

THE ONE RING™



peoples
of wilderland



BEORNINGS

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

When Beorn broke his isolation after the Battle of Five Armies, many Men chose him as their chieftain — mountain-hunters and fighters without allegiance, warriors who lost their families or who forsook their clans due to their violent tempers, and needful souls drawn to his protective nature.

Though initially few in numbers, these Beornings rapidly demonstrated that only those who are welcomed by the skin-changer can hope to cross the Great River Anduin with their lives. And Beorn does not welcome anybody with ease.

CHARACTERISTICS

Beornings are rugged men with brawny arms and legs, and lively women with undaunted eyes. Their spirit is reflected in their appearance: the women have long, wild hair and the men unkempt beards. Born free, they pay no tribute nor bow to any crown, keeping at peace the strip of land they have

chosen as their own. All foes of the Beornings are mortal foes, but friends who prove to be trustworthy are friends for life.

It is not unusual for Beornings to answer the call of adventure as early as at 14 years of age, especially if their families have suffered at the hand of the servants of the Enemy. The hardest (and luckiest!) among them continue up to their forties. Favouring efficiency over subtlety, Beornings usually carry sharp axes and long spears to battle.

CULTURAL BLESSING — FURIOUS

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

When you are Wounded, all your Attack rolls and PROTECTION rolls are Favoured.

Swiftly he returned and his wrath was redoubled...

STANDARD OF LIVING — COMMON

The Beornings sustain themselves by breeding cattle and horses and keeping hives of great bees. Sometimes, they request the payment of a safe-passage toll from travellers crossing their lands, but this additional income does not make them rich.

ATTRIBUTES

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

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

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

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

SKILLS

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

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

COMBAT PROFICIENCIES

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

Axes OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Bold, Fierce, Generous, Honourable, Rustic, Stern, Tall, Wary.

LANGUAGES AND TYPICAL NAMES

The Northmen inhabiting the Vales of the Anduin River speak the same language and share a common vocabulary of personal names. The Beornings and the Woodmen are set apart especially by their peculiar use of bynames and nicknames.

The Beornings are gradually embracing the custom of choosing for themselves names honouring their renowned chieftain, either by having a B as the first letter or containing the word for Bear (for example, Balderic, Beranald, Beormud, and so on). They further individualise their names by adding a byname, referring to their provenances or occupations, or physical or temperamental qualities (Arnulf the Old, Berangar the Eloquent). Bynames are often bestowed by an event, especially if connected to a special feat of skill or deed of renown.

MALE NAMES

Agilfrid, Arnulf, Avagis, Baldac, Barald, Berangar, Cilderic, Eberulf, Eboric, Evermud, Frideger, Garivald, Geberic, Gerold, Grimfast, Hartmut, Hathus, Heriwulf, Ingund, Iwald, Leudast, Magneric, Maracar, Otbert, Ramnulf, Rathar, Rigunth, Sigeric, Theodard, Thorismund, Walcaud, Widuven, Wulferd.

FEMALE NAMES

Adosinda, Amalfrida, Amalina, Avagisa, Avina, Basina, Beranhild, Brunihild, Deuteria, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Gunteuch, Hermesind, Heva, Hilduara, Ingund, Radegund, Sichild, Verich, Waldrada, Wisigard.

BEORNING BYNAMES

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

VIRTUES OF THE BEORNINGS

Due to the extraordinary nature of their leader, the Beornings are said to possess all sorts of queer and dangerous qualities. Some of these Virtues seem to bear a resemblance to the fabled powers of the skin-changer himself, and could be attributed to the chieftain's teachings.

BEORN'S ENCHANTMENT

Some say that Beorn is under his own enchantment, and that he has extended its influence upon his folk.

- ◆ Choose three **STRENGTH** Skills and mark them with a dot (or bear paw!) on your character sheet. Whenever you use any one of the three marked Skills, you can spend 1 Hope to achieve a Magical success.

"At any rate he is under no enchantment but his own."

BROTHER TO BEARS

Beorn has taught you to heed the call of your ancient animal heritage. You hear it especially when the wrath of battle takes you.

- ◆ Raise your maximum Endurance by 1 point. In addition, you don't *lose* (1d) on your Brawling attacks, and your unarmed attack rolls produce a Piercing Blow on a result of 17, with an Injury rating of 12.
- ◆ Additionally, you can communicate with bears by making appropriate Skill rolls, usually using **COURTESY**, **PERSUADE**, or **SONG**, to receive tidings, deliver messages, and so on.

"... I once saw him sitting all alone on the top of the Carrock at night watching the moon sinking towards the Misty Mountains, and I heard him growl in the tongue of bears."

GREAT STRENGTH

When attacking your enemies, your physical power pushes you to favour brute force over precision.

- ◆ When inflicting Special Damage in combat, add +2 to your **STRENGTH** rating on a Heavy Blow.

Standing near was a huge man with a thick black beard and hair, and great bare arms and legs with knotted muscles.

SKIN-COAT

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

- ◆ If you wear a suit of Leather armour or no armour at all, you *gain* (1d) on your **PROTECTION** rolls.

... nothing could withstand him, and no weapon seemed to bite upon him.

SPLITTING BLOW

Your strokes are so heavy that you are capable of rending the armour of your adversaries, a hold-over from a time when a Northman needed the strength to pierce the skin of a Dragon.

- ◆ When you score a Piercing Blow on a close combat attack, the **PROTECTION** roll of the target is ill-favoured.

...he slew Scatha, the great dragon of Ered Mithrin, and the land had peace from the long-worms afterwards.

TWICE-BAKED HONEY-CAKES

The honey-cakes of the Beornings are legendary among travellers. You have been shown the secret of their making and can prepare them for the consumption of all members of your Company.

- ◆ Each time you gain Fatigue from a Journey Event, you gain 1 point less.
- ◆ Additionally, raise your Company's Fellowship rating by 1 point.

The making of these was one of his secrets; but honey was in them, as in most of his foods...



ELVES OF MIRKWOOD

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

Also called Wood-elves, the denizens of Northern Mirkwood are the followers of Thranduil the Elvenking. They are a reclusive folk, considered by many to be less wise or ambitious than Elves of nobler lineage, just because they seem content to rejoice in leading hunts and holding feasts, even under the threat of what lurks in the dark of Mirkwood.

In truth, it is this love for Middle-earth and their hope of reclaiming the entire forest from the Shadow of Dol Guldur that has made them staunch fighters, dedicated to resisting the encroaching darkness, either alone or side-by-side with trusted allies.

CHARACTERISTICS

The Elves of Mirkwood are a fair but hardy folk, even though their power is slowly waning. They are immortal warriors, as they share the fate of all Firstborn, and are devoted to the preservation of their hidden realm.

Wood-elves rarely become adventurers before they reach at least a few centuries of age. Leaving the Woodland Realm too early is generally frowned upon, as wishing to go on adventures is seen as forsaking their duty as keepers of the forest. A martial folk, Silvan Elves are rarely found without a bow or spear at the ready.

CULTURAL BLESSING — FOLK OF THE DUSK

While fond of the Sun, the Elves of Mirkwood find themselves at greater ease under moonlight or starlight, or among the shadows of a forest; their senses are keener, their burdens lighter, their movements exceedingly sure and graceful.

When you are in a forest, or at night, you can spend 1 point of Hope to achieve a Magical success on a skill roll.

...the Wood-elves lingered in the twilight of our Sun and Moon but loved best the stars; and they wandered in the great forests that grew tall in lands that are now lost.

STANDARD OF LIVING — FRUGAL

The Elves of Mirkwood consider themselves under siege at all times, and dedicate much of their wealth to their defence.

ATTRIBUTES

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

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

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

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

SKILLS

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

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



COMBAT PROFICIENCIES

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

Bows OR Spears	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fair, Fierce, Keen-eyed, Merry, Proud, Secretive, Swift.

LANGUAGES AND TYPICAL NAMES

The Silvan Elves used to speak an original Woodland tongue, but are gradually embracing the use of Sindarin. Their names are usually in that language.

MALE NAMES

Amras, Aredhel, Beleganor, Belegon, Calanhir, Carmagor, Dagorhir, Durandir, Edrahil, Ellahir, Fincalan, Fuindor, Galdagor, Galdor, Hallas, Hirimlad, Ithildir, Lascalan, Linaith, Mablin, Malanor, Nauros, Orgalad, Pelegorn, Sargon.

FEMALE NAMES

Anórel, Aranel, Arbereth, Baraniel, Calanril, Celebrindal, Celenneth, Elanor, Elwing, Eraniel, Fimbrethil, Gloredhel, Idril, Irilde, Laurelin, Lôrwend, Lothíriel, Meneloth, Moriel, Narieth, Narniel, Nimloth, Nimrodel, Niniel, Tarandis.

VIRTUES OF THE ELVES OF MIRKWOOD

The ancient tribes from which many Wood-elves descend never went over the Sea to grow fairer and more learned, and devoted their arts to devising cunning ways of deceiving the Enemy and its servants. This is probably why they are deemed to be more dangerous and less wise.

AGAINST THE UNSEEN

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

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

"I also will come," said Legolas, "for I do not fear the Dead."

DEADLY ARCHERY

Elves possess a natural talent for hitting the mark when using their bows. You have honed this talent almost to perfection, and your arrows find their targets with uncanny precision.

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

...their small knives... would have been of no use against the arrows of the Elves that could hit a bird's eye in the dark.

ELF-LIGHTS

You can make a torch or a lamp burn with a magical flame capable of enchanting Mortals and humanoid creatures.

- ◆ Spend 1 point of Hope to light a torch, or a lamp. The Loremaster must choose a group of creatures among those observing the light whose total **MIGHT** score does not exceed your **WISDOM** rating — the selected creatures must draw near to the flame by any means possible.

You can control the light at will, even from a distance, either to extinguish the flame quickly and quietly, or to surprise those that have been attracted by your magic by causing the light to flare suddenly.

- ◆ If attacked, enemies standing by the light are surprised, and won't be able to make opening volleys nor take actions in the first Close Quarters Round. Additionally, they are temporarily confused and fight as if Wary for the first two rounds of combat.

Though their magic was strong, even in those days they were wary.

ELVISH DREAMS

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

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

...he could sleep, if sleep it could be called by Men, resting his mind in the strange paths of elvish dreams, even as he walked open-eyed in the light of this world.

GLEAM OF WRATH

Your folk have seen many defeats, and many fruitless victories in their wars against the Shadow. The deadly rage that your kindred harbour for the Enemy infuses your weapons with a gleam of chill flame.

- ◆ On a successful attack roll your adversary additionally loses one point of Hate or Resolve, plus one point for each Success icon ☞.

The Elves were the first to charge. Their hatred for the Goblins is cold and bitter.

SHOTS IN THE DARK

For you, the dusk of night and the dark canopy of the forest are a time and place for merriment and feasting. But this is a time for war, and you have learnt to exploit darkness to your advantage.

- ◆ When you are in a forest, or at night, you are Inspired on all your combat rolls.

They dwelt most often by the edges of the woods, from which they could escape at times to hunt, or to ride and run over the open lands by moonlight or starlight...



WOODMEN OF WILDERLAND

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

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

The Wizard Radagast, one of the Wise of Middle-earth, has chosen to live amongst the Woodmen since time immemorial, taking residence in Rhosgobel. A master of shapes and a tender of beasts, his teachings have proven invaluable to the forest folk.

CHARACTERISTICS

The Woodmen of Wilderland are commonly light-haired and tall, but often brown-skinned with a little red in their cheeks thanks to a life in the open. Sometimes they are deemed surly of speech and unforthcoming by other folk, characteristics they owe to their life under the Shadow.

All Woodman fathers and mothers fear the day when they will see the eyes of their favoured sons and daughters gleam with faraway thoughts, for they know that the secrets of the wild-wood may entangle them with a longing that cannot be satisfied if they remain at home. This call to adventure may arrive as early as a Woodman's 16th year of age, and may keep them away from home well beyond their forties. Woodmen encountered along the road are often skilled warriors, fighting with bows of yew and long-hafted axes.

CULTURAL BLESSING — WOOD-GOER

The long fight of the Woodmen against the Hill of Sorcery has led them to exploit every feature of their world to help them in their struggle. They know the woods so well that they can put a name on every shade of green found in a forest, and can trick the eyes of others and use the many obstacles found in the woods to their advantage.

✧ Add +2 to your Parry rating when fighting in a forest. ✧

In spite of the dangers of this far land bold men had of late been making their way back into it...

STANDARD OF LIVING — FRUGAL

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

ATTRIBUTES

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

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

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

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

SKILLS

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

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



COMBAT PROFICIENCIES

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

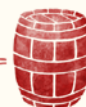
Axes OR Bows	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Eager, Faithful, Patient, Stern, Swift, True-hearted, Wary.

LANGUAGES AND TYPICAL NAMES

The Northmen inhabiting the Vales of the Anduin River — the Beornings and Woodmen — speak the same language but favour different names. They are further set apart by their use of bynames and nicknames. The Woodmen do not show particular preferences, but it is a common practice among adventurers to keep their real name a secret, preferring to let themselves be known only by a nickname (the Bride, the Hound).



MALE NAMES

Amalric, Ansegisel, Audovald, Balderic, Beranald, Beormud, Ebrimuth, Euric, Gisalric, Grimbald, Gundovald, Hartgard, Hartnid, Imnachar, Ingelram, Malaric, Munderic, Odo, Odovacar, Reginar, Ricfried, Sigibert, Sunnegisil, Theodebert, Theodemir, Theudebald, Theuderic, Waleran, Willicar.

FEMALE NAMES

Adosinda, Amalfrida, Amalina, Avagisa, Avina, Basina, Beranhild, Brunihild, Deuteria, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Gunteuch, Hermesind, Heva, Hilduara, Ingund, Radegund, Sichild, Verich, Waldrada, Wisigard.

WOODMAN NICKNAMES

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

VIRTUES OF THE WOODMEN OF WILDERLAND

The qualities that let the Woodmen clans survive in one of the most dangerous corners of Wilderland are subtle and diverse, and all have been put to the test during years of constant struggle against the darkness of Dol Guldur.

A HUNTER'S RESOLVE

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

- ◆ If you are not Wounded or Miserable, you can spend 1 Hope to recover a number of Endurance points equal to your **HEART** or **VALOUR** score, whichever is higher.

On and on he led them, tireless and swift...

HERBAL REMEDIES

Mirkwood is shunned by many men and beasts, yet its shadowy eaves are still good for the growing of herbs. You are learning the ancient craft of concocting salves and herbal remedies from your village elders and wise-women.

- ◆ You *gain* (1d) on all your **HEALING** rolls.
- ◆ Additionally, at the end of a journey, you can roll **HEALING** to reduce your accumulated Fatigue (in addition to rolling **TRAVEL** to do so, see *The One Ring*, page 111).

Radagast... has much lore of herbs and beasts...

FOREST HARRIER

The Woodmen are redoubtable warriors, excelling in forest warfare. You have long practised their surprise tactics, learning to always be ready to strike first.

- ◆ Your opening volleys and close combat attacks made during the first combat round of a battle are *Favoured*.

"...he that strikes the first blow, if he strikes it hard enough, may need to strike no more."

HOUND OF MIRKWOOD

Your folk have always delighted in training great, long-jawed hounds, stronger than wolves. You have chosen a wolfhound of Wilderland to accompany you in your wanderings.

- ◆ When you make an **AWARENESS** or **HUNTING** roll you *gain* (1d) if the hound is with you.
- ◆ In combat, the hound counts as another Player-hero fighting in a Close Combat stance, and the first close combat attack aimed at you each round *loses* (1d).
- ◆ Finally, if you are hit by a Piercing Blow, you can choose to cancel it, wounding your hound instead.

A wounded hound is considered to be out of combat for the remainder of a scene and will return at your side at the start of the next session if you succeed in a **HEALING** roll. On a failure, the hound won't recover until the beginning of the next Adventuring Phase.

... in trotted... several large, long-bodied grey dogs.

NATURAL WATCHFULNESS

Whether travelling, exploring or resting, the behaviour of animals can communicate much to those who know how to interpret the signs — be it the sudden silence of a bird or the distant rustling of a beast in flight. You read your surroundings with uncanny precision.

- ◆ Whenever you are making a roll using **AWARENESS**, **EXPLORE**, or **SCAN**, you can spend 1 Hope to achieve a Magical success.
- ◆ Also, you are allowed to cover the Look-out role in addition to any other role during a journey.

The wood was full of the rumour of him, dreadful tales even among beasts and birds.

STAUNCHING SONG

This song has been taught to the worthiest members of your clan since your people first travelled down the banks of the Great River. Singing its words can reduce the loss of a warrior's life-blood to a trickle, letting it flow back to the heart.

- ◆ Raise your maximum Hope rating by 1 point.
- ◆ Additionally, you can roll **SONG** to administer First Aid or to save Dying heroes (in addition to rolling **HEALING** to do so, see *The One Ring*, page 101).

Then they came to lands where people spoke strangely, and sang songs Bilbo had never heard before.

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