



ADVENTURES IN MIDDLE-EARTH™

EAVES OF MIRKWOOD™
&
LOREMASTER'S SCREEN



Accessories every Loremaster needs to recruit players
to the world's greatest fantasy setting.

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Based on *The One Ring Roleplaying Game* by Francesco Nepitello and Marco Maggi.

- INTRODUCTION -

This short adventure is designed to give players a taste of *Adventures in Middle-earth*, the OGL setting for 5th edition. It is intended as a 2 to 3 hour experience that introduces some of the new rules and concepts found in *Adventures in Middle-earth*. It can be used to introduce a new group to the game, or with some adaptation, dropped in to any existing campaign.

WHO WHAT WHERE

Five years have passed since the events of *The Hobbit*. We find ourselves in Wilderland, or Rhovanion, the region of Middle-earth east of the Misty Mountains and north of Gondor. It includes Lake-town, Erebor (The Lonely Mountain), the newly rebuilt Dale, Rhosgobel, Woodmen-town, Thranduil's Hall, and the dark vastness of Mirkwood itself. Wilderland has a huge amount of territory and places familiar and strange to explore.

The dragon Smaug is dead, slain by Bard the Bowman, now King Bard of Dale. People all across Wilderland are finding new hope for the future. Trade routes are reopening, and the free folk of Wilderland are beginning to get to know one another again.

As players, we know that a time of great strife is just a generation away: a shadow is deepening in Southern Mirkwood. But for now this is a time of great exploration and discovery, a time to sally forth in search of adventure!

THE PURPOSE OF THIS ADVENTURE

The idea of this scenario is to allow players to explore a bit of Wilderland, using the new rules found in *Adventures in Middle-earth*.

Everyone should have fun, have time to speak, get to make some decisions, play out a journey and a battle, roleplay with one another and with engaging and familiar NPCs, and come away having had a great time in Middle-earth.

A two hour scenario isn't long enough to show off every single part of *Adventures in Middle-earth* – some of the new rules will be shown in cut-down versions as a taster.

If you're running short on time, either run Part 4 as a narrative description instead of playing out the fight, and compress the roleplaying in Parts 5 and 7.



WHAT YOU'LL NEED

- The 5e rules – these are available free online – or a hard-copy of the player's rules.
- It would be extremely helpful to have access to *Adventures in Middle-earth Player's Guide* and *Loremaster's Guide*. But *Eaves of Mirkwood* can be run without them.
- A passing knowledge of Middle-earth. You don't need to be an expert, nor do the players. If you've seen the movies that will serve you well. If you've read the books so much the better. The more you know of Middle-earth the more of its special atmosphere you can impart, but you do not need to be an expert.



- Time to read through this adventure – it'll be tough to run it on the fly. We recommend you read it and make some notes.

EXPERIENCE AWARDS

Throughout this adventure you'll see symbols in the margin. These indicate a chance for the Loremaster to award Experience Points for overcoming challenges.

These opportunities are optional, to be made at the Loremaster's discretion and in accordance with the method of levelling they have chosen. They might form a direct, numerical award, or a silently observed instance that counts towards gaining a whole level if enough are checked off.

Every game will vary, but these Experience Awards have been calculated to offer a good chance for a typical company to advance to level 2 by the completion of the adventure. *Eaves of Mirkwood* makes use of the Experience Rewards by Challenge table for non-combat encounters. Just as a combat encounter should be scaled to reflect the size of your company, so too should these awards be scaled to match your group of adventurers.

The symbols **in red** represent an individual achievement. Those **in green** are intended to be divided amongst the party.

Experience derived from battle is calculated according to the core rules – for the sake of simplicity and consistency there is no change there.

Challenge	XP	Challenge	XP
1/8	25	3	700
1/4	50	4	1,100
1/2	100	5	1,800
1	200	6	2,300
2	450		

Individual
Award



Group
Award



THE STORY

King Bard summons adventurers to Lake-town to assist in the rebuilding of his kingdom! Our characters are at the very beginning of their adventuring careers: each is provided with a motivation to set out on the road and heed King Bard's call to arms.

Meeting for the first time in Woodmen-town, at the beginning of their quest to Lake-town, our heroes plan out their journey together as new friends.

The journey towards Lake-town goes awry, and our heroes come to the aid of a small band of wandering Dwarves. Their mutual foes defeated, they enjoy an impromptu evening's feast. Tales are told, pipes are smoked, and a delicious pig roast accompanies the opening of a keg of beer.

The next morning brings some bad luck. The delicious pig was an offering to a dangerous Warg given by a nearby village of Woodmen, and they are not happy that the Company and their new friends have eaten it! Taking them prisoner, the Woodmen march them off to the village elder to answer for their crime.

The audience in front of the Woodman elder is interrupted by a Warg attack. The Company must fight for survival!

Victorious, they enjoy another celebration, this time benefitting from the hospitality of the village *with* their blessing.

The following morning our heroes set out once more, and at the end of their journey encounter an old man in grey robes wearing a battered Wizard's hat...

RULES CHANGES IN BRIEF

Combat

Combat rules remain unchanged from the core 5e rules.

All the character's abilities are on their character sheets. It is recommended that you look them over so there aren't any big surprises there.

Alignment and Corruption

(page 180 of *Adventures in Middle-earth Player's Guide*)

Alignment is not used. All characters in *Adventures in Middle-earth* are intended to be broadly speaking "good", and when they encounter evil, they fight it. However the Shadow is always a temptation, always a risk. *Adventures in Middle-earth* features a new Corruption system. Characters gain Shadow points for:

- Experiencing distressing events (Anguish),
- Crossing or dwelling in an area tainted by manifestations of the Shadow (Blighted Places),
- Committing despicable or dishonourable acts (Misdeeds) – this may occur in this scenario – feel free to give the players a Shadow point whenever they commit a misdeed,
- Taking possession of a cursed or tainted item or treasure (Tainted Treasure).

In this scenario, there won't be time for Shadow Points to take their full effect, but everyone should be aware that getting too many is a bad thing, and can lead to a player losing control of their character, and eventually being forced to retire the character all together.

Virtues

(page 100 of *Adventures in Middle-earth Player's Guide*)

Player-heroes have access to a series of powers called Virtues. These work similarly to feats. They are often powered by spending Hit Dice or Inspiration.

Journeys

(page 164 of *Adventures in Middle-earth Player's Guide*)

The *Adventures in Middle-earth* journey rules create a sequence of bonuses, penalties and engaging Middle-earth events that make travelling great distances engaging, challenging and interesting, while increasing the feeling of being in the setting. This adventure sets out a cut down version of the full journey system which will give your players a feel for how it works.

Audiences

(page 192 of *Adventures in Middle-earth Player's Guide*)

When Player-heroes in Middle-earth encounter one of the great, powerful or wise, it is well to go about it in the proper way. *Adventures in Middle-earth* presents a system for determining the response of significant characters that player-heroes meet along the way.

New Skills

(page 27 of *Adventures in Middle-earth Player's Guide*)

Player-heroes in *Adventures in Middle-earth* have access to a few setting-specific skills, some hard to come by, and some near-essential.

Riddle

An accepted custom among many creatures, speaking in riddles is usually allowed among strangers meeting for the first time who want to speak guardedly. Use **Intelligence (Riddle)** checks to discuss a subject while concealing part of what you know, such as when explaining something about yourself without revealing your true identity. This skill is also used to gain helpful insight into spoken or written riddles.

Lore

Your **Intelligence (Lore)** check measures your ability to recall unusual and obscure information about old legends, ancient war gear, bits of song, rare artefacts, and the reading of runes. **Lore** replaces the **Arcana** skill; magic is an imprecise term, for folk use it to describe both the blessings of the Elves and the deceptions of the Enemy.

Shadow-lore

A dark branch of knowledge, **Intelligence (Shadow-lore)** checks allow you to share what you've learned about the ways of the Enemy and the various creatures that stalk through the dark places of Middle-earth. Where Lore deals with the past, **Shadow-lore** deals with the present and the rising threat of the Enemy's many minions.

Traditions

Your **Intelligence (Traditions)** check measures your ability to recall the proper courtesies and etiquette expected by the various Free Folk cultures, along with some of their stories about their people and their respective histories. An **Intelligence (Traditions)** ability check is used whenever you wish to gain an Audience with someone of influence. **Traditions** also covers the knowledge of such religion as exists in Middle-earth.

RUNNING THE ADVENTURE

The adventure is presented in nine key parts.

Part 1: Many Meetings

The players introduce their characters to one another in Woodmen-town.

Part 2: The Journey Begins

The players plan out their journey to the Forest Gate of Mirkwood.

Part 3: Along the Road

The journey is played out, showcasing the journey rules, with a fixed outcome for the purposes of this adventure.

Part 4: Ambush!

The Company comes to the rescue of a band of wandering Dwarves.

Part 5: Celebration!

The Company celebrate with the Dwarves, enjoying some Middle-earth themed roleplay.

Part 6: Capture!

The characters are captured and taken into custody at the nearby village, Rowanhold.

Part 7: Explain Yourself!

An audience with the village elder. The heroes must decide how to explain their actions, and are introduced to an opportunity to help.

Part 8: Warg Attack!

The climax of the adventure sees the characters fight for their lives against a vengeful Warg.

Part 9: The Wandering Wizard

The next morning, in the closing moments of the scenario the party meet Gandalf, and have the chance to accompany him into Mirkwood.



PREGENERATED CHARACTERS

Each of the six pre-generated characters supplied with this adventure have a motivation for why they have come together on the road to form a company of adventurers. In a full length game, players create their own characters and work as a group to decide why they are travelling and battling together as a company.

Character creation in *Adventures in Middle-earth* is designed to give players a lot of information about their character – not just their numerical abilities or rules-based skills, but motivations in life, suggestions on how they could be played at the table, and how they fit into Middle-earth. All characters in *Adventures in Middle-earth* have a Background, a Distinctive Quality, a Speciality, a Hope and a Despair. Between these features their character is defined.

For the purposes of this scenario, and to get the action going as quickly as possible, some additional information is supplied.



LIFSTAN, SON OF LEIKNIR – BARDING WARRIOR

Having seen the defeat of Smaug the Terrible as a young man, Lifstan's mind was awoken to the presence of great evil in the world. Troubled by these thoughts, he has travelled the lands, seeking the dangers that lie in the dark places of the world.

Ability scores: High Strength, high Charisma

Distinctive Quality: Adventurous. You enjoy seeking out new challenges and experiences.

Speciality: Burglary. Finding what you seek often means finding a way into places where you're not supposed to be.

Hope: I know that the Shadow will tremble the day we recover a lost relic.

Despair: I'm certain that when I find what I am looking for that it will be something that was better left alone.

Why Lifstan begins the game at Woodmen-town: *You were forbidden by your father from answering Bard's call until after you delivered a message to the elders of Woodmen-town. You performed the errand, parted company with his father's men who left some days ago and now you want to get back.*



BERAN OF THE MOUNTAINS - BEORNING WARDEN

Beran sees his role in life as that of a protector of the weak and innocent. Granted strength of arms, he seeks to look after those who need his protection. Beran has realised that doing so solely in his small corner of the Mountains is not enough. There is a greater need in the wider world.

Ability scores: High Strength, high Dexterity

Distinctive Quality: Trusty. You are someone people know they can trust.

Speciality: Enemy-lore. You focus much of your efforts against a single enemy, the one that vexes your people.

Hope: I would place myself in danger for a friend.

Despair: I know that when the agents of the Shadow come, I will be amongst the first to fall.

Why Beran begins the game at Woodmen-town: *You came down from the mountains to see what you could do in the wider world to help people. You heard tell of Bard's Proclamation, and want to reach Lake-town. Your wandering has brought you to Woodmen-town. You're not sure which way to go to get to Lake-town.*



BELI - DWARF OF THE LONELY MOUNTAIN TREASURE HUNTER

Having lost his father to the uncharted North beyond the Lonely Mountain, Beli has set out on the road to seek riches, and perhaps his lost family.

Ability scores: High Constitution, high Dexterity

Distinctive Quality: Cunning. Your sharp wit is a way in which you cope with the gravity of your burden.

Speciality: Dark Secrets. You are certain that your dreams touch the Shadow. You are learning all that you can about it.

Hope: I am destined to strike a mortal blow against the Shadow.

Despair: I believe my dreams are being fed by the Shadow; they are leading me to my doom.

Why Beli begins the game at Woodmen-town: *You crossed Mirkwood with a group of traders out of Erebor, performing menial tasks for them. They headed north, you decided to head south in search of adventure. Now you have heard Bard's proclamation and wish to hurry homeward to help.*



CARANTHIEL - ELF OF MIRKWOOD SCHOLAR

Having learned about her ancestors who fought against the Shadow, Caranthiel ventured out into wider Mirkwood.

She has found much that troubles her, and she seeks to learn more about the Shadow and how it can be defeated.

Ability scores: High Intelligence, high Dexterity

Distinctive Quality: Secretive. Your thoughts are your own and you are very difficult to read.

Speciality: Rhymes of Lore. Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.

Hope: Only by joining forces can we hope to push back the Shadow.

Despair: The Shadow's influence is too strong; my entreaties often fall on deaf ears.

Why Caranthiel begins the game at Woodmen-town:

You have of late wandered the elf paths of Mirkwood, finally reaching Woodmen-town. There you heard of Bard's Proclamation, and now seek to travel to Lake-town. This seems like an ideal opportunity to learn more of the wider world.



TROTTER - HOBBIT WANDERER

After a meeting with Gandalf the Conjuror at a party in the Shire, Trotter took to the road in search of the Grey Wanderer. Unlike most of his people, he longs to see all the sights that Middle-earth has to offer.

Ability scores: High Dexterity, high Constitution, high Intelligence

Distinctive Quality: Keen-eyed. You are adept at spotting stormy weather and other dangers before they can affect you.

Speciality: Story-telling. You've heard many stories while on the road and you have a gift for imparting them to others.

Hope: If you only live at home, then you have never truly lived.

Despair: I can never forge strong bonds; I'm always on the move.

Why Trotter begins the game at Woodmen-town:

You have spent a year working your way Eastwards. King Bard's summons reached you at the Old Ford, and you have resolved to head to Lake-town. You've dropped into Woodmen-town to resupply before heading onward.



THE BRIDE - WOODWOMAN OF WILDERLAND SLAYER

The Bride seeks the Beast of Mirkwood who changed her life forever, slaying her betrothed and many warriors from her village.

Ability scores: High Dexterity, high Constitution

Distinctive Quality: Grim. You can't conceal your misery and it makes others uneasy around you.

Speciality: Leech-craft. The Company brought you along because you are the only one who can patch them up when they invariably run into trouble.

Hope: I know that one day I shall rest by my fire again.

Despair: Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

Why The Bride begins the game at Woodmen-town:

You have been heading east searching for the Beast of Mirkwood. Bard's proclamation reached you recently, and you have resolved to head to Lake-town and see if you can find help for your quest.

- part 1 - many meetings

The players introduce their characters to one another.

Our fellowship of would-be heroes meets in Woodmen-town, a small but thriving settlement under the gloomy eaves of Mirkwood.

It is spring, and the town is waking from Winter. Men and women drag rugs and blankets outside, and beat the winter's dust out of them. Knee-deep ashes from fires kept burning all season long are cleared from the hearths, and the collection of firewood for next year begins. The town is a safe refuge in a sea of dark and threatening woods, but the slow pace of life among the Woodmen has made our heroes restless. All are keen to find travelling companions and head out into the wider world.

The companions meet on the grassy sward of the Market Green. Above the Green, atop the central hill of Woodmen-town, all can see the richly decorated Great Hall. Inside it, the legendary Lamp of Balthi is kept safe, the greatest treasure of the Woodmen. On the Market Green the

occasional travelling merchant lays out their goods, pig and sheep-herders drive their animals into pens, tradesmen meet to buy materials and sell their wares, and the local gossips gather to trade tales.

The Dusky River that runs to the east of the town is still swollen with meltwater from the Mountains of Mirkwood. On the couple of jetties that poke out into the river, fisher-folk mend their nets, carve out new log boats, and tar their coracles in readiness for the fishing season to begin.

Allow the players a chance to introduce themselves, giving a brief description of their characters if they chose to do so. As some of the Player-heroes are recent arrivals, the gossips want to know everything about them. Ask each character what they seek in Lake-town – give Inspiration to any player who works any of a Distinctive Quality, Speciality, Hope or Despair into their answer.

The recent history and motivations given on each character sheet should quickly get things going. All the characters have been provided with a strong motivation to leave Woodmen-town and head to Lake-town.

Most of this part of the adventure will be taken up with introductions, but opposite are some useful scene-setting sights, should they be needed.





SIGHTS ABOUT WOODMEN-TOWN

An old guide named Heva sits at the edge of the Market Green on a carved log stool. As a veteran traveller, who used to lead logging parties into the forest, she can give the Company advice on planning their upcoming journey. Guides who listen to her advice gain a +1 on their Embarkation Roll (see page 12).

A handful of children freed from their chores chase a wooden ball with sticks around the open areas of the town. Elders shout at them to stay inside the stockade, warning them that they'll be eaten by Spiders if they stray. (Giant Spiders rarely dare to cross the Dusky River, but one does not grow old in Mirkwood without learning caution.)

The walls of Woodmen-town are built from a palisade of stout logs, sharpened at the top. Bunches of fragrant herbs can be seen hanging from the walls to ward off evil influences.

The palisade has a mixture of very ancient, moss covered sections, and much newer freshly cut and erected logs.

The houses in Woodmen-town are all rectangular long houses, with sloping shingled roofs that reach almost to the ground.

An inner palisade runs around the waist of the hill which is home to the Great Hall and elder council's halls. Only those with business on the hill are allowed into this inner palisade.

Well-trained working dogs can be seen all around Woodmen town, the Woodmen being masters of hounds that are kennelled at the north of the settlement and watch for any threat from the forest. Occasional excited barks can be heard, but no howls warn of danger.

The sound of timber being chopped is a constant refrain in Woodman-town.

Of note on the Market Green:

- Odo, a shepherd who sells dried mutton as well as fresher meat. He grumbles that the 'business up north' – by which he means the death of the Dragon and the rebuilding of Dale – has caused all sorts of bother

across Wilderland. Folk are travelling again, and there is more friendship and trade between the various Free Folk. Odo doesn't like it – strange folk bring trouble, he grumbles. They don't know the ways of the wood.

- Amalina, a merchant from Mountain Hall selling axe heads and iron pegs, laughs at Odo's dour complaints. She praises the Beornings, who now watch over the Old Ford across the Great River and keep travellers safe. If Beran of the Mountains or another Beorning is with the group, she thanks him for his people's doughty defence of travellers.
- Old Ingund, a charcoal burner trading bundles of charcoal in a variety of sizes. He's spent far too long wandering Mirkwood on his own, and mutters to himself about Spiders and eyes and Goblins. With a successful **DC 10 Intelligence (Riddle)** check, the characters learn that many Goblins fled into Mirkwood after their defeat at the Battle of Five Armies, and are only now finding their way to the western eaves of the wood.
- Barald, a rotund, shaggy-haired wood carver sits on a patterned blanket, carving wooden talismans. He will make any reasonable trade with a polite player-hero for a lucky carved talisman of a heartwood wolf's head, which he swears will keep them safe. Carried by a Guide this talisman gives a +1 result to any Embarkation Roll made on a journey beginning in the Eaves of Mirkwood. Beyond this place it has no power to protect its owner.

Our heroes have stayed in some of the many guest-houses in Woodmen-town. These used to be inhabited by but are now abandoned as the population has dwindled.

USEFUL NAMES FOR WOODMEN NPCs:

Male Names: Alaric, Alberic, Arnulf, Baldac, Barald, Eboric, Frideger, Garivald, Grimbald, Hildebald, Iwgar, Malaric, Merovech, Odovacar, Ramnulf, Roderic, Sigeric, Sigibert, Theuderic, Wulferd.

Female Names: Adosinda, Amalfrida, Avagisa, Avina, Beranhild, Brunihild, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Hermesind, Heva, Hilduara, Radegund.

- part 2 - the journey BEGINS

Once the Company have introduced themselves and agreed to travel together to Lake-town, it is time to plan the journey. If they need in-character advice then Heva the veteran logging guide is on hand at the edge of the Market Green to help.

This adventure uses a cut down version of the full journey rules found in *Adventures in Middle-earth Player's Guide*, (page 164) both for speed and simplicity.

FULL JOURNEY RULES SUMMARY

(steps used in this scenario are in **bold**):

- **Players assign tasks and plan route.**
- Loremaster determines Peril Rating of the journey.
- **The Guide makes an Embarkation Roll: 1D12 modified by the Guide's Proficiency Bonus plus half their Wisdom bonus minus the Peril Rating.**
- **The Loremaster either relays the result, or optionally hints at it.**
- Determine the number of Journey Events.
- **Events are created by rolling a d12, potentially modified by the Embarkation result.**

- Events are played through, noting down the result for reference.
- The Arrival roll (d4) is made, and results applied.

In the *Player's Guide*, and expanded with additional options in the *Loremaster's Guide*, players take different tasks for the journey, determine their route, and make rolls to see what happens along the way. Journey Events replace wandering monsters, and add a variety and depth to proceedings, reflecting the importance of journeys in Middle-earth. There are no teleportation-spells or convenient caravans to whisk adventurers from one spot on the map to another; getting There and going Back Again are a major component of *Adventures in Middle-earth*.

For this scenario much of the randomness will be removed and the breadth of available options reduced, but you might not want to let your players know that. A roll of dice behind a Loremaster screen is always good for building excitement.

PLANNING THE ROUTE

First of all the players need to decide on their route to Lake-town. Hand them a copy of the Player's Map provided at the back of this adventure. Poring over a map of Wilderland is a core part of the *Adventures in Middle-earth* experience.

Travelling straight through Mirkwood would be absolute folly, and take months (see *Don't Leave the Path!* below).

Don't Leave The Path!

If the party decide to head directly into Mirkwood the denizens of Woodmen-town will do their best to dissuade them. Mirkwood, beyond the immediate surroundings of Woodmen-town, is a nightmare place. The air is thin and hard to breathe. There is no food or water. If the Company will not be dissuaded then they march to their doom. They find that any trace of a path quickly disappears. The trees turn black, and all light disappears. Birdsong fades to an oppressive silence that rings in the ears. The only animals that can be seen are the occasional sinister black-furred squirrels that stare blankly down from the twisted dead branches overhead. Progress becomes slower and slower, until by the best reckoning the Company are barely travelling a few miles a day. Black-thorned briars and acres of stinging nettles all impede the traveller, treacherous, bottomless pools of brackish water covered in skeletal leaves await the unwary. Supplies run thin, until eventually the Company will be forced to attempt to return to Woodmen-town. Once hope has turned to folly, ask for a DC 15 Wisdom saving throw for each day of travel. Each failure earns 1 Shadow point.

Anyone in Woodmen-town, and indeed common sense, can tell them this. Mirkwood is widely feared and with good reason. Even an Elf of Mirkwood like Caranthetael knows not to stray far from the paths of her people. The Bride (a woodwoman herself) and Trotter the wanderer, will also know that travel through Mirkwood is extremely dangerous.

Traders and those with horses usually take the long way around the forest, going north and passing through the Grey Mountain Narrows. While this way is much safer than it used to be, after so many Orcs and Goblins fell in the Battle of Five Armies, it's still a long and arduous detour.

The fastest and safest route, which will be resoundingly recommended by Heva, will take the Company westward out of the Eaves of the Forest, and then northward to the Forest Gate, where the Elf Path begins its winding course. Both Beli and Lifstan travelled to Woodmen-town along the Elf Path, and know this is the best way back to Lake-town. Travel in the forest is slow and dangerous, but beyond its reach the going is much easier, game and fresh water are more plentiful.

ASSIGNING TASKS

Once the Company have agreed on their route they must decide who will do what on the journey. There are four tasks to be assigned, each roughly summarising what they will be doing for the length of the trip. The tasks divided between the Company are:

Guide - In charge of all decisions concerning route once embarked, rest, and supplies. A good Guide has a high

Wisdom and the **Survival** proficiency.

Scout - In charge of finding safe camp sites, opening new trails. Scouts rely on **Stealth** and **Investigation**.

Hunter - In charge of finding food in the wild. Hunters seek success on **Survival** checks.

Look-out - In charge of keeping watch. Look-outs rely on their abilities in **Perception**.

Ask the players to decide who takes which role.

With the exception of the company's Guide, more than one Player-hero may be assigned the same task (in other words, there may be more than one character acting as Look-outs, or more than one hero going hunting regularly), but normally no character may assume more than one role at the same time (posing as the group's Hunter AND Scout, for example).

If there's more than one person assigned to a task then nominate a lead Scout, Hunter or Look-out. That character is the one who makes the check and gains Advantage from the assistance of the other player-heroes performing the Help action on that task.

If a task goes unfilled, any relevant checks for that task which come up are taken with Disadvantage.

Each character already has everything they need for travel in their equipment list. If the company wish to do some roleplaying to gather supplies in Woodmen-town then they are free to do so.



PERIL RATING

In a regular *Adventures in Middle-earth* adventure the Loremaster would now calculate the Peril Rating of the journey, using a hexed and shaded Loremaster's map to determine how tough the chosen route is.

For the purpose of this adventure the Peril Rating is 2.

Now the Guide must make an Embarkation Roll using 1d12. This represents a combination of actions and knowledge – while others in the Company prepare supplies and equipment, and look to the preparedness of their weapons, the Guide is busy asking around for local advice, thinking of previous journeys, consulting maps, recalling fragments of folk-wisdom and the like.

The Embarkation Roll is modified as follows: the Guide's Proficiency Bonus plus half their Wisdom bonus, minus

the Peril Rating of the journey, which in this instance is 2. The result of the roll is used on the Embarkation Table below. This has been modified for this adventure. The full version on page 167 of the *Adventures in Middle-earth Player's Guide* contains a much wider variety of options.

In this short scenario, featuring a relatively short, interrupted journey, players won't feel the full effect of the journey rules (but should still have some fun!)

Read, or paraphrase, the result to the players. The Guide should make a note of both the numbered result and its effects. The result may be referred to during the following parts of the journey. Gathering together everything they need for their journey, the Company say their goodbyes to the hard-eyed Woodmen of Woodmen-town and embark on their adventure!

Embarkation Table

2 or less: A Fell & Foreboding Start

The Company sets out under a pall of doom. A sense of foreboding and oppressive menace seems to loom at every turn and misfortune appears to dog their steps. Tasks seem harder, and will remain so until the feeling of doom can be shaken off. As a result, each character receives 1 point of Shadow and all rolls taken during Journey Events are made with Disadvantage until a roll is successfully made, at which point the dark mood will lift for that hero.

3-4: The Keen Eyes of the Enemy

The Company has the misfortune to have chosen a path upon which fell creatures and evil men are more likely to be encountered. Depending upon their stature among the Free Peoples of Middle-earth, it is possible that they have come to the attention of agents of the Enemy. As a result, they will need to work hard to avoid encountering those who would wish to do them harm: a brooding feeling of danger seems to pervade their senses throughout the journey, as if unseen eyes watch them at every turn. Modify all results on the Journey Events tables by +1 and the first roll made during these encounters should be made with Disadvantage.

5-6: Foul Weather

The rain falls constantly, the wind chills to the bone, the sun beats down unrelentingly, frost numbs toes and fingers. Rest is hard to find, sleep is elusive and every mile walked feels like

three. As a result, each member of the Company immediately gain one level of Exhaustion.

7-8: Fine Weather

Each morning brings a beautiful sunrise that raises spirits and fills all who see it with hope for the day ahead, when rain falls it is cooling and soothing to a weary traveller, the wind seems to be no more than a light breeze and snow or frost sparkle beneath clear, bright skies, creating majestic and breath taking vistas. As a result, each member of the Company may ignore the first level of Exhaustion that they accrue during this journey.

9-10: Paths Both Swift and True

Whether as a result of consulting good quality maps, referring to the knowledge of local travellers or simply due to an innate knack for finding the easiest path, the Guide has planned a route that will allow the company to travel swiftly and directly to its destination. Rolls on the Journey Events table are modified by +1.

11 or more: With Hopeful Hearts & Clear Purpose

The Company embarks with light hearts and a sense of hope. They are resolute and determined to cleave to their path, regardless of hardship or setback. Accordingly, each member of the Company has Advantage until the first time they fail an ability check during this journey.

- part 3 - along the road

The Embarkation table will have provided some information for the departure of the Company from Woodmen-town. Hopefully they are leaving in good spirits. But perhaps they must endure poor weather, or a sense of impending doom. Whichever way they depart, they set out on the road out of Woodmen-town, through the Eaves of Mirkwood.

Travel in Middle-earth is both a core aspect of the setting, and an opportunity to build atmosphere and a sense of place. To help with this, games of *Adventures in Middle-earth* use the Journey Events table. These rolls should be interspersed with some general description of the landscape the Company are heading through. Do add in some description to the journey that will have no mechanical effect, but which serves to heighten the atmosphere and enjoyment of playing in Middle-earth.

In the novels, Tolkien takes great pains to describe the sights and sounds of the landscape, with a great fondness for trees, colours, the weather, flora and fauna. The description of the scenery often evokes a mood or atmosphere – be it melancholy, numinous, curious, or reinforcing to the idea that this is an ancient and mysterious place. Invite the players to describe how their characters approach traveling to reinforce their characters within the setting. All of this adds to the feeling of being in Middle-earth.

As mentioned, between these descriptions come Journey Events, rolled on the Journey Events table. These give an encounter to play through, and often result in adding modifiers to the success of the Journey, or giving the Player-heroes some bonus. If they're unlucky they risk negative modifiers and Exhaustion.

How many rolls are made is determined by the length of the Journey, and the terrain it passes through. For the purposes of this short adventure there will be just one randomly determined Journey Event, with many possible results removed from the full table.

In the full rules it would be possible, depending on the route taken, to experience up to 4 events on this journey, and each has a chance of affecting the next.

The Loremaster should now roll 1d12, modified by any result from the Embarkation roll that gave a modifier and look up the result on the Journey Events Table below.

In all cases, the DC of checks made during a journey is determined by adding the Peril Rating of the journey to a base of 12. The Peril Rating for this journey is 2, so the base DC for checks on this journey is 14.

In the full rules, Journey Events provide multiple suggestions for possible outcomes, so they can be reused many times over. Here we have selected just one possible option for each result in this adventure.

Ideas for things seen on the road

Your journey passes through a wide field strewn with grey boulders and deer running between them in the distance.

Your Company hikes past a stand of great emerald ash trees, one of their number fallen years before, covered in moss, the others inclined towards their fallen comrade.

Using many fords you cross over the various courses of a branching stream that rises and sinks through the heather covered hillsides.

The road passes through great copses of ancient trees, running one into another, pierced by clearings thick with bracken.

The path changes through the day. In the morning it was little more than a track used by wild sheep, deer and goats. By lunchtime it is composed of great dressed slabs of grey stone, risen and broken now, but clearly carefully placed by ancient hands long ago.

Journey Events Table

2 (or less): An Obstacle

An ancient stone bridge across a steep gorge and fast flowing stream has collapsed, cutting off the path ahead. The Company must work together to make a safe crossing. The Guide must make a **Wisdom (Survival)** ability check and each of the other Company members must make their choice of **Wisdom (Survival)** or **Strength (Athletics)** ability check.

If all of the checks are successful, the Company has worked well together, making the crossing and feeling a sense of satisfaction from their unity. As a result, the Guide's Arrival roll will benefit from a +1 modifier.

If half or more of the checks are successful, the crossing is made with some difficulty and no bonus or penalty is incurred.

If less than half of the rolls are successful, but not all fail, the Company has struggled to overcome the obstacle and each of them immediately gains a level of Exhaustion.

If all the rolls fail, the company is forced to backtrack to bypass the obstacle. Each of them suffers a level of exhaustion and the Guide's Arrival roll is subject to a -1 penalty.

3-4: The Wonders of Middle-earth

The Company finds itself presented with a awesome vista: toward the end of their day's travel a spectacular sunset glows across the tops of the trees, illuminating the surrounding area in with a rich golden light. Everything appears in sharp focus.

Each member of the Company must make a **Wisdom** check or **Intelligence (Investigation)** check (their choice).

If successful, they see the beauty of the scene and feel invigorated, immediately recovering one level of Exhaustion.

If unsuccessful, they instead see the sheer expanse of the Wild; hard paths yet to be walked, steep and daunting hills to be climbed and immediately suffer a level of exhaustion.

If all members of the Company are successful, they receive a +1 bonus to the Guide's Arrival roll. If all fail, the Guide's Arrival roll incurs a -1 penalty.

5-6: A Hunt

The Hunter sees tracks left by some deer that would likely prove a far better meal than their travelling rations.

The Hunter must make a **Wisdom (Survival)** ability check to hunt down this game. If the roll is successfully made by 5 or more, the prey is brought down and a great feast is had, restoring one level of Exhaustion and giving a +1 bonus to the Guide's Arrival roll.

If the roll is successful, the Company enjoy a hearty meal and each may remove one level of Exhaustion.

If the roll fails, the hunt was unsuccessful and the Company spend a hungry night, resulting in each immediately gaining a level of Exhaustion.

If the Hunter fails their roll by 5 or more, the hunt was a disaster, pulling the Company off course and leaving them with nothing to show for their efforts but sore feet and growling bellies. As a result, each gains a level of Exhaustion and the Guide's Arrival roll becomes subject to a -1 penalty.

7-8: A Fine Spot for a Camp

The Scout spots a location that has the potential to be a safe and comfortable place to make camp. It is an ancient, ruined building, tumbledown, but easily defensible, and with plenty of fallen wood for a fire within. Camping here allows the Company to rest a little easier on their journey. The Scout must make an **Investigation** check as the Company draw close to the site.

If the roll succeeds by 5 or more the camp site is all the Company could have hoped for, and they may benefit from a long rest in addition to recovering a level of Exhaustion. As an added bonus, the Guide will receive a +1 modifier to their Arrival roll.



If the roll is simply successful, the Company has an undisturbed night, and if needed each may recover a level of Exhaustion.

If the roll fails, the campsite proves to be less than it might have been. The Company spends a restless night, beset by feelings that they are being watched perhaps, or discovering that the spot they have chosen is rocky and uncomfortable or prone to flooding. They awake weary and dispirited and gain a level of Exhaustion. The night is a poor one and the only memories they carry with them of the camp are those of hard knocks and a final, unfulfilling rest. The Guide's Arrival roll is subject to a -1 modifier.

1/2

9-10: A Lingering Memory of Times Long Past

The Company witnesses, in the distance, a travelling company of Elves, making their way towards the Grey Havens in the West. The Elves are too far away for the Player-heroes to catch up with them, and the Elves seem to melt away into the mist. With good fortune and a light heart, the Company will be uplifted by this sight, sensing something hopeful for the future in this glimpse into the past. With poor fortune, the Company will be filled with a sense of doom, seeing the decay of lost glory and the end of hope.

Each member of the Company should make a **Wisdom** check. If successful, they are filled with hope regarding their journey and their struggles against the Shadow and gain Inspiration. If they make the roll by 5 or more they are so positively affected by the sight that they may also remove a level of Exhaustion. Additionally, if at least half of the Company is successful, a +1 modifier may be applied to the Guide's Arrival roll.

With a failed roll, they see only the fleeting nature of life and the fall of all that is good, and must make a **DC 15 Wisdom** saving throw to avoid gaining 2 points of Shadow.

If they fail the roll by 5 or more, they feel morose and wearied by the scene and suffer a level of Exhaustion in addition to the Shadow points. Additionally, if more than half of the

Company fail their saving throws, a -1 modifier must be applied to the Guide's Arrival roll.

11 (or more): A Place Touched by the Shadow

The essence of something dark and terrible lingers in a place the Company pass through. It is the site of some ancient battle, haunted still by the shades of the fallen. That said, even the darkest of Shadows may hide something bright and good. The Look-out must make an **Intelligence (Investigation)** check to become aware of the darkness surrounding this area before the Company blunders too deeply into it.

If the roll is a success by 5 or more, the Company witness some sign that reaffirms their hope in the struggle against the Enemy. Perhaps they see evidence of the downfall of whatever evil thing once lived here, perhaps bright sunlight bursts through brooding clouds to bathe the darkened place in bright light, lifting the spirits of all who witness it.

Whatever the reason, each member of the Company may remove one point of Shadow and gain Inspiration. Additionally, the Guide will receive a +1 bonus to their Arrival roll.

On a successful roll, they manage to avoid the pervasive sense of corruption that lingers here and may count themselves lucky. Accordingly, the Guide receives a +1 bonus to their Arrival roll.

If the Look-out fails their roll, the Company has wandered into the heart of the area and feels the dark nature of the place touch their hearts. Each hero must make a **DC 15 Wisdom** saving throw to avoid gaining a point of Shadow.

If the Look-out's roll fails by 5 or more, some dark thing still lurks here, ancient and evil, and the Company have disturbed its slumber... Something terrifying begins to unearth itself, and the Company must flee in great haste, gaining an additional level of Exhaustion each, and each gaining Disadvantage on their next skill check.

1/8

- part 4 - ambush!

The party encounter wandering Dwarves and both are ambushed by Goblins...

After a few days on the road, it's time for things to get lively. Rather than a random Journey Event, this next encounter is a plotted part of the adventure. It's up to you whether you give the players the impression that this is occurring randomly or not.

As the day's travel comes to an end, the sun westering behind the larch trees that run close to the path on either side, the Player-heroes begin to catch sight of ancient carved stones amongst the trunks and roots.

As they walk, the sporadically appearing fallen stones are seen more frequently, and the Company realise they are in the ruins of some ancient settlement.

A successful **Wisdom (Perception)** check gives up a giant carved head of some ancient Mannish king, roots and moss lying thick across his troubled brow. An unsuccessful **Perception** check means the Company does not realise the

nature of their discovery until they are upon it. A convenient handhold might suddenly be revealed as the nose of the statue. Another **Perception** check reveals a giant paw print in the mud just off the path, close to the fallen stone head. A **Shadow-lore** check will identify it as belonging to a Warg – the oversized wolf-like ally of Goblins.

As the Player-heroes investigate this, and perhaps begin to wonder what else they might find here, or if there might be a suitable campsite nearby in the ruins, the sun dips at last out of sight, and blue twilight falls.

The air is split with a series of shrill shrieks. A rasping horn blast sounds tunelessly nearby, and a shout of "Baruk Khazâd! Khazâd ai-mênu!" echoes through the trees.

In the next clearing, the Company sees a small group of Dwarves locked in battle with a group of Goblins. As the heroes advance, from the thickets around them burst Goblins, spears at the ready, spittle flying from their snaggle-toothed mouths. Have the Goblins make a single **Stealth** check against the best passive **Perception** of the heroes. If successful, the heroes are Surprised for the first round of combat.

There is a Goblin for each Player-hero, and they must fight.

The battleground contains a fallen tree to climb up onto to make things interesting:





- A fallen tree provides total cover from ground level.
- Use of a full movement action allows a creature to climb onto a fallen tree, allowing Advantage on attack rolls as long as they stay on the tree. Jumping down is considered normal movement.
- Creatures on a tree trunk gain a +2 modifier to a shove action on opponents below.

Allow and encourage the players to use the tree – it's a good idea to make fights in Middle-earth well rooted in the scenery. The *Adventures in Middle-earth Loremaster's Guide* contains options for adding interesting scenery. During the fight the heavens open and a heavy downpour soaks everyone. Let the fight continue, adding more Goblins as needed to make the players feel truly, although briefly, threatened. Goblins are a mortal threat in Middle-earth, not throwaway monsters to be harvested for XP!

EAVES OF MIRKWOOD GOBLIN SOLDIER

Small Humanoid (Orc-kind)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	8 (-1)	10 (+0)	8 (-1)	8 (-1)

Armour Class 14 (Orcish Leathers, shield)

Hit Points 7 (3d6-3)

Speed 30 ft

Skills Stealth +5

Senses darkvision 60 ft, passive Perception 9

Languages Orcish, Westron

Challenge 1/4 (50xp)

Nimble Escape. The Eaves of Mirkwood Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

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

Actions

Bent Sword. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 4 (1d6+1) slashing damage

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5ft or range 20/60 ft, one target.

Hit: 3 (1d6) piercing damage or 4 (1d8) piercing damage when used as a melee weapon.

Whether you want to run this battle to the last Goblin, or have them throw down their scimitars and flee when loss seems inevitable is up to you – the players might enjoy a decisive victory and the chance to use all their powers, or they may appreciate advancing the story more quickly. Use your best judgement. As the heroes achieve victory, so do the beset dwarves.



Bags of Jewels and Gold

Players might expect that slain foes have treasure to be harvested. Goblins rarely carry much of interest, and what they do carry is broken, foul or in some way inferior or flawed. Outside of this adventure, robbing bodies, especially those of opponents not of the Enemy could well cause the automatic gaining of a Shadow point. Let your players know ahead of time if they could gain Shadow from their deeds.

- part 5 - CELEBRATION!

The Company celebrate with the Dwarves, while enjoying some Middle-earth themed roleplay.

Once the battle is done, the Dwarves thank the companions and introduce themselves while they wipe down their axes and swords. They are:

Snorri, the smith

The leader of the gang of three, Snorri is a snowy haired, wily old Dwarf. He stands four feet tall. He wears a dark grey cloak and has an eyepatch over his left eye. This doesn't stop him making good use of the gold hilted sword that hangs from his baldric. His leather pack contains plain but well-made smith's tools. His good eye is like a bright pebble, and it is clear that he doesn't miss much.



Snorri's voice is a gravelly croak after years at the forge. He is a thoughtful chap, not quick to anger or pass judgement. He identifies the leader of the Company and shakes their hand in greeting.

Borri, the whittler

Borri is the youngest of the trio, and stands at three feet, nine inches in height. He wears a green hooded cloak with a golden tassel on the hood. His hair and beard are red, and shorter than is normally seen on a travelling Dwarf. Lively and inquisitive, he has a wooden whistle in

his satchel, which he enjoys playing whenever there is a chance to do so. Borri carries a set of wood working tools, which he can turn to almost any fine task, be it carving toys, or whistles.



Borri speaks quickly, and often asks obvious questions. His inexperience can make him seem less clever than he actually is. Borri smokes a long stemmed pipe. Borri will make a point of shaking everyone's hand a little too eagerly, a little too quickly, for a little too long.

Hár, the stone mason

The tallest of the three, Hár stands some four feet six inches tall. He wears a blue cloak over a dull grey corslet of mail. His hair is iron grey, and his full beard is kept neatly combed. Hár carries an axe and a broad-bladed knife hangs from his belt. In his knapsack he keeps a leather roll of fine stone working tools, and a drum and beater. He has a fine deep singing voice.



Hár is an exceptional judge of character. He will listen more than he speaks, and when he does speak it is slow and deep, and only when he has something of use to say.

Often he will simply nod or shake his head and suck on his short stemmed pipe.

When it comes to greetings, Hár keeps his hands firmly in his belt.

1 ALE AND SMOKE RINGS AND ROASTED PIG

Snorri urges everyone to get out of the rain, and away from the scene of the battle, indicating that they have a safe camp nearby. The Dwarves can be trusted, and lead the party out of the rain to the lee of a pile of ancient masonry and the roots of a fallen tree, where they've built a fire and set a camp.

A fat pig roasts on a spit above the fire; as soon as the Dwarves return to their camp with the Company, Borri hurries forward to get the spit turning again, in case the pig becomes blackened on one side.

Snorri quickly gets the fire blazing again to ensure no more Goblins come near, and the Dwarves set about drying their cloaks and those of the Company before the welcome blaze. The camp has plenty of logs and stones on which to sit, and the Dwarves make everyone feel most welcome.

This section of the adventure is a welcome break from travel, and is intended to be much more reminiscent of *The Hobbit* than *The Lord of the Rings*. The Company can relax and have some fun roleplaying with the Dwarves. Everyone should forget their troubles for a while.

The Dwarves will introduce themselves and explain that they are wandering craftsmen. Like so many of their kind, they have made their living wandering the highways of Wilderland, taking whatever work they can find that fits their skills. While they talk, Borri will whittle away at a whistle for whichever Company member he likes the most, and will present it as a gift later in the evening – either shyly if he feels any romantic connection, or boldly if he gifts it in simple friendship.

The Dwarves intend to cross Mirkwood and head for Erebor, the Lonely Mountain, now that the Dragon is dead. They all have kin there, and are very keen to return home. Snorri hopes to find his sons, from whom he was parted as they each sought work as a smith. Borri longs to see

the wondrous sights of Erebor, since he was born on the road. He longs to have a home in one place. Hár will not give up his story easily, but he is returning to Erebor in the hope of finding his wife, lost to him for many years since the coming of the Dragon, Smaug. He will not elaborate on this sad story.

Around the fire the following activities can be enjoyed. There's no need to do all of these – but do make sure the Company enjoy the roasted pig. If you have time there's no reason not to play through all of the activities.

Ale

The Dwarves produce a small keg of ale and open it in celebration of the victory over the Goblins. Borri passes round wooden cups, and everyone makes a toast to victory. Snorri offers another toast – to Borri, for catching the delicious pig they're all about to eat.



For every mug of ale a player-hero drinks there is a chance they will fall asleep on their watch later. Throughout the evening's celebration keep a note of how many cups of strong ale the characters have drunk. The Dwarves will casually offer more drinks throughout the evening.

Riddles

Hár loves a riddle. At some point in the evening he will suddenly deliver a riddle in his deep sonorous voice, and glare at the Company, daring them to answer before a smile cracks his stern face.

The party may well agree to enter into a riddle contest. This can either be played out ad hoc, or Player-heroes can

employ **Riddle** skill checks to both know riddles and their answers. A sheet of riddles is provided at the end of this adventure to use as handouts where needed.

Singing

After several cups of ale have been enjoyed, and the Dwarves have asked the Company to tell some of their stories, Hár will produce his drum, and Borri his whistle. They strike up a tune, and Hár sings this song:

*The Mountain was young, the valley green
Such a place they'd never seen
They came from far, they came from wide
With hammer and pick they delved inside*

*When Dúrin's folk carved open a door
To the riches lying 'neath Erebor*

*A many-pillared hall of stone
They mined and dug out their new home
The delver dug, the pick gave sound
Rubies, emeralds, opals found*

*When Dúrin's folk carved open a door
To the riches lying 'neath Erebor*

*A sturdy hearth, a golden throne
Plates of gold, thick walls of stone
A row of warriors stout and proud
Girt for battle, heads unbowed*

*When Dúrin's folk carved open a door
To the riches lying 'neath Erebor*

*None heard his wings, none felt his breath
But a hot North wind brought with it death
The lintel broke, the stone floor cracked
The treasures of heath and home were sacked*

*When Dúrin's folk carved open a door
To the riches lying 'neath Erebor*

Smoke Rings

Snorri is an expert at blowing marvellous smoke rings. After a few cups of ale, he produces his pipe, and the other Dwarves follow suit. Dwarves of the Road play an ancient Game of Smoke Rings. They declare what shape they

will attempt to blow, and then make their attempt. Each smoker has 3 tries to score as many points as possible. Legend has it that different pipe weeds, and different kinds of pipe can provide an advantage.

Smoke rings are blown using either an experienced smoking (**Wisdom**) or naturally gifted smoking (**Dexterity**) ability check. Of course, those proficient with the pipe benefit from their Proficiency Bonus. The DC depends on the smoke ring attempted:

THE GAME OF SMOKE RINGS

Series of tiny rings	DC 12	1 point
Small, but perfectly formed, spinning ring	DC 13	2 points
Medium sized ring, through which flies a small ring	DC 14	3 points
The Grower	DC 15	3 points
The Shrinker	DC 16	4 points
The Giant's Ring	DC 17	5 points
The Dragon	DC 18	8 points

Players of the game can choose to huff up a load of deep breaths to lower both the Difficulty by one, and the resulting points for success by one. The Dwarves find this entirely laughable and amateurish behaviour, but will allow it.

Snorri will gift the winner (even if it is himself!) with an ornately carved pipe he's been keeping for special occasions. Smoking this pipe gives excellent powers of concentration, and given the chance to smoke it, grants the smoker a +1 bonus to a **Riddle** check once per long rest. It is also a great pipe to use in the Game of Smoke Rings, giving +1 to all rolls made as part of that game.

Eating Roasted Pig

The highlight of the evening is the roasted pig. Cooked over the fire, and well-tended by Borri, and eaten under the open sky, the pork is absolutely delicious. This is by far and away the best meal the Company have had since even

before they met at Woodmen-town. Everyone enjoying the meal recovers all depleted Hit Dice, and removes all levels of Exhaustion gained on the road.

If anyone asks, Borri claims he caught the pig in a snare. With a successful **DC 15 Intelligence (Investigation)** or **Wisdom (Insight)** check, a Player-hero can determine that Borri's lying – he didn't catch the pig in a snare. He actually found it in what he thought was someone else's snare: specifically, the staked rope near where the Company fought the Goblins. It's more likely that the someone else left that pig tethered there...

BED TIME

Once everyone has had a chance to talk with the Dwarves, and enjoy some of the activities around the fire, eventually comes time to sleep. If no one suggests setting a watch, the Dwarves are feeling quite merry and are happy to wrap themselves in their cloaks and sleep unguarded. As the companions drift off into dreams, they seem to hear distant angry howling – too far away to be a danger to them tonight, but enough to sow nightmares as they sleep.

In the early hours of the morning, when the Player-hero who has drunk the most ale is on watch, things take a darker turn...

But my players hate this kind of fun!

Not every group is interested in singing songs, blowing smoke rings or engaging in riddle contests. It is entirely possible that you are playing with a set of people who find this kind of thing uncomfortable, and play roleplaying games to enjoy a tactical challenge with a side order of resource management. Your party might be all Boromirs and no Pippins!

Fear not. Simply describe what they get up to, perhaps asking for some out of character suggestions of how each character enjoys the evening, and gloss over the whole thing. They have a marvellous time, blow smoke rings, eat pork, drink ale, enjoy the company of the Dwarves, and go to sleep satisfied.

- part 6 - capture!

The characters are captured and taken into custody at the nearby farmstead.

The delicious pig which the Player-heroes will have enjoyed so much the night before did not belong to the Dwarves. It was raised by the folk of a nearby farmstead, and left staked out in the wilderness as an offering to placate a Warg-king named Greymuzzle Hob.

ROWANHOLD

Rowanhold is a fortified farmstead, inside a simple palisade. There are no more than a score of inhabitants in total. They are close kin to the Beornings and the Woodmen, but they kneel to no lord or master, and do not acknowledge Beorn or the Woodman-elders or any other as their chief.

The settlement is ruled by a matriarch, the mother and grandmother of many of those who dwell there. Gailavira is in late middle age, but is clearly in good health, if a little tired. She has seen the long seasons in the eaves of Mirkwood wax and wane, and believed there was little new under the sun. But in the last two years Rowanhold has suffered increasingly ill fortune. Goblins are regularly sighted around the fringes of their meagre fields. Parties seeking timber, game and firewood were menaced, and more recently attacked. Several small-holders have been slain.

Their meagre livestock has been carried off by successive Goblin raids, and most recently by a huge Warg, which the villagers have named Greymuzzle Hob. They tried to hunt the monster, but it eluded them and killed two of Gailavira's sons.

Rather than fight the beast, they came to an arrangement with the monster. Each month, they leave a pig out for Hob to eat, and in exchange, the Warg spares them.

Now, the player-heroes are unwitting accomplices in a theft, and have endangered Rowanhold. When the folk of Rowanhold heard Greymuzzle Hob's furious howls, they realised that someone had stolen their offering, breaking their bargain with the beast.

The holders have survived a long time in these unforgiving woods, and they are not without guile nor skill. Using lassos of leather thongs, stout ropes and killing mallets from the slaughter house, the villagers mean to capture the thieves and bring them to justice.

THE PLAN IN ACTION

Whenever the Player-hero who drank the most ale is on watch, the villagers sneak into the camp. They are struggling to stay awake, and only snooze for a moment, when the villagers are upon them. Throwing sacks over the heads of anyone sleeping, and binding their prisoners tight, there is no chance of escape.

The Dwarves do not awake from their slumber before they are tied tight by the wily Woodmen.

Bound hand and foot, the Company and their new friends are driven at spear point toward the village.

A Note on Playstyles

Some players will not like this kind of event. It does quite deliberately remove a lot of their agency for a short time. Some players may need to feel like they have a chance to escape.

There are a couple ways to handle this. But if necessary, it could be used as a goad to compel the Company to comply with clearing their names. Snorri should be the mouth piece for this. "Stay your hands, friends, we have wronged these people. I have wronged these people". Then explain out of character that they now know they have been complicit in a crime, and it will advance them towards a state of corruption if they attempt to dodge the circumstances - doubly so if they use violence. The Dwarves will be absolutely horrified if any of the Player-heroes attacks a villager.

Also remind the players that these folk are kin to the Woodmen and the Beornings. If the player characters flee, they will be seen as outlaws and bring shame to their families.



- part 7 - explain yourselves!

An Audience with the village elder. The heroes must decide how to explain their actions, and are introduced to an opportunity to help.

The folk of Rowanhold want justice. They are good people who have been unfairly wronged and endangered, not malevolent foes. While the Company are treated roughly, they are not beaten or deliberately hurt in any way. As they are pushed and prodded and pulled by ropes towards the farmstead they are disarmed, and their possessions removed.

Their captors will say little, beyond “*You stole our pig*”, “*You shouldn’t have eaten our pig*”, “*That was our pig*”, “*Gailavira will decide what happens to you*”

The farmstead itself looks poorly maintained. The palisade is in need of repair in several places. More usually the Player-heroes would expect to see smoke coming from every smoke hole of the settlement, but only a few seem to have fires burning. The people they are pushed passed as they enter the gates are drawn and wan. They look tired, and hungry. The Company are pushed into an empty building and left, tied hand and foot, on the rush strewn floor.

At this point the Journey is well and truly over. The Company must make a roll (1d4) on the Arrival table below, applying any modifiers they may have accrued during prior Journey Events.

The Company receives an additional -1 to the roll to represent the despair of being captured.

Escape is difficult, but players will doubtless try. The Dwarves discourage this, having heard the villagers say the pig was stolen. They favour waiting the situation out, and explaining. It is best not to drag this scene out – it is the build-up to an Audience, rather than a situation the Company need to escape from. Moving the time forward rapidly will help with this.

Arrival Table

1 or less: **Weary to Their Bones**

In spite of last night’s festivities, the journey has taken a heavy toll on the spirits of the Company. The memories of any good fortune they may have experienced along the way now seem distant and intangible. Each member of the Company must make a **DC 14 Wisdom** saving throw to avoid receiving 2 points of Shadow.

2: **Tall Tales and Great Deeds**

In spite of their capture, the Company arrives at Rowanhold with the tales of their journey on their lips, and their spirits high. This joyous mood is contagious to all but the most dour of folk they may encounter. Accordingly, the Company receives Advantage on all checks pertaining to social interaction. This bonus will also apply if they should seek an Audience at their destination. The bonus will remain until they fail at one of these checks.

3: **Grimly Determined**

The many leagues that the Company has travelled have filled them with a sense of clear purpose regarding their goals, dark though the path ahead may be. As a result, the Guide will receive a +1 bonus to their next Embarkation roll.

4 or more: **Inspired and filled with Hope.**

The Journey has served to reaffirm the Company’s dedication to their struggles and to their bonds with each other. Together they have weathered hardships, faced dangers and persevered and their faith in themselves and each other seems unshakeable. As a result, each member of the Company may remove 2 points of Shadow and gains Inspiration.

A while later a young man brings them some water and bread, leaving it within reach, but not getting close enough to be attacked. He seems very frightened of the Company and the Dwarves. He hurriedly asks “*Are you in league with Greymuzzle Hob?*” before rushing away without waiting for an answer. Another man stands guard with an old spear in the doorway. They leave, securing the door.



The Dwarves are deeply regretful of their actions. If needed, their reactions to the situation can serve to guide the players into realising that they have done wrong and must seek to put it right, rather than lash out or take vengeance on the village.

Borri relates the story of how he found the pig. He thought it was caught in some other hunter's trap, and stealing that would have been crime enough, but he was hungry. Recognising his good fortune, he quickly dispatched it, and that was that – pork for dinner. He now realises to his shame he should have thought harder about where it came from.

If the Company eavesdrop on the goings-on in the farmstead outside, they hear Gailavira arrange for another pig to be brought out and shackled in the same place as the first one. (This attempt to placate the Warg will come to nothing in **Part 8**, for Greymuzzle Hob is faithless and cruel, and was looking for an opportunity to break its bargain with the farmstead and attack again.)

Eventually, as twilight begins to fall, a group of poor-looking men and women enter the empty longhouse prison, bearing a selection of rush torches, spears and farming tools. They tell the Company that they are to stand before Gailavira and explain their actions.

The characters are taken, still bound and unarmed, to the largest longhouse at the centre of the farmstead.

If at any point during this Audience section, it looks as if the player-heroes will forfeit their honour and attempt to attack the villagers, then skip forward to **Part 8**: the Warg will attack at that point.

THE AUDIENCE

When a company of Player-heroes meet someone important, or where the interaction is significant to the plot, then the Audience rules come into play. These rules provide structure, consistency, and allow a Player-heroes' origin and standing to come into effect. Usually this occurs when a company of Player-heroes need to request something from some kind of official, or powerful personage, and the Loremaster doesn't just want to rely on their own judgement, or penalise those who's strength is not roleplaying in character.

For the purposes of this adventure you'll use a simplified version, tailored to this scenario – this isn't a situation where the players approach in a neutral way requesting aid – they are prisoners, trying to win their freedom. Equally Gailavira is no fool, and realises there could be something to be gained from them. Since everyone is level 1 there won't be much differentiation based on level – only on origin and ability scores.

The Company are led and pushed into the centre of the smoky hall. A dais stands before the hearth, and on it sits a tall wooden chair. Furs are laid over it, and on them sits a proud grey haired woman. Her clothes, while not

fine looking to the eyes of an Elf, Barding or Dwarf, look impressive enough to a Beorning or Woodman. The fabrics are dyed a deep red and orange, and they are edged with intricate loom woven designs. A fur-trimmed cloak with a fine square silver brooch sits on her shoulders.



She speaks directly to the Company, in a clear well-spoken voice. Her piercing grey eyes are hard to hold for long. Clearly this is a woman who has seen a lot, and lived to tell the tale.

“Who are you to come here and steal our pig? You will tell me your names and intention here in our lands, and if I do not like what you have to say I shall keep your swords here, and cast you out without them. Make me angry and I will keep you here too. Speak.”

One member of the Company must make a **DC 15 Intelligence (Traditions)** check to introduce the group.

The choice of which hero will make the initial introduction is an important one. Gailavira will respond better to a familiar face like a fellow Woodman or a Beorning. Equally though, it is important to be able to pass the check. The Bride is not the most quick-witted of the Company, and Beran is not much cleverer. Caranthiel on the other hand has a good chance of being looked upon favourably as an Elf of Mirkwood, and has a high **Intelligence**. At the other end of the scale, Gailavira has never seen a Hobbit before, and there is very little chance that she'll trust such

an odd creature asking her for favours. Trotter also has middling **Intelligence**, so isn't a good bet at all. It's up to the players to figure this out.

The result of this first check determines Gailavira's initial reaction and attitude towards the Company. This sets the base DC for a Final Audience Check, which determines the ultimate success (or failure) of the interaction.

GAILAVIRA'S STARTING ATTITUDE ON A SUCCESSFUL INTELLIGENCE (TRADITIONS) CHECK:

CULTURE (CHARACTER)	ATTITUDE	DC FOR FINAL ROLL
Bardings (Lifstan)	Generally Neutral	DC 12
Beornings (Beran)	Generally Friendly	DC 11
Dwarves (Beli)	Generally Neutral	DC 12
Elves of Mirkwood (Caranthiel)	Generally Friendly	DC 11
Hobbits of the Shire (Trotter)	Unknown	DC 13
Woodmen (The Bride)	Generally Favoured	DC 10

GAILAVIRA'S STARTING ATTITUDE ON AN UNSUCCESSFUL INTELLIGENCE (TRADITIONS) CHECK:

CULTURE (CHARACTER)	ATTITUDE	DC FOR FINAL ROLL
Bardings (Lifstan)	Generally Askance	DC 13
Beornings (Beran)	Generally Neutral	DC 12
Dwarves (Beli)	Generally Askance	DC 13
Elves of Mirkwood (Caranthiel)	Generally Neutral	DC 12
Hobbits of the Shire (Trotter)	Generally Mistrustful	DC 14
Woodmen (The Bride)	Generally Friendly	DC 11

In this Audience, the Player-heroes must do their best to convince Gailavira that they are of good character and have something to offer. The better they can do this, the better they will fare.

PLAYING GAILAVIRA

As a mature and wily leader, Gailavira is neither easily swayed, nor stupid. She is aware that to keep her people united justice must be seen to be done this day. However she is not naïve. She knows that the Company were probably simply hungry, and have been thoughtless more than actively malicious. With a show of strength, this could be an opportunity to either assert her power, or perhaps if the Company prove trustworthy, do better for the village.

All this means that she will want to make the Company sweat, to assert her position. But she will want to find a good resolution – perhaps money or goods for the loss of the pig, or even better, have these fighting men and women defeat Greymuzzle Hob.

This also means, out of character, the Company will get a scolding, but are unlikely to face being locked up unless they foolishly chose to mock her in her own hall. This is also a good taste of the way things work in Middle-earth. Characters are not simply free to do anything they want, and bonds of honour and service are important dramatic hooks.

The Company and their players should realise they have done wrong, and aim to make amends. Gailavira could become a powerful friend. She will not tolerate being treated as a fool, nor disrespected in her own hall. It is clear that if the Company is foolish enough to threaten real violence, the villagers will cut them down with spears and pitchforks.

During the Audience, the following modifiers to the final roll may be earned by the party. Each band may only be earned once, but all bands may be earned – so if the Company disrespected her authority, her people and refuse to see reason, they only gain a single -2 modifier. If during the audience they change their tack, show contrition and make an offer of payment they will receive one +1 to their final roll *in addition* to the -2.

MODIFIERS

-2	The Company disrespects her authority The Company disrespects her people The Company refuses to see reason The Company mocks or insults the memory of Gailavira's dead sons	
	+1	The Company shows contrition The Company speaks reason The Company makes an offer of payment The Company defers to Gailavira's authority The Company mention their desire to do good and help King Bard The Company respectfully suggests that making offerings to the Warg was the wrong course of action
	+2	The Company makes Gailavira look good The Company makes Gailavira look wise The Company makes a reasonable claim of kinship, either spiritual or blood ties The Company makes an offer of assistance to defend the village, or help rebuild it The Company blames the dwarves for everything and argue that they have nothing to answer for (abandoning the dwarves like this is worth at least 1 Shadow point apiece).

Once the conversation is wrapping up, the companions may choose who will make the final roll from those who have spoken, using the DC generated by their introduction, and adjusted by any modifiers accrued during the audience.

RESULTS

Failure	Gailavira determines to keep the party hostage. As they are led away, skip forward to Part 8.
Success by 0-2	Gailavira decides to release the Company but hold onto half of their goods in tithe for the pig
Success by 3-4	Gailavira decides to release the Company with all their goods in return for a boon
Success by 6+	Gailavira decides to release the company and become their patron, giving them adventure hooks in the future, and giving them the chance to open Rowanhold as a sanctuary

- part 8 - WARG ATTACK!

The climax of the adventure sees the characters fight for their lives against a vengeful Warg.

As Gailavira delivers her judgement a shout goes up outside the hall, followed by the sounds of commotion and running feet beyond. All inside look around, suddenly nervous; all thoughts of admiration for their wise leader forgotten in a moment. Then comes a terrible sound of breaking timber and a baleful, roaring howl fills the air, chilling marrow-deep. A voice speaks from the darkness:

“Gailavira! I am hungry now, and your scrawny pigs will not satisfy me. Send out your children, Gailavira. Send out your bravest sons, so I may kill them too and drink their hot blood. Send out your suckling babies and their mewling mothers, so I may eat my fill. Send them out, or you all die.”

Greymuzzle Hob! Greymuzzle Hob is come!

No matter the outcome of the Audience, Gailavira calls for the Company to be cut loose and their weapons returned from where they were stored behind the dais. *“Can you fight? If not, learn now! If yes, then we draw swords together this day, be you friend or foe!”* and in her hand is a shining blade of rippled steel.

And from outside comes a dread voice in answer. *“So be it.”* The doors of the hall burst open, and in rushes the night and with it Greymuzzle Hob.

Greymuzzle Hob is a fearsome black-furred Warg, a giant wolf, with burning coals for eyes. Its coat is matted and slick with old blood. It reeks of death.

Greymuzzle Hob is accompanied by many Goblins, who will occupy the Dwarves and the fighters of Rowanhold and mostly don't engage the Player-heroes directly. If you have more than four Player-heroes, add one Goblin Soldier to the fray per hero above four.

The fire in the hearth and all torches in the hall are initially extinguished by the Warg's entrance – this could be the result of dark sorcery, or simply the gust of wind from the doors being flung open. The torches are out, but the hearth fire is smouldering.

GREYMUZZLE HOB

Large Monstrosity (Warg-kind)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16(+3)	7 (-2)	12 (+1)	9 (-1)

Armor Class 14 (natural armour)

Hit Points 42 (5d10+15)

Speed 50 ft.

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Wargspeech, Westron, Orkish

Challenge 2 (450 XP)

Fear Aura. Any creature hostile to Greymuzzle Hob that starts its turn within 10 feet of it must make a **DC 11 Wisdom** saving throw, unless Greymuzzle Hob is Incapacitated. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Greymuzzle Hob's **Fear Aura** for the next 24 hours.

Fear of Fire. Greymuzzle Hob is fearful of fire. If a torch or other flame comes within 10 feet of it then Greymuzzle Hob suffers Disadvantage on its attack rolls. In addition, Greymuzzle Hob is not able to use its **Pack Tactics** ability.

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

Pack Tactics. Greymuzzle Hob has Advantage on an attack roll against a creature if at least one of Greymuzzle Hob's allies (including Goblins) is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a creature, it must make a **DC 13 Strength** saving throw or be knocked Prone.

It is possible for the company to relight torches and stoke up the fire to trigger Greymuzzle Hob's fear of fire. Relighting a torch or stirring the fire takes an action and requires a **DC 10 Dexterity (Sleight of Hand)** check.

2 When the battle is over, everything has changed. The Company is no longer looked on with suspicion or scorn. All debts are repaid, and the folk of Rowanhold are nothing but grateful. Gailavira orders the Warg skinned, and sets in motion the repairing of the broken palisade. Snorri and his companions agree to aid in the rebuilding. The Company will be most welcome to help, or to take their rest in the great hall.

That night a celebration is held. What meagre stores the village holds are opened, and a simple feast is enjoyed by all. Snorri teaches the villagers the Game of Smoke Rings, and songs are sung late into the night.

- part 9 - the wandering wizard

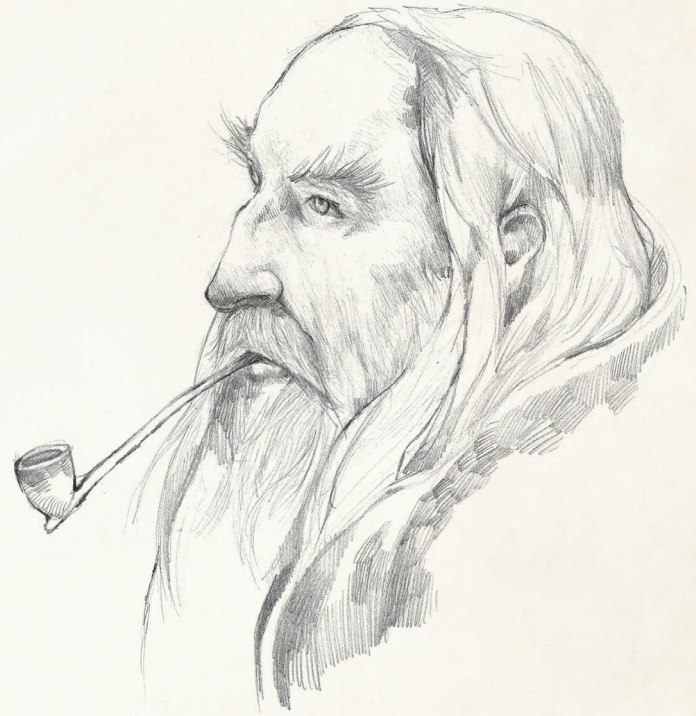
The next morning, in the closing moments of the scenario, the party meet Gandalf, and have the chance to accompany him into Mirkwood.

A gentle spring dawn casts a fragile yellow light across the farmstead. Serious repairs to the palisade begin with the rising of the sun, and the sound of axes and mallets wakes the company. They slept in Gailavira's hall as honoured guests.

Realising that our heroes will be keen to continue their journey, and somewhat keen to forget imprisoning them, the villagers begin to appear at the repaired doors of the hall with gifts for their journey, supplies for the road, clearly meagre by normal standards, but great gifts from so poor a people.

The Dwarves decide to stay a while in the village to help with repairs. They will bid a fond farewell to the Company, and express a wish to see them again. Friendships like this are key to tying characters into Middle-earth as more than wandering mercenaries.

Gailavira bids them farewell, thanking them for their efforts. All punishments are forgotten, and if they secured her as a patron, she will doubtless see them again, and have quests for them to undertake in the rebuilding of the farmstead. But for now they must head on to the Forest Gate, and then into Mirkwood.



As they approach the road that leads to the Forest Gate, they see another traveller ahead of them on the trail, leaning on a staff as he walks wearily along the road. He is an old, old man, wears a tall pointed blue hat, a long grey cloak, and a silver scarf. He has a long white beard and bushy eyebrows that stick out beyond the brim of his hat.

"Your path goes East, I think, and so does mine today. May I join you on the Road?"

And with that the curtain falls.

RIDDLE SHEET

THE POOR HAVE IT, THE RICH NEED IT AND IF YOU
EAT IT YOU'LL DIE. WHAT IS IT?

- NOTHING -

GLITTERING POINTS THAT DOWNWARD THRUST,
SPARKLING SPEARS THAT NEVER RUST.

- ICICLE -

WHAT ALWAYS RUNS BUT NEVER WALKS, OFTEN
MURMURS, NEVER TALKS, HAS A BED BUT NEVER
SLEEPS, HAS A MOUTH BUT NEVER EATS?

- A RIVER -

A HEAD HAVE I, A TAIL HAVE I, NO BODY HAVE I,
WHAT AM I?

- A COIN -

IT CANNOT BE SEEN, IT WEIGHS NOTHING, BUT WHEN
PUT INTO A BARREL, IT MAKES IT LIGHTER.

WHAT IS IT?
- A HOLE -

A BOX WITHOUT HINGES, LOCK OR KEY, YET GOLDEN
TREASURE LIES WITHIN.

WHAT IS IT?
- AN EGG -

THE MORE YOU HAVE OF IT, THE LESS YOU SEE.

WHAT IS IT?
- DARKNESS -

REACHING STIFFLY FOR THE SKY,
I BARE MY FINGERS WHEN IT'S COLD
IN WARMTH I WEAR AN EMERALD GLOVE
AND IN BETWEEN I DRESS IN GOLD

- A TREE -

THE ONE WHO MAKES IT, SELLS IT. THE ONE WHO
BUYS IT, NEVER USES IT. THE ONE THAT
USES IT NEVER KNOWS THAT HE HAS IT.

WHAT IS IT?
- A COFFIN -

FEED ME AND I LIVE, GIVE ME DRINK AND I DIE.

WHAT AM I?
- FIRE -

THREE LIVES HAVE I,
SOFT ENOUGH TO SOOTHE THE SKIN,
LIGHT ENOUGH TO CARESS THE SKY,
HARD ENOUGH TO BREAK ROCKS.

- WATER -

ALIVE WITH NO BREATH,
AS CHILLY AS DEATH,
NEVER THIRSTY, EVER DRINKING,
CLAD IN MAIL, NEVER CLINKING,
DROWNS ON DRY LAND,
THINKS AN ISLAND, IS A MOUNTAIN,
THINKS A FOUNTAIN, IS A PUFF OF AIR.

- A FISH -


loremaster's map





player's map





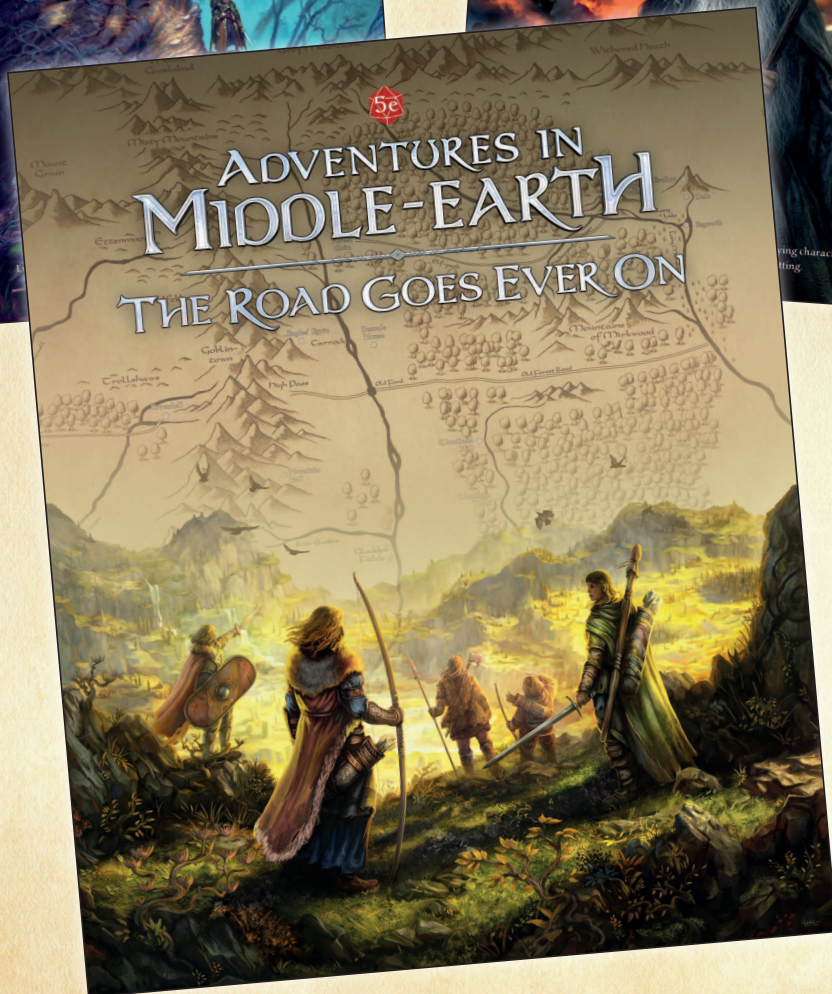
The Battle in the Clearing

- A fallen tree provides total cover from ground level.
- Use of a full movement action allows a creature to climb onto a fallen tree, allowing Advantage on attack rolls as long as they stay on the tree. Jumping down is considered normal movement.
- Creatures on a tree trunk gain a +2 modifier to a shove action on opponents below.



The Battle in the Hall

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COMPANION AND CHALLENGE RATING
EXPERIENCE AWARD TABLE

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

EXHAUSTION

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

A creature suffers the effect of its current level of Exhaustion as well as all lower levels. For example, a creature suffering level 2 Exhaustion has its speed halved and has Disadvantage on ability checks. Finishing a long rest reduces a creature's Exhaustion level by 1, provided that the creature has also ingested some food and drink.

CONDITIONS

Blinded

- A Blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.

Deafened

- A Deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has Disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is Incapacitated (see the condition).
- The condition also ends if an effect removes the Grappled creature from the reach of the grappler or grappling effect.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Miserable

- A Miserable creature has Disadvantage on attack rolls.
- The creature automatically fails Charisma ability checks.
- A Miserable character can temporarily counter the effects of the Miserable condition by spending Inspiration. Using Inspiration removes the Disadvantage on one attack roll, or enables the player-hero to make a Charisma ability check at Disadvantage.

Paralysed

- A paralysed creature is Incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Poisoned

- A Poisoned creature has Disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has Disadvantage on attack rolls.
- An attack roll against the creature has Advantage if the attacker is within 5 feet of the creature. Otherwise the attack roll has Disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.
- The creature has Disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is Incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.

Unconscious

- An unconscious creature is Incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls Prone. The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.
- Any attack that hits the creature is a critical hit if the attack is within 5 feet of the creature.

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