

~ DWARVES OF THE ~ IRON HILLS

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

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

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

DESCRIPTION

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

More pragmatic than their cousins in Erebor, when they are on the move they wear simple and functional clothes, never carrying anything more than what necessity requires. But when they march to war, the gear they carry betrays their long tradition of a battle-hardened warrior race. The Dwarves of the Iron Hills often sport long, forked beards, plaited and thrust into their belts when they travel, fight or work the forge.



STANDARD OF LIVING

What lies under the roots of the Iron Hills cannot compare to the wealth in precious stones and gold that rests below Erebor. The death of the Dragon has improved the trade between the Iron Hills and the lands to the west, but the eastern Dwarves remain much poorer than their western cousins. Because of this, their culture ranks as *Martial*, meaning your Character begins the game with 6 gold; record this in the Treasure block on the back of your character sheet.

DWARVEN ADVENTURERS

The majority of denizens of the Iron Hills are too focused on their smith-craft to ever contemplate leaving their workshops and taking up a life of adventure; their latest undertakings seem always unfinished to them, or there is always a new forging technique to experiment with. But the great achievements of their neighbors in Erebor are prompting more and more young Dwarves to take to the road and go to see with their own eyes what the King Under the Mountain has accomplished in a handful of years.

Finally, the truly noble among them, and the most superstitious, believe that the death of Smaug could mean that greater, darker threats may soon come and they would cut the head from such sleeping darkness before it awakens.

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 avored 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*.

SPECIALTIES

Choose two Traits from the following:

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

Suggested Callings: *Slayer* or *Warden*. The Dwarves of the Iron Hills count on great strength of arms and toughness of fiber in most endeavors. They rarely forget a slight or insult, and many of them seek to follow in the armor clad steps of their warlike ancestors.

Unusual Calling: *Wanderer*. So martially minded are they that the Dwarves of the Iron Hills have neither the time nor the dedication to roam the land and find what beauty remains in Middle-earth in this age of twilight.

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

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

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

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

BACKGROUNDS

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

1 - Teller of Tales

Always one to relate tales of the mighty at the hearth, or to raise spirits at the coalface, you prosper by the quickness of your wits and the keenness of your tongue. You know that a well-turned phrase can be as sharp as a mattock's edge or as useful as a cunningly wrought keystone. More taciturn than the tellers of ribald stories known to other folk beyond the Dwarf-halls, you can be wry and witty nonetheless.

Basic Attributes: Body 6, Heart 2, Wits 6

Favored Skill: Riddle

Distinctive Features (choose two Traits from those listed): Bold, Cunning, Energetic, Lordly, Proud, Vengeful, Willful, Wrathful

2 - Master Craftsman

The arms and armor of your people are legendary and you have long toiled at your forge. Whenever you could, however, you took to the road to see that your forge-craft is tested in battle and to teach younger Dwarves the great art of your people. You know that one day you will rest in the halls of your ancestors, but your craft and the craft of your kinsmen will live on forever.

Basic Attributes: Body 7, Heart 2, Wits 5

Favored Skill: Travel

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

3 - Veteran of the Battle of Five Armies

You recall when the raven arrived and summoned you on the long march to Erebor. You fought bravely beside your kin and after the battle was over, glory and honor were heaped upon the Dwarves of the Iron Hills. But you remain a soldier and now that the Lonely Mountain has been restored, you know your place is in the Wild, keeping the shadow at bay.

Basic Attributes: Body 7, Heart 3, Wits 4

Favored Skill: Inspire

Distinctive Features (choose two Traits from those listed): Determined, Eager, Energetic, Fierce, Gruff, Hardened, 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 - Emissary of King Óain

Now that there is once more a King Under the Mountain, there are many who wish to hear his voice and know his will. Since the death of Thorin, you have acted as a messenger for King Dáin, travelling across Wilderland to assure that the will of your lord and the safety of Erebor are maintained. Many who have met you are surprised to find you eloquent, for a Dwarf. Yet you know there comes a time when axes must do where words have failed.

Basic Attributes: Body 5, Heart 4, Wits 5

Favored Skill: Persuade

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

5 - Veteran Miner

You spent the earlier part of your life deep underground, in the seemingly endless mine tunnels that lie beneath the Iron Hills. Hard work and harder conditions have made you strong of arm and relentless of purpose, and no amount of toil can dint your spirits. During what now seems a whole lifetime, you have witnessed both the triumph of skill and determination, as well as the folly of delving too deep, too fast.

Basic Attributes: Body 6, Heart 3, Wits 5

Favored Skill: Athletics

Distinctive Features (choose two Traits from those listed): Determined, Fierce, Gruff, Hardy, Lordly, Suspicious, Wary, Willful

6 - Merchant Adventurer

In your wanderings far from home you have brought what your folk have to offer to where it can be traded for the goods your people need. Wise in the ways of the world beyond the mine and the forge, you have come to favor a life beneath the sky and the open road. Wilderland is full of opportunities for those willing to strike a bargain, sign a contract and embark on a task others may regard as too perilous.

Basic Attributes: Body 6, Heart 4, Wits 4

Favored Skill: Courtesy

Distinctive Features (choose two Traits from those listed): Bold, Eager, Hardened, Robust, Stern, Suspicious, Vengeful, Willful

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. Close kin of the Dwarves of the Lonely Mountain, the Dwarves of the Iron Hills also share their names, adventuring expectations and starting capabilities. 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, Regin, 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 Calling's 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

Wanderer

(Unusual)



"...most of our kindred have long ago departed, and we too are now only tarrying a while longer, ere we return over the Great Sea."

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

Favored Skill Groups: Custom, Survival

Trait: Folk-lore

Shadow-weakness: Wandering-madness

Warden

"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

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).

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.

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.

Valor rating (whichever is higher), to the total Endurance loss inflicted by each of your blows.

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*.

Sworn Allegiance: You do not give your trust to others easily, but when it happens, the bond that is formed is so strong that you treat your friends as kinsmen. If your Fellowship focus didn't become Wounded, Poisoned or Miserable, or wasn't otherwise seriously harmed, at the end of a session you recover 2 points of Hope instead of 1 (see page 132 to 134 of *The One Ring Roleplaying Game*). Additionally, if your Fellowship focus is a fellow Dwarf, raise the company's Fellowship rating by 1 point.

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.

Ironfoot Hauberk (mail armor): The ancient weapon-smiths of your folk possessed the secret of forging a hauberk of steel mail, made of a fine and flexible mesh that is especially comfortable and lightweight (for a suit of metal armor). When you are on a journey wearing an Ironfoot Hauberk, you roll one additional Success die (to a maximum of six Success dice) whenever you are required to make a Travel test. Additionally, you may spend a point of Hope to change an Ψ result you get on a Travel roll into a Ψ instead.

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).

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 THORIN STONEHELM SAYS...

- **Bardings:** "The heirs of Girion have lived under the shadow of a Dragon, and that makes them close to us, as our folk long suffered what they suffered. But Men oft forget the lessons of old, and while they are stout of heart, I fear their blades will dull and their armor rust as the glory of Dale is restored."
- **Beornings:** "Their chieftain, Beorn, saved my namesake, Thorin Oakenshield, from the butchery our enemies would have inflicted upon him when he fell at the Battle of Five Armies. I hope one day the folk of Durin will be able to repay him. Until that day, we will honor Beorn and those who follow him with our trust and respect."
- **Dwarves of the Iron Hills:** "Though we choose not to dwell in Erebor, still we are loyal to the King Under the Mountain. Should darkness rise again, our mattocks are ready and our shields are broad. The Enemy has only to look to the east and tremble!"
- **Dwarves:** "Our cousins. Our kin. Our King."
- **Elves of Mirkwood (*Silvan Elves*):** "When he took the throne of Erebor, my father Dáin restored the emeralds of Girion to the Elven-king. Will he ever repay such gesture in kind? I doubt

this, for the immortal Elves seem quick to forget when it is not in their best interest to remember..."

- **Men of the Lake:** "These Men of the North that my Father and my cousins trade with on this Long-lake were honorable and necessary to the success of the Lonely Mountain and our kin, there. The nobility of Dale who fled to Esgaroth when that damned Dragon came have remained and their offspring now govern the trade with the Mountain, with Dale, and with us; they have been fair, thus far, and are quickly becoming like kin to us."
- **Other Cultures:** "I cannot speak to that which I do not know, and I do not repeat rumor or half-tales, especially of those so far from our lands."
- **Woodmen of Wilderland:** "I can say little of them, save only that they survive in the darkness of that foul forest and that speaks to their merit."

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