



# The Lord of the Rings

YOU AWAKEN, REFRESHED AND READY TO BEGIN A NEW DAY. YOU  
ARE IN MIDDLE-EARTH, AND THE YEAR IS 3011.

THOUGH DARKNESS HAS BEGUN ROLLING ACROSS THE LAND,  
THERE ARE BEACONS OF LIGHT: GONDOR STANDS STRONG, AS  
DO THE ELVES OF LORIEN, AND THE NEW KINGDOM OF THE  
LONELY MOUNTAIN. YOU HAVE HEARD THE WHISPERS, HOWEVER,  
AND KNOW THAT PEACE WILL NOT LAST...

YOU HAVE 1000 CP

# LOCATION

SO, WHERE IN MIDDLE-EARTH ARE YOU?  
ROLL 1D8, OR PAY 100 CP TO PICK.

## 1 THE SHIRE

The home of the Hobbits, the gently rolling hills of the Shire are incredibly peaceful. Nobody believes anything bad could intrude here, not even the sheep.



## 3 RIVENDELL

A great enclave of the Elves, this hidden place is ruled over by Elrond, one of the Elven Lords. Its houses of healing are famed across Middle-Earth, and it is a common place of Council.



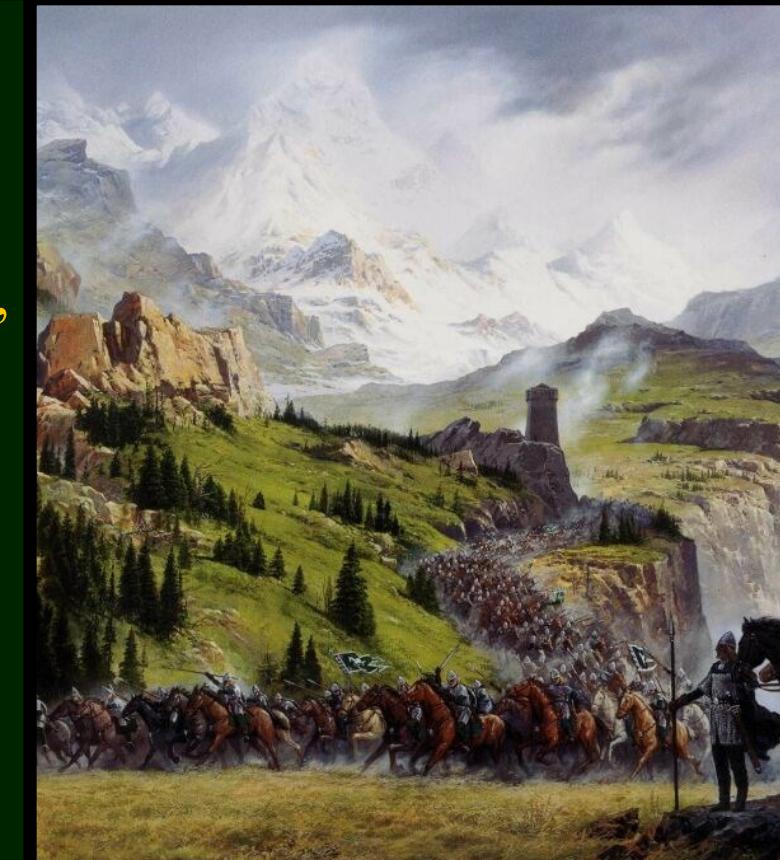
## 5 GONDOR

The White City of Gondor, overseen by the Steward Denethor. Gondor is the center of human civilization in the realm of Middle-Earth, though the last years have not been kind as those corrupted by Sauron have made many raids on outlying villages, towns, and farms.



## 7 ROHAN

Rohan's vast, sweeping plains and steppes are home to the Rohirrim and, more importantly, their horses. The Rohirrim are a tribe of humanity who live to ride, but under King Theoden riders are being recalled, for reasons none understand but his advisor, Grima.



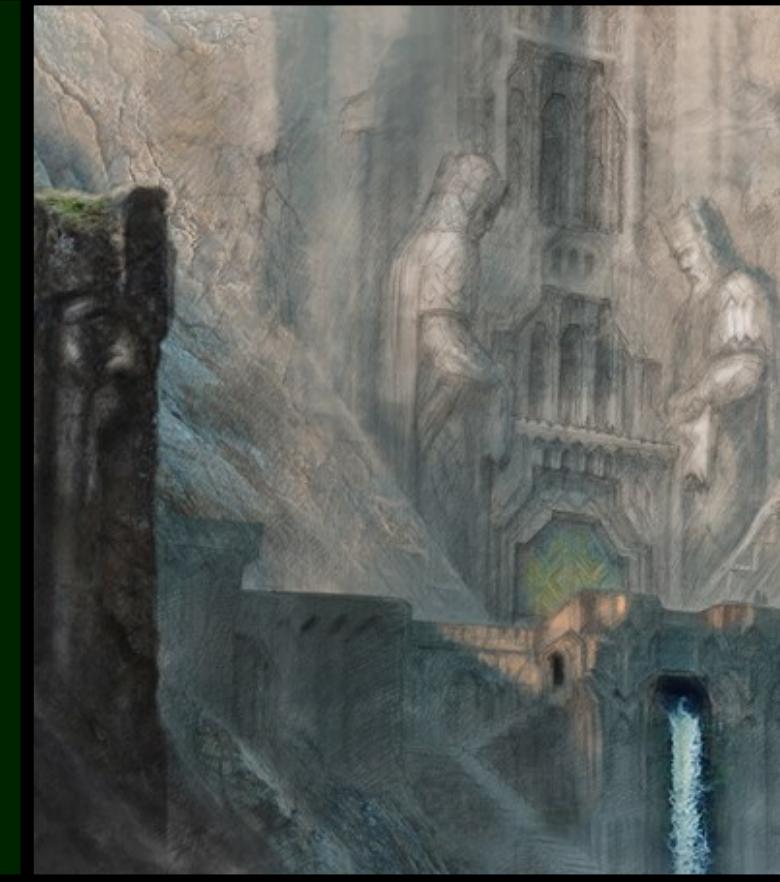
## 2 BREE

A small town, with a mixed population, both Hobbits and Humans make this small trading town a comfortable place to live. A few notable adventures have begun here, however....



## 4 EREBOR

The Lonely Mountain stands tall, and beneath it lies the newly refounded Dwarven Kingdom of the Lonely Mountain, ruled by Dain. Many minerals, including mithril, are mined here.



## 6 HARAD

The vast, hot plains of Harad to the south are home to the Oliphants, as well as to the Haradrim tribes of humans. While some are allied with dark forces, many simply wish to live their lives in peace.



## 8 FREE CHOICE

You may choose anywhere in Middle-Earth as your starting location.



# RACE

ROLL 1D8+20 FOR YOUR AGE.

FOR HOBBITS, THEN MULTIPLY THAT AGE BY 2; FOR DWARVES, MULTIPLY IT BY 5; AND FOR ELVES, MULTIPLY IT BY 10.  
ALTERNATIVELY, YOU MAY PAY 100 CP TO PICK YOUR AGE WITHIN THE RANGES THAT COULD BE ROLLED

## HUMAN

You are a human, from Gondor, Rohan, the Shire, or anywhere else. You have plenty of experience with daily life on the edge, and the blood of heroes may flow through your veins. Free Forestry, discount on The Blood of Kings, free Sword.

FREE



## HOBBIT

You are one of the little folk, of the Under-hill. Homebodies at heart, your people are nonetheless fierce when threatened, and are very good at moving unseen. Free Sneakiness, Free Mental Fortitude, Free Home.

50 CP



## DWARF

You are a son or daughter of the Mountains. Gruff and long-lived, and with a lust for gold, your people are dying, but now have hope with the refounding of Erebor. Free Might, Discount Dwarven Craft, Free Money.

100 CP



## ELF

You are one of the Elves, the first sons of Eru. Your people are nigh-immortal, of flawless grace, and imbued of magic, but are slowly dying as the world changes around you. Free Elven Forestry, Discount on Elven Enchantment, Free Lembas Bread

200 CP



# SKILLS

THESE SKILLS AND ABILITIES CAN HELP YOU SURVIVE THE COMING WAR, OR PERHAPS EVEN AVERT IT ENTIRELY.  
BUT BEWARE; THERE ARE ALWAYS CREATURES FAR BEYOND YOUR MIGHT...

DISCOUNTS COST 50% OF FULL PRICE

## ARCHERY

You know how to use a bow with great skill. You are accurate to within a 3" grouping at 50 yards, and hitting a Orc-sized target at 300 yards is not unusual, if you have the right bow.

50 CP

## FORESTRY

You have experience out in the woods. Hunting, tracking, and trapping are second nature to you, and you can move quickly and quietly even over broken ground.

50 CP, Elven Human

## HORSEMANSHIP

An excellent horseman, you will never be thrown from the saddle. You can ride a trained mount even in battle with no trouble, and a horse you have bonded with can be ridden bareback and even in the most extreme situations. This blends with other skills; if you are an Archer, you can now fire a bow accurately at a gallop, and a Forester can take horses through the densest forests without them balking or leaving a trace.

100 CP

## FIGHTING SKILLS

You are a trained warrior in melee combat. You can wield axes, swords, spears, and the other assorted weapons of middle-earth in close combat with great proficiency, able to defeat dozens of Goblins at once.

100 CP

## SNEAKINESS

You are very good at not being seen when you don't want to be. You have talents in the realm of camouflage, and are generally unobtrusive. You might make an excellent burglar.

100 CP, Elven Hobbit

## MENTAL FORTITUDE

You have a hardy soul and a powerful will. Even the darkest of mind magics take far longer to take their grip on you, and you can often surprise people by your fierce heart, even if unaccustomed to battle.

200 CP, Elven Hobbit

## ELVEN ENCHANTMENT

You can enchant objects, if you pour energy into them as they are created. Some of your enchantments are useful in battle, such as swords that never dull and bows that always strike true, but most are simply to ease the life of the wearer, such as cloaks that weigh nothing and aid in hiding and water-flasks that never leak. You may also perform great workings, such as the creation of hidden doorways, given time.

500 CP, Discount Elf

## ELVEN FORESTRY

You are trained, not in the ways of hunting and gathering, but in the mystical arts of the forest. You know how to find and use magical plants such as Athelas, and in times of great hardship can call upon the spirits of nature for aid.

100 CP, Elven Elf

## RIDDLE-MASTER

You enjoy, and excel, at games of intellect and wit. You are more intelligent than you used to be, and are very good at coming up with ingenious solutions for problems.

150 CP

## BASIC MAGIC

You are in touch with the basics of magic. You can bless creatures, create light, and slightly affect objects at a distance. You may have the rudiments of the gift of prophecy, and your words hold power not their own.

400 CP

## BLOOD OF KINGS

The blood of kings flows through your veins. Your leadership skills and charisma are off the charts; convincing total strangers to follow you into certain death is as easy as drinking a glass of water. Further, certain death isn't all that certain when you're in charge; you have a great mastery of tactics and strategy, and the blood of kings enhances your lifespan and retards your aging.

400 CP, Discount Dwarf

## DWARVEN CRAFT

You are a master smith, able to singlehandedly run even a large forge. You can make weapons and armour that stand up to hundreds of years of continuous use, and even know how to mine and forge mystical metals such as Mithril.

600 CP, Discount Human

# GEAR

FEEL FREE, AS WELL, TO CHOOSE SOME ARTEFACTS AND ITEMS TO HELP YOU ON YOUR TRAVELS.

DISCOUNTS COST 50% OF FULL PRICE

## SWORD

You have a simple, workmanlike blade. A plain sword of Gondorian or Rohirrim craft, an ancient and slightly rusted Dwarven Axe, or a similar weapon.

50 CP, ᄃᴱᴱ ᴮuman

## BOW

You have a bow, perhaps a Gondorian longbow or a Lorien Shortbow of Mallorn wood. You also have 40 arrows and a quiver. Hope you know archery!

50 CP

## HORSE

A horse or mule, and the required accountments, are yours. Not a special horse in any way, at least you can get around easier and not have to carry all your stuff.

50 CP

## ROHIRRIM/ELVEN HORSE

You have a horse bred and trained by the Elvish riders, or one of the thoroughbreds of the Rohirrim. Your horse is intelligent enough to understand most commands, and can follow you to later jumps without difficulty.

100 CP

## LOYAL HUNTER

A loyal hunting assistant follows you. It is probably a Hound of the Woodsman or Rangers, able and dutiful, but it may instead be a savage Warg. In any case, it is far more intelligent than your average dog (though not truly sentient) and will aid you throughout your journey.

250 CP

## MONEY

You have a significant stock of money, in multiple denominations. Roughly equivalent to \$200,000 in buying power.

50 CP, ᄃᴱᴱ Dwarf

## ARMOUR

You possess a basic suit of mail or plate, either crafted by normal human blacksmiths or assembled of pieces of other armors.

50 CP

## ELVEN CLOAK

You are warmed and protected by a cloak sewn and imbued by the Elves of Lorien. It will hide you from the sight of enemies, and will never fray or tear. Additionally, when worn it will seem to naturally cover scars or any bodily features which you would like concealed.

100 CP

## ARTEFACT OF THE LEGEND

You have a particular item that everyone associates with you. A worn tree branch, an old staff, a pipe, or even one of the other items listed here; everyone knows when they see your artefact held high, you are alive and still fighting. It will help you inspire people in even the most desperate of situations.

150 CP

## MEARAS

You have been blessed to ride one of the descendants of Felof, Lords of Horses. Your horse is more intelligent than the average human, can understand English, and can run at up to 50 MPH for days upon end.

## HOME

You don't want to always live on the road, do you? You have a small, but comfortable, home in whatever town or city you choose (this may be different from your starting location).

50 CP, ᄃᴱᴱ Hobbit

## LEMBAS BREAD

A few dozen loaves of Lembas bread are among your posessions. A few crumbs of this bread can keep a traveller fed for a day! You also know the recipe, and can make more so long as you can in some way imbue objects with magic.

50 CP, ᄃᴱᴱ Elf

## MASTER ARMOUR

You are protected in battle by a set of armor and a shield made by supernaturally great blacksmiths. The armor of the Dwarves, Elves, or Numenor guards you from enemy blades.

100 CP,

## FAIRY SWORD

You have an ancient and unparalleled blade, possibly with extra powers. A Elven Blade that warns you of danger, a sword of the Numenor that grants swiftness in battle, or a Mithril Waraxe from the height of Moria's Craft, the choice is yours."

200 CP

300 CP

# DRAWBACKS

YOU MAY SELECT UP TO TWO DRAWBACKS TO MAKE YOUR TIME IN MIDDLE-EARTH MORE INTERESTING. THEY WILL GRANT YOU MORE POINTS TO CHOOSE SKILLS AND ITEMS, BUT MAY ALSO ENSURE THAT YOU NEVER LIVE TO USE THEM...

## OUT OF THE FRYING PAN

A pack of nine orcs and their wargs have picked up your trail from wherever you've started. You are in battle from the very moment you arrive.

+100 CP

## POSSESSOR OF THE HOARD

For some reason dwarves believes that you are the key to a hidden treasure, good luck convincing them otherwise. They will likely not resort to violence, but expect them to shadow your every movement, and hope you have a Force Shield for your warehouse...

+100 CP

## MY WORD IS MY BOND

If you make a vow you shall keep it, unto the edge of death. If you swear to do something you must accomplish it, and cannot rest until it's done.

+200 CP

## DARK OF THE MIND

Your willpower is far weaker than you believe. Evil temptations, from the whispers of Sauron or his Ring to the lust for gold, find traction in your hear that your willpower would normally ignore.

+200 CP

## TASTE OF THE VALINOR

You smell and taste particularly good to the creatures of darkness. Expect to be hunted by giant spiders, trolls, wargs, and werewolves. The servants of Morgoth thirst for your blood above all others, and no matter how well you hide you will not escape.

+300 CP

## THE BLACK RIDERS

You are hunted by the Nine Wraiths. Perhaps due to the orders of their foul master, or maybe because in a past life you were an annoyance to the Witch-King of Angmar, the reasons do not matter. All that matters is that they are hunting you, on horseback and fell beast, and you must try to escape.

+300 CP

## MORGUL-KISSED

You have been struck by a Morgul blade. You are weak and sickly, as are your powers, and even Elven healing can only bring you back to 80% of your full strength. Further, while evil forces may not actively hunt you due to this drawback, if they are hunting you anyway they will be able to follow you unerringly.

+300 CP

# FUTURE

## THERE AND BACK AGAIN

You return home and wake up in your own bed.

## STAY

You stay in Middle-Earth till the end of your days.

## TRAVEL ONWARDS

You travel on to the next world and the next adventure.

YOU MUST CHOOSE WHAT TO DO ONCE YOUR 10 YEARS IS UP.  
REGARDLESS OF YOUR CHOICE, YOUR DRAWBACKS WILL LEAVE YOU.