

~ DWARVES OF THE ~ LONELY MOUNTAIN

When the Dwarves first settled in Erebor, the Lonely Mountain, they dug deep and far, carving a kingdom of stone and jewels beneath its slopes. Lights burned ceaselessly to illuminate their toil, and their treasure grew along with their fame in the Northern world. One day, Smaug the Golden came on greedy wings and burnt the Kingdom under the Mountain to ashes, smashing its pride with a lash of its tail. But Dwarves can hold a grudge outlasting a Dragon's life and, by the end of an incredible adventure, the Company of Thorin Oakenshield lived to see the death of Smaug and reclaimed Erebor.

Today, the halls of Erebor are rebuilt and built anew, with the din of hammer and anvil, and their masons craft the roads and buildings of Dale and Erebor with stones of many colors. In return, Bardings provide them all they need to sustain themselves.

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

DESCRIPTION

Dwarves are an ancient and secretive race, whose customs and traditions are mostly unknown to outsiders. At the end of the Third Age, they are a proud but dwindling people, survivors from a distant past. Almost all Dwarves that can be encountered speak of themselves as belonging to 'Durin's folk'. They are probably the most redoubtable warriors in Middle-earth, hard to break or corrupt, but often at odds with other Free Peoples over old quarrels or new slights.

Dwarves are short and stocky, with robust limbs and heads crowned with long hair and longer beards that give them their typically elderly appearance. They are long-lived, known to reach 250 years of age.



STANDARD OF LIVING

With the fabulous Dragon-hoard of Erebor reclaimed and their Kingdom restored, the Dwarves of the Lonely Mountain rank as a *Rich* culture, meaning your Character begins the game with 24 gold, or you can consider that you will have all you need in the way of riches, on your word. Some may be left at home, with family, or hidden in a cache somewhere, as you choose; record this in the Treasure block on the back of your character sheet.

DWARVEN ADVENTURERS

To most denizens of the Lonely Mountain, taking part in the making of future splendors is enough to fill their life with purpose. To some, the memory of even greater halls still lost to the enemy fills their heart with longing and bitterness, driving out any interest in the concerns of other folks. These restless spirits become emissaries and adventurers, and their wandering carries the name of Erebor to many foreign realms. Choose one of these and record it on the Calling line on the front of your character sheet; see the section, in Customizing & Completing Your Character, labeled Callings for further information.

Suggested Callings: *Slayer* or *Treasure-hunter*. Few have been as wronged as the Dwarves of Erebor, who now strive to rid the world of the Shadow. Many, though, seek only to reclaim the lost marvels of Durin's folk.

Unusual Calling: *Warden*. As mindful as they are of their own settlements, the Dwarves rarely concern themselves with the well-being of outsiders.

CULTURAL BLESSING

- Redoubtable -

Dwarves too can go swiftly, and they do not tire sooner than Orcs.

The legendary stubbornness of Dwarves lets them endure burdens that would break the back of the sturdiest of Men.

- Dwarves calculate their starting Fatigue threshold by adding up the Encumbrance ratings of all the items they are carrying, and then subtracting their favored Heart score from the total.

STARTING SKILL SCORES

Cultural/Half-Skills: Most common tasks can be completed by members of any culture, though some cannot, based on the cultural environment or limitations to learning. To make characters more viable for the game system of *The One Ring*, Players are allowed to roll 1D6 as an addition to their Feat Die (1D12), but only for cultural, aka half-skills. Normally, this extra 1D6 would represent a Success Die, or a full Rank added to the skill, where the Tengwar Rune (6 on the D6) would represent an added success; for my game, the half-skill die represents basic capability, instead, so unless the first full Rank is shaded in, the Tengwar Rune has no effect on game-play, and simply represents a roll of 6. To signify these cultural skills, shade in one-half of the first Rank block for all skills EXCEPT the following: *Awe*, *Courtesy*, *Inspire*, *Persuade* and *Riddle*.

Common Skills: Copy the following skill ranks onto the character sheet and underline the favored skill:

Awe	0	Inspire	2	Persuade	0
Athletics	½	Travel	3	Stealth	½
Awareness	½	Insight	½	Search	3
Explore	2	Healing	½	Hunting	½
Song	1	Courtesy	0	Riddle	2
<u>Craft</u>	3	Battle	1	Lore	½

Weapon Skills: Choose one of the following two Weapon skill sets, and record it on your character sheet:

- (Axes) 2, Short Sword 1, Dagger 1
- Mattock 2, Short Sword 1, Dagger 1

SPECIALTIES

Choose two Traits from the following:

- Fire-making, Smith-craft, Smoking, Stone-craft, Trading, Tunneling

BACKGROUNDS

You may choose (or roll 1d6 for) one of the following six backgrounds for your character. Those available to you are...

1 - A Life of Toil

You and your family have labored hard in the mines of the Iron Hills, dreaming that one day you will be able to delve deeper once again for far more precious ore. Unfortunately, to this day most ancient Dwarf-holds are no more than Dragon's lairs or Orc-infested pits. You toil patiently, peering into the gloom with eyes hungry for the gleaming of gems and gold.

Basic Attributes: Body 6, Heart 2, Wits 6

Favored Skill: Explore

Distinctive Features (choose two Traits from those listed): Energetic, Fierce, Hardened, Proud, Stern, Vengeful, Wary, Willful

2 - Far Trader

By the reckoning of the Dwarves, you were only a stripling when you left your home in the Blue Mountains to follow your kinsmen along the trading roads. You have since seen many places and met different folk eager to trade goods for the product of Dwarven handiwork. You remember little of the roads you took, as you were led by your more experienced kin, but those journeys have awoken in you a desire to see the world.

Basic Attributes: Body 7, Heart 2, Wits 5

Favored Skill: Courtesy

Distinctive Features (choose two Traits from those listed): Cautious, Cunning, Eager, Hardy, Honorable, Secretive, Steadfast, Willful

3 - Bitter Exile

Long ago, your ancestors were driven out of their underground halls in the far North. Since you were born, you have assisted your ailing father as he suffered from his enforced exile. His malady proved infectious and, over the long years, your longing for the lost home of your forefathers consumed you day-by-day. You tried to quench your spite in forgetfulness, but the embers of your anger never died completely.

Basic Attributes: Body 7, Heart 3, Wits 4

Favored Skill: Healing

Distinctive Features (choose two Traits from those listed): Fierce, Gruff, Hardened, Robust, Secretive, Stern, Willful, Wrathful

Dwarf Player-heroes and The Battle of Azanulbizar

Older Dwarf-heroes – 150 years of age or older – will undoubtedly have fought in the War of the Dwarves and Orcs. Some might carry the burdens of the Battle of Azanulbizar still; a kinsman who fell beside them, perhaps, or an injury they themselves sustained. Perhaps their arms and armor are from that dark day. Undoubtedly a hatred of Orcs continues to burn in their breasts. Younger Dwarves who did not fight in the war will still have been touched by it. Perhaps their father or older brother did not return

4 - Eloquent Orator

The hardships endured by your folk during two ages of the world have inspired many songs. But the words that come easier to your lips are those recounting deeds of courage and valor or, even better, those exalting the craft of your forefathers in works of cunning and skill. Your tales are testimony that your people have suffered much, but can still see beauty in the Northern World.

Basic Attributes: Body 5, Heart 4, Wits 5

Favored Skill: Persuade

Distinctive Features (choose two Traits from those listed): Cautious, Determined, Energetic, Honorable, Proud, Steadfast, Wary, Willful

5 - A Lesson in Revenge

Your grandfather never relented in his hunt for the Orc-chief from Mount Gundabad who killed his wife. Leading you along dim underground passages, he told you much about the cruel ways of the servants of the Shadow, and how to fight them. His words scared you when you were young and haunted your dreams, but now that you have started down the road to adventure you begin to see the value of his advice.

Basic Attributes: Body 6, Heart 3, Wits 5

Favored Skill: Battle

Distinctive Features (choose two Traits from those listed): Bold, Cunning, Determined, Hardy, Lordly, Suspicious, Vengeful, Willful

6 - A Penetrating Gaze

Your elder brother instructed you to judge others by their deeds, not their words, especially when dealing with the fair-spoken Elves. But in time you have come to trust your instinct above all else, as your heart is not easily swayed. Thieves and liars do not dare to meet your eyes, as you seem able to lay bare their plots.

Basic Attributes: Body 6, Heart 4, Wits 4

Favored Skill: Insight

Distinctive Features (choose two Traits from those listed): Bold, Eager, Gruff, Lordly, Robust, Suspicious, Willful, Wrathful

from the Battle of Azanulbizar, or maybe they now bear an heirloom made significant by its use in the war. As a player of a Dwarf, you might like to carefully the chapter titled "The War of the Dwarves and Orcs", beginning on page 88 of the Erebor sourcebook and consider what role it plays in your hero's background. To take advantage of this story element, your character will have been born in T.A. 2779 or before.

NAMES FOR THE DWARVES OF EREBOR

All Dwarves of Durin's Folk receive a true name at birth that they do not reveal to members of other races. In their dealings with other people, they adopt personal names in the language of other friendly cultures. The Dwarves of the Lonely Mountain are no exception, and commonly use names after the fashion of the Men of the North. This custom has been in use for so long that a number of names have become traditionally associated with Dwarves, and are used almost exclusively by them. Dwarves of renown are sometimes given a byname, usually an honorific title celebrating an exceptional deed or distinctive quality (for example, Thorin Oakenshield or Dáin Ironfoot).

Male Names: Ai, Anar, Balin, Beli, Bifur, Bláin, Bofur, Bombur, Borin, Burin, Bruni, Dáin, Dori, Durin, Dwalin, Farin, Fili, Flói, Frár, Frerin, Frór, Fundin, Gimli, Ginar, Glóin, Gróin, Grór, Hanar, Hepti,

Iari, Kíli, Lófar, Lóni, Náin, Náli, Nár, Narvi, Niping, Nói, Nori, Núr, Nýrád, Óin, Ónar, Óri, Póri, Regín, Sviór, Thorin, Thráin, Thrór, Veig, Vidar.

Female Names: Dís, Hón, Kóna, Már.

Adventuring Age: 50-100

Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, they feel they can no longer stay away from their family, or want to dedicate themselves solely to the perfection of their crafts. But Dwarves can remain active until they are more than two hundred years old, and may return to adventuring if a great need arises, like the opportunity to avenge an old insult or injury, or to recover a treasure or reclaim a long-lost dwarf-hold.

Customizing & Completing Your Character

Once you've chosen your characters' culture, background and Distinctive Features, and copied the relevant information to your character sheet, you can further customize your hero's characteristics and abilities.

CALLINGS

While choosing your character's Calling, use this section as a reference for each normal and/or possible unusual Calling; here, you will find descriptions and relevant information concerning the Callings available to your character's culture, out of which no member is typically able to stray. Note that these Callings are subject to change. The following descriptions do not represent your character's profession or trade, but the ambitions and aspirations that eventually set them on the road. While a Calling can be used to summarize your character's drive as they start out, these should be viewed only as the most common origins for your character's culture; your character will become more during the course of game-play.

From a gaming perspective, the choice of a Calling offers you a way to customize your character and add details about who they begin their adventuring career as.

For your *Favored Skill Group*, select either one skill from each group or two skills from one of the two groups; these skills become Favored, meaning you underline them and are able to add your Favored governing attribute score when spending a point of Hope for the extra bonus. Record the *Trait* and *Shadow-weakness* gained by taking your chosen Calling onto your Distinctive Traits line and Shadow-weakness line on the front of your character sheet.

Slayer



"The Day will come when they will perish, and I will go back!"

You or your family have suffered a terrible loss at another's hands. You have become an adventurer to take your revenge on whoever wronged you, or maybe just to leave behind a life that you are not able to enjoy any more. Yours is a difficult path to tread, as what you have been through makes it hard to give your trust to anybody.

Favored Skill Groups: Movement, Personality

Trait: Enemy-lore (choose one enemy type from Dragons, Giants, Orcs, Spiders, Trolls, or Wolves)

Shadow Weakness: Curse of Vengeance

Treasure-hunter

*"Far over the Misty Mountains cold,
Through dungeons deep and caverns old,
We must away ere break of day,
To find our long forgotten gold."*

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

Favored Skill Groups: Movement, Perception

Trait: Burglary

Shadow-weakness: Dragon-sickness



Warden

(Unusual)

"Travelers scowl at us, and countrymen give us scornful names."



In this age of the world where shadows grow deeper with every passing year, you have sworn to defend all who cannot defend themselves. Often, your choice forces you to forsake civilized areas, to better guard their inhabitants from what lurks right outside their fences. This has made you a stranger to the eyes of the common folk, a threatening figure like those you are protecting them from.

Favored Skill Groups: Personality, Survival

Trait: Shadow-lore

Shadow-weakness: Lure of Power

FAVORED ATTRIBUTES

Body, Heart and Wits are the fundamental ratings of all heroes in the game. Each character starts with a set of basic values determined by their chosen background. Players now get to generate their characters' favored Attributes, by adding bonuses to the basic scores. Favored Attribute scores represent the character's potential to excel when drawing on his experiences and training.

To generate the scores possessed by a hero as favored Attributes, players add 3 to one Attribute, 2 to a second Attribute, and 1 to the

remaining one, copying the new totals in the smaller boxes overlapping the Attribute boxes on the character sheet.

Peter is determining the favored Attributes for his Woodman warden. The background for his character has given him the following basic scores: Body 3, Heart 4, and Wits 7. Peter decides to enhance his already high Wits score by adding +3 (raising his favored Wits score to 10), and then to add +2 to his Body and +1 to his Heart, raising both favored Attribute scores to 5.

PREVIOUS EXPERIENCE

You see your character a certain way, but maybe they are not quite where you want them to be. Each Character gains some life experience which, hopefully, will put you closer to your vision of your Character. You are granted ten (10) points to customize any of your character's Common or Weapon Skills, though none may present above three Ranks at this time. This allotment of points is for Character generation only; after this, Common skills will use Advancement Points, while all other improvements require Experience Points.

Here, Common Skills are improved with a cost equal to the next Rank being purchased (ie – you have 2 Ranks in Hunting, and wish to have 3, instead, which will cost 3 of these 10 points). Weapon Skills cost double this number after the first Rank.

Improvements other than Common and Weapon Skills are disallowed at this time, nor may any of these skills be improved above three ranks for Character Generation.

ENDURANCE & HOPE

The Dwarves of Erebor begin the game with Endurance equal to your Character's basic Heart score plus 28 points, and Hope is equal to Heart plus 6.

STANDARD GEAR

A hero's traveling gear includes their weapons and armor, as well as personal gear, musical instruments, and the like. When resolving Fatigue test failures, players only take into consideration the Encumbrance ratings of their traveling gear (see page 158, LMBR). The last page of the [TOR Short Rules](#) document will be very handy, here. Press CTRL + Click on that link to open it.

Armor, Helmet & Shield: Select one each of Armor, Helmet, and Shield of your choice; you are not required to select any. Keep in mind the Encumbrance of each, as you can only carry so much.

Weapon(s): You may have one of each of the weapons for which you have a skill; you are not required to select any. Size limitations exist in our game, as represented in the following table for your character's race:

Race	One-Handed Weapons	Two-Handed Weapons
Dwarf	Dagger, Short Sword, Sword, Axe	Long Sword, Spear, Great Spear, Great Axe, Long-hafted Axe, Bow, <u>Mattock</u>

Traveling Gear: The Encumbrance rating of traveling gear varies depending on the time of the year:

Winter and autumn gear (in the cold months of the year): thick warm clothes (winter coat, fur-lined cloak [hooded or not], layered breeches or traveling dress/robe, water-proof leather boots), water and food for one week. Winter traveling gear for one character has an Encumbrance rating of 3, causing the loss of three (3) Endurance on a failed Fatigue test.

Summer and spring gear (in the warm months of the year): light clothing (shirt, jacket, breeches or traveling dress/robe, cloak [hooded or not], worn boots or shoes), water and food for one week. Summer traveling gear for one character has an Encumbrance rating of 2, causing the loss of two (2) Endurance on a failed Fatigue test.

Both sets of traveling gear include food supplies for one week of active journey time (if the journey is going to last more than a week, the companions will generally have to rely on their skills as hunters).

Personal Gear: You have a sling bag OR backpack containing a blanket, a wood tankard, a wood cutlery set and a small cooking pot. Finally, you may also carry a few personal items (a locket or

necklace, a hidden purse, a rune-marked token, or anything that cannot be classified as a weapon or armor, nor is it required for survival).

Musical Instrument(s): Music and song is an important part of the culture of the Free Peoples of Middle Earth. Skilled musicians will usually carry one or more musical instruments with them on their travels.

If a player-hero possesses a *Perform (instrument)* skill level of 1 Rank or more, their traveling gear may include a musical instrument appropriate to their culture.

Other: Look to your background to see if there is more equipment to be had.

COMBAT RATINGS

Damage: Usually, a character's Damage rating is equal to his basic Body score, both for attacks made with a close combat weapon or a ranged weapon.

Players should record their heroes' Damage bonus scores on the character sheet. Should a character's ranged attack Damage rating differ from that of close combat attacks, the player should record it in the separate box (special abilities and items might benefit one type of attack or another).

VALOR AND WISDOM

"There is more in you of good than you know, child of the kindly West. Some courage and some wisdom, blended in measure."

Valor and Wisdom measure a hero's resistance to Fear and the influence of the Shadow, and track his stature in terms of power and renown. Both scores range from 1 to 6, and rise over the course of the game.

Starting Scores: At this point in character generation, players are asked to prioritize one characteristic over the other; a starting player gives a score of 2 to one characteristic, and 1 to the other. Both numbers are entered on the character sheet in the boxes labeled Wisdom and Valor Current.

Virtues and Rewards: Starting with rank 2, characters receive a special benefit with every new rank they reach in either Valor or Wisdom. Benefits obtained by raising a character's Valor score are

Parry: This is a defensive bonus, reflecting a character's ability to keep his head in a dangerous situation, to be aware of opponents' actions and to ward off an opponent's attacks. Usually, the Parry rating of a character is equal to his basic Wits score, modified by a positive bonus if the hero is using a buckler, a shield or a great shield (see the equipment tables on page 123). Players should record their heroes' Parry score on the character sheet.

called Rewards, while benefits granted by ranks in Wisdom are called Virtues. Thus, when players choose between these characteristics during hero creation, they are also choosing if their character will start the game with a Reward or with a Virtue.

A starting character with **Valor 2 and Wisdom 1** has earned his/her first Reward, for which the player will select one from the list of Rewards or Qualities listed later in this document.

A starting character with **Wisdom 2 and Valor 1** has activated his/her first Virtue, for which the player will select one from the list of Virtues or Masteries listed later in this document.

VIRTUES/MASTERIES (for Wisdom)

If your character's initial Wisdom is 2, and for each point accrued in Wisdom from 2 on, select one of the following Virtues or Masteries to help improve your character.

Broken Spells: You have been taught some long-remembered fragments of old spells that retain power to this day. Some require you to cut or engrave a Runic inscription, usually in stone or metal, or sometimes carved in wood. You can learn a total of three spells: *Secrecy*, *Prohibition and Exclusion*, and *Opening and Shutting*. You must choose one spell when you first select this Virtue, and you may learn a new one by spending 1 Experience point as your undertaking during a Fellowship phase.

- **Spells of Opening and Shutting.** This fragment must be recited in front of a door or gate, to magically lock it, or recited backwards to open it if locked. The spell has no effect on a door that has been blocked by magic and now requires a particular word to open it, but might work if the entrance was barred by the same type of magic. The spell starts working as soon as you have finished reciting it.

- **Spells of Prohibition and Exclusion:** This Runic inscription was usually placed on gates and on doors, to protect an area from unwanted visitors. You may carve these signs on a rock or on the bark of a tree within the perimeter of your camp, and their power will wake you at the first sign of danger. Carve the runes and go to sleep. You will immediately awaken if any threatening presence approaches.

- **Spells of Secrecy.** Carve these runes on a concealed door, personal hiding place or object, and it will be noticed only if someone searches for it with great care. These signs are invisible to the untrained eye as long as the power within them is still working; they can only be seen and read when the spell is spent or broken. The object concealed by the spell can only be found with an extraordinary Search result, unless the searcher is a Dwarf (in which case a simple success is enough).

Confidence: Overcoming difficulties has hardened your spirit, and at the same time renewed your faith in a brighter future. Raise your maximum Hope rating by 2 points. When you choose this mastery, set your Hope score again to its maximum rating.

Dour-handed: When you throw a weapon or bend your bow, your hand is steady and your aim is sure. Raise your ranged Damage rating by 1.

Durin's Way: You have been taught how to defend yourself while fighting under the surface of the earth. You know how to exploit corners, darkness and other natural obstacles to your advantage. When fighting underground, your Parry rating receives a bonus of +3.

Expertise: You have practiced a skill until it has become as natural as breathing. You can choose a new favored skill (either a Common skill or a Weapon skill).

Fell-handed: You have learned to put all your strength into your blows in hand-to-hand battle. Raise your close combat Damage rating by 1.

Gifted: Adventuring is honing your inborn talents. Raise one of your favored Attributes by one.

Old Hatred: When you face your kin's most hated enemies you feel the strength of your ancestors, slain by the foul hands of Orcs, flowing impetuously in your veins. When you are fighting Orcs and their kind using hand-to-hand weapons, add a bonus of +3 or your Valour rating (whichever is higher), to the total Endurance loss inflicted by each of your blows.

Ravens of the Mountain: You have befriended a raven of the ancient breed living around the Lonely Mountain. Long-lived and able to speak the common tongue, these birds are often wise companions, bound to your kin by ties of old friendship. Many times in the past they have provided invaluable help by gathering news or sending messages for your folk. If you are in Wilderland, your raven friend is never far away. You can sound a call and summon him to your presence in a matter of minutes. As soon as he joins you, you may command him.

REWARDS/QUALITIES (for Valor)

If your character's initial Valor is 2, and for each point accrued in Valor from 2 on, select one of the following Rewards or Qualities to help improve your character. More information on Rewards and Qualities can be found on pages 113-114 of the LMBR.

Axe of the Azanulbizar (great axe): It is said that every Dwarf that survived the Battle of Azanulbizar returned from that battlefield bowed under a heavy burden, as he carried the weapons of those who died that day and whose bodies were burned in the pyre. When you are attacking an enemy with an Attribute level of 7 or less, if you get a Ψ on the Feat die using this axe, your opponent is made Weary for the remainder of the combat.

Close-fitting (armor or headpiece): A skillful smith has made this piece of protective equipment more difficult to overcome with a piercing blow. The selected item's Protection rating gets a bonus of +1. This upgrade may be applied to any suit of armor or helm, and can be selected multiple times (always up to a maximum of 3 Qualities per item).

Cunning Make (armor, headpiece, or shield): A skilled craftsman has made this piece of equipment lighter or less cumbersome than its lesser counterparts, thus reducing its Encumbrance by 2 (to a minimum of 0). This upgrade may be applied to any defensive item, and can be selected multiple times (always up to a maximum of 3 Qualities per item).

Dwarf-wrought Hauberk (mail armor): The Dwarves of the Mountain make good coats of steel rings, but they cannot match the work of the armorers that lived before the Dragon came. When

Usually, the raven is eager to please you, but an unusual or less than reasonable request might put their faithfulness to the test and require a Courtesy roll against a TN of 14. The raven does not ask for anything in return, but repeated requests over a short time might sooner or later lead him to feel entitled to compensation (his precise terms are up to the Lore-master, and might lead to interesting story developments). The time needed for a raven to complete the errand depends on the request, on the distance to be covered, and on the complexity of the assignment. A raven flies at an average speed of 30 miles per hour (enough to cross the whole width of Mirkwood in one day).

The following list shows some of the possible errands you can assign to your winged ally, but should in no way limit your inventiveness...

- **Bring tidings:** a raven is always well-informed about the latest events concerning the Wild, and is eager to report them.
- **Carry food:** a raven might be persuaded to carry some food if able to steal or borrow it from a location within a day's flight.
- **Carry messages:** the raven can deliver messages anywhere in the region, passing its content to others of his kin.
- **Investigate:** the raven can be sent to gather information on a specific subject. It must be something naturally accessible to one of its kind.

Resilience: Your determination and stamina have improved through hardship and toil. Raise your maximum Endurance rating by 2 points. When you choose this Mastery, set your Endurance score again to its maximum rating.

The Stiff Neck of the Dwarves: Dwarves are deemed to be stubborn and unyielding. Their natural inclination to persevere against all odds is strengthened by the taint of the Shadow. You add a number equal to your current Shadow score to all your rolls involving the use of any Common skill except *Courtesy*, *Riddle* or *Song*.

you invoke an Attribute bonus on a Protection test, use your favored Body rating as a bonus.

Fell (weapon, unique): Hard and straight, a piercing blow from a fell weapon is stopped less easily by a suit of armor. The weapon's Injury rating is raised by 2. This upgrade may be applied only once, to any one weapon type.

Grievous (weapon, unique): The weapon is strong and heavy, inflicting more harm on its targets. The weapon's Damage rating is raised by 2 (a weapon that can be wielded with one or two hands gets the bonus to both its Damage ratings). This upgrade may be applied only once, to any one weapon.

Helm of Awe (helm): The Dwarven heroes of old wore helms with visors crafted by the hammer of the smith in hideous shapes, to better dismay the enemy that looked upon them. When making a roll using *Awe*, you roll the Feat die twice and keep the best result.

Keen (weapon, unique): Sharp and well-balanced, this weapon is more likely to produce a piercing blow when hitting its target. The weapon's Edge rating is reduced by 1 (note that an Edge rating of Ψ becomes a rating of 10). This upgrade may be applied only once, to any one weapon type.

Reinforced (shield, unique): The shield's structure is reinforced, possibly with a metal rim or a larger iron boss, letting its wearer parry blows with greater ease. The shield's Parry bonus is raised by 1. In addition, the shield cannot be smashed. This upgrade may be applied only once, to any type of shield (buckler, shield or great shield).

A SHORT WORD ABOUT FELLOWSHIPS

The life of a hero is one of excitement, but it is often full of hardships and trouble, and burdens easiest to bear when shared with others. For this reason, adventurers of all sorts gather in groups of companions, united by a common cause, be it to fight the Enemy, to lead a hunt for a prized prey, or to scour the land seeking for a lost or stolen treasure.

Representing friendship, loyalty and trust, Fellowship points and Fellowship focuses can be used by all player-heroes. Both provide a companion with a way to recover Hope points.

How Fellowship Points Work: Hope is an ever-dwindling resource; to overcome the many formidable challenges he is going to face, a player-hero who has just started his adventuring career is bound to count on it quite often (veterans might come to rely more on their own abilities).

To recover their much-needed trust and self-confidence, player-heroes should look no further than their own companions. Points taken from the Fellowship pool can be spent to refresh a character's Hope, while the company of a hero's Fellowship focus can allow him to recover points for free.

Fellowship Points: The number of points in a Fellowship pool available to a company of heroes at the beginning of the game is equal to the number of heroes in the group. These points are spent much like Hope, in that they can save the life of your character, be used to perform an extraordinary feat of strength,

agility, or skill that the character may otherwise not be able to perform. However, in order for this to work, the group has to agree that taking a Fellowship Point is in the best interests of the Player-hero and/or the group. Fellowship Points are not replenished during the course of an adventure, but are renewed at the beginning of the next, while Hope Points may be replenished at the GMs discretion. A character whose player has spent most or all of their Hope Points, may pull from the Fellowship pool, though only at the agreement of the group.

Fellowship Focus: Fellowship focuses represent the strong ties between brothers in arms, close kinsmen and compatriots. Fellowship focuses have two effects in gameplay, as sources of Hope or as sources of inspiration.

Source of Hope: The presence of a Fellowship focus affects the way a character recovers Hope. If a PHs focus survives an adventure without a wound, they may either regain one point of Hope, or add a new one, whereas if the focus is wounded they may lose one point of Hope, or three if the focus died.

Source of Inspiration: Being a part of a Fellowship, and having a Fellowship focus, if spending Hope to protect all for the sake of protecting the one, as well, may be deemed to have sacrificed enough to immediately, or by the end of the session, regain their spent Hope.

STANDING

When heroes return home after months or even years spent traveling abroad, they should not be surprised to find themselves receiving suspicious looks, or even presumed dead by hasty officials and neighbors. Valor and Wisdom may mean much to the Wise and Powerful, but for the common folk there is nothing as damaging to one's respectability than going away to have adventures, especially if one cannot disguise one's new queer habits and keeps disturbing the peace by disappearing on a regular basis.

How Standing Works: A hero's Standing represents his position amongst the members of his own folk, as well as those in places he has visited. Depending on the traditions of a culture, Standing may translate to admiration, acclaim or simple respectability. Standing ranges from 0 (lowest) to 6 (highest), and players record their rank on their character sheet. Adventurers start their career with one rank in Standing for their home town, which is also their first Sanctuary. Standing is used to gauge how influential a hero can be in places they have been, and their rank is put to practical use, especially during the year-end Fellowship Phase.

WHAT KING DÁIN SAYS...

- **Bardings:** “If it wasn’t for Bard the Bowman, there would be no King Under the Mountain. We will always do whatever is in our power to help him and his people.”
- **Beornings:** “Beorn is unfortunately not overly fond of Dwarves and his followers appear, if anything, to be a grimmer sort than him! Nonetheless, they have our trust, as they hate Orcs and Wargs as much as we do.”
- **Dunlendings:** “Dun men, you say?”
- **Dwarves:** “Since the day of the Awakening, we have delved deep, traveled far, and toiled hard. The fruits of the labor of our ancestors have outlasted the lives of their makers, to the enrichment of their descendants. In these halls of stone, we will endure any storm, and here our kin will find refuge in this and the next age of the world.”
- **Elves of Rivendell (*High Elves*):** “That high and mighty woodland sprite, Thranduil, is our ally for now, though his greed would have been his undoing that day. If ever those unwise, lead by the Wise, require our help we will be there, unlike he was when Erebor fell to the Dragon.”
- **Elves of Mirkwood (*Silvan Elves*):** “Once we fought together in battle and prevailed. But, these days the emissaries of the Elven-king never say either yea or nay, and their fair words cannot conceal his reluctance to ever leave his halls again.”
- **Hobbits of Gladden Fields (*Wild Hobbits*):** “If anything like their kin, then they are welcome among our people. I hear tell they are less wise and more dangerous, like the people of Thranduil Elven-king, and may bear the same amount of watching.”
- **Hobbits of the Shire:** “If there is something I learnt about Hobbits, it is that there is much more about them than anyone expects.”
- **Men of the Lake:** “Separated a day’s travel South of Dale remain more of Bard’s folk, every bit our ally and more, closer our kin than those in Dale for their craft and trade.”
- **Rangers of the North (*Dúnedain*):** “Our kin of the Blue Mountains, who travel as merchants because their Mansions are built and their forges burn hot day and night have told me stories of these Rangers, the long-lived of Númenor, and they sound like a helpful folk.”
- **Riders of Rohan:** “These are rumored to be the folk of Eorl the Young, gone from the Anduin Vales long before my birth. Perhaps, one day we’ll have a visit from them, or I will hear tales from you of their demeanor.”
- **Woodmen of Mountain Hall (*Firienseld*):** “Though further removed from us than their Woodland kin, they delve in stone and may be more trustworthy.”
- **Woodmen of Wilderland:** “I hear they are skillful hunters and trackers, and that’s all. We are not concerned with their ways.”

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