolls made with it. A suit of Dwarf-forged Armour causes all critical hits against its wearer to become normal hits.

Fell
Item: Weapon
Add +2 to all attack rolls with this weapon.

Grievous
Item: Weapon
This Quality adds a +2 bonus to all damage rolls made with this weapon. The bonus damage from Grievous doubles on a critical hit.

Keen
Item: Weapon
You may enchant a Dwarf-Forged weapon with the Keen enchantment. Treat as having a cost of 2x the price of the Dwarf-Forged item.

Reinforced
Item: Shield
+1 AC bonus to the standard Armor Class this shield normally provides. Additionally, this shield cannot be smashed by normal means.

~ADVENTURES & ADVENTURE IDEAS~

Adventure Idea by Wanton

A merchant from Woodman Hall has gotten a large order from Amaleeda, a Shieldmaiden who is establishing a Settlement near the Black Tarn lake.
The merchant is hurt in either a hunting accident or an orc raid, which ever works best for your campaign. So, the party is hired to take a boat (which is large enough to haul the goods but not really a good place to fight from) .... to Black Tarn.
Any number of encounters can happen on the way and other future NPCs could be introduce... my thoughts would be to add a glimpse (with more to come later) about the River Maidens.

From here a number of random encounters, but this would also allow your players to meet future NPCs: Amaleeda (for sure) Ceawin, could come into play and even Hogdred (he could come to a rescue and maybe even be perceived as a hero).
If the players have enough fighting prowess, you could have the settlement under attack from orcs and spiders, giving the players time to hold off the bad guys, until either a group from Ceawin or Hogdred show up to rescue.

This allows you to introduce future NPC .... But remember that to hold some back for the future adventures (if you have the Kirkwood guide).

Adventure: The Last Lager by Bullroarer

When: Anytime, really.
Where: The quest starts at The Prancing Pony in Bree, with the main part of the quest happening over at the Last Inn in the Lone-Lands.
Who: The questgiver is Tom Butterbur, grandfather of Barliman Butterbur.

ON THE SUBJECT OF BREWS

Tom Butterbur, proprietor of The Prancing Pony, is looking for help. A day's journey to the east lies the Last Inn, and he has heard that the ruins of the abandoned tavern hold the instructions for brewing a beverage long thought extinct. If someone (say a group of would-be adventurers) managed to get a hold of the recipe, they might be rewarded. Adventurers can learn of this possible undertaking only from Tom Butterbur himself, either by talking to him directly, or by overhearing him discussing the subject enthusiastically with one of the inn's patrons.

ADDRESSING MISTER BUTTERBUR

"Call me Mister Butterbur; Tom was my father's name. Just joking, you can call me anything you'd like, as long as you order a pint."

Butterbur is a portly Bree-man of about thirty. Beneath a prematurely reclining hairline are two bushy eyebrows and a round nose, and beneath that is an even bushier moustache. He's generally friendly to all, unless they're begging for a free

round.

He's been running the Prancing Pony ever since he took over from his father about ten years ago. A fan of riddles and jokes, he's quick to take a liking to anyone who'd be willing to teach him a new one. But Mister Butterbur is also a salesman at heart; his own jokes are mostly related to the buying or selling of beer. Most of them aren't very funny.

The man can be found behind the bar at almost any hour, and some people wonder if he ever sleeps. Truth is, he's become rather good friends with a certain grey wizard who's taught him a thing or two about sleeping with one's eyes open. He never tells anyone this, but just winks his eye and taps the side of his nose twice whenever someone asks him about the subject.

THE QUEST

Tom seems to have gotten the idea from a passing Dwarf caravan; while camping near the Last Inn, one of the younger, more curious Dwarves had found a riddle etched in the fireplace, and even if he didn't memorize the whole thing, it definitely mentioned a recipe.

The other Dwarves didn't find the story compelling enough to investigate further, but Butterbur certainly did, as soon as he heard it from the young Dwarf. He knew what recipe the riddle spoke of - the instructions for making Lone-Lands Light Lager, a brew no one has tasted for many a long year!

But the Butterbur family, well versed on the subject of ale, has passed on the legend of the Lone-Lands Light Lager for generations, mainly because of the enmity between the Butterburs and the brewers of the renowned beverage, the Lamblock family. The stories tell of great battles and wars fought between the families, although they were nothing more than feuds, if truth be told, and no one but the Butterburs pay them any mind.

Although the Lamblocks are long gone, the Butterburs keep their name alive through one of their drinking songs:

"The Buttered Lamb".

"Lamblocks, hey and lambs, ho!
The world is out to get you.
You want to drink beer,
But your life is full of foul brews and fear.

You wonder when will it end,
You want Mister Butterbur,
You want the Butterbeer,
But all you see is Mister Lamblock.
Oh Mister Lamblock.
Oh Lamblocks, they'll pull you under,
Drain your life of butter and wonder.

Lamblocks, hey and lambs, ho!
The world is out to get you.
You want to drink beer,
But your life is full of foul brews and fear.

Oh Mister Lamblock.
Oh Lamblocks, they'll pull you under,
Drain your life of butter and wonder.

Sing with Mister Butterbur,
Have a Butterbeer,
And put a curse on Mister Lamblock.
Oh Mister Lamblock.
Your life is bitter,
But get out and have a Butterbeer.

You want the greatest

thing,
You've got it all, you've got it sized.
If you are confused look to the Lone-Lands, Where the halls have stood empty for long.
Carry a pint to help you along.

The song was less of a creative endeavour and more of an attempt at marketing the Butterburs' signature beverage. However, Butterbeer never managed to reach the popularity of the Lone-Lands Light Lager, mainly because the recipe was one-part butter and one-part beer. These days, both brews are equally forgotten, and the song itself is usually only heard during Butterbur family reunions. Some people say the Butterburs still brew Butterbeer for their own pleasure; an explanation for their sizeable bellies, perhaps?

The Last Inn was once the base of operations of the Lamblock family, the Butterbur family's fiercest rivals. The party can learn this information from Mister Butterbur by inquiring further about the Last Inn. This may require a successful DC 15 Persuasion check if the party got off on the wrong foot with the barkeep, but Mister Butterbur is usually friendly enough.

GETTING THERE

If the party accepts the quest, they can find the Last Inn easily enough. It's right next to the road, one day's ride east from Bree. In the shadow of Weathertop, the ruins of the old roadhouse stand watch, its chimney like a tower. The roof has fallen in

from ages of disuse, the grey stone walls are crumbling. Moss grows on the cracked stone floor. Only the hearth remains useable, that and the protection from the harsh winds of the Lone-Lands that the old walls still offer are the only reasons anyone would seek refuge in the ruins of the inn.

THE FIRST RIDDLE
If one of the player-heroes inspects the fireplace and passes a DC 15 Investigation check, they find the riddle the Dwarf spoke of. Half-hidden among the soot of many fires are the words:

"I make you weak at the worst of times.
I keep you safe, I keep you fine.
I make your hands sweat and your heart grow cold.
I visit the weak, but seldom the bold.
Say my name, and find the recipe I hold."

If the players come up with the answer on their own (the answer is Freedom), they're free to continue. If not, they have to pass a DC 20 Riddle check.

THE SECOND RIDDLE
Once the party successfully guesses the answer and speaks it out loud, the right wall inside the fireplace slides downwards, opening up a passage leading down a spiral staircase. The passage is spooky and full of cobwebs.

The adventurers soon reach the bottom of the stairs, where a dark, unlit corridor awaits them. Walking down the corridor, which twists and turns as if it was a labyrinth, but they eventually reach a plain stone wall with another riddle

etched on its surface, its words glowing a shimmering blue in the dark:

"I am an expression of mirth and of merriment and pleasure,
I can be shared with others, or alone at your leisure.
Should you use me with others, I have only one plea:
Please use me with them, not at them, you see.
Say my name and closer you'll be."

If the players come up with the answer on their own (the answer is Laughter), they're free to continue. If not, they have to pass a DC 20 Riddle check.

THE THIRD RIDDLE

When the party passes the second riddle, the wall slides to the left, which, unbeknownst to the party, seals an earlier part of the labyrinth, blocking their exit. Behind the wall is a small rectangular room, with a pedestal in the middle. On the pedestal lies a piece of parchment, the recipe for making Lone-Lands Light Lager!

With the exception of the pedestal, the room is otherwise empty. When the party leaves the room and follows the winding path back towards the staircase, they eventually come upon a wall that was not there previously. On the wall are words, glowing blue:

"You've got the recipe, but fair is fair,
If you seek to leave without paying,
beware.
You've got my secret, now I want yours,
Speak friend and I'll open my doors.
Speak foe and you'll rot beneath these floors."

A player-hero can attempt a DC 20 Lore

check to recall the name of the Last Inn's proprietors, the Lamblock family, from an old, shite drinking song. If the party gained the information from Tom earlier, a check is not necessary.

If a player-hero directly states that they are friends of the Lamblock family, or otherwise passes a DC 25 Riddle check, the wall slides back into place and allows the party to leave the cellar. However, if one of the party at any time mentions the name Butterbur, the letters on the wall glow red and the party hears the sliding noises of other walls around them. The party has been locked in the ever-moving labyrinth of the Lamblocks!

ESCAPING THE LABYRINTH

Escaping the labyrinth requires a total of 6 successful DC 20 Riddle checks to successfully navigate the labyrinth. Each member of the party can attempt this check once per hour. Once 6 checks have succeeded, the party has managed to find its way back to the staircase and are free to return to Bree.

THE REWARD

Tom Butterbur has little to offer in terms of money or treasure, but when the party hands him the recipe, his attitude towards all the members of the party is immediately raised to Favoured.

In addition to this, the barkeep considers all of them his trusted friends, and he'd be more than willing to help the party to the best of his abilities. As the proprietor of the busiest inn in Bree, he

usually has some news or rumours of events going in most places inhabited by Men or Dwarves, and some of them are even true!

The party is also allowed to stay at the Prancing Pony free of charge for extended periods of time, making the Prancing Pony an ideal spot for a Sanctuary, should the party return during a Fellowship phase.

Adventure: Out of the Frying Pan Initiative by Oafenshield

The Out of the Frying Pan Initiative seeks to encourage young Hobbits interested in seeking adventure and all that comes with the title of Trouble-Maker, to widen the world view of the chosen Hobbits, and to underline the importance of seeing the wide world that lies beyond the Brandywine River. To meet this end, Masters Bilbo Baggins of Bag End and Balin, son of Fundin and Dwarf Guardian of Erebor, have decided to offer five (5) Hobbits their very own sets of adventuring gear and a quest to see them started.

THE QUEST

Throughout Master Baggins' numerous journeys and undertakings, he has made quite a few friends in quite a few places. It is Master Baggins and Balin's desire that the Brave Hobbits meet some of these friends.

To prove to all, and not least to themselves, that Hobbits are bigger than they seem, the party is tasked with collecting the signatures of four (4) of Master Baggins' Esteemed Friends, who have all agreed to take good care of the Brave Hobbits should they knock upon their door.

The Hobbit-Friends are as follows:
Mister Tom Butterbur of the Prancing Pony, Bree (Father of Barliman /edit Grandfather)
Master Elrond of Rivendell, the Last Homely House (At Rivendell)

Beorn, Chieftain of the Beornings (At Beorn's House)

And lastly, the very fellow who pushed Master Baggins himself out the door all but five years ago, Gandalf the Conjuror (Wandering about, to be introduced when the opportunity calls for it.)

Upon the successful collection of these four (4) signatures, and upon handing this piece of parchment to Balin, son of Fundin, the party shall be rewarded most handsomely indeed.

I wish you all the luck in the world!
Signed, Bilbo Baggins,
Bag End, Bagshot Row,
Hobbiton, The Shire,
Also signed by the
Brave Hobbits
themselves

It's meant as a starter adventure for level 1 characters, with a lot of the encounters coming from the random journey events, but with side-quests and other distractions at each of the checkpoints. The end goal is to get them over to Dale/Lake-town for some adventures in Wilderland.

Unbeknownst to Bilbo --- Elrond, Beorn and Gandalf have decided to keep an eye on the party, just in case they get into some terrible trouble, which should mean the party will survive at least until they're done with this quest.

~INDEX~